

MENACE OF MEMNON

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

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The search for the Battlecloak of Vycaena leads to the city of Memnon, where fire genasi enjoy an opulent lifestyle built on the backs of human slaves. Heroes are needed to infiltrate the city, posing as thespians, and locate the prize. Does your ability to perform on stage match your ability to perform in combat? A *Living Forgotten Realms* adventure set in Calimshan for characters of the Heroic tier (levels 1-10). This adventure continues the major quest *The Battlecloak Saga* started in *CALI3-1 Malice of Mintar*, and which concludes in *CALI3-3 Agony of Almraiven*. It is strongly recommended that you play these three adventures in order.

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

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THE WIZARDS PLAY NETWORK

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If you want to organize LFR games at home, you don't need to be associated with the Wizards Play Network. You don't need to report your event to anyone, and neither the DM nor the players need to have DCI/RPGA membership numbers. Just find the adventure you want to play, download it, and have fun! Be sure to keep up with the LFR Community at our campaign website: <http://community.wizards.com/lfr>.

PREPARING FOR PLAY

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

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

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

READING MONSTER STAT BLOCKS

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

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

IMPORTANT DM INFORMATION

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

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

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

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

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

APPROPRIATE CHARACTER LEVELS

This adventure supports the entire Heroic tier of play (levels 1-10). Paragon-tier and Epic-tier characters may not play this adventure. Any Heroic-tier character can play, but the highest-level character in the party must be within three (3) levels of the lowest-level character in the party.

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

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

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

FAILING TO DEFEAT AN ENCOUNTER

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

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

CHARACTER DEATH

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

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

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

Regardless of which option is chosen, any character who dies during an adventure gains less XP from that adventure. The penalty is equal to 20% of whatever XP the rest of the party earned (so characters that died during the adventure earn 80% of the amount earned by those characters that did not die during the adventure). If a character is killed in the final encounter, but the rest of the party prevails, then the DM may choose to waive the 20% XP penalty if he or she believes that the group as a whole would not have succeeded without the dead character's sacrifice. The 20% penalty also does not apply in the event of a TPK (Total Party Kill), because the DM should reduce the entire group's XP award to reflect the fact that the party as a whole failed to complete some or all of the adventure's objectives.

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

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

MILESTONES

No matter if the characters succeed or fail in an encounter, they generally reach a milestone after every second encounter following the start of the adventure or their last extended rest. Some encounters do not count toward a milestone, usually because they are pure roleplaying encounters or do not pose a meaningful challenge to the party. If an encounter is not intended to count toward a milestone, it will say so. In particular, you should not deny the players a milestone just because they are having an easy time with the combat encounters. After each encounter, inform the players whether that encounter counted toward the next

milestone. Reaching a milestone gives each PC another action point and affects some magic item powers.

LASTING EFFECTS

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

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

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

Diseases: 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 an adventure, any character suffering from a disease must resolve the disease to either its cured or final state, using the necessary number of extended rests to do so. Other characters adventuring with the PC may aid the afflicted character during this time. If a disease reaches its final state and the PC can get a Cure Disease ritual cast (and pay the appropriate costs), they may do so.

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

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

DCs BY ADVENTURE LEVEL

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

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

Adventure Level	Easy DC	Moderate DC	Hard DC
2	9	13	20
4	10	14	21
6	11	15	23
8	12	16	24
10	13	18	26

ADVENTURE BACKGROUND

Ala'Ammar, patriarch of House Azhar in Almraiven, has discovered scriptural evidence that his bloodline might be traced back to the legendary House Asada. As compelling as this evidence may be, it is not proof enough to support the patriarch's claim to greatness. What he really needs is to find an artifact attuned to those of the *old* bloodline: an artifact that glows when those of the House for whom it was originally designed adorn it.

Such an item is The Battlecloak of Vycaena, but it went missing over 100 years ago. Its last known location was Mintar, an evil, wretched city where the people still toil under the yoke of religious fundamentalists dedicated to Bane. Ala'Ammar does not want to draw attention to his claim, as already there are others claiming to be descendents of his family's enemies, including House Naijar. So, Ala'Ammar seeks adventurers to help him find the cloak. If he is successful, House Azhar will once again be House Asada, and Ala'Ammar will not only find prestige in Almraiven, but also with the power of the artifact, lead an army to take back the city of Memnon (city of his ancestors) and free the human slaves from the chains of the wicked genasi and efreeti overlords.

In the first part of the quest arc (*CALI3-1 Malice of Mintar*), Ala'Ammar learned that the cloak is the in possession of the genasi Prama Ningra, who lives in or near to the city of Memnon.

DM'S INTRODUCTION

This adventure involves the PCs going under cover as a theatre troupe of slave-performers in Memnon. They must use their cover to infiltrate Prama Ningra's heavily fortified compound, retrieve the Battlecloak of Vycaena, and escape to a safe-house in order to leave the city without being captured.

The adventure starts with a briefing in Almraiven by Ala'Ammar. PCs who successfully completed the previous adventure are provided with additional supplies, and all of the PCs are tattooed with slave markings for their cover. The PCs then travel uneventfully to Memnon.

Once in Memnon, the PCs can explore the city and gather information about Prama Ningra. After a tenday, they are invited to provide a private performance for Prama Ningra and other dignitaries.

The PCs can use their performance to try and remove some of the guests and guards from the scene. When they are ready, the PCs can attack Prama Ningra and his guests, and recover the Cloak of Vycaena.

The next step is for the PCs to escape the compound. They can go through the front courtyard where they face the captain of the guard, a renowned dragon trainer. Otherwise, they can escape through the tunnels below the compound, ruled by a beholder. The PCs choose which of these creatures they must face in order to escape.

Once out of the compound, the PCs go to meet their contact. Unfortunately, the contact has been captured and replaced by Memnon loyalists, and the original safe-house has been compromised. The PCs must rescue their contact and locate the new safe-house, where they can deliver the cloak.

Before you start the adventure, check whether any players played *CALI3-1 Malice of Mintar*. The story award **CALI03 Battlecloak Saga Quest** has an impact in the first encounter. Also check whether there are any fire genasi or tieflings amongst the PCs. These races can move about freely in Memnon.

PLAYER'S INTRODUCTION

Read or paraphrase the following to the players:

You have been summoned to meet with Ala'Ammar, a noble living in the city of Almraiven: the last large pocket of humanity in Calimshan. This city protects free humans from the unending war between air and fire, while factions work to break the bitter yolk of human slavery in Calim and Memnon.

PCs should introduce themselves. If they have questions about Ala'Ammar, they can learn the following information with a History or Streetwise check:

- DC 10: Ala'Ammar is a well-known and well-liked noble. He and his family have a reputation of being honorable.
- DC 15: Ala'Ammar has committed many of his personal resources to sheltering escaped slaves and is rumored to have ties to organizations opposed to slavery in the region.
- DC 20: Rumors tell that Ala'Ammar was once a slave himself in the city of Memnon, captured trying to help other slaves escape. When he gained his freedom, he vowed to devote his life to the overthrow of Memnon and freedom for all under the yolk of slavery.

When they are ready to continue, move on to Encounter 1.

ENCOUNTER 1: BRIEFING

Important NPC: Ala'Ammar, male human, patriarch of House Azhar in Almraiven

Note: If the PCs played *CALI3-1*, Ala'Ammar already knows them. Any PCs who played *CALI3-1* immediately before the adventure are already present, having just completed an extended rest as Ala'Ammar's honored guests.

The PCs are ushered into a meeting room for a briefing by Ala'Ammar.

Seated at the head of a banquet table adorned with delicacies from the region is a rotund, sunburned human. He gestures at the feast before you and bows deeply, "Thank you for answering my missive. I am Ala'Ammar, patriarch of House Azhar, and honored to have you as my guests."

Ala'Ammar is happy to answer any questions the PCs may have.

BACKGROUND

- Ala'Ammar's primary goal is to lead an army to take the city of Memnon and free the slaves from the wicked genasi and efreeti overlords.
- In order to accomplish this, he needs to recover the Battlecloak of Vycaena to prove his heritage and claim leadership.
- He has learned that the Battlecloak of Vycaena is in the possession of Prama Ningra, a wealthy fire genasi who lives in Memnon and heads a complex specializing in the training of slaves.
- Ala'Ammar is working with the Brotherhood of Bonded Escape, a secret organization based in Almraiven dedicated to freeing the slaves of Calimshan.

THE MISSION

- Ala'Ammar has arranged for the PCs to travel across the desert to the city of Memnon in the guise of slaves who specialize in theatrical performances.
- Prama Ningra resides in a well-fortified palace. Ala'Ammar believes the only way for the PCs to gain access is to get hired as cheap entertainers (i.e. slaves).
- The PCs are to disguise themselves as slaves of Evaliss [EHV-ah-less], a tiefling merchant and slave trader.

- Evaliss does not know the PCs' true mission. He is, however, a member of the Brotherhood of Bonded Escape.
- The PCs should devise cover personalities and dramatic specialties.
- The society in Memnon recognizes strength and fitness as leadership traits.
- The PCs will be tattooed with slave markings. These mark them as slaves, so that nobody else will try to enslave them.
- Any PC who does not already have a magical tattoo may have their tattoo made with magical ink. The tattoo is a *tattoo of bonded escape*.
- Once in Memnon, the PCs must locate Prama Ningra and gain possession of the Battlecloak of Vycaena.
- They will meet with Najwa, a tiefling, at Omar's Oasis, a tavern in Memnon. She will escort them to a safehouse, so they can escape the city.
- Once they reach the safehouse with the Battlecloak of Vycaena, they are each paid 25/45/75/150/225 gp, as well as additional equipment to aid their escape from the city.

Each PC with CALI03 may choose one potion from the following list:

- *Potion of healing*
- *Potion of clarity*
- *Potion of resistance (fire)*
- *Potion of Resistance (poison)*

Distribute Player's Handout 1, which details the slave tattoos and the potions.

ENDING THE ENCOUNTER

Once the PCs are briefed and accept the mission, they can make further preparations in Almraiven. Then continue with Encounter 2.

MILESTONE

This encounter does not count towards a milestone.

TREASURE

PCs who do not already have a magical tattoo gain a *tattoo of bonded escape*.

Each PC with story award **CALI03** also receives either a *potion of healing*, *potion of clarity*, *potion of resistance (fire)*, or a *potion of resistance (poison)*.

ENCOUNTER 2: MEMNON

SETUP

Important NPCs:

Evaliss, male tiefling merchant

The PCs are assigned to a merchant caravan traveling over 400 miles across the desert to Memnon. You can describe the harsh conditions of the journey, but the caravan is well protected and the PCs arrive in Memnon without significant opposition.

Just through the gates of the smooth black-walled city, the temperature drops considerably. Genasi bark orders to ragged human slaves who hurry to do their master's bidding.

Several shops are set up in a bazaar on the main street, which leads to a very large arena from which you can hear the sounds of combat and cheers.

For the next several days, Evaliss needs the PCs to establish themselves as performers in Memnon, earning top coin for him. They can explore locations as a group, or split up. Evaliss makes all arrangements as the owner of the PCs.

This encounter is primarily roleplaying. The skills listed can be used as guidelines, but you should allow PCs to use any skill appropriate to their actions.

MEMNON'S ARENA

The main arena pits gladiators against slaves, other gladiators, or fearsome desert monsters including dire scorpions and the fearsome sand worm.

Performers are often hired to warm up the crowd, although it is difficult to hear in the large arena. Acrobatics or Athletics are useful skills to impress the crowd before the main event.

DELILIAH'S DANCE STUDIO

Deliliah is an elderly, yet fit, firesoul genasi who teaches the art of belly-dancing. She is always interested in learning about exotic dance forms from foreign lands.

PCs can share some of their dance moves with Deliliah, and she is happy to teach them belly-dancing in return. Endurance and Acrobatics work well here, as Deliliah is a demanding instructor. PCs who work with Deliliah are expected to perform nightly with her troupe.

SNAKE CHARMING

Many natives of Memnon enjoy watching snake charmers weave their craft on any of the main streets. Through mystical tunes and understanding reptiles, these performers compel snakes to do more than just dance out of a basket.

Arcana and Nature are appropriate skills to play a mystical tune and charm a snake.

OMAR'S OASIS

One of the finest taverns in Memnon, the PCs will later need to meet their contact Najwa here. Note that she is not present until later in the adventure.

Patrons are always excited to hear a historical recount of Memnon's greatest battles, and embellishment is strongly encouraged. The greatest storytellers use History or Bluff to weave an engaging tale!

THE GRAND BAZAAR

Hand-stitched rugs, woven baskets, and ancient artifacts from the desert are just a small fraction of the goods available in Memnon. More items are bartered than bought with gold, and merchants employ performers to draw attention to their stand, or actors to stop by and drive up the price when haggling over merchandise.

Diplomacy or Insight are primarily used in repeated negotiations. (It is difficult to keep up the pretense of Bluff or Intimidate over many days.)

SOLOMON'S SLAVE AUCTION

Solomon, a burley tiefling, deals in slave trade, gaining the best prices for foreigners from the North. He can use a good actor to draw attention to his area: the more potential bidders, the higher the final price on the slaves.

Bluff or Insight can be used by a PC who acts as a plant in the audience, driving up the price. Another approach is to provide an entertaining side show to entice more patrons to the area.

As the PCs interact with the Memnon locals, they should learn the following information:

- Prama Ningra is a very successful fire genasi mine owner.
- Slaves work in his mine outside the city, while Prama Ningra (like most Memnon nobles) lives a life of decadent excess at his well-fortified palace in the city. He is best known as a slave trainer though.

- Prama Ningra wears an emerald-green silk gold-trimmed cloak. The clasps of this cloak are made of thick gold with a small emerald of each, and the clasps are large disks with a sword and shield insignia. A gold chain links the disks.
- Prama Ningra is a harsh master. When a slave makes a mistake, Prama Ningra is known to torture them to death for his own amusement.
- House Ningra is planning a celebration for Prama Ningra, in honor of the acquisition of his 100th concubine (or birthday celebration, for younger players).
- House Ningra is looking for entertainers for the festivities.
- They are looking for a play to honor the triumphs of the efreet Memnon, particularly the rescue of his faithful hound Cinder from the clutches of the djiin Calim.

Once the PCs have learned the information, they likely want to perform for Prama Ningra. They need Evaliss to make the arrangements for their performance, since they are viewed as slaves.

ENDING THE ENCOUNTER

Have each PC make one skill check representing their work for 10 days (this can happen during the scene if appropriate).

If more than 2 PCs fail to succeed at a Moderate DC, then they have not been very convincing as performers. All PCs suffer a -2 penalty to skill checks in Encounter 3A.

For each PC who succeeds at a Hard DC, they have managed to gain a great reputation in a short period of time. Their renown can be exploited, and that PC gains a +2 bonus to all checks in Encounter 3A.

When the PCs have resolved their skill checks and arranged a performance for House Ningra, continue with Encounter 3A.

MILESTONE

This encounter does not count towards a milestone.

TREASURE

There is no treasure for completing this encounter.

ENCOUNTER 3A: THE PLAY'S THE THING!

SKILL CHALLENGE, COMPLEXITY 3

SETUP

The PCs are given rooms in the palace to prepare for their performance. During this encounter, the PCs have the opportunity to reduce the number of foes they face in Encounter 3B. Read or paraphrase:

Evallis escorts you to your rooms in the palace. They are simple slave quarters, guarded at all times. Tomorrow, you will perform for Prama Ningra, so you have some time to make preparations.

First, allow the PCs to develop their play. Remind them to incorporate any equipment (armor, implements, weapons, etc.) into their costumes.

The goal of the skill challenge is for the PCs, during preparations and their performance, to remove as many enemy combatants as possible before the beginning of combat. At any time, PCs can end the skill challenge and attack Prama Ningra. When they do so, continue with Encounter 3B.

Some players may wish to perform their play. You can award automatic successes as appropriate, and resolve skill check rolls at the end of their performance. Try to accommodate all play-styles at the table, so that all players get a chance to contribute to the Skill Challenge in a fun way, within their comfort level.

SKILL CHALLENGE: STANDING OVATION

Goal: Use the performance to disable or remove guards from the combat.

Complexity: 3 (8 successes before 3 failures)

Primary Skills: All

Victory: The PCs remove up to 4 enemies before Prama Ningra notices the deception.

Defeat: Prama Ningra become suspicious and orders the guards to attack the PCs.

Allow the PCs to be creative in their use of skills and powers to gain an advantage in the next encounter.

The PCs are guarded at all times. It takes 2 successes at a Moderate DC in order to disable/remove a guest, guard, or dog. The successes must come from 2 different PCs, so that a single PC does not draw too much attention to him or her self.

If a PC succeeds at a Hard DC, the PC can cancel 1 failure, or provide a +2 bonus to the next check in the skill challenge.

The scenes below are provided as a sample only. If the PCs come up with their own plans to disable the guards and dogs, use appropriate scenes of your own to describe the action.

If you are using the scenes below, read or paraphrase an introduction:

Evallis hands you an itinerary. "Tonight we have a dress rehearsal in the grand hall. Tomorrow evening, you shall perform your play, praising the greatness of the effreet Memnon. The play has 2 acts, with an intermission in between."

Clearly communicate the goals and mechanics of the skill challenge to the players. To not draw undue attention to their plans, they should not try to incapacitate or remove more than one enemy per scene, and they must spread out the checks so that no individual draws extra scrutiny to their actions.

SCENE 1: REHEARSAL

Crystal chandeliers hang from the ceiling and ever-burning torches illuminate the grand hall. Silk tapestries with gold threading depicting fiery consumption of lush forests hang on every wall.

A grand balcony overlooks a large stage constructed especially for your performance. A banquet table set with gold cutlery and sculpted glass chalices stands ready for tomorrow's feast.

Place the map for Encounter 3B and describe the terrain features. Remind PCs that guards are watching them as they practice their performance. These guards are slave-guards, and are not the same as the royal guards who will be present at the actual performance.

PCs can use any skills appropriate to the scene. Some samples are provided below.

Bluff Moderate DC (1 success)

The PC engages the guards and distracts them from the preparations being made.

Thievery Moderate DC (1 success)

The PC weakens the supports of a chandelier hanging from the ceiling, so that it collapses and incapacitates whoever is under it.

When the PCs have accumulated 2 successes or 2 failures in this scene, the guards escort them back to

their quarters. If they earn 2 successes, one creature is removed from combat at the start of Encounter 3B.

SCENE 2: ACT ONE

The firesoul genasi Prama Ningra wears a luxurious robe and is adorned with a gem-encrusted crown, noticeably covering what little hair he has remaining. As his honored guests enjoy the banquet, he takes a seat on a lavish cushioned chair on the balcony and motions for the performance to begin.

Place all of the creatures from Encounter 3B on the map, and have the PCs place themselves where they will be for the first act of the performance.

When the play starts, the PCs must put on a convincing show to keep the audience entertained.

Bluff Easy DC (group check; 1 minimum)

Memnon is an evil efreet tyrant, and the content of the play written by the PCs includes scenes of brutality and despicable acts.

Acrobatics/Diplomacy/History Moderate DC (2 maximum)

The play includes amazing stunts, engaging acting, or historical accuracies. The crowd is enthralled. When a dog barks or a guard or guest coughs, Prama Ningra is so annoyed that he orders the disruptor to leave the area immediately.

Insight Moderate DC

During the show, a PC reads the crowd and improvises additional content. Success gives a +2 bonus to the next Diplomacy check in this scene.

SCENE 3: INTERMISSION

At the conclusion of Act One, Prama Ningra and his guests applaud politely. Slaves enter the hall to refill drinks and serve yet another course of the endless feast.

There is a short break between the acts, giving the PCs additional opportunities to interact with the attendees.

Heal Moderate DC (1 maximum)

The PCs serve hors' d'oeuvres, made with ingredients to make the party guests ill. Strong poisons would be noticed right away, but a subtle dose is enough to affect one guest, guard, or dog. They excuse themselves from the remainder of the performance.

Nature Moderate DC (1 maximum)

The PC befriends one of the dogs during the intermission, rendering it docile.

Stealth Moderate DC (1 maximum)

One of the PCs sneaks away during the break and creates a commotion in a nearby room, then sneaks back. One of the guards is called away to investigate. Or, they slip a leash onto one of the dogs, preventing it from entering the combat.

SCENE 4: ACT TWO

Prama Ningra motions that he is ready for the performance to continue.

As the final act begins, the PCs have one more chance to disable one of the guests, guards, or dogs before they launch their attack.

Athletics Moderate DC (1 maximum)

The PC throws the curtain over a guard or dog near the stage. The guard or dog spends the combat struggling with the heavy curtain.

Arcana Moderate DC (1 maximum)

The PC infuses magic into their words as they give a soliloquy, putting one of the guards or guests into a hypnotic state. The guard or guest does not take part in the combat.

Bluff Moderate DC (1 maximum)

The PC convinces Prama Ningra that they need a volunteer from the audience to play the role of the prisoner in the final act. They tie up one guard, guest, or dog who cannot participate in the combat.

ENDING THE ENCOUNTER

As soon as the PCs get their eighth success or third failure, Prama Ningra suspects something is amiss and gives the signal to attack. Continue with Encounter 3B.

The PCs can launch their own attack. If they attack before they complete the skill challenge, continue with Encounter 3B. Each PC who succeeds at a Moderate DC Bluff check gains surprise on the alert but unsuspecting audience.

MILESTONE

Encounter 3A does not count towards a milestone, but Encounter 3 as a whole will count towards a milestone.

TREASURE

The PCs do not find any treasure in this encounter.

ENCOUNTER 3B: TO CATCH A CLOAK

ENCOUNTER LEVEL 5/7/9/11/13

Note: The encounter levels above are based on the notion that the PCs fail to remove any possible combatants during the Skill Challenge. As this is highly unlikely, the ELs for this encounter are as a result generally much lower.

SETUP

This encounter includes the following creatures at adventure level 2:

- 1 Prama Ningra (P)
- 2 Memnon nobles (F)
- 3 human guards (G)
- 3 guard hounds (H)

This encounter includes the following creatures at adventure level 4:

- 1 Prama Ningra (P)
- 2 Memnon nobles (F)
- 3 human guards (G)
- 3 guard hounds (H)

This encounter includes the following creatures at adventure level 6:

- 1 Prama Ningra (P)
- 2 Memnon nobles (F)
- 3 human guards (G)
- 3 hellhounds (H)

This encounter includes the following creatures at adventure level 8:

- 1 Prama Ningra (P)
- 2 Memnon nobles (F)
- 3 human guards (G)
- 3 hellhounds (H)

This encounter includes the following creatures at adventure level 10:

- 1 Prama Ningra (P)
- 2 Memnon nobles (F)
- 3 human guards (G)
- 3 hellhounds (H)

This encounter begins either when the PCs attack, or when Encounter 3A is completed. The map and enemy and PC positions should already be in place from Encounter 3A.

Before the first round, describe the outcome of the skill challenge. For every 2 successes the PCs earned in encounter 3A, remove an appropriate enemy (though Prama Ningra should never be removed).

Important: Prama Ningra does not wear the cloak. It is draped over the throne. He does not grab it during the fight.

At the start of combat, Prama Ningra shouts, “*Get them, but be careful! Do not damage my valuable property!*”

FEATURES OF THE AREA

Illumination: Chandeliers and wall sconces hold ever-burning light sources. The area is brightly lit. If the PCs wish, they can choose to dim the lighting for their performance. In this case, the area is dimly lit.

Ceiling: The ceiling is 30 feet (6 squares) high.

Balconies: The balcony is 20 feet off of the ground. A railing around the balcony and along the stairs provides a +5 bonus to saving throws to avoid falling off.

Stage: The stage is 5 feet high.

Stairs: The stairs are difficult terrain to go up, and normal terrain to go down.

TACTICS

The guards, guests, and Prama Ningra try to subdue the PCs, who they see as valuable slaves. If a PC is reduced to 0 or fewer hit points, they fall unconscious and do not need to make death saving throws.

At AL 2/4, the Memnon nobles use *gift of fire* on as many allies as possible. The guards use *powerful strike* to knock opponents prone and provide flanks for the hounds. The hounds gang up on prone targets. Prama Ningra uses *battle cry* to grant guards hounds under the effect of *gift of fire* additional attacks against prone targets. He uses *shield* the first time he is hit by any attack, trusting it to recharge when he becomes bloodied.

At AL 6/8/10, the Memnon nobles use *gift of fire* on as many allies as possible. The guards flank with the hellhounds in order to immobilize PCs in their aura. The hellhounds use their *fiery breath* as often as possible on groups of PCs. Prama Ningra uses *capricious earth* to group the PCs together so that the hellhounds can maximize their *fiery breath*.

When his guards and guests are defeated, Prama Ningra surrenders.

SCALING THE ENCOUNTER

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

Four PCs: Remove one hound.

Six PCs: Add one guard and one hound.

ENDING THE ENCOUNTER

If the PCs lose the combat or surrender, then they are captured. Continue the adventure with Encounter 7.

If the PCs win, they are able to retrieve the Battlecloak, as well as gifts presented to Prama Ningra. Some of the gifts are:

- Assorted jewelry, particularly gem encrusted head pieces including coifs, crowns, and circlets.
- A clear globe with a model of Memnon.
- Box seat tickets for tomorrow's main event in the Arena, featuring the Great Sand Worm.
- A gift certificate good for 50% off the purchase of any one slave from Solomon's Slave Emporium (max value 50 gp).
- A box of a dozen icing-frosted fire beetle glands.
- A pair of *silt sandals*.
- At AL 8 and 10 a pair of *silt striders*.

The PCs hear a general alarm and another slave (who was hiding under a table during the combat) calls to them:

"Quickly, this way. You must hide until things quiet down."

If the PCs take the slave's offer, they are kept safe for 5 minutes, during which time they benefit from a short rest. When they are ready to go on, read or paraphrase:

The slave introduces himself as Gorvan. Glancing around, he whispers, "You must get out of the compound. There are two ways out. The frontal approach is through the courtyard. You likely encounter the captain of the guard, a dragon trainer of much renown. Alternatively, you could try braving the vermin in the catacombs. Keep careful watch, as rumors speak of a beholder who rules the ancient labyrinth beneath the palace!"

If the PCs decide to escape through the courtyard and brave the captain of the guard, go directly to Encounter 4. If the PCs decide to escape through the catacombs, go directly to Encounter 5.

TROUBLE SHOOTING

If the PCs do not attack, Prama Ningra is so impressed with their performance that he decides he wishes to keep the PCs as his permanent slaves, and he

announces that he gives each of his guests a PC of their choice as a party favor.

If the PCs still do not attack, they are stripped by the guards and considered "captured". Continue with Encounter 7.

MILESTONE

This encounter, combined with Encounter 3A, counts as one encounter towards a milestone.

TREASURE

The jewelry is worth 25/40/75/150/225 gp. The assortment of gifts on the table includes *silt sandals*. At AL 8 and AL 10, the gifts also include *silt striders*.

Note that PCs can also gain access to these items in Encounter 8 if they successfully deliver the Battlecloak to the safehouse, even if they do not take the gifts.

ENCOUNTER 3B: TO CATCH A CLOAK STATISTICS (AL 2)

Prama Ningra (level 3)		Level 3 Elite Artillery (Leader)	
Medium elemental humanoid, firesoul genasi		XP 400	
HP 80; Bloodied 40		Initiative +5	
AC 17, Fortitude 14, Reflex 16, Will 15		Perception +3	
Speed 6			
Resist 5 fire			
Saving Throws +2; Action Points 1			
STANDARD ACTIONS			
M	Mace (weapon) • At-Will		
Attack: Melee 1 (one creature); +8 vs. AC			
Hit: 1d8 + 5 damage.			
R	Longbow (weapon) • At-Will		
Attack: Ranged 30 (one creature); +10 vs. AC			
Hit: 1d10 + 6 damage, and the target grants combat advantage until the start of Prama Ningra's next turn.			
M/R	Double Attack • At-Will		
Attack: Prama Ningra uses mace or longbow twice.			
A	Battle Cry (charm) • Recharge when first bloodied		
Target: Area burst 1 within 10 (enemies in the burst); +8 vs. Will			
Hit: The target makes a basic attack as a free action against a creature of Prama Ningra's choice.			
Effect: Each ally in the burst can charge or make a basic attack as a free action. If an ally hits with the attack granted by this power, that ally gains 5 temporary hit points.			
TRIGGERED ACTIONS			
Shield (force) • Recharge when first bloodied			
Trigger: Prama Ningra is hit by an attack.			
Effect (Immediate Interrupt): Prama Ningra gains a +4 power bonus to AC and Reflex until the end of his next turn.			
M	Fire Pulse (fire) • Encounter		
Trigger: An enemy hits the firesoul genasi with a melee attack.			
Attack (Immediate Reaction): Melee 1 (triggering enemy); +8 vs. Reflex			
Hit: 1d6 + 5 fire damage.			
Str 15 (+3)		Dex 19 (+5)	Wis 14 (+3)
Con 16 (+4)		Int 11 (+1)	Cha 17 (+4)
Alignment evil		Languages Common, Primordial	
Equipment robes, mace, longbow, 20 arrows			
Note: Hobgoblin warmonger changed to fire genasi and made elite.			

Grey Wolf (level 1)		Level 1 Skirmisher	
Medium natural beast		XP 100	
HP 30; Bloodied 15		Initiative +5	
AC 15, Fortitude 13, Reflex 14, Will 12		Perception +6	
Speed 8		Low-light vision	
STANDARD ACTIONS			
M	Bite • At-Will		
Attack: Melee 1 (one creature); +6 vs. AC			
Hit: 1d6 + 4 damage, or 2d6 + 4 against a prone target. If the wolf has combat advantage against the target, the target falls prone.			
Effect: The wolf shifts up to 4 squares.			
Str 13 (+1)		Dex 16 (+3)	Wis 13 (+1)
Con 14 (+2)		Int 2 (-4)	Cha 10 (+0)
Alignment unaligned		Languages -	

Memnon Noble (level 1)		Level 1 Skirmisher (Leader)	
Medium elemental humanoid, firesoul genasi		XP 100	
HP 33; Bloodied 16		Initiative +5	
AC 15, Fortitude 13, Reflex 13, Will 12		Perception +0	
Speed 6			
Resist 5 fire			

TRAITS	
Wildfire Stride (fire) Whenever the servant of the Fire Lord moves at least 3 squares from where it began its turn, its melee attacks deal 3 extra fire damage until the end of its next turn.	
STANDARD ACTIONS	
M Scimitar (weapon) • At-Will Attack: Melee 1 (one creature); +6 vs. AC Hit: 1d8 + 3 damage.	
M Immolating Slash (fire, weapon) • At-Will Attack: Melee 1 (one creature); +4 vs. Reflex Hit: 1d6 damage, and ongoing 5 fire damage (save ends).	
MINOR ACTIONS	
Gift of Fire (fire) • Recharge 5-6 <i>Effect:</i> The servant grants each ally within 5 squares the gift of fire until the end of the servant's next turn. These allies' melee attacks deal 3 extra fire damage.	
TRIGGERED ACTIONS	
M Fire Pulse (fire) • Encounter <i>Trigger:</i> An enemy hits the firesoul genasi with a melee attack. <i>Attack (Immediate Reaction):</i> Melee 1 (triggering enemy); +4 vs. Reflex Hit: 1d6 + 3 fire damage.	
Skills Diplomacy +7	
Str 10 (+0)	Dex 17 (+3)
Con 17 (+3)	Int 11 (+0)
	Wis 10 (+0)
	Cha 15 (+2)
Alignment unaligned	
Languages Common, Primordial	
Equipment expensive clothes, scimitar	
Note: Servant of the Fire Lore from MM3 changed from half-elf to firesoul genasi.	

Town Guard (level 1)		Level 1 Soldier
Medium natural humanoid, human		XP 100
HP 31; Bloodied 15		Initiative +4
AC 17, Fortitude 14, Reflex 13, Will 12		Perception +5
Speed 5		
STANDARD ACTIONS		
m Halberd (weapon) • At-Will		
Attack: Melee 2 (one creature); +6 vs. AC		
Hit: 1d10 + 3 damage, and the town guard marks the target until the end of the town guard's next turn.		
r Crossbow (weapon) • At-Will		
Attack: Ranged 20 (one creature); +6 vs. AC		
Hit: 1d8 + 3 damage.		
M Powerful Strike (weapon) • Recharge 5-6		
Attack: Melee 2 (one creature); +6 vs. AC		
Hit: 2d10 + 3 damage, and the target falls prone.		
TRIGGERED ACTIONS		
M Interceding Strike (weapon) • At-Will		
Trigger: An enemy marked by the town guard makes an attack that doesn't include it as a target.		
Attack (Immediate Interrupt): Melee 2 (triggering enemy); +6 vs. AC		
Hit: 1d10 + 3 damage		
Skills Streetwise +6		
Str 16 (+3)	Dex 14 (+2)	Wis 11 (+0)
Con 15 (+2)	Int 10 (+0)	Cha 12 (+1)
Alignment unaligned		Languages Common
Equipment chainmail, halberd, crossbow, 20 bolts		

ENCOUNTER 3B: TO CATCH A CLOAK STATISTICS (AL 4)

Prama Ningra (level 5)		Level 5 Elite Artillery (Leader)	
Medium elemental humanoid, firesoul genasi		XP 400	
HP 104; Bloodied 52		Initiative +6	
AC 19, Fortitude 16, Reflex 18, Will 17		Perception +4	
Speed 6			
Resist 5 fire			
Saving Throws +2; Action Points 1			
STANDARD ACTIONS			
M Mace (weapon) • At-Will			
Attack: Melee 1 (one creature); +10 vs. AC			
Hit: 1d8 + 7 damage.			
R Longbow (weapon) • At-Will			
Attack: Ranged 30 (one creature); +12 vs. AC			
Hit: 1d10 + 8 damage, and the target grants combat advantage until the start of Prama Ningra's next turn.			
M/R Double Attack • At-Will			
Attack: Prama Ningra uses mace or longbow twice.			
A Battle Cry (charm) • Recharge when first bloodied			
Target: Area burst 1 within 10 (enemies in the burst); +10 vs. Will			
Hit: The target makes a basic attack as a free action against a creature of Prama Ningra's choice.			
Effect: Each ally in the burst can charge or make a basic attack as a free action. If an ally hits with the attack granted by this power, that ally gains 5 temporary hit points.			
TRIGGERED ACTIONS			
Shield (force) • Recharge when first bloodied			
Trigger: Prama Ningra is hit by an attack.			
Effect (Immediate Interrupt): Prama Ningra gains a +4 power bonus to AC and Reflex until the end of his next turn.			
M Fire Pulse (fire) • Encounter			
Trigger: An enemy hits the firesoul genasi with a melee attack.			
Attack (Immediate Reaction): Melee 1 (triggering enemy); +10 vs. Reflex			
Hit: 1d6 + 7 fire damage			
Str 15 (+4)	Dex 19 (+6)	Wis 14 (+4)	
Con 16 (+5)	Int 11 (+2)	Cha 17 (+5)	
Alignment evil		Languages Common, Primordial	
Equipment robes, mace, longbow, 20 arrows			
Note: Hobgoblin warmonger changed to fire genasi and made elite.			

Grey Wolf (level 3)		Level 3 Skirmisher
Medium natural beast		XP 150
HP 46; Bloodied 23		Initiative +6
AC 17, Fortitude 15, Reflex 16, Will 14		Perception +7
Speed 8		
STANDARD ACTIONS		
m Bite • At-Will		
Attack: Melee 1 (one creature); +8 vs. AC		
Hit: 1d6 + 6 damage, or 2d6 + 6 against a prone target. If the wolf has combat advantage against the target, the target falls prone.		
Effect: The wolf shifts up to 4 squares.		
Str 13 (+2)	Dex 16 (+4)	Wis 13 (+2)
Con 14 (+3)	Int 2 (-3)	Cha 10 (+1)
Alignment unaligned		Languages -

Memnon Noble (level 3)		Level 3 Skirmisher (Leader)	
Medium elemental humanoid, firesoul genasi		XP 150	
HP 49; Bloodied 24		Initiative +6	
AC 17, Fortitude 15, Reflex 15, Will 14		Perception +1	
Speed 6			
Resist 5 fire			

TRAITS		
Wildfire Stride (fire)		
Whenever the servant of the Fire Lord moves at least 3 squares from where it began its turn, its melee attacks deal 4 extra fire damage until the end of its next turn.		
STANDARD ACTIONS		
m Scimitar (weapon) • At-Will		
Attack: Melee 1 (one creature); +9 vs. AC		
Hit: 1d8 + 4 damage.		
M Immolating Slash (fire, weapon) • At-Will		
Attack: Melee 1 (one creature); +7 vs. Reflex		
Hit: 1d8 damage, and ongoing 5 fire damage (save ends).		
MINOR ACTIONS		
Gift of Fire (fire) • Recharge 5-6		
Effect: The servant grants each ally within 5 squares the gift of fire until the end of the servant's next turn. These allies' melee attacks deal 4 extra fire damage.		
TRIGGERED ACTIONS		
M Fire Pulse (fire) • Encounter		
Trigger: An enemy hits the firesoul genasi with a melee attack.		
Attack (Immediate Reaction): Melee 1 (triggering enemy); +7 vs. Reflex		
Hit: 1d6 + 4 fire damage		
Skills Diplomacy +8		
Str 10 (+1)	Dex 17 (+4)	Wis 10 (+1)
Con 17 (+4)	Int 11 (+1)	Cha 15 (+3)
Alignment unaligned		Languages Common, Primordial
Equipment expensive clothes, scimitar		
Note: Servant of the Fire Lore from MM3 changed from half-elf to firesoul genasi.		

Town Guard		Level 3 Soldier
Medium natural humanoid, human		XP 150
HP 47; Bloodied 23		Initiative +5
AC 19, Fortitude 16, Reflex 15, Will 14		Perception +6
Speed 5		
STANDARD ACTIONS		
m Halberd (weapon) • At-Will		
Attack: Melee 2 (one creature); +8 vs. AC		
Hit: 1d10 + 5 damage, and the town guard marks the target until the end of the town guard's next turn.		
r Crossbow (weapon) • At-Will		
Attack: Ranged 20 (one creature); +8 vs. AC		
Hit: 1d8 + 5 damage.		
M Powerful Strike (weapon) • Recharge 5-6		
Attack: Melee 2 (one creature); +8 vs. AC		
Hit: 2d10 + 5 damage, and the target falls prone.		
TRIGGERED ACTIONS		
M Interceding Strike (weapon) • At-Will		
Trigger: An enemy marked by the town guard makes an attack that doesn't include it as a target.		
Attack (Immediate Interrupt): Melee 2 (triggering enemy); +8 vs. AC		
Hit: 1d10 + 5 damage.		
Skills Streetwise +7		
Str 16 (+4)	Dex 14 (+3)	Wis 11 (+1)
Con 15 (+3)	Int 10 (+1)	Cha 12 (+2)
Alignment unaligned		Languages Common
Equipment chainmail, halberd, crossbow, 20 bolts		

ENCOUNTER 3B: TO CATCH A CLOAK STATISTICS (AL 6)

Prama Ningra		Level 7 Elite Controller	
Medium elemental humanoid, firesoul genasi		XP 600	
HP 154; Bloodied 77		Initiative +3	
AC 21, Fortitude 18, Reflex 19, Will 20		Perception +11	
Speed 6			
Resist 5 fire			
Saving Throws +2; Action Points 1			
STANDARD ACTIONS			
m Staff (weapon) • At-Will			
Attack: Melee 1 (one creature); +12 vs. AC			
Hit: 2d6 + 6 damage.			
A Capricious Earth (charm, implement) • At-Will			
Attack: Area burst 2 within 5 (enemies in the burst); +10 vs. Will			
Hit: 2d10 + 6 damage, and the transmuter slides the target up to 3 squares.			
Miss: The transmuter can slide the target 1 square.			
R Beast Curse (implement, polymorph) • Recharge 4-6			
Attack: Ranged 5 (one hexed enemy); +10 vs. Fortitude			
Hit: The transmuter alters the target's physical form to appear as a Tiny animal until the end of the transmuter's next turn. While in this form, the target cannot use powers or make attacks.			
MOVE ACTIONS			
Hex Jump (teleportation) • Encounter			
Effect: Close burst 5 (one hexed creature in the burst). The transmuter and the target teleport, swapping positions.			
MINOR ACTIONS			
C Hex (charm, implement) • At-Will (1/round)			
Attack: Close burst 5 (one enemy in the burst); +10 vs. Will			
Hit: The target is hexed until the end of the transmuter's next turn.			
While hexed, the target is slowed and takes a -2 penalty to attack rolls and damage rolls against the transmuter.			
R Wizard's Fury (force, implement) • At-Will (1/round)			
Effect: Range 20 (one creature). The target takes 7 force damage and is pushed 1 square.			
TRIGGERED ACTIONS			
Wizard's Escape (teleportation) • Recharge when first bloodied			
Trigger: An enemy hits Prama Ningra with a melee attack.			
Effect (Immediate Interrupt): Prama Ningra teleports 5 squares to a space that is not adjacent to an enemy.			
M Fire Pulse (fire) • Encounter			
Trigger: An enemy hits the firesoul genasi with a melee attack.			
Attack (Immediate Reaction): Melee 1 (triggering enemy); +10 vs. Reflex			
Hit: 1d6 + 6 fire damage.			
Skills Arcana +10, Nature +11			
Str 10 (+3)		Dex 11 (+3)	
Con 13 (+4)		Int 15 (+5)	
		Wis 17 (+6)	
		Cha 14 (+5)	
Alignment evil		Languages Common, Primordial	
Equipment staff, robes			
Note: Human transmuter, changed to fire genasi and made elite.			

Hell Hound (level 5)		Level 5 Brute
Medium elemental beast (fire)		XP 200
HP 76; Bloodied 38		Initiative +4
AC 18, Fortitude 16, Reflex 15, Will 16		Perception +10
Speed 7		
Resist 20 fire		
TRAITS		
○ Fire Shield (fire) • Aura 1		
Any creature that enters or begins its turn in the aura takes 5 fire damage.		
STANDARD ACTIONS		
m Bite (fire) • At-Will		
Attack: Melee 1 (one creature); +8 vs. AC		
Hit: 1d8 + 8 damage, plus 1d8 fire damage.		
C Fiery Breath (fire) • Recharge 4-6		
Attack: Close blast 3 (creatures in blast); +7 vs. Reflex		
Hit: 2d6 + 5 fire damage.		
Str 14 (+4)	Dex 14 (+4)	Wis 17 (+5)
Con 16 (+5)	Int 2 (-2)	Cha 10 (+2)
Alignment unaligned		Languages -
Note: Updated damage.		

Memnon Noble(level 5)	Level 5 Skirmisher (Leader)
Medium elemental humanoid, firesoul genasi	XP 200
HP 65; Bloodied 32	Initiative +7
AC 19, Fortitude 17, Reflex 17, Will 16	Perception +2
Speed 6	
Resist 5 fire	
TRAITS	
Wildfire Stride (fire)	
Whenever the servant of the Fire Lord moves at least 3 squares from where it began its turn, its melee attacks deal 5 extra fire damage until the end of its next turn.	
STANDARD ACTIONS	
Scimitar (weapon) • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 1d8 + 5 damage.	
Immolating Slash (fire, weapon) • At-Will	
Attack: Melee 1 (one creature); +8 vs. Reflex	
Hit: 1d8 damage, and ongoing 5 fire damage (save ends)	
MINOR ACTIONS	
Gift of Fire (fire) • Recharge 5-6	
Effect: The servant grants each ally within 5 squares the gift of fire until the end of the servant's next turn. These allies' melee attacks deal 5 extra fire damage.	
TRIGGERED ACTIONS	
Fire Pulse (fire) • Encounter	
Trigger: An enemy hits the firesoul genasi with a melee attack.	
Attack (Immediate Reaction): Melee 1 (triggering enemy); +8 vs. Reflex	
Hit: 1d6 + 5 fire damage.	
Skills Diplomacy +9	
Str 10 (+2)	Dex 17 (+5)
Con 17 (+5)	Int 11 (+2)
Alignment unaligned	Languages Common, Primordial
Equipment scimitar	

Note: Changed from half-elf to fire genasi.

Human Duelist (level 5)	Level 5 Soldier
Medium natural humanoid	XP 200
HP 61; Bloodied 30	Initiative +9
AC 21, Fortitude 17, Reflex 19, Will 17	Perception +5
Speed 6	
TRAITS	
Duelist's Poise	
Whenever the duelist hits an enemy granting combat advantage to it, the enemy is immobilized until the end of the enemy's next turn.	
STANDARD ACTIONS	
Longsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 2d8 + 4 damage	
Effect: The duelist marks the target until the end of the duelist's next turn.	
TRIGGERED ACTIONS	
Advantageous Jab (weapon) • At-Will	
Trigger: An enemy marked by the duelist makes an attack that doesn't include it as a target.	
Attack (Immediate Interrupt): Melee 1 (triggering enemy); +10 vs. AC	
Hit: 1d8 + 5 damage.	
Effect: The target takes a -2 penalty to attack rolls until the end of this turn.	
Skills Athletics +10	
Str 16 (+5)	Dex 20 (+7)
Con 13 (+3)	Int 10 (+2)
Alignment unaligned	Languages Common
Equipment leather armor, longsword	

ENCOUNTER 3B: TO CATCH A CLOAK STATISTICS (AL 8)

Prama Ningra (level 9)		Level 9 Elite Controller
Medium elemental humanoid, firesoul genasi		XP 800
HP 178; Bloodied 89		Initiative +4
AC 23, Fortitude 20, Reflex 21, Will 22		Perception +12
Speed 6		
Resist 5 fire		
Saving Throws +2; Action Points 1		
STANDARD ACTIONS		
m Staff (weapon) • At-Will		
Attack: Melee 1 (one creature); +14 vs. AC		
Hit: 2d8 + 8 damage.		
A Capricious Earth (charm, implement) • At-Will		
Attack: Area burst 2 within 5 (enemies in the burst); +12 vs. Will		
Hit: 2d10 + 7 damage, and the transmuter slides the target up to 3 squares.		
Miss: The transmuter can slide the target 1 square.		
R Beast Curse (implement, polymorph) • Recharge 4-6		
Attack: Ranged 5 (one hexed enemy); +12 vs. Fortitude		
Hit: The transmuter alters the target's physical form to appear as a Tiny animal until the end of the transmuter's next turn. While in this form, the target cannot use powers or make attacks.		
MOVE ACTIONS		
Hex Jump (teleportation) • Encounter		
Effect: Close burst 5 (one hexed creature in the burst). The transmuter and the target teleport, swapping positions.		
MINOR ACTIONS		
C Hex (charm, implement) • At-Will (1/round)		
Attack: Close burst 5 (one enemy in the burst); +12 vs. Will		
Hit: The target is hexed until the end of the transmuter's next turn.		
While hexed, the target is slowed and takes a -2 penalty to attack rolls and damage rolls against the transmuter.		
R Wizard's Fury (force, implement) • At-Will (1/round)		
Effect: Range 20 (one creature). The target takes 8 force damage and is pushed 1 square.		
TRIGGERED ACTIONS		
Wizard's Escape (teleportation) • Recharge when first bloodied		
Trigger: An enemy hits Prama Ningra with a melee attack.		
Effect (Immediate Interrupt): Prama Ningra teleports 5 squares to a space that is not adjacent to an enemy.		
M Fire Pulse (fire) • Encounter		
Trigger: An enemy hits the firesoul genasi with a melee attack.		
Attack (Immediate Reaction): Melee 1 (triggering enemy); +12 vs. Reflex		
Hit: 1d6 + 8 fire damage		
Skills Arcana +11, Nature +12		
Str 10 (+4)	Dex 11 (+4)	Wis 17 (+7)
Con 13 (+5)	Int 15 (+6)	Cha 14 (+6)
Alignment unaligned		Languages Common, Primordial
Equipment staff, robes		

Note: Human transmuter, changed to fire genasi and made elite.

Hell Hound		Level 7 Brute
Medium elemental beast (fire)		XP 300
HP 96; Bloodied 48		Initiative +5
AC 20, Fortitude 18, Reflex 17, Will 18		Perception +11
Speed 7		
Resist 20 fire		
TRAITS		
O Fire Shield (fire) • Aura 1		
Any creature that enters or begins its turn in the aura takes 5 fire damage.		
STANDARD ACTIONS		
m Bite (fire) • At-Will		
Attack: Melee 1 (one creature); +10 vs. AC		
Hit: 2d8 + 6 damage, plus 1d8 fire damage.		
C Fiery Breath (fire) • Recharge 4-6		
Attack: Close blast 3 (creatures in blast); +9 vs. Reflex		
Hit: 2d6 + 7 fire damage.		
Str 14 (+5)	Dex 14 (+5)	Wis 17 (+6)
Con 16 (+6)	Int 2 (-1)	Cha 10 (+3)
Alignment unaligned		Languages -
Note: Updated damage.		

Memnon Noble (level 7)	Level 7 Skirmisher (Leader)
Medium elemental humanoid, firesoul genasi	XP 300
HP 81; Bloodied 40	Initiative +8
AC 21, Fortitude 19, Reflex 19, Will 18	Perception +3
Speed 6	
Resist 5 fire	
TRAITS	
Wildfire Stride (fire)	
Whenever the servant of the Fire Lord moves at least 3 squares from where it began its turn, its melee attacks deal 6 extra fire damage until the end of its next turn.	
STANDARD ACTIONS	
Scimitar (weapon) • At-Will Attack: Melee 1 (one creature); +12 vs. AC Hit: 1d8 + 6 damage.	
Immolating Slash (fire, weapon) • At-Will Attack: Melee 1 (one creature); +10 vs. Reflex Hit: 1d8 + 1 damage, and ongoing 5 fire damage (save ends).	
MINOR ACTIONS	
Gift of Fire (fire) • Recharge 5-6 Effect: The servant grants each ally within 5 squares the gift of fire until the end of the servant's next turn. These allies' melee attacks deal 6 extra fire damage.	
TRIGGERED ACTIONS	
Fire Pulse (fire) • Encounter Trigger: An enemy hits the firesoul genasi with a melee attack. Attack (<i>Immediate Reaction</i>): Melee 1 (triggering enemy); +10 vs. Reflex Hit: 1d6 + 6 fire damage	
Skills Diplomacy +10	
Str 10 (+3)	Dex 17 (+6)
Con 17 (+6)	Int 11 (+3)
	Wis 10 (+3)
	Cha 15 (+5)
Alignment unaligned	Languages Common, Primordial
Equipment scimitar	
Note: Changed from half-elf to fire genasi.	

Human Duelist (level 7)	Level 7 Soldier
Medium natural humanoid	XP 300
HP 77; Bloodied 38	Initiative +10
AC 23, Fortitude 19, Reflex 21, Will 19	Perception +6
Speed 6	
TRAITS	
Duelist's Poise	
Whenever the duelist hits an enemy granting combat advantage to it, the enemy is immobilized until the end of the enemy's next turn.	
STANDARD ACTIONS	
Longsword (weapon) • At-Will Attack: Melee 1 (one creature); +12 vs. AC Hit: 2d8 + 6 damage. Effect: The duelist marks the target until the end of the duelist's next turn.	
TRIGGERED ACTIONS	
Advantageous Jab (weapon) • At-Will Trigger: An enemy marked by the duelist makes an attack that doesn't include it as a target. Attack (<i>Immediate Interrupt</i>): Melee 1 (triggering enemy); +12 vs. AC Hit: 1d8 + 7 damage Effect: The target takes a -2 penalty to attack rolls until the end of this turn.	
Skills Athletics +11	
Str 16 (+6)	Dex 20 (+8)
Con 13 (+4)	Int 10 (+3)
	Wis 17 (+6)
	Cha 9 (+2)
Alignment unaligned	Languages Common
Equipment leather armor, longsword	

ENCOUNTER 3: TO CATCH A CLOAK STATISTICS (AL 10)

Prama Ningra		Level 10 Elite Controller	
Medium elemental humanoid, firesoul genasi		XP 1,000	
HP 190; Bloodied 95		Initiative +5	
AC 24, Fortitude 21, Reflex 22, Will 23		Perception +13	
Speed 6			
Resist 5 fire			
Saving Throws +2; Action Points 1			
STANDARD ACTIONS			
m	Staff (weapon) • At-Will		
Attack: Melee 1 (one creature); +15 vs. AC			
Hit: 2d8 + 9 damage.			
A	Capricious Earth (charm, implement) • At-Will		
Attack: Area burst 2 within 5 (enemies in the burst); +13 vs. Will			
Hit: 2d10 + 8 damage, and the transmuter slides the target up to 3 squares.			
Miss: The transmuter can slide the target 1 square.			
R	Beast Curse (implement, polymorph) • Recharge 4-6		
Attack: Ranged 5 (one hexed enemy); +13 vs. Fortitude			
Hit: The transmuter alters the target's physical form to appear as a Tiny animal until the end of the transmuter's next turn. While in this form, the target cannot use powers or make attacks.			
MOVE ACTIONS			
Hex Jump (teleportation) • Encounter			
Effect: Close burst 5 (one hexed creature in the burst). The transmuter and the target teleport, swapping positions.			
MINOR ACTIONS			
C	Hex (charm, implement) • At-Will (1/round)		
Attack: Close burst 5 (one enemy in the burst); +13 vs. Will			
Hit: The target is hexed until the end of the transmuter's next turn.			
While hexed, the target is slowed and takes a -2 penalty to attack rolls and damage rolls against the transmuter.			
R	Wizard's Fury (force, implement) • At-Will (1/round)		
Effect: Range 20 (one creature). The target takes 9 force damage and is pushed 1 square.			
TRIGGERED ACTIONS			
Wizard's Escape (teleportation) • Recharge when first bloodied			
Trigger: An enemy hits Prama Ningra with a melee attack.			
Effect (Immediate Interrupt): Prama Ningra teleports 5 squares to a space that is not adjacent to an enemy.			
M	Fire Pulse (fire) • Encounter		
Trigger: An enemy hits the firesoul genasi with a melee attack.			
Attack (Immediate Reaction): Melee 1 (triggering enemy); +13 vs. Reflex			
Hit: 2d8 + 7 fire damage.			
Skills Arcana +12, Nature +13			
Str 10 (+5)		Dex 11 (+5) Wis 17 (+8)	
Con 13 (+6)		Int 15 (+7) Cha 14 (+7)	
Alignment unaligned		Languages Common, Primordial	
Equipment staff, robes			

Note: Human transmuter, changed to fire genasi and made elite.

Hell Hound (level 9)		Level 9 Brute
Medium elemental beast (fire)		XP 400
HP 116; Bloodied 58		Initiative +6
AC 22, Fortitude 20, Reflex 19, Will 20		Perception +12
Speed 7		
Resist 20 fire		
TRAITS		
O Fire Shield (fire) • Aura 1		
Any creature that enters or begins its turn in the aura takes 5 fire damage.		
STANDARD ACTIONS		
m Bite (fire) • At-Will		
Attack: Melee 1 (one creature); +12 vs. AC		
Hit: 2d8 + 8 damage, plus 1d8 fire damage.		
C Fiery Breath (fire) • Recharge 4-6		
Attack: Close blast 3 (creatures in blast); +11 vs. Reflex		
Hit: 2d6 + 9 fire damage.		
Str 14 (+6)	Dex 14 (+6)	Wis 17 (+7)
Con 16 (+7)	Int 2 (+0)	Cha 10 (+4)
Alignment unaligned		Languages -
Note: Updated damage.		

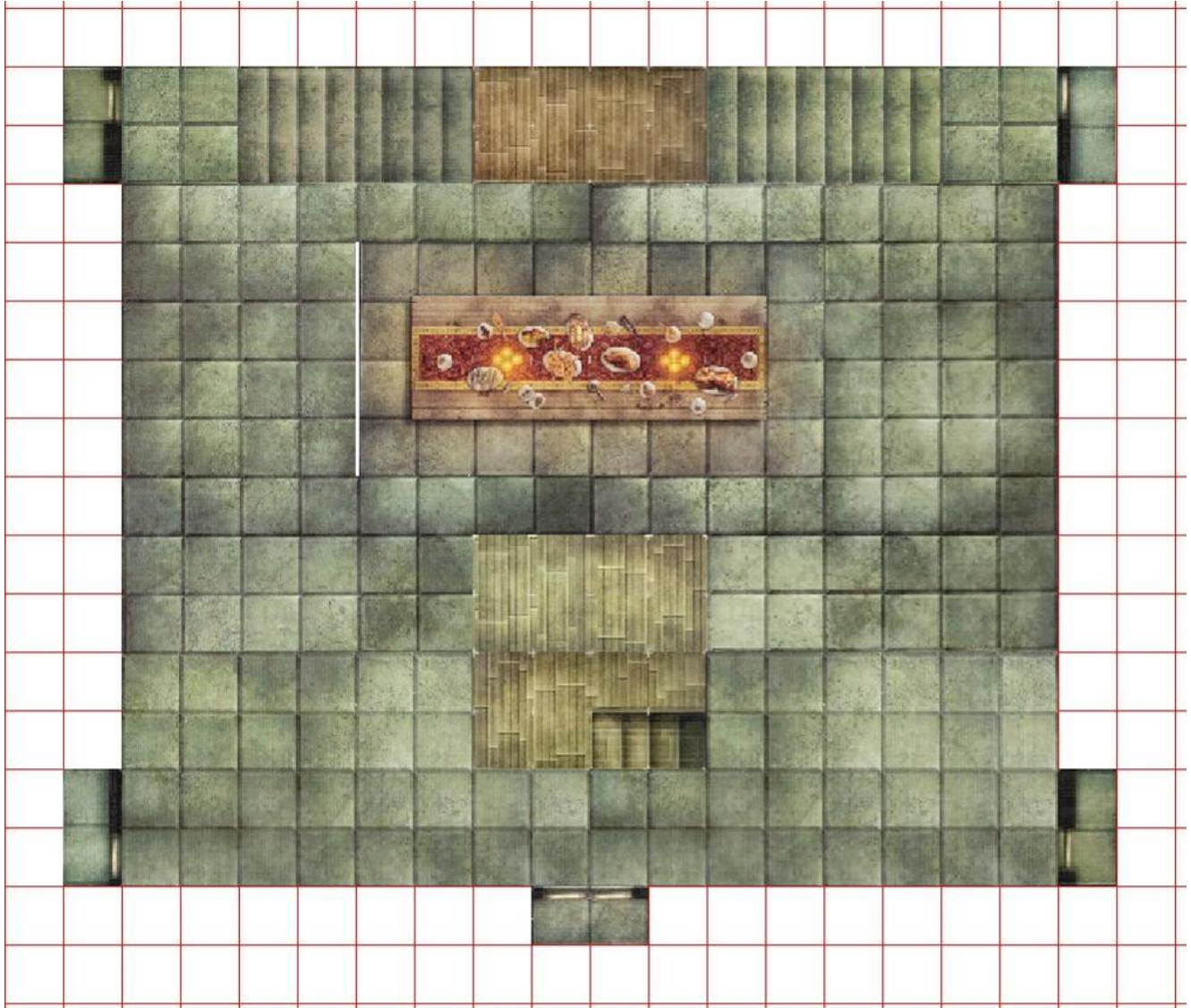
Memnon Noble		Level 9 Skirmisher (Leader)
Medium elemental humanoid, firesoul genasi		XP 400
HP 97; Bloodied 48		Initiative +9
AC 23, Fortitude 21, Reflex 21, Will 20		Perception +4
Speed 6		
Resist 5 fire		
TRAITS		
Wildfire Stride (fire)		
Whenever the servant of the Fire Lord moves at least 3 squares from where it began its turn, its melee attacks deal 7 extra fire damage until the end of its next turn.		
STANDARD ACTIONS		
M Scimitar (weapon) • At-Will		
<i>Attack:</i> Melee 1 (one creature); +14 vs. AC		
<i>Hit:</i> 2d8 + 5 damage.		
M Immolating Slash (fire, weapon) • At-Will		
<i>Attack:</i> Melee 1 (one creature); +11 vs. Reflex		
<i>Hit:</i> 2d8 + 3 damage, and ongoing 5 fire damage (save ends)		
MINOR ACTIONS		
Gift of Fire (fire) • Recharge 5-6		
<i>Effect:</i> The servant grants each ally within 5 squares the gift of fire until the end of the servant's next turn. These allies' melee attacks deal 7 extra fire damage.		
TRIGGERED ACTIONS		
M Fire Pulse (fire) • Encounter		
<i>Trigger:</i> An enemy hits the firesoul genasi with a melee attack.		
<i>Attack (Immediate Reaction):</i> Melee 1 (triggering enemy); +11 vs. Reflex		
<i>Hit:</i> 2d8 + 5 fire damage.		
Skills Diplomacy +11		
Str 10 (+4)	Dex 17 (+7)	Wis 10 (+4)
Con 17 (+7)	Int 11 (+4)	Cha 15 (+6)
Alignment unaligned		Languages Common, Primordial
Equipment scimitar		
Note: Changed from half-elf to fire genasi.		

Human Duelist		Level 9 Soldier
Medium natural humanoid		XP 400
HP 93; Bloodied 46		Initiative +11
AC 25, Fortitude 21, Reflex 23, Will 21		Perception +7
Speed 6		
TRAITS		
Duelist's Poise		
Whenever the duelist hits an enemy granting combat advantage to it, the enemy is immobilized until the end of the enemy's next turn.		
STANDARD ACTIONS		
M Longsword (weapon) • At-Will		
<i>Attack:</i> Melee 1 (one creature); +14 vs. AC		
<i>Hit:</i> 2d8 + 8 damage		
<i>Effect:</i> The duelist marks the target until the end of the duelist's next turn.		
TRIGGERED ACTIONS		
M Advantageous Jab (weapon) • At-Will		
<i>Trigger:</i> An enemy marked by the duelist makes an attack that doesn't include it as a target.		
<i>Attack (Immediate Interrupt):</i> Melee 1 (triggering enemy); +14 vs. AC		
<i>Hit:</i> 1d8 + 9 damage.		
<i>Effect:</i> The target takes a -2 penalty to attack rolls until the end of this turn.		
Skills Athletics +12		
Str 16 (+7)	Dex 20 (+9)	Wis 17 (+7)
Con 13 (+5)	Int 10 (+4)	Cha 9 (+3)
Alignment unaligned		Languages Common
Equipment leather armor, longsword		

ENCOUNTER 3A AND 3B: MAP

TILE SETS NEEDED

Dungeon Tiles Master Set: The Dungeon x1



PCs start on the stage, unless their actions in Encounter 3A explain a different start point.

Prama Ningra starts on the balcony.

The Memnon Nobles (guests) start at either end of the banquet table.

Place at least one guard or dog next to each door.

ENCOUNTER 4: COURTYARD

ENCOUNTER LEVEL 3/5/8/9/12

NOTE: Do not play this encounter if the PCs decided to escape via the catacombs.

SETUP

This encounter includes the following creatures at adventure level 2:

- 1 **tiefling fury** (guard captain) (C)
- 3 **common bandit** (human guards) (G)
- 2 **volcanic dragons** (D)

This encounter includes the following creatures at adventure level 4:

- 1 **tiefling fury** (guard captain) (C)
- 3 **common bandit** (human guards) (G)
- 2 **volcanic dragons** (D)

This encounter includes the following creatures at adventure level 6:

- 1 **tiefling occultist** (guard captain) (C)
- 3 **ogre hunter** (ogre guards) (G)
- 1 **red dragon** (D)

This encounter includes the following creatures at adventure level 8:

- 1 **tiefling occultist** (guard captain) (C)
- 3 **ogre hunter** (ogre guards) (G)
- 1 **red dragon** (D)

This encounter includes the following creatures at adventure level 10:

- 1 **tiefling occultist** (guard captain) (C)
- 2 **ogre hunter** (ogre guards) (G)
- 1 **red dragon** (D)

The characters choose to flee the palace through the main gate, passing through the courtyard. Depending on how they wish to travel, you should describe the trip.

As the adventurers exit the palace and reach the courtyard, read:

A tiefling decorated with medals stands at the far end of the courtyard with some formidable looking guards. He sneers, “Your escape ends here, slaves!” as he lets out a shrill whistle, and a dragon resting on the gazebo stretches its wings.

The goal of this encounter is for the PCs to escape the palace compound. A PC who moves off the far end of

the map into the bustling streets of Memnon is removed from the encounter and considered escaped.

FEATURES OF THE AREA

Walls: The walls are 30 feet tall. They are smooth, and take a DC 20 Athletics check to climb. The doors leading into the walls take a minor action to open or close from the square immediately in front of the door.

Portcullis: The portcullis is opened using the 2 switches. While lowered, the portcullis is blocking terrain that provides superior cover.

Levers: It takes a minor action by a creature standing in a lever square to switch the lever. When both levers are switched, the portcullis begins to rise. It takes 1 round for enough space to open. Creatures may exit (remove the portcullis tile) at the start of the creature’s next turn.

Gazebo: The gazebo is 10 feet (2 squares) high.

Fountain: Fountain squares are difficult terrain. Creatures standing in a fountain square gain a +5 bonus to saving throws against effects with the fire keyword.

Palace: The building behind the PCs has minion guards hiding behind corners and firing arrows. Any PC ending their turn in the palace takes 5 damage.

TACTICS

The guards and dragons try to subdue the PCs, as they do not wish to destroy valuable slaves. If they reduce a PC to 0 or fewer hit points, the PC falls unconscious and does not need to make death saving throws.

At AL 2/4, the tiefling and dragon wade into melee, focusing on PCs making ranged and area attacks. The guards use *dazing strike* and flanking to gain combat advantage for their attacks.

At AL 6/8/10, the dragon moves into the center of the PCs and uses *bite* and *tail strike* to prevent PCs from reaching the tiefling. It uses *breath weapon* whenever available. The ogre guards use *hurling charge* at every opportunity, and *clear the ground* in order to set up the charge. The tiefling stays at range as long as possible, using *baleful teleport* to group up PCs for the dragon’s breath weapon.

The guard captain uses the treasure bundles he owns. At AL 6 and above, he gains resist 5 cold.

SCALING THE ENCOUNTER

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

Four PCs: Remove two guards.

Six PCs: Add two guards.

ENDING THE ENCOUNTER

If the PCs lose the combat or surrender, then they are captured. Continue the adventure with Encounter 7.

If the PCs win, they are able to escape the palace. They must now locate the Safehouse. Continue with Encounter 6.

MILESTONE

This encounter counts towards a milestone.

TREASURE

The tiefling's pouch contains 25/40/75/150/225 gp in assorted coins. He wears a *belt of endurance*. At ALs 6/8/10, he is also wears a *cloak of survival* +2.

Note that PCs can also gain access to these treasure bundles in Encounter 8 if they successfully deliver the Battlecloak to the safehouse, even if they did not choose this path or did not loot the tiefling.

ENCOUNTER 4: COURTYARD STATISTICS (ADVENTURE LEVEL 2)

Tiefling Fury (level 2)	Level 2 Soldier
Medium natural humanoid	XP 125
HP 39; Bloodied 19	Initiative +3
AC 18, Fortitude 15, Reflex 14, Will 15	Perception +1
Speed 6	Low-light vision
Resist 10 fire	
STANDARD ACTIONS	
m Longsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d8 + 5 damage.	
Effect: The tiefling marks the target until the end of the target's next turn.	
TRIGGERED ACTIONS	
M Tail Trip • At-Will	
Trigger: An enemy marked by the tiefling shifts.	
Attack (Immediate Interrupt): Melee 1 (triggering enemy); +7 vs. Reflex	
Hit: The target falls prone, and the tiefling uses <i>longsword</i> against it.	
Defiant Curse • At-Will	
Trigger: An enemy hits the tiefling.	
Effect (Free Action): Close burst 10 (triggering enemy in the burst). The tiefling marks the target until the end of the target's next turn.	
Skills Bluff +9, Stealth +6	
Str 16 (+4) Dex 11 (+1) Wis 10 (+1)	
Con 15 (+3) Int 14 (+3) Cha 16 (+4)	
Alignment unaligned	Languages Common
Equipment leather armor, longsword	

Common Bandit	Level 2 Skirmisher
Medium natural humanoid, human	XP 125
HP 37; Bloodied 18	Initiative +6
AC 16, Fortitude 12, Reflex 14, Will 12	Perception +1
Speed 6	
TRAITS	
Combat Advantage	
The bandit deals 1d6 extra damage against any creature granting combat advantage to it.	
STANDARD ACTIONS	
m Mace (weapon) • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d8 + 5 damage, and the bandit can shift 1 square.	
r Dagger (weapon) • At-Will	
Attack: Ranged 10 (one creature); +7 vs. AC	
Hit: 1d4 + 5 damage, and the bandit can shift 1 square.	
M Dazing Strike (weapon) • Recharge when the attack misses	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d8 + 5 damage, and the target is dazed until the end of the bandit's next turn.	
Effect: The bandit can shift 1 square.	
Skills Stealth +9, Streetwise +7, Thievery +9	
Str 12 (+2) Dex 17 (+4) Wis 11 (+1)	
Con 13 (+2) Int 10 (+1) Cha 12 (+2)	
Alignment unaligned	Languages Common
Equipment leather armor, mace, 4 daggers	

Volcanic Dragon Wyrmling (level 3)	Level 3 Brute
Medium elemental magical beast (fire, dragon)	XP 150
HP 57; Bloodied 48	Initiative +4
AC 15, Fortitude 16, Reflex 14, Will 15	Perception +5
Speed 6, fly 6 (clumsy)	Darkvision
TRAITS	
o Noxious Fumes (poison) • Aura 1	
Any enemy that ends its turn within the aura takes 3 poison damage.	
STANDARD ACTIONS	
m Bite (fire) • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d8 damage, and ongoing 5 fire damage (save ends).	
m Claw • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 1d6 damage, and the target loses all fire resistance until the end of the dragon's next turn.	
M Wyrmling Fury • At-Will	
Requirement: The dragon must be bloodied.	
Effect: The wyrmling uses <i>bite</i> and <i>claw</i> .	
TRIGGERED ACTIONS	
Sudden Flare (fire) • At-Will	
Trigger: The dragon is hit by a fire attack.	
Effect (Free Action): Each enemy in the dragon's aura takes 5 fire damage.	
Str 19 (+5) Dex 16 (+4) Wis 18 (+5)	
Con 17 (+4) Int 13 (+2) Cha 15 (+3)	
Alignment unaligned	Languages Draconic, Primordial

ENCOUNTER 4: COURTYARD STATISTICS (ADVENTURE LEVEL 4)

Tiefling Fury	Level 5 Soldier
Medium natural humanoid	XP 200
HP 63; Bloodied 31	Initiative +4
AC 21, Fortitude 18, Reflex 17, Will 18	Perception +2
Speed 6	Low-light vision
Resist 10 fire	
STANDARD ACTIONS	
Longsword (weapon) • At-Will Attack: Melee 1 (one creature); +10 vs. AC Hit: 1d8 + 8 damage. Effect: The tiefling marks the target until the end of the target's next turn.	
TRIGGERED ACTIONS	
Tail Trip • At-Will Trigger: An enemy marked by the tiefling shifts. Attack (Immediate Interrupt): Melee 1 (triggering enemy); +10 vs. Reflex Hit: The target falls prone, and the tiefling uses <i>longsword</i> against it.	
Defiant Curse • At-Will Trigger: An enemy hits the tiefling. Effect (Free Action): Close burst 10 (triggering enemy in the burst). The tiefling marks the target until the end of the target's next turn.	
Skills Bluff +10, Stealth +7	
Str 16 (+5) Dex 11 (+2) Wis 10 (+2)	
Con 15 (+4) Int 14 (+4) Cha 16 (+5)	
Alignment unaligned Languages Common	
Equipment leather armor, longsword	

Common Bandit (level 4)	Level 4 Skirmisher
Medium natural humanoid, human	XP 175
HP 53; Bloodied 26	Initiative +7
AC 18, Fortitude 14, Reflex 16, Will 14	Perception +2
Speed 6	
TRAITS	
Combat Advantage	
The bandit deals 1d6 extra damage against any creature granting combat advantage to it.	
STANDARD ACTIONS	
Mace (weapon) • At-Will Attack: Melee 1 (one creature); +9 vs. AC Hit: 1d8 + 7 damage, and the bandit can shift 1 square.	
Dagger (weapon) • At-Will Attack: Ranged 10 (one creature); +9 vs. AC Hit: 1d4 + 7 damage, and the bandit can shift 1 square.	
Dazing Strike (weapon) • Recharge when the attack misses Attack: Melee 1 (one creature); +9 vs. AC Hit: 1d8 + 7 damage, and the target is dazed until the end of the bandit's next turn. Effect: The bandit can shift 1 square.	
Skills Stealth +10, Streetwise +8, Thievery +10	
Str 12 (+3) Dex 17 (+5) Wis 11 (+2)	
Con 13 (+3) Int 10 (+2) Cha 12 (+3)	
Alignment unaligned Languages Common	
Equipment leather armor, mace, 4 daggers	

Volcanic Dragon Wyrmling (level 6)	Level 6 Brute
Medium elemental magical beast (fire, dragon)	XP 250
HP 87; Bloodied 43	Initiative +6
AC 18, Fortitude 19, Reflex 17, Will 18	Perception +7
Speed 6, fly 6 (clumsy)	Darkvision
TRAITS	
Noxious Fumes (poison) • Aura 1 Any enemy that ends its turn within the aura takes 3 poison damage.	
STANDARD ACTIONS	
Bite (fire) • At-Will Attack: Melee 1 (one creature); +10 vs. AC Hit: 1d10 + 1 damage, and ongoing 5 fire damage (save ends).	
Claw • At-Will Attack: Melee 1 (one creature); +12 vs. AC Hit: 1d8 + 1 damage, and the target loses all fire resistance until the end of the dragon's next turn.	
Wyrmling Fury • At-Will Requirement: The dragon must be bloodied. Effect: The wyrmling uses <i>bite</i> and <i>claw</i> .	
TRIGGERED ACTIONS	
Sudden Flare (fire) • At-Will Trigger: The dragon is hit by a fire attack. Effect (Free Action): Each enemy in the dragon's aura takes 5 fire damage.	
Str 19 (+7) Dex 16 (+6) Wis 18 (+7)	
Con 17 (+6) Int 13 (+4) Cha 15 (+5)	
Alignment unaligned Languages Draconic, Primordial	

ENCOUNTER 4: COURTYARD STATISTICS (ADVENTURE LEVEL 6)

Tiefling Occultist (level 5)	Level 5 Controller
Medium natural humanoid	XP 200
HP 69; Bloodied 34	Initiative +2
AC 20, Fortitude 16, Reflex 18, Will 20	Perception +3
Speed 6	Low-light vision
Resist 10 fire	
STANDARD ACTIONS	
☞ Hell Rod (fire, implement) • At-Will Attack: Melee 1 (one creature); +8 vs. Reflex Hit: 2d6 + 3 fire damage, and ongoing 5 fire damage (save ends).	
☞ Soul Fire (fear, fire, implement, psychic) • At-Will Attack: Area burst 1 within 10 (enemies in the burst); +8 vs. Reflex Hit: Ongoing 10 fire damage (save ends). In addition, the first time the target willingly moves closer to the tiefling before the end of its next turn, the target takes 10 psychic damage. Miss: Ongoing 5 fire damage (save ends).	
MOVE ACTIONS	
☞ Baleful Teleport (teleportation) • Recharge 5-6 Effect: Before the attack, the tiefling teleports 10 squares. Attack: Ranged 10 (one creature); +8 vs. Will Hit: The tiefling teleports the target 10 squares to the square it just left.	
TRIGGERED ACTIONS	
☞ Fiery Transposition (fire, teleportation) • Encounter Trigger: An enemy hits the tiefling. Effect (Immediate Interrupt): Close burst 3 (creatures in the burst). Each target takes 5 fire damage, and then the tiefling and the triggering enemy teleport, swapping positions.	
Skills Bluff +12, Stealth +7 Str 10 (+2) Dex 11 (+2) Wis 13 (+3) Con 15 (+4) Int 17 (+5) Cha 20 (+7)	
Alignment unaligned Languages Common	
Equipment leather armor, rod	

Ogre Hunter (level 5)	Level 5 Skirmisher
Large natural humanoid (giant)	XP 200
HP 68; Bloodied 34	Initiative +7
AC 19, Fortitude 18, Reflex 16, Will 15	Perception +4
Speed 8	
STANDARD ACTIONS	
☞ Club (weapon) • At-Will Attack: Melee 2 (one creature); +10 vs. AC Hit: 2d8 + 4 damage.	
☞ Javelin (weapon) • At-Will Attack: Ranged 20 (one creature); +10 vs. AC Hit: 1d8 + 7 damage.	
☞ Hurling Charge (weapon) • Recharge 4-6 Effect: The ogre uses javelin. If its attack hits, the ogre charges as a free action.	
MOVE ACTIONS	
☞ Clear the Ground • At-Will Attack: Close burst 2 (creatures in the burst); +8 vs. Fortitude Hit: The ogre pushes the target up to 2 squares. Effect: If the attack hits any of the targets, the ogre moves up to its speed.	
Str 21 (+7) Dex 16 (+5) Wis 15 (+4) Con 20 (+7) Int 4 (-1) Cha 7 (+0)	
Alignment chaotic evil Languages Giant	
Equipment club, 6 javelins	

Young Red Dragon (level 5)	Level 5 Solo Soldier
Large natural magical beast (dragon)	XP 1,000
HP 268; Bloodied 134	Initiative +7
AC 21, Fortitude 19, Reflex 16, Will 16	Perception +10
Speed 6, fly 8	Low-light vision
Resist 15 fire	
Saving Throws +5; Action Points 2	
TRAITS	
Action Recovery Whenever the dragon ends its turn, any dazing, stunning, or domination effect on it ends.	
Instinctive Assault On an initiative of 10 + its initiative check, the dragon can use a free action to use <i>bite</i> or <i>claw</i> . If the dragon cannot use a free action to make this attack due to a dominating or stunning effect, then that effect ends instead of the dragon making the attack.	
STANDARD ACTIONS	
☞ Bite (fire) • At-Will Attack: Melee 2 (one creature); +10 vs. AC Hit: 2d10 + 4 damage. The target is grabbed and takes ongoing 5 fire damage, or ongoing 10 fire damage if the dragon is bloodied, until the grab ends (escape DC 18)	
☞ Claw • At-Will Attack: Melee 2 (one or two creatures); +10 vs. AC. If the dragon targets only one creature, it can make this attack twice against that creature. Hit: 2d8 + 3 damage, and the dragon grabs the target (escape DC 15) if it has fewer than two creatures grabbed.	
☞ Breath Weapon (fire) • Recharge 5-6 Attack: Close blast 5 (creatures in the blast); +8 vs. Reflex Hit: 2d12 + 6 fire damage, or 2d12 + 16 fire damage while the dragon is bloodied. Miss: Half damage.	
TRIGGERED ACTIONS	
☞ Tail Strike • At-Will Trigger: An enemy leaves a square within 2 squares of the dragon. Attack (Immediate Reaction): Melee 3 (triggering enemy); +8 vs. Reflex Hit: 1d6 + 3 damage, and the target falls prone.	
☞ Bloodied Breath Trigger: The dragon is first bloodied. Effect (Free Action): <i>Breath weapon</i> recharges, and the dragon uses it.	
Skills Bluff +10, Insight +10 Str 22 (+8) Dex 17 (+5) Wis 16 (+5) Con 19 (+6) Int 11 (+2) Cha 14 (+4)	
Alignment evil Languages Common, Draconic	

ENCOUNTER 4: COURTYARD STATISTICS (ADVENTURE LEVEL 8)

Tiefling Occultist (level 7)	Level 7 Controller
Medium natural humanoid	XP 300
HP 81; Bloodied 40	Initiative +3
AC 21, Fortitude 17, Reflex 19, Will 21	Perception +6
Speed 6	Low-light vision
Resist 10 fire	
STANDARD ACTIONS	
☞ Hell Rod (fire, implement) • At-Will Attack: Melee 1 (one creature); +10 vs. Reflex Hit: 2d6 + 5 fire damage, and ongoing 5 fire damage (save ends).	
A Soul Fire (fear, fire, implement, psychic) • At-Will Attack: Area burst 1 within 10 (enemies in the burst); +10 vs. Reflex Hit: Ongoing 10 fire damage (save ends). In addition, the first time the target willingly moves closer to the tiefling before the end of its next turn, the target takes 10 psychic damage. Miss: Ongoing 5 fire damage (save ends).	
MOVE ACTIONS	
R Baleful Teleport (teleportation) • Recharge 5-6 Effect: Before the attack, the tiefling teleports 10 squares. Attack: Ranged 10 (one creature); +10 vs. Will Hit: The tiefling teleports the target 10 squares to the square it just left.	
TRIGGERED ACTIONS	
C Fiery Transposition (fire, teleportation) • Encounter Trigger: An enemy hits the tiefling. Effect (Immediate Interrupt): Close burst 3 (creatures in the burst). Each target takes 5 fire damage, and then the tiefling and the triggering enemy teleport, swapping positions.	
Skills Bluff +13, Stealth +8 Str 10 (+3) Dex 11 (+3) Wis 13 (+4) Con 15 (+5) Int 17 (+6) Cha 20 (+8)	
Alignment unaligned Languages Common Equipment leather armor, rod	

Ogre Hunter	Level 7 Skirmisher
Large natural humanoid (giant)	XP 300
HP 84; Bloodied 42	Initiative +8
AC 21, Fortitude 20, Reflex 18, Will 17	Perception +5
Speed 8	
STANDARD ACTIONS	
☞ Club (weapon) • At-Will Attack: Melee 2 (one creature); +12 vs. AC Hit: 2d8 + 6 damage.	
R Javelin (weapon) • At-Will Attack: Ranged 20 (one creature); +12 vs. AC Hit: 1d8 + 9 damage.	
R/M Hurling Charge (weapon) • Recharge 4-6 Effect: The ogre uses javelin. If its attack hits, the ogre charges as a free action.	
MOVE ACTIONS	
C Clear the Ground • At-Will Attack: Close burst 2 (creatures in the burst); +10 vs. Fortitude Hit: The ogre pushes the target up to 2 squares. Effect: If the attack hits any of the targets, the ogre moves up to its speed.	
Str 21 (+8) Dex 16 (+6) Wis 15 (+5) Con 20 (+8) Int 4 (+0) Cha 7 (+1)	
Alignment chaotic evil Languages Giant Equipment club, 6 javelins	

Young Red Dragon	Level 7 Solo Soldier
Large natural magical beast (dragon)	XP 1,500
HP 323; Bloodied 166	Initiative +8
AC 23, Fortitude 21, Reflex 18, Will 18	Perception +11
Speed 6, fly 8	Low-light vision
Resist 15 fire	
Saving Throws +5; Action Points 2	
TRAITS	
Action Recovery Whenever the dragon ends its turn, any dazing, stunning, or domination effect on it ends.	
Instinctive Assault On an initiative of 10 + its initiative check, the dragon can use a free action to use <i>bite</i> or <i>claw</i> . If the dragon cannot use a free action to make this attack due to a dominating or stunning effect, then that effect ends instead of the dragon making the attack.	
STANDARD ACTIONS	
☞ Bite (fire) • At-Will Attack: Melee 2 (one creature); +12 vs. AC Hit: 2d10 + 6 damage. The target is grabbed and takes ongoing 5 fire damage, or ongoing 10 fire damage if the dragon is bloodied, until the grab ends (escape DC 19)	
M Claw • At-Will Attack: Melee 2 (one or two creatures); +12 vs. AC. If the dragon targets only one creature, it can make this attack twice against that creature. Hit: 2d8 + 5 damage, and the dragon grabs the target (escape DC 16) if it has fewer than two creatures grabbed.	
C Breath Weapon (fire) • Recharge 5-6 Attack: Close blast 5 (creatures in the blast); +10 vs. Reflex Hit: 2d12 + 7 fire damage, or 2d12 + 17 fire damage while the dragon is bloodied. Miss: Half damage.	
TRIGGERED ACTIONS	
M Tail Strike • At-Will Trigger: An enemy leaves a square within 2 squares of the dragon. Attack (Immediate Reaction): Melee 3 (triggering enemy); +10 vs. Reflex Hit: 1d6 + 3 damage, and the target falls prone.	
C Bloodied Breath Trigger: The dragon is first bloodied. Effect (Free Action): Breath weapon recharges, and the dragon uses it.	
Skills Bluff +11, Insight +11 Str 22 (+9) Dex 17 (+6) Wis 16 (+6) Con 19 (+7) Int 11 (+3) Cha 14 (+5)	
Alignment evil Languages Common, Draconic	

ENCOUNTER 4: COURTYARD STATISTICS (ADVENTURE LEVEL 10)

Tiefling Occultist (level 10)	Level 10 Controller
Medium natural humanoid	XP 500
HP 99; Bloodied 49	Initiative +5
AC 24, Fortitude 20, Reflex 22, Will 24	Perception +6
Speed 6	Low-light vision
Resist 10 fire	
STANDARD ACTIONS	
☞ Hell Rod (fire, implement) • At-Will Attack: Melee 1 (one creature); +13 vs. Reflex Hit: 2d6 + 8 fire damage, and ongoing 5 fire damage (save ends).	
☞ Soul Fire (fear, fire, implement, psychic) • At-Will Attack: Area burst 1 within 10 (enemies in the burst); +13 vs. Reflex Hit: Ongoing 10 fire damage (save ends). In addition, the first time the target willingly moves closer to the tiefling before the end of its next turn, the target takes 10 psychic damage. Miss: Ongoing 5 fire damage (save ends).	
MOVE ACTIONS	
☞ Baleful Teleport (teleportation) • Recharge 5-6 Effect: Before the attack, the tiefling teleports 10 squares. Attack: Ranged 10 (one creature); +13 vs. Will Hit: The tiefling teleports the target 10 squares to the square it just left.	
TRIGGERED ACTIONS	
☞ Fiery Transposition (fire, teleportation) • Encounter Trigger: An enemy hits the tiefling. Effect (Immediate Interrupt): Close burst 3 (creatures in the burst). Each target takes 5 fire damage, and then the tiefling and the triggering enemy teleport, swapping positions.	
Skills Bluff +15, Stealth +10 Str 10 (+5) Dex 11 (+5) Wis 13 (+6) Con 15 (+7) Int 17 (+8) Cha 20 (+10)	
Alignment unaligned Languages Common	
Equipment leather armor, rod	

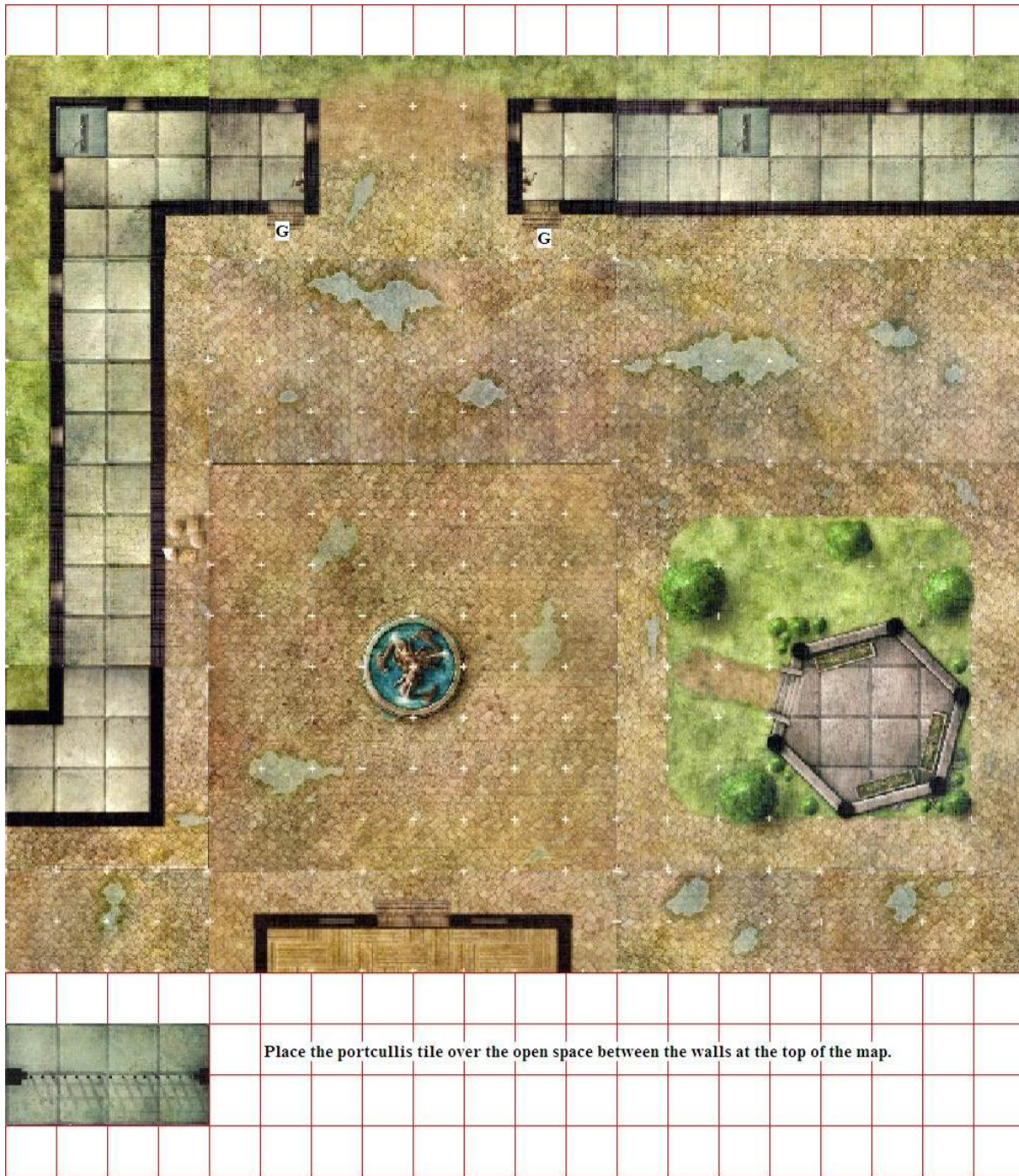
Ogre Hunter (level 9)	Level 9 Skirmisher
Large natural humanoid (giant)	XP 400
HP 100; Bloodied 50	Initiative +9
AC 23, Fortitude 22, Reflex 20, Will 19	Perception +6
Speed 8	
STANDARD ACTIONS	
☞ Club (weapon) • At-Will Attack: Melee 2 (one creature); +14 vs. AC Hit: 2d8 + 8 damage.	
☞ Javelin (weapon) • At-Will Attack: Ranged 20 (one creature); +14 vs. AC Hit: 2d8 + 7 damage.	
☞ Hurling Charge (weapon) • Recharge 4-6 Effect: The ogre uses javelin. If its attack hits, the ogre charges as a free action.	
MOVE ACTIONS	
☞ Clear the Ground • At-Will Attack: Close burst 2 (creatures in the burst); +12 vs. Fortitude Hit: The ogre pushes the target up to 2 squares. Effect: If the attack hits any of the targets, the ogre moves up to its speed.	
Str 21 (+9) Dex 16 (+7) Wis 15 (+6) Con 20 (+9) Int 4 (+1) Cha 7 (+2)	
Alignment chaotic evil Languages Giant	
Equipment club, 6 javelins	

Young Red Dragon (level 10)	Level 10 Solo Soldier
Large natural magical beast (dragon)	XP 2,500
HP 428; Bloodied 214	Initiative +10
AC 26, Fortitude 24, Reflex 21, Will 21	Perception +13
Speed 6, fly 8	Low-light vision
Resist 15 fire	
Saving Throws +5; Action Points 2	
TRAITS	
Action Recovery Whenever the dragon ends its turn, any dazing, stunning, or domination effect on it ends.	
Instinctive Assault On an initiative of 10 + its initiative check, the dragon can use a free action to use <i>bite</i> or <i>claw</i> . If the dragon cannot use a free action to make this attack due to a dominating or stunning effect, then that effect ends instead of the dragon making the attack.	
STANDARD ACTIONS	
☞ Bite (fire) • At-Will Attack: Melee 2 (one creature); +15 vs. AC Hit: 2d10 + 9 damage. The target is grabbed and takes ongoing 5 fire damage, or ongoing 10 fire damage if the dragon is bloodied, until the grab ends (escape DC 20)	
☞ Claw • At-Will Attack: Melee 2 (one or two creatures); +15 vs. AC. If the dragon targets only one creature, it can make this attack twice against that creature. Hit: 2d8 + 8 damage, and the dragon grabs the target (escape DC 17) if it has fewer than two creatures grabbed.	
☞ Breath Weapon (fire) • Recharge 5-6 Attack: Close blast 5 (creatures in the blast); +13 vs. Reflex Hit: 2d12 + 9 fire damage, or 2d12 + 19 fire damage while the dragon is bloodied. Miss: Half damage.	
TRIGGERED ACTIONS	
☞ Tail Strike • At-Will Trigger: An enemy leaves a square within 2 squares of the dragon. Attack (Immediate Reaction): Melee 3 (triggering enemy); +13 vs. Reflex Hit: 2d6 + 5 damage, and the target falls prone.	
☞ Bloodied Breath Trigger: The dragon is first bloodied. Effect (Free Action): <i>Breath weapon</i> recharges, and the dragon uses it.	
Skills Bluff +13, Insight +13 Str 22 (+11) Dex 17 (+8) Wis 16 (+8) Con 19 (+9) Int 11 (+5) Cha 14 (+7)	
Alignment evil Languages Common, Draconic	

ENCOUNTER 4: COURTYARD MAP

Dungeon Tiles Master Set: The City x1

Dungeon Tiles Master Set: The Dungeon x2 (only for one 2x4 portcullis tile and two 1x1 lever tiles)



PCs start in the area between the fountain and the building.

The tiefling starts in front of the portcullis.

The dragon starts on the roof of the gazebo. (AL 2/4: the second dragon is on the building behind the PCs.)

Guards start in front of the door to each wall section in the squares labeled G.

Additional guards are placed near the building, behind the PCs.

ENCOUNTER 5: CATACOMBS

ENCOUNTER LEVEL 3/5/8/9/12

NOTE: Do not play this encounter if the PCs decided to escape via the courtyard.

SETUP

This encounter includes the following creatures at adventure level 2:

1 beholder gauth (B)

2 spider swarms (S)

2 Spiders (W)

This encounter includes the following creatures at adventure level 4:

1 beholder gauth (B)

2 spider swarms (S)

3 spiders (W)

This encounter includes the following creatures at adventure level 6:

1 beholder gauth (B)

2 spider swarms (S)

2 spiders (W)

This encounter includes the following creatures at adventure level 8:

1 beholder (B)

2 snake swarms (S)

1 snake (W)

This encounter includes the following creatures at adventure level 10:

1 beholder (B)

2 snake swarms (S)

2 snakes (W)

The characters choose to escape the palace by venturing into the catacombs below. Determine what the PCs are using for a light source. Just before they enter the catacombs, read:

Gorvan rushes up and presses a bundle into your hands. "I snatched these items from Prama Ningra's bedchamber. I hope you find them useful in your escape." He then rushes back into the palace to distract the guards, buying you time to get a head start into the catacombs.

The bundle contains a number of headpieces, some of which are magical. Allow the PCs to identify and use these items in the upcoming encounter.

- Non-magical jeweled circlets and crowns are worth a total of 25/40/75/150/225 gp per PC.
- At all ALs, there is a *circlet of second chances*.
- At AL 8 and 10, there is also a *crown of equilibrium*.

When the PCs are ready to explore the catacombs, have them set up in the start area. Then read:

Tiny spiders and snakes skitter amongst the rubble of the catacombs. Bodies of dry corpses, likely disobedient slaves, are chained to the walls. A snake slithers out of the eye socket of one and into the mouth of another.

Natural light streams from above at the end of the passage. Suddenly, the walls on either side crumble as swarms of spiders/snakes spew into the passageway.

PCs start in the 4x8 area between the side passages. Once the PCs are placed, the swarms are placed in squares on the start tile next to each wall, within 1 square of as many PCs as possible. The spider/snakes drop from the ceiling directly in front of and behind the PCs. Any PC with a passive perception of 19/19/21/24/25 can shift 1 square as a free action after the spiders/snakes are placed.

FEATURES OF THE AREA

Illumination: Sunlight from the escape tunnel provides dim illuminations in the area in addition to anything the PCs are providing as a light source.

Ceiling: The ceiling is 10 feet high.

Crevasses: The crevasses are each 10 feet deep at ALs 2, 4 and 6, or 20 feet deep at ALs 8 and 10. They take a DC 15 Athletics check to climb.

Webs/Difficult Terrain: The webs and difficult terrain squares all represent heavily webbed areas and count as difficult terrain. One square of web provides cover and concealment, and two squares provide superior cover and total concealment. Dealing 10 points of fire damage removes the webs from one square.

Escape Tunnel: The escape tunnel (1-square wide on the map) is a mere crack leading to the surface. Medium creatures must squeeze (move at half speed and grant combat advantage) while in these squares.

Ladder: The ladder leads 20 feet to the surface. It requires a DC 5 Athletics check to climb. PCs reaching the top of the ladder escape into Memnon and are removed from the encounter.

TACTICS

The beholder drops from the ceiling in front of the escape passage. The beholder selects targets tactically, primarily targeting leaders and choosing strikers as secondary targets. At AL 8/10, it fires volleys of rays haphazardly at the PCs. To represent this, you should randomize which ray is used for ALL of its attacks, even the attacks it makes on its turn.

SCALING THE ENCOUNTER

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

Four PCs: Remove a swarm and a spider/snake.

Six PCs: Add a swarm and a spider/snake.

ENDING THE ENCOUNTER

If the PCs get through the escape tunnel, they emerge outside Prama Ningra's palace. They must race to try to find the Safehouse.

If any PCs choose to retreat, they are captured by Prama Ningra's guards. Continue with Encounter 7.

The beholder also speaks Common and is interested in selling the PCs to Prama Ningra. Allow the PCs to surrender to the beholder, in which case Prama Ningra's guards catch up and the beholder chases away any remaining spiders or snakes. The PCs can stabilize any of their comrades who are dying, but not those who are dead.

MILESTONE

This encounter counts towards a milestone.

TREASURE

At AL 4 and higher, the beholder wears a *philosopher's crown*.

At the beginning of the encounter, the PCs are given a bundle containing 25/40/75/150/225 gp per PC in assorted headgear and a *circlet of second chances*. At AL 8 and 10, they also received a *crown of equilibrium*.

Note that PCs can also gain access to these treasure bundles in Encounter 8 if they successfully deliver the Battlecloak to the Safehouse, even if they did not choose this path or did not defeat the beholder.

ENCOUNTER 5: CATACOMBS STATISTICS (ADVENTURE LEVEL 2)

Beholder Gauth (level 3)	Level 3 Elite Artillery
Medium aberrant magical beast	XP 300
HP 78; Bloodied 39	Initiative +3
AC 15, Fortitude 14, Reflex 16, Will 17	Perception +9
Speed 0, fly 6 (hover)	All-around vision, darkvision
Saving Throws +2; Action Points 1	
TRAITS	
All-Around Vision	
Enemies can't gain combat advantage by flanking the gauth.	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 2d4 + 3 damage.	
R Eye Rays • At-Will	
Effect: The gauth uses two eye ray powers chosen from the list below. Each eye ray must target a different creature. Using eye rays does not provoke opportunity attacks.	
1. Fire Ray (fire): Ranged 8; +8 vs. Reflex; 2d6 + 4 fire damage.	
2. Exhaustion Ray (necrotic): Ranged 8; +8 vs. Fortitude; 1d8 + 2. necrotic damage, and the target is weakened (save ends)	
3. Sleep Ray (charm): Ranged 8; +8 vs. Fortitude; the target is slowed (save ends).	
First Failed Saving Throw: The target is knocked unconscious instead of slowed (save ends).	
4. Telekinesis Ray : Ranged 8; +8 vs. Fortitude; the gauth slides the target up to 4 squares.	
MINOR ACTIONS	
r Central Eye • At-Will	
Attack: Ranged 5 (one creature); +8 vs. Will	
Hit: The target is immobilized until the end of the gauth's next turn.	
Str 12 (+2)	Dex 15 (+3)
Con 15 (+3)	Int 18 (+5)
Wis 16 (+4)	Cha 20 (+6)
Alignment evil	Languages Deep Speech

Spider Swarm (level 2)	Level 2 Soldier
Medium natural beast (spider, swarm)	XP 125
HP 36; Bloodied 18	Initiative +6
AC 18, Fortitude 12, Reflex 15, Will 14	Perception +3
Speed 6, climb 6 (spider climb)	Tremorsense 5
Resist half damage from melee and ranged attacks; Vulnerable 5 to close and area attacks	
TRAITS	
o Swarm Attack • Aura 1	
An enemy that starts its turn in the aura is slowed until the start of its next turn.	
Swarm	
The swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm cannot be pulled, pushed, or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises.	
Web Walk	
The spider ignores difficult terrain composed of webs.	
STANDARD ACTIONS	
m Swarm of Fangs (poison) • At-Will	
Attack: Melee 1 (one creature); +5 vs. Reflex	
Hit: 1d6 + 2 damage, and ongoing 5 poison damage (save ends).	
Skills Athletics +6, Stealth +9	
Str 11 (+1)	Dex 17 (+4)
Con 12 (+2)	Int 1 (-4)
	Wis 14 (+3)
	Cha 7 (-1)
Alignment unaligned	Languages -

Deathjump Spider (level 2)	Level 2 Skirmisher
Medium natural beast (spider)	XP 125
HP 36 Bloodied 18	Initiative +4
AC 16, Fortitude 15, Reflex 14, Will 13	Perception +6
Speed 6, climb 6 (spider climb)	Tremorsense 5
Resist 5 poison	
TRAITS	
Web Walk	
The spider ignores difficult terrain composed of webs.	
STANDARD ACTIONS	
m Bite (poison) • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d6 + 1 damage, and the target takes ongoing 5 poison damage (save ends).	
M Death from Above • Recharge 4-6	
Effect: The spider jumps up to 6 squares. This movement does not provoke opportunity attacks. After the jump, the spider uses <i>bite</i> , knocking the target prone on a hit.	
MOVE ACTIONS	
Prodigious Leap • Encounter	
Effect: The spider jumps up to 10 squares. This movement does not provoke opportunity attacks.	
Skills Athletics +8, Stealth +7	
Str 14 (+3)	Dex 12 (+2)
Con 12 (+2)	Int 1 (-2)
	Wis 10 (+1)
	Cha 8 (+0)
Alignment unaligned	Languages -

ENCOUNTER 5: CATACOMBS STATISTICS (ADVENTURE LEVEL 4)

Beholder Gaut	Level 5 Elite Artillery
Medium aberrant magical beast	XP 400
HP 102; Bloodied 51	Initiative +4
AC 17, Fortitude 16, Reflex 18, Will 19	Perception +10
Speed 0, fly 6 (hover)	All-around vision, darkvision
Saving Throws +2; Action Points 1	
TRAITS	
All-Around Vision	
Enemies can't gain combat advantage by flanking the gauth.	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 2d4 + 5 damage.	
R Eye Rays • At-Will	
Effect: The gauth uses two eye ray powers chosen from the list below. Each eye ray must target a different creature. Using eye rays does not provoke opportunity attacks.	
1. Fire Ray (fire): Ranged 8; +10 vs. Reflex; 2d6 + 6 fire damage.	
2. Exhaustion Ray (necrotic): Ranged 8; +10 vs. Fortitude; 1d8 + 4 necrotic damage, and the target is weakened (save ends).	
3. Sleep Ray (charm): Ranged 8; +10 vs. Fortitude; the target is slowed (save ends).	
First Failed Saving Throw: The target is knocked unconscious instead of slowed (save ends).	
4. Telekinesis Ray : Ranged 8; +10 vs. Fortitude; the gauth slides the target up to 4 squares.	
MINOR ACTIONS	
r Central Eye • At-Will	
Attack: Ranged 5 (one creature); +10 vs. Will	
Hit: The target is immobilized until the end of the gauth's next turn.	
Str 12 (+3)	Dex 15 (+4)
Con 15 (+4)	Int 18 (+7)
Wis 16 (+4)	Cha 20 (+6)
Alignment evil	Languages Deep Speech

Spider Swarm	Level 3 Soldier
Medium natural beast (spider, swarm)	XP 150
HP 44; Bloodied 22	Initiative +6
AC 19, Fortitude 13, Reflex 16, Will 15	Perception +3
Speed 6, climb 6 (spider climb)	Tremorsense 5
Resist half damage from melee and ranged attacks	
Vulnerable 5 to close and area attacks	
TRAITS	
o Swarm Attack • Aura 1	
An enemy that starts its turn in the aura is slowed until the start of its next turn.	
Swarm	
The swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm cannot be pulled, pushed, or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises.	
Web Walk	
The spider ignores difficult terrain composed of webs.	
STANDARD ACTIONS	
m Swarm of Fangs (poison) • At-Will	
Attack: Melee 1 (one creature); +6 vs. Reflex	
Hit: 1d6 + 3 damage, and ongoing 5 poison damage (save ends).	
Skills Athletics +6, Stealth +9	
Str 11 (+1)	Dex 17 (+4)
Con 12 (+2)	Int 1 (-4)
Wis 14 (+3)	Cha 7 (-1)
Alignment unaligned	Languages -

Deathjump Spider	Level 4 Skirmisher
Medium natural beast (spider)	XP 175
HP 52 Bloodied 26	Initiative +5
AC 18, Fortitude 17, Reflex 16, Will 15	Perception +7
Speed 6, climb 6 (spider climb)	Tremorsense 5
Resist 5 poison	
TRAITS	
Web Walk	
The spider ignores difficult terrain composed of webs.	
STANDARD ACTIONS	
m Bite (poison) • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 1d6 + 3 damage, and the target takes ongoing 5 poison damage (save ends).	
M Death from Above • Recharge 4-6	
Effect: The spider jumps up to 6 squares. This movement does not provoke opportunity attacks. After the jump, the spider uses <i>bite</i> , knocking the target prone on a hit.	
MOVE ACTIONS	
Prodigious Leap • Encounter	
Effect: The spider jumps up to 10 squares. This movement does not provoke opportunity attacks.	
Skills Athletics +9, Stealth +8	
Str 14 (+4)	Dex 12 (+3)
Con 12 (+3)	Int 1 (-1)
Wis 10 (+2)	Cha 8 (+1)
Alignment unaligned	Languages -

ENCOUNTER 5: CATACOMBS STATISTICS (ADVENTURE LEVEL 6)

Beholder Gauth (level 7)		Level 7 Elite Artillery
Medium aberrant magical beast		XP 600
HP 126; Bloodied 63		Initiative +5
AC 19, Fortitude 18, Reflex 20, Will 21		Perception +11
Speed 0, fly 6 (hover)		All-around vision, darkvision
Saving Throws +2; Action Points 1		
TRAITS		
All-Around Vision		
Enemies can't gain combat advantage by flanking the gauth.		
STANDARD ACTIONS		
Bite • At-Will		
Attack: Melee 1 (one creature); +12 vs. AC		
Hit: 2d4 + 7 damage.		
Eye Rays • At-Will		
Effect: The gauth uses two eye ray powers chosen from the list below.		
Each eye ray must target a different creature. Using eye rays does not provoke opportunity attacks.		
1. Fire Ray (fire): Ranged 8; +12 vs. Reflex; 2d6 + 8 fire damage.		
2. Exhaustion Ray (necrotic): Ranged 8; +12 vs. Fortitude; 1d8 + 6 necrotic damage, and the target is weakened (save ends).		
3. Sleep Ray (charm): Ranged 8; +12 vs. Fortitude; the target is slowed (save ends).		
First Failed Saving Throw: The target is knocked unconscious instead of slowed (save ends).		
4. Telekinesis Ray : Ranged 8; +12 vs. Fortitude; the gauth slides the target up to 4 squares.		
MINOR ACTIONS		
Central Eye • At-Will		
Attack: Ranged 5 (one creature); +12 vs. Will		
Hit: The target is immobilized until the end of the gauth's next turn.		
Str 12 (+4)	Dex 15 (+5)	Wis 16 (+6)
Con 15 (+5)	Int 18 (+8)	Cha 20 (+7)
Alignment evil		Languages Deep Speech

Spider Swarm (level 7)		Level 7 Soldier
Medium natural beast (spider, swarm)		XP 300
HP 76; Bloodied 38		Initiative +8
AC 23, Fortitude 17, Reflex 20, Will 19		Perception +5
Speed 6, climb 6 (spider climb)		Tremorsense 5
Resist half damage from melee and ranged attacks		
Vulnerable 5 to close and area attacks		
TRAITS		
Swarm Attack • Aura 1		
An enemy that starts its turn in the aura is slowed until the start of its next turn.		
Swarm		
The swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm cannot be pulled, pushed, or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises.		
Web Walk		
The spider ignores difficult terrain composed of webs.		
STANDARD ACTIONS		
Swarm of Fangs (poison) • At-Will		
Attack: Melee 1 (one creature); +10 vs. Reflex		
Hit: 1d6 + 7 damage, and ongoing 5 poison damage (save ends).		
Skills Athletics +8, Stealth +11		
Str 11 (+3)	Dex 17 (+6)	Wis 14 (+5)
Con 12 (+4)	Int 1 (-2)	Cha 7 (+1)
Alignment unaligned		Languages -

Deathjump Spider		Level 7 Skirmisher
Medium natural beast (spider)		XP 300
HP 76 Bloodied 38		Initiative +6
AC 21, Fortitude 20, Reflex 19, Will 18		Perception +8
Speed 6, climb 6 (spider climb)		Tremorsense 5
Resist 5 poison		
TRAITS		
Web Walk		
The spider ignores difficult terrain composed of webs.		
STANDARD ACTIONS		
Bite (poison) • At-Will		
Attack: Melee 1 (one creature); +12 vs. AC		
Hit: 1d6 + 6 damage, and the target takes ongoing 5 poison damage (save ends).		
Death from Above • Recharge 4-6		
Effect: The spider jumps up to 6 squares. This movement does not provoke opportunity attacks. After the jump, the spider uses <i>bite</i> , knocking the target prone on a hit.		
MOVE ACTIONS		
Prodigious Leap • Encounter		
Effect: The spider jumps up to 10 squares. This movement does not provoke opportunity attacks.		
Skills Athletics +10, Stealth +9		
Str 14 (+5)	Dex 12 (+4)	Wis 10 (+3)
Con 12 (+4)	Int 1 (+0)	Cha 8 (+2)
Alignment unaligned		Languages -

ENCOUNTER 5: CATACOMBS STATISTICS (ADVENTURE LEVEL 8)

Beholder (level 7)	Level 7 Solo Artillery
Large aberrant magical beast	XP 1,500
HP 328; Bloodied 164	Initiative +8
AC 21, Fortitude 19, Reflex 20, Will 20	Perception +10
Speed 0, fly 4 (hover)	Low-light vision
Saving Throws +5; Action Points 2	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 2d8 + 6 damage.	
R Eye Rays • At-Will	
Effect: The beholder uses two of the following eye rays, using each against a different target. This attack does not provoke opportunity attacks.	
1. <i>Charm Ray</i> (charm): Ranged 10; +12 vs. Will; the target is dominated until the end of its next turn.	
2. <i>Wounding Ray</i> (necrotic): Ranged 10; +12 vs. Fortitude; 2d10 + 4 necrotic damage.	
3. <i>Sleep Ray</i> (charm): Ranged 10; +12 vs. Will; the target immobilized (save ends).	
First Failed Saving Throw: The target is knocked unconscious instead of immobilized (save ends).	
4. <i>Telekinesis Ray</i> : Ranged 10; +12 vs. Fortitude; the beholder slides the target up to 4 squares.	
5. <i>Slowing Ray</i> (necrotic): Ranged 10; +12 vs. Reflex; 3d6 + 3 necrotic damage, and the target is slowed (save ends).	
6. <i>Brilliant</i> (radiant): Ranged 10; +12 vs. Will; 1d6 + 3 radiant damage, and the target is blinded (save ends).	
7. <i>Terror Ray</i> (fear, psychic): Ranged 10; +12 vs. Will; 2d8 + 3 psychic damage and the beholder pushes the target its speed.	
8. <i>Petrifying Ray</i> : Ranged 10; +12 vs. Fortitude; the target is petrified (save ends).	
Aftereffect: The target is immobilized (save ends).	
9. <i>Death Ray</i> (necrotic): Ranged 10; +12 vs. Fortitude; 2d8 + 8 necrotic damage. If the target is bloodied before or after the attack, it is also dazed (save ends).	
First Failed Saving Throw: The target is dazed and weakened (save ends both).	
Second Failed Saving Throw: The target dies.	
10. <i>Disintegrate Ray</i> : Ranged 10; +12 vs. Fortitude; 1d8 + 3 damage, and ongoing 10 damage (save ends).	
R Eye Ray Frenzy • Recharge 6	
Requirement: The beholder must be bloodied.	
Effect: As eye rays above, except the beholder makes three eye ray attacks.	
MINOR ACTIONS	
C Central Eye • At-Will (1/round)	
Attack: Close blast 5 (enemies in blast); +10 vs. Will	
Hit: The target cannot use encounter or daily attack powers until the end of its next turn.	
TRIGGERED ACTIONS	
R Random Eye Ray • At-Will	
Trigger: The beholder is conscious and an enemy starts its turn within 5 squares of it.	
Effect (No Action): The beholder uses one random eye ray against the triggering enemy.	
Str 18 (+7)	Dex 20 (+8) Wis 15 (+5)
Con 18 (+7)	Int 19 (+7) Cha 20 (+8)
Alignment evil	Languages Deep Speech

Snake Swarm (level 8)	Level 8 Brute
Medium natural beast (reptile, swarm)	XP 350
HP 109; Bloodied 54	Initiative +8
AC 20, Fortitude 21, Reflex 20, Will 19	Perception +7
Speed 6, climb 6	Low-light vision
Resist half damage from melee and ranged attacks; Vulnerable 10 to close and area attacks	
TRAITS	
O Swarm Attack (poison) • Aura 1	
An enemy that ends its turn in the aura takes 5 poison damage.	
Swarm	
The swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm cannot be pulled, pushed, or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises.	
STANDARD ACTIONS	
C Swarm of Fangs (poison) • At-Will	
Attack: Close burst 1 (enemies in the burst); +13 vs. AC	
Hit: 2d8 + 4 poison damage, and the target is slowed (save ends).	
Skills Stealth +14	
Str 22 (+10)	Dex 19 (+8) Wis 16 (+7)
Con 19 (+8)	Int 1 (-1) Cha 7 (+3)
Alignment unaligned	Languages -

Crushgrip Constrictor (level 6)	Level 6 Soldier
Large natural beast (reptile)	XP 250
HP 72; Bloodied 36	Initiative +7
AC 22, Fortitude 20, Reflex 17, Will 17	Perception +10
Speed 6, climb 6, swim 6	Low-light vision
STANDARD	
m Bite • At-Will	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 2d10 + 3 damage, and the constrictor grabs the target (escape DC 15).	
M Constrict • At-Will	
Attack: Melee 1 (one creature grabbed by the constrictor); +9 vs. Fortitude	
Hit: 2d12 + 5 damage, and the target is dazed until the end of the constrictor's next turn.	
Skills Stealth +11	
Str 22 (+9)	Dex 16 (+6) Wis 17 (+6)
Con 16 (+6)	Int 2 (-1) Cha 10 (+3)
Alignment unaligned	Languages -

ENCOUNTER 5: CATACOMBS STATISTICS (ADVENTURE LEVEL 10)

Beholder	Level 9 Solo Artillery
Large aberrant magical beast	XP 2,000
HP 392; Bloodied 196	Initiative +9
AC 23, Fortitude 21, Reflex 22, Will 22	Perception +11
Speed 0, fly 4 (hover)	Low-light vision
Saving Throws +5; Action Points 2	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 2d8 + 8 damage.	
R Eye Rays • At-Will	
Effect: The beholder uses two of the following eye rays, using each against a different target. This attack does not provoke opportunity attacks.	
1. <i>Charm Ray</i> (charm): Ranged 10; +14 vs. Will; the target is dominated until the end of its next turn.	
2. <i>Wounding Ray</i> (necrotic): Ranged 10; +14 vs. Fortitude; 2d10 + 6 necrotic damage.	
3. <i>Sleep Ray</i> (charm): Ranged 10; +14 vs. Will; the target immobilized (save ends).	
First Failed Saving Throw: The target is knocked unconscious instead of immobilized (save ends).	
4. <i>Telekinesis Ray</i> : Ranged 10; +14 vs. Fortitude; the beholder slides the target up to 4 squares.	
5. <i>Slowing Ray</i> (necrotic): Ranged 10; +14 vs. Reflex; 3d6 + 5 necrotic damage, and the target is slowed (save ends).	
6. <i>Brilliant</i> (radiant): Ranged 10; +14 vs. Will; 1d6 + 5 radiant damage, and the target is blinded (save ends).	
7. <i>Terror Ray</i> (fear, psychic): Ranged 10; +14 vs. Will; 2d8 + 5 psychic damage and the beholder pushes the target its speed.	
8. <i>Petrifying Ray</i> : Ranged 10; +14 vs. Fortitude; the target is petrified (save ends).	
Aftereffect: The target is immobilized (save ends).	
9. <i>Death Ray</i> (necrotic): Ranged 10; +14 vs. Fortitude; 2d8 + 10 necrotic damage. If the target is bloodied before or after the attack, it is also dazed (save ends).	
First Failed Saving Throw: The target is dazed and weakened (save ends both).	
Second Failed Saving Throw: The target dies.	
10. <i>Disintegrate Ray</i> : Ranged 10; +14 vs. Fortitude; 1d8 + 5 damage, and ongoing 10 damage (save ends).	
R Eye Ray Frenzy • Recharge 6	
Requirement: The beholder must be bloodied.	
Effect: As eye rays above, except the beholder makes three eye ray attacks.	
MINOR ACTIONS	
C Central Eye • At-Will (1/round)	
Attack: Close blast 5 (enemies in blast); +12 vs. Will	
Hit: The target cannot use encounter or daily attack powers until the end of its next turn.	
TRIGGERED ACTIONS	
R Random Eye Ray • At-Will	
Trigger: The beholder is conscious and an enemy starts its turn within 5 squares of it.	
Effect (No Action): The beholder uses one random eye ray against the triggering enemy.	
Str 18 (+8)	Dex 20 (+9)
Con 18 (+8)	Int 19 (+8)
	Wis 15 (+6)
	Cha 20 (+9)
Alignment evil	Languages Deep Speech

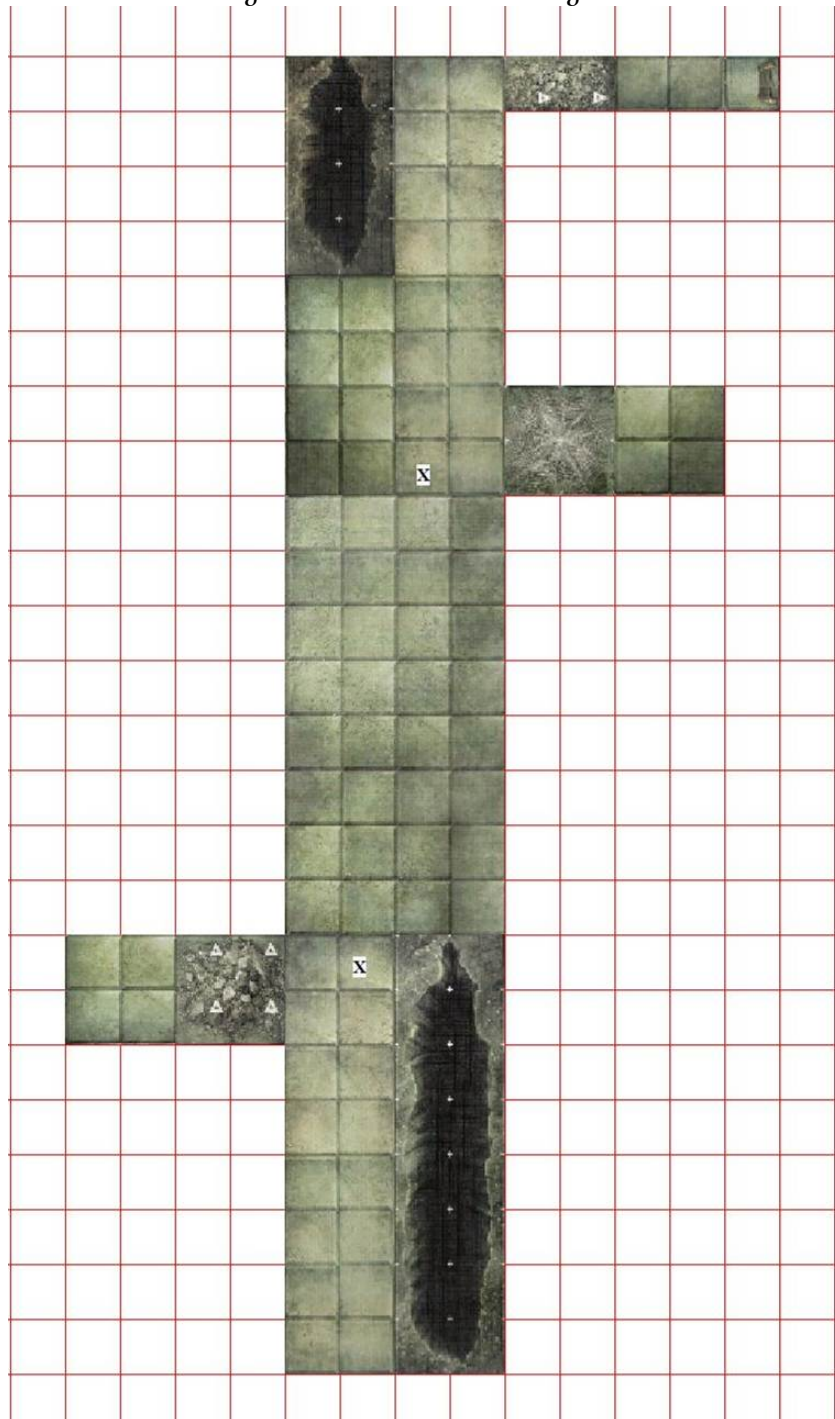
Snake Swarm (level 10)	Level 10 Brute
Medium natural beast (reptile, swarm)	XP 500
HP 129; Bloodied 64	Initiative +9
AC 22, Fortitude 23, Reflex 22, Will 21	Perception +8
Speed 6, climb 6	Low-light vision
Resist half damage from melee and ranged attacks; Vulnerable 10 to close and area attacks	
TRAITS	
O Swarm Attack (poison) • Aura 1	
An enemy that ends its turn in the aura takes 10 poison damage.	
Swarm	
The swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm cannot be pulled, pushed, or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises.	
STANDARD ACTIONS	
C Swarm of Fangs (poison) • At-Will	
Attack: Close burst 1 (enemies in the burst); +15 vs. AC	
Hit: 2d8 + 6 poison damage, and the target is slowed (save ends).	
Skills Stealth +15	
Str 22 (+11)	Dex 19 (+9)
Con 19 (+9)	Int 1 (+0)
	Wis 16 (+8)
	Cha 7 (+4)
Alignment unaligned	Languages -

Crushgrip Constrictor	Level 9 Soldier
Large natural beast (reptile)	XP 400
HP 96; Bloodied 48	Initiative +9
AC 25, Fortitude 23, Reflex 20, Will 20	Perception +12
Speed 6, climb 6, swim 6	Low-light vision
STANDARD	
m Bite • At-Will	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 2d10 + 6 damage, and the constrictor grabs the target (escape DC 17).	
M Constrict • At-Will	
Attack: Melee 1 (one creature grabbed by the constrictor); +12 vs. Fortitude	
Hit: 2d12 + 8 damage, and the target is dazed until the end of the constrictor's next turn.	
Skills Stealth +12	
Str 22 (+10)	Dex 16 (+7)
Con 16 (+7)	Int 2 (+0)
	Wis 17 (+7)
	Cha 10 (+4)
Alignment unaligned	Languages -

ENCOUNTER 5: CATACOMBS MAP

TILE SETS NEEDED

Dungeon Tiles Master Set: The Dungeon x1



PCs start in the 4x8 area between the squares marked with an X.

Once the PCs are placed, the swarms are placed in the PC start area next to a wall.

The spider/snakes drop from the ceiling into a square marked with an X.

The beholder drops from the ceiling at the end of the corridor in front of the escape tunnel.

ENCOUNTER 6: SAFEHOUSE

SKILL CHALLENGE, COMPLEXITY 1

SETUP

Important NPCs:

Najwa, female tiefling, Ala'Ammar's agent in Memnon

Akilah, female tiefling, agent of the Crimson Guard

The PCs have escaped the palace and go to meet their contact, with Prama Ningra's enforcers searching the city for the PCs, who have been branded as escaped slaves who turned on their master.

Shouts of alarm from the palace fade behind you as you make your way through Memnon to meet Najwa at Omar's Oasis. You need to reach the safehouse quickly before Prama Ningra's enforcers catch up and arrest you.

The PCs begin this encounter rushing from the palace. Inform them that if they wish to take a short rest, it counts as one automatic failure in this skill challenge. Generally speaking, each 5 minutes wasted by the PCs allows the guards to close in on them, resulting in a failure.

Unfortunately, the PCs' contact has been compromised and replaced with a Memnite loyalist. The PCs must uncover the deception, rescue their real contact, and locate the safehouse, before Prama Ningra's enforcers catch up with them. As the last encounter, you should budget appropriate time for each roleplaying scene.

SKILL CHALLENGE: SAFEHOUSE

Goal: Find the Safehouse before being captured by Prama Ningra's enforcers.

Complexity: 1 (4 successes before 3 failures)

Primary Skills: Heal, Insight, Intimidate, Streetwise

Victory: The PCs locate the safehouse quickly.

Defeat: The PCs take too long, and are captured by Prama Ningra's enforcers.

Each scene counts as one success in the overall skill challenge. Failures represent a loss of time, allowing Prama Ningra's enforcers a chance to catch the PCs. If PCs come up with creative uses of skills beyond those listed, you can have them succeed at a Moderate DC for reasonable ideas, and at a Hard DC for unlikely scenarios.

SCENE ONE: THE CONTACT

Akilah, a Memnite loyalist and agent of the Crimson Guard identified Najwa as a traitor. Akilah has taken Najwa's identity and is posing as Najwa in order to learn more information about the Brotherhood of Bonded Escape.

Omar's Oasis is one of the finest taverns in Memnon, bustling with fire genasi and tiefling patrons. Human slaves rush among the tables serving exotic drinks and trays of spicy delicacies.

Most tables are crowded with patrons, but a female tiefling sits alone at the end of the bar.

Akilah, posing as Najwa, adjourns to a private room when the PCs indicate they wish to talk with her. She lights a candle which she claims is magical and wards the room from anyone overhearing their discussion.

She asks lots of questions, since she does not know the PCs, nor does she know what they are doing. She is trying to gain as much information as possible, and avoids answering any questions.

When the PCs get suspicious of their conversation with Akilah, have them make an appropriate check.

Arcana DC Moderate (0 success)

The PC notices the candle is not magical, as Akilah claims. Success with this skill gives a +4 bonus to Intimidate.

Insight DC Moderate (0 success)

The PC notices the contact is acting very suspiciously. Success with this skill gives a +4 bonus to Intimidate.

Intimidate DC Moderate (1 success)

Once the PCs have suspicions about Akilah, they can confront her. Up to 2 PCs may assist with this check.

With a success, Akilah tells them everything, including the information that Najwa is tied up in an upstairs room. Each failure costs time. Akilah doesn't risk her life by calling out, but the PCs must try additional Intimidate checks to get the information. Once the PCs have the information, they need to decide what to do with Akilah.

SCENE TWO: THE REAL CONTACT

A beaten and unconscious tiefling is chained to the bed in this room.

The PCs can obtain the key to the chains from Akilah.

Heal DC Moderate (1 success)

Up to 2 PCs may assist with this check. With a success, the PCs quickly tend to Najwa's wounds, and she can lead them to the safehouse. Each failure costs time, and additional Heal checks must be attempted.

If the PCs succeed at a Hard DC in this scene, they heal Najwa very quickly. They can remove one failure they have already earned in this skill challenge.

When Najwa wakes up, she is unsure whether to trust the PCs; and once she does, she wants a full report as to what is happening. She engages all of the PCs in conversation, to measure whether any of them might be Memnite spies.

Once convinced, Najwa leads the PCs to meet with Ashraf, a trusted contact at the Safehouse. Ashraf is a rug merchant and has a shop in the bazaar.

SCENE THREE: THE SAFEHOUSE

Najwa leads you through the bustling bazaar in the center of Memnon to a non-descript rug merchant. She looks concerned as she notices that the front door has been broken in.

When the PCs enter the shop, continue:

The shop is in shambles. A smashed trap door leads to a chamber beneath this room. Slumped on the desk is the body of a tiefling, white froth around his mouth and his body twisted in the last spasms of life. One hand clutches a ledger on the desk in front of the body.

The Crimson Guard learned of Ashraf's activities smuggling slaves out of Memnon. As they beat down the door, Ashraf penned a coded message and then killed himself to avoid the torture. When the Crimson Guard found him, he was dead. They found the hidden room, but Ashraf managed to destroy all other evidence in the fireplace. This safehouse has been compromised, and the PCs need to find another one.

Najwa is sure that there must be a clue left behind to direct members of the Brotherhood of Bonded Escape to another Safehouse. When the PCs investigate the ledger, distribute Player's Handout 3.

The players may figure out that their tattoo holds the key to a secret message. If they figure out the secret message, they earn an automatic success. Continue with Scene 4. If the players have difficulty figuring out the puzzle, or just don't like puzzles, a PC can make a Medium Insight check to discover the clue.

Note that the poison Ashraf took prevents any ritual to speak with his corpse or spirit, as he did not want the Crimson Guard to learn any of his secrets via ritual use. This is likely why they left his body – it is of no use to them.

Insight DC Moderate (1 success)

Up to 2 PCs may assist with this check. With a success, the PCs realize the message must be coded so that only trusted members can read it. Their tattoos hold the key to the message.

Each failure costs time, and additional Insight checks must be attempted.

The PCs now have an address, of sorts. They need to find the Crimson Scorpion, whomever or whatever it is.

SCENE FOUR: SAFE!

The new safehouse is somehow related to the Crimson Scorpion. Who, what, or where is the Crimson Scorpion?

If you have time, describe the streets, sounds, and smells of Memnon as the PCs discreetly inquire as to the location of the Crimson Scorpion. Allow the PCs to investigate any false leads, as they may think the Crimson Scorpion is a thieves' guild, organization, tavern, person, or any other number of things. You can improvise several scenes where the PCs are directed from one contact to another in order to meet their objective.

Streetwise DC Moderate (1 success)

With a success, the PCs locate someone who can tell them that the Crimson Scorpion is the name of a drink, served exclusively at The Thirsty Camel.

Each failure costs time, and additional Streetwise checks must be attempted.

ENDING THE ENCOUNTER

Success: The PCs make it to The Thirsty Camel before Prama Ningra's enforcers catch up with them. Continue with Encounter 8.

Failure: Prama Ningra's enforcers catch up to the PCs and arrest them. Continue with Encounter 7.

EXPERIENCE

This encounter counts towards a milestone.

TREASURE

The PCs do not find any treasure in this encounter.

ENCOUNTER 7: CAPTURED!

NOTE: The PCs only play this encounter if, at any time, Prama Ningra's forces capture them. Otherwise, go directly to Encounter 8.

SKILL CHALLENGE, COMPLEXITY 1

SETUP

The first time the PCs fail an encounter they are likely captured and made slaves of Memnon. You can run this skill challenge so that they can continue with the adventure.

The second time the PCs are captured, they are executed.

As slaves of Prama Ningra, the tattoo of a flame bound in chains is inked onto your left cheek. You are then tossed into a cell to await starvation and torture to break your spirit.

If the PC already has a tattoo with chains, links are added to connect the new tattoo to the existing tattoo. It becomes impossible to remove one without also removing the other.

SKILL CHALLENGE: ESCAPE

Goal: The PCs need to escape from their cell, recover their equipment, avoid guard patrols, and steal the cloak.

Complexity: 1 (4 successes before 3 failures)

Primary Skills: Bluff, Diplomacy, Intimidate, Stealth, Thievery

Victory: The PCs recover their equipment, get the cloak, and continue the adventure.

Defeat: The PCs are caught escaping and executed.

So not limit PCs to the skills listed below. Allow for creative use of skills and powers for the PCs to earn successes in this skill challenge.

Athletics, Bluff, or Thievery DC Moderate (1 success)

The PC breaks down the door, tricks a guard into opening the door, or reaches through the barred window to pick the lock. Up to 2 PCs can assist with this task.

For each failure, the PCs involved are beaten and returned to their cell. They lose 1 healing surge, and must succeed at a Moderate DC Endurance check or lose an additional healing surge.

Diplomacy or Intimidate DC Moderate (1 success)

Now out of their cell, the PCs need to locate their equipment. Other slaves can point the way, but must be convinced to risk the consequences of helping other slaves escape.

Athletics, Endurance or Stealth DC Moderate (1 success, group check)

The PCs outrun or sneak past the guards if at least three succeed (two for 4 players; four for 6 players). If they fail, they must try again.

Stealth or Thievery DC Moderate (1 success)

The PC slips away and manages to steal the cloak before rejoining their comrades.

ENDING THE ENCOUNTER

If the PCs succeed at the skill challenge, they may continue the adventure.

- If the PCs were captured in Encounter 3, a slave warns them that the Captain of the Guard, a dragon trainer, guards the courtyard, and the catacombs are supposedly patrolled by a beholder. The PCs may choose to escape through the courtyard (Encounter 4) or the catacombs (Encounter 5).
- If the PCs were captured in Encounter 4 or Encounter 5, then they escape the compound and must find the Safehouse (Encounter 6).
- If the PCs were captured in Encounter 6, then they locate and reach the Safehouse. You can conclude the adventure (Encounter 8).

Regardless of the outcome, the PCs receive story award **CALI05 Branded by Prama Ningra**.

EXPERIENCE

This encounter counts towards a milestone.

TREASURE

There is no treasure for completing this encounter.

ENCOUNTER 8: THE THIRSTY CAMEL

The proprietor of the Thirsty Camel is Ma'mun, a male tiefling and supporter of the Brotherhood of Bonded Escape.

This run-down tavern is nearly deserted at this time of day, the only occupant a tiefling standing behind a bar glaring at your entry.

The Crimson Scorpion is a bitter drink that gives a sharp, burning sensation in the belly that feels as though the imbiber was stabbed in the gut.

If a PC orders a Crimson Scorpion, Ma'mun recognizes the signal that they may be members of the Brotherhood of Bonded Escape. If a PC mentions this, or reveals their tattoo, Ma'mun leads them to the cellar, where a false cask conceals the entry to a secret room where the PCs can rest.

ENDING THE ENCOUNTER

TREASURE

If the PCs brought the Battlecloak to the Safehouse, they are rewarded with coin and supplies to aid them in future efforts. They are rewarded with enough gold to bring their total to 75/125/225/450/675 gp per PC, as well as access to all treasure bundles A-H available to their Adventure Level (AL).

If they reach the safehouse without the Battlecloak, they are still paid 25/45/75/150/225 gp for their trouble.

In either case, if they have any unused potions given to them at the start of the adventure, they must return them.

CONCLUDING THE ADVENTURE

If the PCs succeeded, read:

You have recovered the Battlecloak of Vycaena and delivered it to the Safehouse in Memnon. When the search for the cloak quiets down, heroes will be needed to deliver it back to Ala'Ammar in Almraiven. Will you answer the call?

The characters gain the story award CALI06 Recovered the Battlecloak of Vycaena.

If the PCs failed, read:

Surely other adventurers will succeed in recovering the Battlecloak of Vycaena where you have failed. Perhaps you can redeem your reputation by safely delivering it to Ala'Ammar in Almraiven.

REWARDS SUMMARY

At the conclusion of the adventure, the PCs earn XP, access to Treasures, and possibly Story Awards. All totals listed here are per PC.

EXPERIENCE POINTS

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

ADVENTURE LEVEL 2

Minimum Possible XP: 225 XP per PC

Recovered the cloak from Prama Ningra: +80 XP
Escaped the palace with the cloak: +80 XP
Reached the Safehouse: +40 XP

Maximum Possible XP: 425 XP per PC

Base Gold per PC: 75 gp
(Encounter 3B: 25 gp, Encounter 4 or 5: 25 gp, Encounter 8: 25 gp)

ADVENTURE LEVEL 4

Minimum Possible XP: 320 XP per PC

Recovered the cloak from Prama Ningra: +110 XP
Escaped the palace with the cloak: +110 XP
Reached the Safehouse: +60 XP

Maximum Possible XP: 600 XP per PC

Base Gold per PC: 125 gp
(Encounter 3B: 40 gp, Encounter 4 or 5: 40 gp, Encounter 5: 45 gp)

ADVENTURE LEVEL 6

Minimum Possible XP: 450 XP per PC

Recovered the cloak from Prama Ningra: +160 XP
Escaped the palace with the cloak: +160 XP
Reached the Safehouse: +80 XP

Maximum Possible XP: 850 XP per PC

Base Gold per PC: 225 gp
(Encounter 3B: 75 gp, Encounter 4 or 5: 75 gp, Encounter 5: 75 gp)

ADVENTURE LEVEL 8

Minimum Possible XP: 640 XP per PC

Recovered the cloak from Prama Ningra: +225 XP
Escaped the palace with the cloak: +225 XP
Reached the Safehouse: +110 XP

Maximum Possible XP: 1200 XP per PC

Base Gold per PC: 450 gp
(Encounter 3B: 150 gp, Encounter 4 or 5: 150 gp, Encounter 5: 150 gp)

ADVENTURE LEVEL 10

Minimum Possible XP: 900 XP per PC

Recovered the cloak from Prama Ningra: +320 XP
Escaped the palace with the cloak: +320 XP
Reached the Safehouse: +160 XP

Maximum Possible XP: 1700 XP per PC

Base Gold per PC: 675 gp
(Encounter 3B: 225 gp, Encounter 4 or 5: 225 gp, Encounter 5: 225 gp)

TREASURE

Each PC receives treasure in the form of gold pieces (the “Base Gold” listed above) as well as the option to select from a list of Treasures. A Treasure may give the PC more gold, a magic item, or something else of value. Each player makes one and only one selection for their character; multiple players may choose the same Treasure. Some of the listed Treasures may not be available if the PCs did not complete the objective specified in the adventure to unlock that Treasure.

If a character buys or sells gear during the adventure (or pays for services, such as NPC ritual casting) add or subtract the amount from the base gold. If a player selects a Treasure that gives their character more gold, add that amount to that character’s base gold award. It is possible and permissible for a character to spend more gold than he or she earns during an adventure, but characters may not spend gold that they do not have. For details on selling items, see the *Living Forgotten Realms Campaign Guide*.

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

Certain Treasures have a minimum adventure level listed. That Treasure is not available if the group played below the minimum adventure level. However, those who played at a higher adventure level can always choose from the lower-level options.

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

EACH PC SELECTS ONE OF THE FOLLOWING:

AL 2+:

Bundle A: *silt sandals** (level 5; *Dark Sun Campaign Guide*)

Found in Encounter 3B or 8

Bundle B: *belt of endurance** (level 6; AV)

Found in Encounter 4 or 8

Bundle C: *circlet of second chances** (level 3; AV)

Found in Encounter 5 or 8

AL 4+:

Bundle D: *philosopher’s crown** (level 7; AV2)

Found in Encounter 5 or 8

AL 6+:

Bundle E: *cloak of survival +2* (level 9; PH)

Found in Encounter 4 or 8

AL8+:

Bundle F: *silt striders** (level 12; *Dark Sun Campaign Guide*)

Found in Encounter 3B or 8

Bundle G: *crown of equilibrium** (level 12; AV)

Found in Encounter 5 or 8

ALL ALs:

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

The player may choose a Common magic item of the character’s level + 2 or less, or an Uncommon magic item of the character’s level or less. The character must have an available found-item slot, and only permanent magic items may be chosen with this option (no consumables, ammunition, etc.)

Treasure Y (Consumable plus Gold): The character finds a consumable item plus additional gold. The player should write the consumable gained on their Adventure Log. Consumable items obtained in this fashion do not take up found-item slots.

AL 2: *potion of clarity* (level 5) plus 0 gp

AL 4: *potion of clarity* (level 5) plus 25 gp

AL 6: *potion of clarity* (level 5) plus 100 gp

AL 8: *potion of clarity* (level 5) plus 250 gp

AL 10: *potion of clarity* (level 5) plus 400 gp

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

AL 2: 50 gp

AL 4: 75 gp

AL 6: 150 gp

AL 8: 300 gp

AL 10: 450 gp

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.

CALI04 Branded by the Brotherhood

You have received a tattoo of a heart bound in chains, at a body location of your choice. Subtle details reveal that some of the chain links are broken, indicating that you are a member of the Brotherhood of Bonded Escape. If you choose to have this tattoo done in magical ink, you gain a Tattoo of Bonded Escape as a common item, which does not count as a found item and cannot be sold.

You can pay 50 gp at the end of any adventure to have your tattoos removed. If you do, you must void both story awards CALI04 and CALI05.

TATTOO OF BONDED ESCAPE
Wondrous Item
Property: The first time you're bloodied during an encounter, each ally you can see who also has a <i>tattoo of bonded escape</i> can shift 1 square farther from you as an immediate reaction.

CALI05 Branded by Prama Ningra

You were captured by Prama Ningra and branded as his slave. The left side of your face bears a non-magical tattoo of a flame bound in chains. If you already had a slave tattoo, the links of the chains intertwine to link the two tattoos.

You can pay 50 gp at the end of any adventure to have your tattoos removed. If you do, you must void both story awards CALI04 and CALI05.

CALI06 Recovered the Battlecloak of Vycaena

You recovered the Battlecloak of Vycaena from Prama Ningra, a powerful politician in Memnon, and delivered it safely to a Safehouse of the Brotherhood of Bonded Escape in Memnon. They have asked you to take it to Ala'Ammar in the city of Almraiven, across the desert.

This continues the major quest *The Battlecloak Saga* started in CALI3-1 *Malice of Mintar*, and which concludes in CALI3-3 *Agony of Almraiven*.

NEW RULES

Belt of Endurance

Level 6 Uncommon

Waist Slot

Property: Gain a +2 bonus to Endurance Checks

Power (Daily): Free Action. Use this power before you make an Endurance check. Treat that check as if you rolled a natural 20.

Source: *Adventurer's Vault*.

Circlet of Second Chances

Level 3 Uncommon

Head Slot

Power (Daily): No Action. Use this power when you fail a saving throw. Reroll the saving throw, using the second result even if its lower.

Source: *Adventurer's Vault*.

Cloak of Survival +2

Level 9 Uncommon

Neck Slot

Property: Gain a +2 bonus to Endurance Checks

Property: Gain resist 5 cold.

Property: Gain resist 5 fire.

Source: *Player's Handbook*.

Crown of Equilibrium

Level 12 Uncommon

Head Slot

Property: When an enemy saves against an effect you created, this item's power recharges.

Power (Daily): Minor Action. An ally you can see within 10 squares of you makes a saving throw.

Source: *Adventurer's Vault 2*.

Philosopher's Crown

Level 7 Uncommon

Head Slot

Property: You gain a +1 item bonus to Arcana, Dungeoneering, History, Nature, and Religion check.

Power (Daily): Free Action. Trigger: You make an Arcana, Dungeoneering, History, Nature, or Religion check and dislike the result. Effect: You reroll the check and use either result.

Source: *Adventurer's Vault 2*.

Silt Sandals

Level 5 Uncommon

Feet Slot

Property: You ignore difficult terrain resulting from dirt, sand, or silt. You leave no tracks in such terrain. If you start your turn standing on a solid surface, you can move across a nonsolid horizontal surface (such as silt or water) as if were solid ground. If you are on a nonsolid surface at the end of your turn, you sink.

Power (Daily): Minor Action. You can move across nonsolid horizontal surfaces (such as silt or water) as if they were normal terrain until the end of the encounter.

Source: *Dark Sun Campaign Setting*.

Silt Striders

Level 12 Uncommon

Feet Slot

Property: You gain a +1 item bonus to speed. You ignore difficult terrain resulting from dirt, sand, or silt. You leave no tracks in such terrain. In addition, you can move across and stand on nonsolid horizontal surfaces (such as silt or water) as if they were solid ground.

Source: *Dark Sun Campaign Setting*

PLAYER'S HANDOUT 1A: TATTOO

You have accepted a tattoo marking you as a slave. You may choose where on your body the tattoo is inked. The tattoo is of a heart bound in chains. Subtle details in the tattoo (the 5th, 13th, 20th, 32nd, 47th, and 62nd links in the chain are broken) indicate that you are secretly a member of the Brotherhood of Bonded Escape. If you chose to have the tattoo applied with magical ink, you gain the following tattoo as a Common Item:

TATTOO OF BONDED ESCAPE
Wondrous Item
Property: The first time you're bloodied during an encounter, each ally who can see you who also has a <i>tattoo of bonded escape</i> can shift 1 square farther from you as an immediate reaction.

PLAYER'S HANDOUT 1B: CONSUMABLES

You have been given one of the potions listed below to aid your quest. If you do not use the potion by the end of the adventure, you must return it to the Safehouse for use by other agents of the Brotherhood.

POTION OF HEALING	LEVEL 5
Potion	
Power (Consumable • Healing): Minor Action. Drink this potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 10 hit points.	

POTION OF RESISTANCE (FIRE)	LEVEL 4
Potion	
Power (Consumable): Minor Action. Drink this potion and spend a healing surge. You do not gain hit points as normal. Instead, gain Resist 5 Fire until the end of the encounter. Only one <i>potion of resistance</i> can be in effect on you at once.	

POTION OF CLARITY	LEVEL 5
Potion	
Power (Consumable): Minor Action. Drink this potion and spend a healing surge. You do not regain hit points as normal. Instead, once during this encounter as a free action, you can reroll a d20 roll you just made, gaining a +1 bonus on the reroll. You must use the result of the reroll.	

POTION OF RESISTANCE (POISON)	LEVEL 4
Potion	
Power (Consumable): Minor Action. Drink this potion and spend a healing surge. You do not gain hit points as normal. Instead, gain Resist 5 Poison until the end of the encounter. Only one <i>potion of resistance</i> can be in effect on you at once.	

PLAYER'S HANDOUT 2: LORE

CALIMSHAN

Calimshan is unthinkable ancient; before the Spellplague, it was the oldest of all human lands.

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

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

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

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

PEOPLE OF CALIMSHAN

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

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

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

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

MEMNON

City of Memnon Loyalists; Population 35,000

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

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

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

PLAYER'S HANDOUT 3: JOURNAL ENTRY

I will always be bonded to my brotherhood, but there is no escape left for me. Soon, I will find peace.

I know that I have only moments left to live. The secrets I keep must not fall into the wrong hands. I can hear Memnon's Crimson Guard breaking down the door, so in moments I shall take this vial of scorpion poison.

I have burned all notes and journals, leaving behind no evidence. The trail ends here. My brothers and sisters are safe.

~ Ashraf

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

(character name)

HAS RECEIVED STORY AWARDS FROM:
(cross out those not received)

CALI3~2 MENACE OF MEMNON

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DUNGEONS & DRAGONS

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DUNGEONS & DRAGONS

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Event Name: _____ Event Code: _____
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Adventure Title: _____ Session Number: _____
(For administrative use only)

Date of Play: / /
Month Day Year

Start Time: :
Hour Minute

Give hour in military time standard (p.m. hours = hour +12). Don't record the exact minute the adventure played. Instead list the closest 30-minute interval the game was scheduled to start at (30 or 00).

A legal table has no less than four players, and no more than six players.

Player Name	WIN/DCI Number
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DUNGEONS & DRAGONS

SESSION TRACKING

DUNGEON MASTER

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