

# WHAT DISTANT SKIES

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

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The skyships of the Five Companies could help Cormyr combat the growing menace of Netheril. Unfortunately, a large portion of the fleet is currently in drydock. To repair the ships damaged by the treachery of Seric Vargenos, the Five Companies need materials from far-off Halruaa. Only you can gather those materials in time. *A Living Forgotten Realms* adventure set in Halruaa for characters of the Heroic tier (levels 1-10).

This adventure is connected to SPEC5-4 and continues the story started in ADCP5-1. It is also a lead-in to ADCP5-2. This adventure is part of Chapter 3 of the *Desolation* series. The series has both Heroic and Paragon tier adventures; it is not expected that a player can play both tracks with the same PC.

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

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## PREPARING FOR PLAY

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

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

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

## READING MONSTER STAT BLOCKS

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

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

## IMPORTANT DM INFORMATION

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

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

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

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

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

## APPROPRIATE CHARACTER LEVELS

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

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

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

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

## FAILING TO DEFEAT AN ENCOUNTER

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

In the Rewards section, there is a baseline XP award (the minimum amount a PC can earn). There are also

one or more XP awards available for completing specific objectives as outlined by the adventure. Part of the DM's job is to decide if and when the PCs have fulfilled each objective, even if they failed at some of the individual encounters along the way.

## CHARACTER DEATH

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

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

adventure (including gold, Story Awards, and the opportunity to select a Treasure). The PC cannot participate in the same adventure a second time.

**Regardless of which option is chosen**, any character who dies during an adventure gains 20% less XP from that adventure. In other words, characters that died during the adventure earn 80% of the amount earned by those characters that did not die during the adventure (for example, if the rest of the party earned 500 XP, the characters who died only earn 400 XP).

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

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

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

## MILESTONES

Whether the characters succeed or fail in an encounter, they generally reach a milestone after every second encounter following the start of the adventure or their last extended rest. Some encounters do not count toward a milestone, usually because they are pure roleplaying encounters or do not pose a meaningful challenge to the party. If an encounter is not intended to count toward a milestone, it says so. In particular, you should not deny the players a milestone just because they are having an easy time with the combat encounters. After each encounter, inform the players whether that encounter counted toward the next

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

## LASTING EFFECTS

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

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

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

**Diseases:** A disease lasts until it is cured or it reaches its final state. Normally, a PC makes an Endurance check after each extended rest to see if the disease improves, worsens, or maintains its current condition. At the end of an adventure, any character suffering from a disease must resolve the disease to either its cured or final state, using the necessary number of extended rests to do so. Other characters adventuring with the PC may aid the afflicted character during this time. If a disease reaches its final state and the PC can get a Cure Disease ritual cast (and pay the appropriate costs), they may do so.

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

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

## 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

Three years ago, during the Paragon adventures CORE2-3 *High Infidelity* and CORE2-10 *Upon the Sea of Stars*, the Five Companies of Yaulazna saw at least two of their captains killed, and the skyships *Storm of Vengeance* and *Buccaneer's Tear* badly damaged.

Now the nation of Cormyr needs help from the Five Companies to make a pre-emptive assault on one of Netheril's flying cities (as detailed in ADCP5-2 *The Best Defense*). The Five Companies are willing to help, but they need their skyship(s) repaired (this Heroic tier adventure) and they need new captains to replace those who died (the Paragon tier SPEC5-4 *Sky's Favor*).

### HALRUAA

These skyships were originally (pre-Spellplague) gifts from powerful Halruaan merchant houses to the lizardfolk of Rethild (FRCG p. 254), before falling into the hands of Yaulazna. The Year of Blue Fire and the decades since have ravaged Halruaa, leaving it ruined, broken, and riddled with plaguelands. The Five Companies have learned that the former kingdom of Rethild either developed or was given a method to repair the skyships, using special materials native to Rethild, the Great Swamp.

On the northern edge of Rethild, in a stand of forested hills, lie the ruins of Ilimar. Ilimar was once the capitol of a lizardfolk kingdom, built atop an ancient sarrukh settlement. Today, lizardfolk and naga (with ties to the yuan-ti kingdom Najara) work to recover the legacy of the Ilimar. Somewhere within these ruins, an ancient foundry holds the key to repairing the damaged skyships of the Five Companies in time for the upcoming battle.

## DM'S INTRODUCTION

The PCs are recruited by Cormyr, or Yaulazna if they have no contacts with Cormyr. In Suzail, Cormyr attempts to hire the PCs to aid in repairing the damaged skyships. Cormyr is financing the mission, but the details come from the Five Companies.

Put aboard the skyship *Shield of Savras*, the PCs learn that they will need to venture into the great swamp, retrieve the special materials, get into Ilimar, find and carry out whatever technique they find inside the ruins, and then escape with their lives - and their repair method. Their exit from Rethild is a portal inside Ilimar that leads to Gulthandor, in the Dragon Coast (and most of the way back to Suzail).

After the escape, the angered lizardfolk and naga do not pursue the PCs through the portal, closing the portal behind the PCs. Instead the naga call upon their allies in Najara, who pass the alert along to their Netherese allies. As the PCs repair a damaged skyship (including an optional physical puzzle), a Netherese strike force attacks, attempting to foil the repairs and perhaps finish off an annoyance to Netheril (the PCs) in the process.

### STORY AWARDS

For this adventure, it will be helpful to know which PCs have certain Story Awards.

For determining how the PCs are recruited:

- WATE2-1 Gilding a Noble (contact with Yaulazna)
- Any CORM story award showing the favor of Cormyr; especially any granting or leading to knighthood.
- Any NETH story award showing the favor of Cormyr.
- Any story award from the Desolation series, including many CORE4 adventures, indicating the favor of Cormyr or Urmlaspyr.
- WEEK1-1 (favor of Cormyr)

For determining if the PCs are especially well-known by their enemies:

- Any NETH or CORE Story Award showing the disfavor of Netheril.
- Any Story Award showing the disfavor of the reptile kingdoms, including from ADCP5-1, any Story Award indicating that the PC has ever fought against the Najarans, or ADCP1-1 for visiting Chult.

## TIMELINE

Time is short. The PCs are going in to try to get materials and repair the ships, quickly. The Netherese will attack near the end. The trip to Halruaa will take a few days, but the rest will take less than a day (including the portal back). The PCs will not have the opportunity to take an extended rest during this adventure.

## PLAYER'S INTRODUCTION

The PCs are invited to Suzail by Lord Prio, Regent of Special Affairs for the Crown. PCs without previous connection to Cormyr are referred by Captain Jorrz Errowd of the Five Companies, or other appropriate contacts. After a short wait in a very busy government office, the PCs are escorted in to see Lord Prio.

*As soon as the door closes behind you, Lord Prio, Cormyr's Regent of Special Affairs, begins immediately.*

*"My apologies for the haste, but I'm afraid time is short. We're preparing for some... let's say big moves in the near future, and we need some help with the preparations. I need a group of adventurers for a dangerous mission, and your names are at the top of my list. Interested?"*

PCs who have interacted with Lord Prio before will know that he is not typically this brusque, but he is often cagey about details around adventurers until they've agreed. Prio will answer simple questions up-front, but wants a basic agreement before relaying the details.

- If the PCs support Netheril in any way that Prio can determine, that PC is ejected from the building and the adventure, unless the PCs can convince Lord Prio that the PC is not an enemy of Cormyr (allies of Netheril are enemies of Cormyr, to Prio).
- The mission should take a few days, perhaps a week.
- It will likely be dangerous, involving combat, cunning, and exploration.

- The PCs will not be asked to escort anyone, especially not any Ambassadors or their families. They will also not be asked to negotiate.
- The PCs will be working with other 'outside contractors'. Prio will not say more without an agreement, but does not believe that any conflict of interest exists.

Once all the PCs have agreed, continue:

*Lord Prio nods his appreciation and then raps his knuckles twice on his desk, loudly. In response, another man enters the room. He is dressed in a manner befitting a skycaptain of the Five Companies.*

*"Outstanding. May I present to you Captain Jorrz Errowd, of the Shield of Savras."*

*"Cormyr has entered into an agreement with the Five Companies over the use of their skyships in some... upcoming action. As part of this agreement, we will aid the Companies in repairing two of their damaged skyships. That's where you come in."*

*"Simply put, we're hiring you to help Captain Errowd carry out the necessary repairs. Assuming you're still in, he'll fill you in on the details on the way. If you do not wish to proceed, I trust to your discretion not to share anything you've seen or heard today with anyone."*

*"Oh, and as a small token of my appreciation, I've asked the quartermaster to help you out with a few extra pieces of equipment. The good Captain can show you the way. Thanks, and good hunting."*

The PCs should feel like they are being somewhat rushed, and that Lord Prio is acting rather secretive - foster this impression of haste, especially in a timed setting.

Captain Errowd leads the PCs to a quartermaster's desk and hands her some paperwork. After checking the documents, the quartermaster offers to loan each PC a single item of useful gear. Because time is tight, the PCs will have to make do with generally available items.

Each PC may borrow a single piece of equipment according to the rules for **Treasure X** in the Rewards section of this adventure: a single Common or Uncommon item of the player's choice from a player resource (as defined in the *LFR Campaign Guide*). Each 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 does not need to have an available found-item slot at this time, and only permanent magic items are available (no consumables, ammunition, mounts, etc.)

In addition to whatever specific item requests the PCs make, the quartermaster also loans the party a single *gem of colloquy* keyed to Draconic. The quartermaster doesn't know why Lord Prio wanted the PCs to have this item; it's simply there on the requisition.

Take care that this "shopping" doesn't take too much time, either real-world or in-game. Feel free to let the players consider their options while you press ahead, but everyone must choose his or her item before the start of Encounter 2.

Once they are equipped (or defer), Captain Errowd will lead them to the *Shield of Savras*, which immediately gets under way, heading south. Proceed to Encounter 1.

## ENCOUNTER 1: OVERLAND FLIGHT

**Important NPC: Captain Jorrz Errowd**, male human skycaptain of the *Shield of Savras*

### SETUP

The PCs fly over southern Faerûn on the *Shield of Savras* while Captain Jorrz Errowd explains the details of the mission, as they sail through the skies toward Halruaa. The journey takes several days (~2200 miles), during which the skyship passes over the Dragon Coast, Nathlan, and the Lake of Steam. It skirts the Shaar Desolation, and then the North Wall and East Wall mountains before reaching Rethild.

In an extended play setting, this is a reasonable place to extend the adventure via MYRE3-1. In a timed setting such as a convention, try to keep the table moving, and keep a close eye on the clock.

*With the wind in his hair and a gleam in his eye, Captain Errowd stares to the south for several moments before turning to face you.*

*"Now that we're under way, I'm sure that you have questions. We have a few days of travel ahead of us, so I'll do my best to get you ready."*

*"Let's start at the top. In order to repair the skyships, we'll need both some unusual materials and some special methods. We haven't been able to create them ourselves, but we have found someone who has: the old lizardfolk kingdom of Rethild, on the edge of Halruaa. We need you to go into the swamps of Rethild, gather some special materials, sneak into the ruins of their old capitol, and make the things that we need. Oh, and don't get killed along the way."*

*"Sounds simple enough, doesn't it?" Captain Errowd says with a smile. "Still, I imagine that you have one or two questions..."*

Use the following information to answer any questions. Feel free to relay the information as a mixture of character knowledge and answers from the sailors. You do not need to relay all of the information here, and you can always refer back to it later in the adventure, especially if it helps time and pacing.

- The Five Companies have been researching how to repair the skyships (and eventually build more) for years.
- The ability to construct of skyships was lost with the destruction of Halruaa during the Year of Blue Fire.
- Unbeknownst to many, some of the Five Companies' skyships were originally gifts from Halruaan merchant houses to the lizardfolk kingdom of Rethild (which was also devastated in the Spellplague).
- Recent efforts have revealed that the lizardfolk kingdom either developed or was given some method to repair their skyships.
- The Rethild method requires the use of certain magical crystals native to Rethild, and wood grown near the crystals. Both are currently present in the Great Swamp.
- The Rethild method also requires some special techniques or process involving these materials.
- Divinations have failed to reveal the techniques themselves, but they have very recently uncovered the location of such information - Ilimar, the ruined capitol of the former lizardfolk kingdom.
- Ilimar lies in ruins on and underneath a string of forested hills, along the northern ridge of the Great Swamp.
- Ilimar itself is a former Sarrukh settlement, reclaimed by the lizardfolk of Rethild, and then lost again after devastation of Halruaa.
- Rethild is a large swamp located on the eastern side of the East Wall mountains in Halruaa. Hot, wet, and foul-smelling, the area is home to many wild species from the nearby plaguelands of Halruaa, as well as scattered bands of lizardfolk.
- Halruaa itself is a terrible, active plagueland, often covered in unnatural weather and home to numerous plaguechanged, as well as black and green dragons.

## THE PLAN

- The PCs will be dropped off in Rethild.
- After finding and gathering the special materials, they will make their way north into Ilimar.
- Inside Ilimar, the PCs will need to find and secure the Rethild method of repairing the skyships. Divination suggests that the PCs will need to carry out some preparations inside Ilimar.
- Once their efforts inside Ilimar are complete, the PCs need to get back to the skyships quickly. Errowd recommends that the PCs make use of a portal that lead from Ilimar to Gulthandor, on the Dragon Coast. The Five Companies will have a skyship waiting near the portal destination in Gulthandor.
- From Gulthandor, the PCs will complete the repairs of the damaged skyship.

## YLAULAZNA AND THE FIVE COMPANIES

- The Five Companies have agreed to help in an upcoming battle against the Netherese. It is unusual for the Companies to take direct action against a foe like Netheril, and no-one on board the *Shield of Savras* is willing to discuss the details - and it's likely that most of the people aboard know nothing about the arrangement.
- The Five Companies gathered the skyships from the remains of fallen Halruaa, through various - and unspoken - means.
- There is some tension between the Five Companies - who frequently tread the line between privateer and outright pirate - and Cormyr. For now, the Cormyreans seem content to treat the Five Companies as mercenaries.

## HALRUAA

- Halruaa is best known today as the birthplace of the Five Companies.
- Before the Year of Blue Fire, Halruaa was a stalwart outpost of Netherese magic. Almost half of the land was destroyed in the Spellplague, and it still sports terrible, active plaguelands.
- Rethild itself was formerly considered part of Dambrath, but since the (shared) destruction, the Great Swamp is now commonly lumped in as part of Halruaa.

## ENDING THE ENCOUNTER

*A long mountain range stretches along the view off the starboard bow, its peaks hidden by ominous storm clouds laced with blue lightning. Captain Errowd points towards the storms before speaking.*

*"Storms like that are common over Halruaa these days. They're part of the reason that we're sending you into Rethild. If you watch closely, you might be able to pick out the other reason."*

*The Captain peers through a spyglass for a few moments before gesturing and holding out the glass.*

*"There! Along the bottom of those low clouds... can you see them? Dragons. Plural. Spell-scarred, at least some of them. We dare not stay in this area for very long, which is precisely why you're here. We'll drop you off, and lure them away to give you time to harvest the materials we need."*

When the table is ready, proceed on to Encounter 2.

## MILESTONE

This encounter does not count towards a milestone.

## TREASURE

Don't forget that during the Introduction, the PCs were given a *gem of colloquy* (level 2 at AL 2-8; level 12 at AL 10) and that each PC may borrow one item apiece from the Cormyrean quartermaster (subject to the limitations specified in Treasure X). Anybody who has not chosen an item needs to do so before the start of Encounter 2.



## ENCOUNTER 2: SWAMP THINGS

### ENCOUNTER LEVEL 2/4/6/8/10

#### CREATURES

2 Plaguescarred Vanguard	(V)
1 Shambling Mound	(M)
4 Plaguescarred Hurlers	(H)
7 Crystal Formations	(★)

#### SCALING THE ENCOUNTER

**Four PCs:** Remove one plaguescarred vanguard, and put another plaguescarred hurler on the map in its place. Use 6 crystal formations.

**Six PCs:** Add a second shambling mound, or make the first shambling mound Elite (double its hit points, +2 saves, 1 action point). Use 8 crystal formations.

#### SETUP

PCs are dropped in the swamp, near the special materials (magical crystals and wood) they need to collect. They find the magical crystals already subject to the attention of a group of plaguescarred lizardfolk that live in the great swamp of Rethild.

Initially, only the pair of lizardfolk who are harvesting the crystal energy are visible. The shambling mound and the hurlers are hiding in the foliage (having spotted the sky-ship), and may be detected with a Hard DC Perception check.

Remember to check if any PC has a spellscar, for both spellplague susceptibility and spellplague sense (detailed below).

*Captain Errowd sends you off with a jaunty salute and a hearty “Good hunting! With any luck, we’ll meet again!”, as you scramble over the sides of the Shield of Savras and into Rethild. Despite the dark clouds and spitting rain, the Great Swamp retails all of its oppressive heat, foul stench, and native charm.*

*Landing on the battered but serviceable wooden planks of some failed expedition of the past, the bright-blue of lightning crackles around several outcroppings of crystals growing up from the swamp. It seems that you are not the only group seeking these crystals, however, as a pair of lizardfolk stand near an outcropping, themselves wreathed in the same crackling energy as the crystal formation. Cursing in draconic, the lizardfolk turn their attention toward you.*

## FEATURES OF THE AREA

**Illumination:** The entire map (and a large area around it) is covered in a thunderstorm.

Although the area is clouded and rainy, the frequent bursts of lightning and the glowing crystal formations provide sufficient light to render the area brightly lit.

**Weather:** The rain varies from spitting to downpour, but it does not create concealment or provide cover. Use the wind and the rain narratively to keep the PCs on the map and within 5 squares of the ground, unless they decide to flee.

**Crystal Formations:** There are several large crystal formations crackling with blue lightning. The number of formations is equal to the number of PCs plus 2 (so 7 formations for 5 PCs, etc.)

The PCs need to gather these crystals to repair the skyships. The plaguescarred lizardfolk are also trying to harvest the magical energy of these crystals, which would render them useless to the PCs.

Any creature in a square adjacent to a crystal may temporarily imbue itself with magical energy by touching the crystal and spending a minor action. An imbued creature’s attacks deal 5 extra lightning damage. The effect lasts until the end of the creature’s next turn. This does not drain the crystal and any number of creatures can benefit from the effect, but it does not stack with itself.

**Platform:** The wooden platform is slippery but serviceable. There are no walls, and anyone running or charging on the platform must succeed at a Moderate DC Acrobatics check or fall prone at the end of their movement.

**Thunderstorm:** High winds and rain buffet the area, while thunder and lightning erupt frequently. At the beginning of every round, pick one of the following effects (roll d3, or pick one that seems interesting):

- **Wind Blows:** During this round, the winds whirling around the area abruptly blow in a single direction. Randomly determine a direction by rolling 1d8. All creatures are subjected to the winds. At the start of its turn, a creature is pushed 2 squares in the direction of the wind. Flying creatures are instead pushed 4 squares. Effects and abilities that allow creatures to reduce or ignore forced movement (such as being a dwarf) work as normal against the wind.
- **Thunder Peals:** Massive, repeated thunder rolls over the area. At the beginning of the round, every PC makes a saving throw (assume all monsters fail) or be deafened (save ends). Additionally, all creatures gain a +5 bonus to thunder damage rolls for the round.

- **Lighting Crashes:** The sky is filled with repeated strikes of blue lightning for the full duration of the round. At the end of the round, one randomly determined crystal is struck by blue lightning. Creatures within 3 squares of the struck crystal take AL + 5 lightning damage and are outlined with blue radiance: each affected creature loses all benefits of concealment and cannot become concealed (save ends).

## TACTICS

The plaguescarred lizardfolk are here to harvest the magical energy of the crystal formations. They view the PCs as rivals or invaders, and are generally antagonistic to others (even others disguised similarly to themselves). They are unwilling to negotiate, and attack immediately.

The lizardfolk hurlers attempt to imbue themselves from the crystals every round if possible, and focus their attacks on any PC that “steals” the energy of the crystals. They are attempting to drive away the rivals (PCs), and so generally do not attack unconscious PCs.

The vanguards fight for their source of power, but do not normally fight to the death, and will retreat once they are below 25% of their maximum hit points.

The shambling mound is trained to attack by the lizardfolk, and generally fights to the death (expecting to be healed by lightning from the lizardfolk). The plaguescarred hurlers will retreat once the vanguards flee or are defeated.

## ENDING THE ENCOUNTER

Once the monsters are defeated, the PCs have plenty of time to collect the crystals and wood that they need for later. Harvested crystals cannot be used to imbue.

Any PC wounded by the plaguescarred lizardfolk (but not the shambling mound) is exposed to the disease Halruaan Consumption – aside from its debilitating effects, at the end of the adventure a PC who survives the disease can choose to gain a spellscar. (Any PC who sees someone infected by the disease can recognize that it will lead to a spellscar with a Hard DC Arcana check. PCs may voluntarily infect themselves if desired.)

Any captured lizardfolk expect to be killed, but will bargain for their lives, looking for a chance to flee into the swamp. They can tell the PCs how to get to the ruins of Ilimar, but they have nothing else to offer the PCs.

The PCs have plenty of time to take short rests here. If they seem to be taking too long, have another group of lizardmen come by to push them along. When the table is ready, proceed to Encounter 3.

## MILESTONE

This encounter count towards a milestone, and recovering the crystals (which is automatic once the monsters have been dispatched) constitutes a Minor Objective.

## TREASURE

The lizardfolk carry a *rod of elemental shielding* which they normally use to ground the elemental energy of the crystals before harvesting them. (This does not come into play during the encounter; it’s just flavor.) This item is +1 at AL 2-4, +2 at AL 6-8, and +3 at AL 10.

Halruaan Corruption (FRCG p. 136)	Level AL+1 Disease
Those who contract this malady are subject to sudden weight loss, vomiting, and finally disintegration.	
<b>Attack:</b> AL + 4 vs. Will	
<b>Endurance:</b> improve Hard DC or higher; maintain Moderate DC; otherwise worsen 1 step	
<b>Cured</b>	
The target is cured and also gains a spellscar.	
<b>Initial Effect</b>	
The target regains only half the normal hit points from healing effects and takes a -2 penalty to Fortitude and Will defenses. Additionally, the target gains a +1 bonus to damage per damage die rolled when using arcane attack powers.	
<b>Advanced State</b>	
As above. In addition, the target’s maximum hit point total is reduced by 15 until the target is cured of the disease. These hit points cannot be healed or regained in any way (but the creature can still benefit from temporary hit points as normal).	
<b>Final State</b>	
The target dies, disintegrating into luminous blue dust.	

**Spellscarred Susceptibility:** A spellscarred creature takes a -2 penalty to all defenses and saving throws against the Spellplague and the same penalty against plaguechanged or spellscarred creatures.

**Spellplague Sense:** A spellscarred creature knows when an area of Spellplague, or a plaguechanged or spellscarred creature, is within 5 squares of him or her.

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

## ENCOUNTER 2: SWAMP THINGS (ADVENTURE LEVEL 2)

<b>2 Plaguescarred Vanguard (V)</b>	<b>Level 2 Soldier</b>
Medium elemental humanoid (demon)	XP 125
<b>HP 42; Bloodied 21</b>	<b>Initiative +5</b>
<b>AC 18, Fortitude 17, Reflex 13, Will 12</b>	<b>Perception +4</b>
<b>Speed 5</b>	<b>Darkvision</b>
<b>TRAITS</b>	
<b>A Crimson Retribution • Aura 1</b>	
Whenever an enemy in the aura makes an attack that doesn't include the vanguard as a target, that enemy takes 5 damage.	
<b>STANDARD ACTIONS</b>	
<b>m Hack • At-Will</b>	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d8 + 5 damage, and the target falls prone	
<b>C Crystal Blade (weapon) • Encounter</b>	
Attack: Close blast 3 (creatures in the blast); +5 vs. Reflex	
Hit: 2d6 + 3 lightning damage	
<b>TRIGGERED ACTIONS</b>	
<b>Crackling Blood (acid) • At-Will</b>	
Requirement: The vanguard must be bloodied.	
Trigger: The vanguard is damaged by a melee attack.	
Effect (Immediate Reaction): The attacker takes 2 lightning damage.	
<b>Str 20 (+6)</b>	<b>Dex 15 (+3)</b>
<b>Con 18 (+5)</b>	<b>Int 13 (+2)</b>
	<b>Wis 13 (+2)</b>
	<b>Cha 11 (+1)</b>
<b>Alignment evil</b>	
<b>Languages Draconic</b>	
<b>Equipment:</b> studded leather, wood and crystal broadsword	

**Note:** Combination of plague demon chaos knight and plague demon chaos vanguard (*Monster Vault: Threats to the Nentir Vale*). Replaced *variable resistance* with *caustic blood* (*Demonomicon*) and changed types.

<b>4 Plaguescarred Hurlers (H)</b>	<b>Level 3 Minion Artillery</b>
Medium natural humanoid (human)	XP 38
<b>HP 1; a missed attack never damages a minion</b>	<b>Initiative +4</b>
<b>AC 17, Fortitude 15, Reflex 16, Will 14</b>	<b>Perception +2</b>
<b>Speed 6</b>	
<b>TRAITS</b>	
<b>Quick Draw</b>	
The hurler may draw a javelin as part of any attack.	
<b>STANDARD ACTIONS</b>	
<b>m Jab • At-Will</b>	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 5 damage.	
<b>r Javelin • At-Will</b>	
Attack: Ranged 10 (one creature); +10 vs. AC	
Hit: 5 damage.	
<b>TRIGGERED ACTIONS</b>	
<b>M R Inspired Fervor • At-Will</b>	
Trigger: The hurler scores a critical hit against an enemy.	
Effect (Free Action): The hurler makes a basic attack against the enemy, with a +2 power bonus to the attack roll.	
<b>Str 15 (+3)</b>	<b>Dex 17 (+4)</b>
<b>Con 16 (+4)</b>	<b>Int 10 (+1)</b>
	<b>Wis 12 (+2)</b>
	<b>Cha 16 (+4)</b>
<b>Alignment evil</b>	
<b>Languages Draconic</b>	
<b>Equipment:</b> studded leather, javelin x8	

**Note:** Gray Company Recruit (*Monster Vault: Threats to the Nentir Vale*), *grim solidarity* replaced with *quick draw*.

<b>1 Shambling Mound (M)</b>	<b>Level 2 Brute</b>
Large natural animate (plant)	XP 125
<b>HP 47; Bloodied 23</b>	<b>Initiative +1</b>
<b>AC 14, Fortitude 16, Reflex 13, Will 12</b>	<b>Perception +1</b>
<b>Speed 4 (swamp walk)</b>	<b>Darkvision</b>
<b>Immune lightning</b>	
<b>TRAITS</b>	
<b>Regeneration</b>	
The shambling mound regains 5 hit points whenever it starts its turn and has at least 1 hit point.	
<b>STANDARD ACTIONS</b>	
<b>m Tendrils • At-Will</b>	
Attack: Melee 2 (one creature); +7 vs. AC	
Hit: 1d8 + 5 damage.	
<b>M Enveloping Tendrils • At-Will</b>	
Effect: The shambling mound uses <i>tendrils</i> twice. If both attacks hit the same Large or smaller target, the mound makes a secondary attack against the target.	
Secondary Attack: +5 vs. Fortitude	
Requirement: The shambling mound must not have two creatures removed from play.	
Hit: The shambling mound pulls the target into its space, and the target is removed from play (save ends). While the target is removed from play, at the start of each of the shambling mound's turns the target takes 5 damage and the shambling mound regains 5 hit points. When the target saves, it reappears in a square of its choice adjacent to the shambling mound.	
<b>TRIGGERED ACTIONS</b>	
<b>Lightning Affinity (healing) • At-Will</b>	
Trigger: The shambling mound is hit by an attack that deals lightning damage.	
Effect (No Action): The mound regains 5 hit points.	
<b>Skills Stealth +6</b>	
<b>Str 19 (+5)</b>	<b>Dex 10 (+1)</b>
<b>Con 17 (+4)</b>	<b>Int 5 (-2)</b>
	<b>Wis 10 (+1)</b>
	<b>Cha 8 (+0)</b>
<b>Alignment unaligned</b>	
<b>Languages –</b>	

**Note:** Based on the massive shambling mound from *Dungeon* 196, reduced to size Large.

## ENCOUNTER 2: SWAMP THINGS (ADVENTURE LEVEL 4)

<b>2 Plaguescarred Vanguard (V)</b>	<b>Level 4 Soldier</b>
Medium elemental humanoid (demon)	XP 175
<b>HP 58; Bloodied 29</b>	<b>Initiative +6</b>
<b>AC 20, Fortitude 19, Reflex 15, Will 14</b>	<b>Perception +5</b>
<b>Speed 5</b>	<b>Darkvision</b>
<b>TRAITS</b>	
<b>A Crimson Retribution • Aura 1</b>	
Whenever an enemy in the aura makes an attack that doesn't include the vanguard as a target, that enemy takes 5 damage.	
<b>STANDARD ACTIONS</b>	
<b>m Hack • At-Will</b>	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 2d6 + 5 damage, and the target falls prone	
<b>C Crystal Blade (weapon) • Encounter</b>	
Attack: Close blast 3 (creatures in the blast); +7 vs. Reflex	
Hit: 2d6 + 4 lightning damage	
<b>TRIGGERED ACTIONS</b>	
<b>Crackling Blood (acid) • At-Will</b>	
Requirement: The vanguard must be bloodied.	
Trigger: The vanguard is damaged by a melee attack.	
Effect (Immediate Reaction): The attacker takes 4 lightning damage.	
<b>Str 20 (+7)</b>	<b>Dex 15 (+4)</b>
<b>Con 18 (+6)</b>	<b>Int 13 (+3)</b>
	<b>Wis 13 (+3)</b>
	<b>Cha 11 (+2)</b>
<b>Alignment evil</b>	
<b>Languages Draconic</b>	
<b>Equipment:</b> studded leather, wood and crystal broadsword	

**Note:** Combination of plague demon chaos knight and plague demon chaos vanguard (*Monster Vault: Threats to the Nentir Vale*). Replaced *variable resistance* with *caustic blood* (*Demonomicon*) and changed types.

<b>4 Plaguescarred Hurlers (H)</b>	<b>Level 5 Minion Artillery</b>
Medium natural humanoid (human)	XP 50
<b>HP 1; a missed attack never damages a minion</b>	<b>Initiative +5</b>
<b>AC 19, Fortitude 17, Reflex 18, Will 16</b>	<b>Perception +3</b>
<b>Speed 6</b>	
<b>TRAITS</b>	
<b>Quick Draw</b>	
The hurler may draw a javelin as part of any attack.	
<b>STANDARD ACTIONS</b>	
<b>m Jab • At-Will</b>	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 6 damage.	
<b>r Javelin • At-Will</b>	
Attack: Ranged 10 (one creature); +12 vs. AC	
Hit: 6 damage.	
<b>TRIGGERED ACTIONS</b>	
<b>M R Inspired Fervor • At-Will</b>	
Trigger: The hurler scores a critical hit against an enemy.	
Effect (Free Action): The hurler makes a basic attack against the enemy, with a +2 power bonus to the attack roll.	
<b>Str 15 (+4)</b>	<b>Dex 17 (+5)</b>
<b>Con 16 (+5)</b>	<b>Int 10 (+2)</b>
	<b>Wis 12 (+3)</b>
	<b>Cha 16 (+5)</b>
<b>Alignment evil</b>	
<b>Languages Draconic</b>	
<b>Equipment:</b> studded leather, javelin x8	

**Note:** Gray Company Recruit (*Monster Vault: Threats to the Nentir Vale*), *grim solidarity* replaced with *quick draw*.

<b>1 Shambling Mound (M)</b>	<b>Level 4 Brute</b>
Large natural animate (plant)	XP 175
<b>HP 67; Bloodied 33</b>	<b>Initiative +2</b>
<b>AC 16, Fortitude 18, Reflex 15, Will 14</b>	<b>Perception +2</b>
<b>Speed 4 (swamp walk)</b>	<b>Darkvision</b>
<b>Immune lightning</b>	
<b>TRAITS</b>	
<b>Regeneration</b>	
The shambling mound regains 6 hit points whenever it starts its turn and has at least 1 hit point.	
<b>STANDARD ACTIONS</b>	
<b>m Tendrils • At-Will</b>	
Attack: Melee 2 (one creature); +9 vs. AC	
Hit: 2d6 + 5 damage.	
<b>M Enveloping Tendrils • At-Will</b>	
Effect: The shambling mound uses <i>tendrils</i> twice. If both attacks hit the same Large or smaller target, the mound makes a secondary attack against the target.	
Secondary Attack: +7 vs. Fortitude	
Requirement: The shambling mound must not have two creatures removed from play.	
Hit: The shambling mound pulls the target into its space, and the target is removed from play (save ends). While the target is removed from play, at the start of each of the shambling mound's turns the target takes 6 damage and the shambling mound regains 6 hit points. When the target saves, it reappears in a square of its choice adjacent to the shambling mound.	
<b>TRIGGERED ACTIONS</b>	
<b>Lightning Affinity (healing) • At-Will</b>	
Trigger: The shambling mound is hit by an attack that deals lightning damage.	
Effect (No Action): The mound regains 6 hit points.	
<b>Skills Stealth +7</b>	
<b>Str 19 (+6)</b>	<b>Dex 10 (+2)</b>
<b>Con 17 (+5)</b>	<b>Int 5 (-1)</b>
	<b>Wis 10 (+2)</b>
	<b>Cha 8 (+1)</b>
<b>Alignment unaligned</b>	
<b>Languages –</b>	

**Note:** Based on the massive shambling mound from *Dungeon* 196, reduced to size Large.

## ENCOUNTER 2: SWAMP THINGS (ADVENTURE LEVEL 6)

<b>2 Plaguescarred Vanguard (V)</b>	<b>Level 6 Soldier</b>
Medium elemental humanoid (demon)	XP 250
<b>HP 74; Bloodied 37</b>	<b>Initiative +7</b>
<b>AC 22, Fortitude 21, Reflex 17, Will 16</b>	<b>Perception +6</b>
<b>Speed 5</b>	<b>Darkvision</b>
<b>TRAITS</b>	
<b>A Crimson Retribution • Aura 1</b>	
Whenever an enemy in the aura makes an attack that doesn't include the vanguard as a target, that enemy takes 6 damage.	
<b>STANDARD ACTIONS</b>	
<b>m Hack • At-Will</b>	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 2d6 + 7 damage, and the target falls prone	
<b>C Crystal Blade (weapon) • Encounter</b>	
Attack: Close blast 3 (creatures in the blast); +9 vs. Reflex	
Hit: 2d6 + 5 lightning damage	
<b>TRIGGERED ACTIONS</b>	
<b>Crackling Blood (acid) • At-Will</b>	
Requirement: The vanguard must be bloodied.	
Trigger: The vanguard is damaged by a melee attack.	
Effect (Immediate Reaction): The attacker takes 6 lightning damage.	
<b>Str 20 (+8)</b>	<b>Dex 15 (+5)</b>
<b>Con 18 (+7)</b>	<b>Int 13 (+4)</b>
	<b>Wis 13 (+4)</b>
	<b>Cha 11 (+3)</b>
<b>Alignment evil</b>	<b>Languages Draconic</b>
<b>Equipment:</b> studded leather, wood and crystal broadsword	

**Note:** Combination of plague demon chaos knight and plague demon chaos vanguard (*Monster Vault: Threats to the Nentir Vale*). Replaced *variable resistance* with *caustic blood* (*Demonomicon*) and changed types.

<b>4 Plaguescarred Hurlers (H)</b>	<b>Level 7 Minion Artillery</b>
Medium natural humanoid (human)	XP 75
<b>HP 1; a missed attack never damages a minion</b>	<b>Initiative +6</b>
<b>AC 21, Fortitude 19, Reflex 20, Will 18</b>	<b>Perception +4</b>
<b>Speed 6</b>	
<b>TRAITS</b>	
<b>Quick Draw</b>	
The hurler may draw a javelin as part of any attack.	
<b>STANDARD ACTIONS</b>	
<b>m Jab • At-Will</b>	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 7 damage.	
<b>r Javelin • At-Will</b>	
Attack: Ranged 10 (one creature); +14 vs. AC	
Hit: 7 damage.	
<b>TRIGGERED ACTIONS</b>	
<b>M R Inspired Fervor • At-Will</b>	
Trigger: The hurler scores a critical hit against an enemy.	
Effect (Free Action): The hurler makes a basic attack against the enemy, with a +2 power bonus to the attack roll.	
<b>Str 15 (+5)</b>	<b>Dex 17 (+6)</b>
<b>Con 16 (+6)</b>	<b>Int 10 (+3)</b>
	<b>Wis 12 (+4)</b>
	<b>Cha 16 (+6)</b>
<b>Alignment evil</b>	<b>Languages Draconic</b>
<b>Equipment:</b> studded leather, javelin x8	

**Note:** Gray Company Recruit (*Monster Vault: Threats to the Nentir Vale*), *grim solidarity* replaced with *quick draw*.

<b>1 Shambling Mound (M)</b>	<b>Level 6 Brute</b>
Large natural animate (plant)	XP 250
<b>HP 87; Bloodied 43</b>	<b>Initiative +3</b>
<b>AC 18, Fortitude 20, Reflex 17, Will 16</b>	<b>Perception +3</b>
<b>Speed 4 (swamp walk)</b>	<b>Darkvision</b>
<b>Immune lightning</b>	
<b>TRAITS</b>	
<b>Regeneration</b>	
The shambling mound regains 7 hit points whenever it starts its turn and has at least 1 hit point.	
<b>STANDARD ACTIONS</b>	
<b>m Tendrils • At-Will</b>	
Attack: Melee 2 (one creature); +11 vs. AC	
Hit: 2d6 + 7 damage.	
<b>M Enveloping Tendrils • At-Will</b>	
Effect: The shambling mound uses <i>tendrils</i> twice. If both attacks hit the same Large or smaller target, the mound makes a secondary attack against the target.	
Secondary Attack: +9 vs. Fortitude	
Requirement: The shambling mound must not have two creatures removed from play.	
Hit: The shambling mound pulls the target into its space, and the target is removed from play (save ends). While the target is removed from play, at the start of each of the shambling mound's turns the target takes 7 damage and the shambling mound regains 7 hit points. When the target saves, it reappears in a square of its choice adjacent to the shambling mound.	
<b>TRIGGERED ACTIONS</b>	
<b>Lightning Affinity (healing) • At-Will</b>	
Trigger: The shambling mound is hit by an attack that deals lightning damage.	
Effect (No Action): The mound regains 7 hit points.	
<b>Skills Stealth +8</b>	
<b>Str 19 (+7)</b>	<b>Dex 10 (+3)</b>
<b>Con 17 (+6)</b>	<b>Int 5 (+0)</b>
	<b>Wis 10 (+3)</b>
	<b>Cha 8 (+2)</b>
<b>Alignment unaligned</b>	<b>Languages –</b>

**Note:** Based on the massive shambling mound from *Dungeon* 196, reduced to size Large.



## ENCOUNTER 2: SWAMP THINGS (ADVENTURE LEVEL 8)

<b>2 Plaguescarred Vanguard (V)</b>	<b>Level 8 Soldier</b>
Medium elemental humanoid (demon)	XP 350
<b>HP</b> 90; <b>Bloodied</b> 45	<b>Initiative</b> +8
<b>AC</b> 24, <b>Fortitude</b> 23, <b>Reflex</b> 19, <b>Will</b> 18	<b>Perception</b> +7
<b>Speed</b> 5	<b>Darkvision</b>
<b>TRAITS</b>	
<b>A Crimson Retribution • Aura 1</b>	
Whenever an enemy in the aura makes an attack that doesn't include the vanguard as a target, that enemy takes 7 damage.	
<b>STANDARD ACTIONS</b>	
<b>m Hack • At-Will</b>	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 2d8 + 7 damage, and the target falls prone	
<b>C Crystal Blade (weapon) • Encounter</b>	
Attack: Close blast 3 (creatures in the blast); +11 vs. Reflex	
Hit: 2d8 + 5 lightning damage	
<b>TRIGGERED ACTIONS</b>	
<b>Crackling Blood (acid) • At-Will</b>	
Requirement: The vanguard must be bloodied.	
Trigger: The vanguard is damaged by a melee attack.	
Effect (Immediate Reaction): The attacker takes 7 lightning damage.	
<b>Str</b> 20 (+9)	<b>Dex</b> 15 (+6)
<b>Con</b> 18 (+8)	<b>Int</b> 13 (+5)
	<b>Wis</b> 13 (+5)
	<b>Cha</b> 11 (+4)
<b>Alignment</b> evil	
<b>Languages</b> Draconic	
<b>Equipment:</b> studded leather, wood and crystal broadsword	

**Note:** Combination of plague demon chaos knight and plague demon chaos vanguard (*Monster Vault: Threats to the Nentir Vale*). Replaced *variable resistance* with *caustic blood* (*Demonomicon*) and changed types.

<b>4 Plaguescarred Hurlers (H)</b>	<b>Level 9 Minion Artillery</b>
Medium natural humanoid (human)	XP 100
<b>HP</b> 1; a missed attack never damages a minion	<b>Initiative</b> +7
<b>AC</b> 23, <b>Fortitude</b> 21, <b>Reflex</b> 22, <b>Will</b> 20	<b>Perception</b> +5
<b>Speed</b> 6	
<b>TRAITS</b>	
<b>Quick Draw</b>	
The hurler may draw a javelin as part of any attack.	
<b>STANDARD ACTIONS</b>	
<b>m Jab • At-Will</b>	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 8 damage.	
<b>r Javelin • At-Will</b>	
Attack: Ranged 10 (one creature); +16 vs. AC	
Hit: 8 damage.	
<b>TRIGGERED ACTIONS</b>	
<b>M R Inspired Fervor • At-Will</b>	
Trigger: The hurler scores a critical hit against an enemy.	
Effect (Free Action): The hurler makes a basic attack against the enemy, with a +2 power bonus to the attack roll.	
<b>Str</b> 15 (+6)	<b>Dex</b> 17 (+7)
<b>Con</b> 16 (+7)	<b>Int</b> 10 (+4)
	<b>Wis</b> 12 (+5)
	<b>Cha</b> 16 (+7)
<b>Alignment</b> evil	
<b>Languages</b> Draconic	
<b>Equipment:</b> studded leather, javelin x8	

**Note:** Gray Company Recruit (*Monster Vault: Threats to the Nentir Vale*), *grim solidarity* replaced with *quick draw*.

<b>1 Shambling Mound (M)</b>	<b>Level 8 Brute</b>
Large natural animate (plant)	XP 350
<b>HP</b> 107; <b>Bloodied</b> 53	<b>Initiative</b> +4
<b>AC</b> 20, <b>Fortitude</b> 22, <b>Reflex</b> 19, <b>Will</b> 18	<b>Perception</b> +4
<b>Speed</b> 4 (swamp walk)	<b>Darkvision</b>
<b>Immune</b> lightning	
<b>TRAITS</b>	
<b>Regeneration</b>	
The shambling mound regains 8 hit points whenever it starts its turn and has at least 1 hit point.	
<b>STANDARD ACTIONS</b>	
<b>m Tendrils • At-Will</b>	
Attack: Melee 2 (one creature); +13 vs. AC	
Hit: 2d8 + 7 damage.	
<b>M Enveloping Tendrils • At-Will</b>	
Effect: The shambling mound uses <i>tendrils</i> twice. If both attacks hit the same Large or smaller target, the mound makes a secondary attack against the target.	
Secondary Attack: +11 vs. Fortitude	
Requirement: The shambling mound must not have two creatures removed from play.	
Hit: The shambling mound pulls the target into its space, and the target is removed from play (save ends). While the target is removed from play, at the start of each of the shambling mound's turns the target takes 8 damage and the shambling mound regains 8 hit points. When the target saves, it reappears in a square of its choice adjacent to the shambling mound.	
<b>TRIGGERED ACTIONS</b>	
<b>Lightning Affinity (healing) • At-Will</b>	
Trigger: The shambling mound is hit by an attack that deals lightning damage.	
Effect (No Action): The mound regains 8 hit points.	
<b>Skills</b> Stealth +9	
<b>Str</b> 19 (+8)	<b>Dex</b> 10 (+4)
<b>Con</b> 17 (+7)	<b>Int</b> 5 (+1)
	<b>Wis</b> 10 (+4)
	<b>Cha</b> 8 (+3)
<b>Alignment</b> unaligned	
<b>Languages</b> –	

**Note:** Based on the massive shambling mound from *Dungeon* 196, reduced to size Large.

## ENCOUNTER 2: SWAMP THINGS (ADVENTURE LEVEL 10)

2 Plaguescarred Vanguard (V)	Level 10 Soldier
Medium elemental humanoid (demon)	XP 500
HP 106; Bloodied 53	Initiative +9
AC 26, Fortitude 25, Reflex 21, Will 20	Perception +8
Speed 5	Darkvision
TRAITS	
<b>A Crimson Retribution • Aura 1</b>	
Whenever an enemy in the aura makes an attack that doesn't include the vanguard as a target, that enemy takes 8 damage.	
STANDARD ACTIONS	
<b>m Hack • At-Will</b>	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 2d8 + 9 damage, and the target falls prone	
<b>C Crystal Blade (weapon) • Encounter</b>	
Attack: Close blast 3 (creatures in the blast); +13 vs. Reflex	
Hit: 2d8 + 7 lightning damage	
TRIGGERED ACTIONS	
<b>Crackling Blood (acid) • At-Will</b>	
Requirement: The vanguard must be bloodied.	
Trigger: The vanguard is damaged by a melee attack.	
Effect (Immediate Reaction): The attacker takes 8 lightning damage.	
Str 20 (+10)	Dex 15 (+7)
Con 18 (+9)	Int 13 (+6)
	Wis 13 (+6)
	Cha 11 (+5)
Alignment evil	Languages Draconic
Equipment: studded leather, wood and crystal broadsword	

**Note:** Combination of plague demon chaos knight and plague demon chaos vanguard (*Monster Vault: Threats to the Nentir Vale*). Replaced *variable resistance* with *caustic blood* (*Demonomicon*) and changed types.

4 Plaguescarred Hurlers (H)	Level 11 Minion Artillery
Medium natural humanoid (human)	XP 150
HP 1; a missed attack never damages a minion	Initiative +8
AC 25, Fortitude 23, Reflex 24, Will 22	Perception +6
Speed 6	
TRAITS	
<b>Quick Draw</b>	
The hurler may draw a javelin as part of any attack.	
STANDARD ACTIONS	
<b>m Jab • At-Will</b>	
Attack: Melee 1 (one creature); +16 vs. AC	
Hit: 9 damage.	
<b>r Javelin • At-Will</b>	
Attack: Ranged 10 (one creature); +18 vs. AC	
Hit: 9 damage.	
TRIGGERED ACTIONS	
<b>M R Inspired Fervor • At-Will</b>	
Trigger: The hurler scores a critical hit against an enemy.	
Effect (Free Action): The hurler makes a basic attack against the enemy, with a +2 power bonus to the attack roll.	
Str 15 (+7)	Dex 17 (+8)
Con 16 (+8)	Int 10 (+5)
	Wis 12 (+6)
	Cha 16 (+8)
Alignment evil	Languages Draconic
Equipment: studded leather, javelin x8	

**Note:** Gray Company Recruit (*Monster Vault: Threats to the Nentir Vale*), *grim solidarity* replaced with *quick draw*.

1 Shambling Mound (M)	Level 10 Brute
Large natural animate (plant)	XP 500
HP 127; Bloodied 63	Initiative +5
AC 22, Fortitude 24, Reflex 21, Will 20	Perception +5
Speed 4 (swamp walk)	Darkvision
Immune lightning	
TRAITS	
<b>Regeneration</b>	
The shambling mound regains 10 hit points whenever it starts its turn and has at least 1 hit point.	
STANDARD ACTIONS	
<b>m Tendrils • At-Will</b>	
Attack: Melee 2 (one creature); +15 vs. AC	
Hit: 2d8 + 9 damage.	
<b>M Enveloping Tendrils • At-Will</b>	
Effect: The shambling mound uses <i>tendrils</i> twice. If both attacks hit the same Large or smaller target, the mound makes a secondary attack against the target.	
Secondary Attack: +13 vs. Fortitude	
Requirement: The shambling mound must not have two creatures removed from play.	
Hit: The shambling mound pulls the target into its space, and the target is removed from play (save ends). While the target is removed from play, at the start of each of the shambling mound's turns the target takes 10 damage and the shambling mound regains 10 hit points. When the target saves, it reappears in a square of its choice adjacent to the shambling mound.	
TRIGGERED ACTIONS	
<b>Lightning Affinity (healing) • At-Will</b>	
Trigger: The shambling mound is hit by an attack that deals lightning damage.	
Effect (No Action): The mound regains 10 hit points.	
Skills Stealth +10	
Str 19 (+9)	Dex 10 (+5)
Con 17 (+8)	Int 5 (+2)
	Wis 10 (+5)
	Cha 8 (+4)
Alignment unaligned	Languages –

**Note:** Based on the massive shambling mound from *Dungeon* 196, reduced to size Large.

## ENCOUNTER 2: SWAMP THINGS MAP

**POSTER MAP: MONSTER VAULT: THREATS OF THE NENTIR VALE, MAP 2, SWAMP HALF (21x15 SQUARES)**

The swamp half of the 4<sup>th</sup> map from *D&D Encounters: Lost Crown of Neverwinter* also works well. A different map could be used or created (ex: 2 sets of *The Witchlight Fens*). The important features: swamp feel, several small islands areas rising from shallow water, significant foliage. Spread the crystal formations out, ideally on separate islands. PCs should start ~10 squares from the visible monsters.



Have The PCs start anywhere in the (ruined) wooden platform. The water squares are shallow, difficult terrain. Trees and bushes provide cover, and are also difficult terrain. Crystal formations for 6 players are given.

The Vanguard's start on opposite sides of the top-right crystal formation. The shambling mound starts hidden in the top large foliage cluster. The hurlers are spread out, hidden in foliage near the edge of the map. (Hard Perception to notice)



## ENCOUNTER 3: RUINS OF ILMAR

### SETUP

This encounter covers the PCs' foray into and through Ilimar. Five narrative scenes are broken up by 3 mini-combat scenes, where the PCs' primary goal is to get past their opponents, not fight them (they may not realize this at first).

The mini-combats take place on 3 small maps; maps using the *Dire Tombs* Dungeon Tiles set are given, but you should feel free to improvise or sketch maps instead. The goal of this encounter is to create a feeling of a race through an underground reptilian ruin, chased by an ever-growing throng of lizardfolk. Feel free to adjust the encounters as needed to create the right atmosphere, and please do paraphrase the read-aloud text given to match the PCs' approach.

For simplicity and DM sanity, we reuse the stat blocks for the Ilimar Bruisers in different scenes; in the first scene, they are size Medium; in the second, size Large.

The PCs cross the swamp and arrive in the area around Ilimar without trouble. Ask the players how they want to make their way into Ilimar. Any reasonable plan should work; don't spend too much time or let the table fall into making skill checks - we're just looking to set the scene based on how the PCs approach (for example, are they kicking in the front door, sneaking around avoiding the lizardfolk, donning disguises, etc.) Once you have a feel for the PCs' approach, start with the first scene.

#### SCENE ONE - ENTRY (NARRATIVE)

***Making your way into the ruined city, you find signs of recent excavation and repair. The large area you're in might once have served as an entry hall or formal receiving chamber. Several passageways slope gently down from here in various directions, and they all appear to have seen recent traffic. A huge copper and brass plaque has been partially cleaned, revealing directions to a library of some sort, likely to have the information you seek.***

Let the PCs poke around a bit if they want, but try to keep things moving.

#### SCENE TWO - UNBURIAL CHAMBER (COMBAT A)

As the party is making its way to the library, they will stumble into a ceremonial burial room where a group of lizardfolk are carrying out an ancient sarrukh ritual. Try to match the start of the encounter to the party's

approach (stealth, speed, etc), but get them into the action quickly.

Use Map A for this scene. The chamber is occupied by a pair of medium-sized Ilimar Bruisers, plus 1 Ilimar Hunter per PC. At the end of each round, any slain lizardfolk rise as Ilimar Hunters, and an additional Hunter arrives at the entrance on the left (arrive/stand at the end of round; act on initiative as normal).

The goal here is to have the PCs push through the chamber; once all the PCs are through and the door is barred, it will take the lizardfolk a minute or two to break through. If the PCs get bogged down in combat or stop to investigate, make it clear that the chamber (and just this chamber) is filled with a powerful magical effect that is continually raising the lizardfolk, and the effect seems to be beyond their current ability to influence.

Remember that a minor action can open or close a door, and that barring a closed door also takes a minor action. Once the PCs are through the chamber, they may be tempted to try to rest - make it clear to them that the door will not hold long enough to allow for a short rest, and that there are likely other passageways that connect here even if it could. Make it clear to the players that the race is on, and that they are unlikely to have a chance to rest until it is complete.

#### SCENE THREE - LIBRARY

***Long, low scroll-racks made of an unfamiliar dark wood are arrayed in swirl patterns around this large domed chamber. Many of the sections have clearly been stripped of their scrolls, but several remain. As you survey the scene, the first faint noises of impending company echo down the passageway behind you. Better search quickly!***

By now, the players should understand the structure of this encounter; let their reactions guide you in setting these scenes, creating whatever level of detail they desire. The PCs visit each narrative scene, but how they choose to approach these scenes is up to them. If they (or you) prefer to push on quickly to the combats, simply say that they have found what they need and move on.

If any player asks for more detail here, the library contains a scroll describing a magical foundry created by the lizardfolk (perhaps with the help of Halruaa, perhaps not) inside Ilimar. It contains the tools and equipment that will allow them to transform their raw materials (crystal, wood) into the materials they need (crystal tenons, crystal-and-wood oakum, and a specially-made jerry iron) to repair the skyships. Appendix C: Ship Repair can be helpful here.

Regardless of the level of detail desired, the PCs learn what they need to do in the Foundry, the location of the Foundry, and also the location of the Portal Room, for their eventual escape.

Treasure: If the PCs search the library, they find one or two magical tomes: a *chronicle of the Dawn War* and (at AL 4+) a *tablet of Ad-Baraz*. See the Rewards summary.

#### SCENE FOUR – GUARDS (COMBAT B)

In this scene, the PCs are travelling from the Library to the Foundry, avoiding (or bluffing, overpowering, etc) lizardfolk along the way. Their path takes them past a door guarded by two large lizardfolk, who are not happy to see the PCs.

Use Map B for this encounter. Two Large sized Ilimar Bruisers are assigned to guard the center-north door. The pair of Bruisers tries to always keep at least one of their number on the tile with the circled snake insignia, or retreats into the doorway just above it. These guards do not know that the PCs intend to go past them through the portcullis on the right, and they're not well disposed towards intruders anyway (especially pink-skinned intruders). Ideally, they take turns leaving the guarded area.

By now, the PCs should be trying to get past the lizardfolk rather than engage them. If they instead decide to force the northern door, it can conceal a copy of Map A, complete with constantly-raising lizardfolk – or something else to keep the players interested and on-track. Be mindful of the time available.

#### SCENE FIVE – FOUNDRY (NARRATIVE)

In this scene, the party finds a dusty, unused workshop from long-ago Ilimar – the Foundry that they need in order to repair the skyships. Using the magical crystals and the wood that has grown up around those crystals. Again, follow the temperament of the table when describing the details here. It is perfectly fine to ad-lib something that basically conveys “you do what you needed to do, and make the stuff you need to make. Then, you head out.”

While they are here, the PCs need to construct tenons (large pins, roughly like a large bolt or railroad spike) of the crystal, grind up the chipped bits of crystal with the wood and burn the mixture to create the tar for oakum, and find a useable jerry-iron from among the pile of “practice work” from some long-dead apprentice. This scene can easily take longer than 5 minutes, but the PCs are needed during this time, and there are lizardfolk patrols to deal with, so they still cannot complete a short rest. (Yes, we're cheating. We're allowed.)

#### SCENE SIX – NOT FAR NOW (COMBAT C)

*The Ruins of Ilimar seem to be at full alert. Sibilant cries and the clanging of gongs echo down the twisting passageways as the lizardfolk seek your blood. It's time to leave.*

*You find yourselves at a hallway junction. On one side, a pair of closed double-doors blocks the path to the portal out. Down the other three passageways, you can hear the sounds of approaching lizardfolk.*

Use Map C for this encounter. In the center of a wide hallway sits a guardian naga – a giant (size Large) snake with a very humanoid face, and a keen intellect. Less obviously, this passageway bears not one but two pit traps – one just inside the door on each end. The pit traps are 10x10, and require a Hard DC Perception check to spot (see the stat block). The walls to each side of the pits are smooth and dusty, requiring a Moderate+2 DC Athletics check to climb.

As before the PCs need not defeat the naga; they need simply get through the map and off the other side.

#### SCENE SEVEN – THERE'S NO PLACE LIKE HOME (NARRATIVE)

*Ahead of you, a six-armed spiral of sandstones set in the way. Behind you, the screaming, hissing hordes of lizardfolk, naga, and gods-knows what else. Easy choice.*

*Multicolored runes etch themselves into the surface of the sandstones as you utter the phrase you discovered in the library – “Sea of Stars” in draconic. Moments later the sandstone pattern is gone, as the glowing portal flares to life.*

Once the PCs step through, they find themselves In Gulthandor, on the Dragon Coast, roughly 2000 miles to the north.

## ENDING THE ENCOUNTER

In Gulthandor, the PCs will finally have time to take a rest. The residents of Ilimar – for today, at least, choose to close the portal behind the PCs, rather than follow them (they have other plans, as the PCs are about to find out). Proceed to Encounter 4.

#### MILESTONE

This encounter counts towards a milestone, and reaching Gulthandor constitutes a Minor Objective.

#### TREASURE

There are two magical tomes in the library.

## ENCOUNTER 3: RUINS OF ILIMAR (ADVENTURE LEVEL 2)

Ilimar Hunter (H)	Level 2 Minion Skirmisher
Medium natural humanoid (reptile)	XP 31
HP 1; a missed attack never damages a minion	Initiative +7
AC 16, Fortitude 15, Reflex 14, Will 14	Perception +3
Speed 6	Darkvision
STANDARD ACTIONS	
m <b>Hack • At-Will</b>	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 5 damage, or 6 damage against creatures granting combat advantage to the hunter.	
TRIGGERED ACTIONS	
Sidestep • At-Will	
Trigger: An ally hits an enemy adjacent to the hunter.	
Effect (Immediate Reaction): The hunter shifts 1 square.	
Str 16 (+4)	Dex 18 (+5)
Con 15 (+3)	Int 10 (+1)
	Wis 15 (+3)
	Cha 11 (+1)
Alignment evil	Languages Draconic
Equipment: tortoise-shell shield, stone axe	

Note: Ssurran Hunter (*Dark Sun Creature Catalog*)

Ilimar Bruiser (B)	Level 2 Brute
Medium/Large natural humanoid (reptile)	XP 125
HP 46; Bloodied 23	Initiative +4
AC 14, Fortitude 15, Reflex 12, Will 12	Perception +2
Speed 5	Darkvision
STANDARD ACTIONS	
m <b>Greatclub (weapon) • At-Will</b>	
Attack: Melee 2 (one creature); +7 vs. AC	
Hit: 1d12 + 6 damage, and push 1 square.	
MINOR ACTIONS	
M <b>Feral Bite • At-Will</b>	
Requirement: The bruiser must be bloodied.	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d6 + 2 damage.	
TRIGGERED ACTIONS	
C <b>Tail Swipe • Recharge</b> when first bloodied	
Trigger: The bruiser takes damage from an enemy.	
Attack (Immediate Reaction): Close blast 2 (creatures in blast); +5 vs. Reflex	
Hit: 1d8 + 5 damage, and the target falls prone.	
Str 22 (+7)	Dex 16 (+4)
Con 16 (+4)	Int 5 (-2)
	Wis 12 (+2)
	Cha 6 (-1)
Alignment evil	Languages Draconic
Equipment: greatclub	

Note: Blackscale Crusher (*Monster Vault*)

Guardian Naga (N)	Level 3 Elite Artillery
Large immortal magical beast (reptile)	XP 300
HP 76; Bloodied 38	Initiative +4
AC 17, Fortitude 15, Reflex 16, Will 14	Perception +7
Speed 6	Darkvision
Saving Throws +2; Action Points 1	
STANDARD ACTIONS	
m <b>Tail Slap • At-Will</b>	
Attack: Melee 2 (one creature); +8 vs. AC	
Hit: 2d6 + 4 damage, and the naga pushes the target 2 squares.	
R <b>Word of Pain (psychic) • At-Will</b>	
Attack: Ranged 10 (one or two creatures); +8 vs. Will	
Special: If the naga targets only one creature with this power, it can make the attack twice against that creature.	
Hit: 2d6 + 2 psychic damage, and the target is immobilized (save ends).	
C <b>Spit Poison (poison) • Encounter</b>	
Attack: Close blast 2 (creatures in blast); +6 vs. Fortitude	
Hit: 2d6 + 4 poison damage, and the target takes ongoing 5 poison damage, a -2 penalty to Fortitude, and a -2 penalty to saving throws (save ends all).	
Effect: The naga shifts up to its speed.	
A <b>Thunderstrike (thunder) • Recharge</b> 5 6	
Attack: Area burst 1 within 10 (creatures in burst); +6 vs. Fortitude	
Hit: 2d6 + 4 damage, and the target is dazed (save ends).	
Miss: Half damage.	
Str 15 (+3)	Dex 17 (+4)
Con 14 (+3)	Int 17 (+4)
	Wis 13 (+2)
	Cha 11 (+1)
Alignment evil	Languages Draconic
Equipment: studded leather, wood and crystal broadsword	

Note: Guardian Naga (*Dungeon* 195 update)

Pit Trap	Level 2 Trap
Object	XP 125
Detect Perception DC 20	Initiative -
Immune attacks	
TRIGGERED ACTIONS	
m <b>Attack • At-Will</b>	
Trigger: A creature enters one of the pit's squares.	
Attack (Immediate Reaction): Melee 1 (triggering creature); +5 vs. Reflex	
Hit: The target falls 10 feet to the bottom of the pit, taking 1d10 damage and falling prone. The DC to climb out of the pit is 9.	
Miss: The target returns to the last square it occupied and its movement ends immediately.	
Effect: The false floor opens and is no longer concealed.	
COUNTERMEASURES	
Disable: Thievery DC 20 (standard action). Success: The false floor is jammed and the trap cannot attack.	

Note: False-Floor Pit

## ENCOUNTER 3: RUINS OF ILIMAR (ADVENTURE LEVEL 4)

Ilimar Hunter (H)	Level 4 Minion Skirmisher
Medium natural humanoid (reptile)	XP 44
HP 1; a missed attack never damages a minion	Initiative +8
AC 18, Fortitude 17, Reflex 16, Will 16	Perception +4
Speed 6	Darkvision
STANDARD ACTIONS	
m <b>Hack • At-Will</b>	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 6 damage, or 7 damage against creatures granting combat advantage to the hunter.	
TRIGGERED ACTIONS	
Sidestep • At-Will	
Trigger: An ally hits an enemy adjacent to the hunter.	
Effect (Immediate Reaction): The hunter shifts 1 square.	
Str 16 (+5)	Dex 18 (+6)
Con 15 (+4)	Int 10 (+2)
	Wis 15 (+4)
	Cha 11 (+2)
Alignment evil	Languages Draconic
Equipment: tortoise-shell shield, stone axe	

Note: Ssurran Hunter (*Dark Sun Creature Catalog*)

Ilimar Bruiser (B)	Level 4 Brute
Medium/Large natural humanoid (reptile)	XP 175
HP 66; Bloodied 33	Initiative +5
AC 16, Fortitude 17, Reflex 14, Will 14	Perception +3
Speed 5	Darkvision
STANDARD ACTIONS	
m <b>Greatclub (weapon) • At-Will</b>	
Attack: Melee 2 (one creature); +9 vs. AC	
Hit: 1d12 + 8 damage, and push 1 square.	
MINOR ACTIONS	
M <b>Feral Bite • At-Will</b>	
Requirement: The bruiser must be bloodied.	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 1d6 + 3 damage.	
TRIGGERED ACTIONS	
C <b>Tail Swipe • Recharge</b> when first bloodied	
Trigger: The bruiser takes damage from an enemy.	
Attack (Immediate Reaction): Close blast 2 (creatures in blast); +7 vs. Reflex	
Hit: 1d8 + 7 damage, and the target falls prone.	
Str 22 (+8)	Dex 16 (+5)
Con 16 (+5)	Int 5 (-1)
	Wis 12 (+3)
	Cha 6 (+0)
Alignment evil	Languages Draconic
Equipment: greatclub	

Note: Blackscale Crusher (*Monster Vault*)

Guardian Naga (N)	Level 5 Elite Artillery
Large immortal magical beast (reptile)	XP 400
HP 100; Bloodied 50	Initiative +5
AC 19, Fortitude 17, Reflex 18, Will 16	Perception +8
Speed 6	Darkvision
Saving Throws +2; Action Points 1	
STANDARD ACTIONS	
m <b>Tail Slap • At-Will</b>	
Attack: Melee 2 (one creature); +10 vs. AC	
Hit: 2d6 + 6 damage, and the naga pushes the target 2 squares.	
R <b>Word of Pain (psychic) • At-Will</b>	
Attack: Ranged 10 (one or two creatures); +10 vs. Will	
Special: If the naga targets only one creature with this power, it can make the attack twice against that creature.	
Hit: 2d6 + 4 psychic damage, and the target is immobilized (save ends).	
C <b>Spit Poison (poison) • Encounter</b>	
Attack: Close blast 2 (creatures in blast); +8 vs. Fortitude	
Hit: 2d6 + 6 poison damage, and the target takes ongoing 5 poison damage, a -2 penalty to Fortitude, and a -2 penalty to saving throws (save ends all).	
Effect: The naga shifts up to its speed.	
A <b>Thunderstrike (thunder) • Recharge</b> 5 6	
Attack: Area burst 1 within 10 (creatures in burst); +8 vs. Fortitude	
Hit: 2d6 + 5 damage, and the target is dazed (save ends).	
Miss: Half damage.	
Str 15 (+4)	Dex 17 (+5)
Con 14 (+4)	Int 17 (+5)
	Wis 13 (+3)
	Cha 11 (+2)
Alignment evil	Languages Draconic
Equipment: studded leather, wood and crystal broadsword	

Note: Guardian Naga (*Dungeon* 195 update)

Pit Trap	Level 4 Trap
Object	XP 175
Detect Perception DC 21	Initiative -
Immune attacks	
TRIGGERED ACTIONS	
m <b>Attack • At-Will</b>	
Trigger: A creature enters one of the pit's squares.	
Attack (Immediate Reaction): Melee 1 (triggering creature); +7 vs. Reflex	
Hit: The target falls 20 feet to the bottom of the pit, taking 2d10 damage and falling prone. The DC to climb out of the pit is 10.	
Miss: The target returns to the last square it occupied and its movement ends immediately.	
Effect: The false floor opens and is no longer concealed.	
COUNTERMEASURES	
Disable: Thievery DC 21 (standard action). Success: The false floor is jammed and the trap cannot attack.	

Note: False-Floor Pit

## ENCOUNTER 3: RUINS OF ILIMAR (ADVENTURE LEVEL 6)

Ilimar Hunter (H)	Level 6 Minion Skirmisher
Medium natural humanoid (reptile)	XP 63
HP 1; a missed attack never damages a minion	Initiative +9
AC 20, Fortitude 19, Reflex 18, Will 18	Perception +5
Speed 6	Darkvision
STANDARD ACTIONS	
m <b>Hack • At-Will</b>	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 7 damage, or 8 damage against creatures granting combat advantage to the hunter.	
TRIGGERED ACTIONS	
Sidestep • At-Will	
Trigger: An ally hits an enemy adjacent to the hunter.	
Effect (Immediate Reaction): The hunter shifts 1 square.	
Str 16 (+6)	Dex 18 (+7)
Con 15 (+5)	Int 10 (+3)
	Wis 15 (+5)
	Cha 11 (+3)
Alignment evil	Languages Draconic
Equipment: tortoise-shell shield, stone axe	

Note: Ssurran Hunter (*Dark Sun Creature Catalog*)

Ilimar Bruiser (B)	Level 6 Brute
Medium/Large natural humanoid (reptile)	XP 250
HP 86; Bloodied 43	Initiative +6
AC 18, Fortitude 19, Reflex 16, Will 16	Perception +4
Speed 5	Darkvision
STANDARD ACTIONS	
m <b>Greatclub (weapon) • At-Will</b>	
Attack: Melee 2 (one creature); +11 vs. AC	
Hit: 2d10 + 6 damage, and push 1 square.	
MINOR ACTIONS	
M <b>Feral Bite • At-Will</b>	
Requirement: The bruiser must be bloodied.	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 1d6 + 4 damage.	
TRIGGERED ACTIONS	
C <b>Tail Swipe • Recharge</b> when first bloodied	
Trigger: The bruiser takes damage from an enemy.	
Attack (Immediate Reaction): Close blast 2 (creatures in blast); +9 vs. Reflex	
Hit: 2d8 + 6 damage, and the target falls prone.	
Str 22 (+9)	Dex 16 (+6)
Con 16 (+6)	Int 5 (+0)
	Wis 12 (+4)
	Cha 6 (+1)
Alignment evil	Languages Draconic
Equipment: greatclub	

Note: Blackscale Crusher (*Monster Vault*)

Guardian Naga (N)	Level 7 Elite Artillery
Large immortal magical beast (reptile)	XP 600
HP 124; Bloodied 62	Initiative +6
AC 21, Fortitude 19, Reflex 20, Will 18	Perception +9
Speed 6	Darkvision
Saving Throws +2; Action Points 1	
STANDARD ACTIONS	
m <b>Tail Slap • At-Will</b>	
Attack: Melee 2 (one creature); +12 vs. AC	
Hit: 2d8 + 6 damage, and the naga pushes the target 2 squares.	
R <b>Word of Pain (psychic) • At-Will</b>	
Attack: Ranged 10 (one or two creatures); +12 vs. Will	
Special: If the naga targets only one creature with this power, it can make the attack twice against that creature.	
Hit: 2d8 + 4 psychic damage, and the target is immobilized (save ends).	
C <b>Spit Poison (poison) • Encounter</b>	
Attack: Close blast 2 (creatures in blast); +10 vs. Fortitude	
Hit: 2d8 + 6 poison damage, and the target takes ongoing 5 poison damage, a -2 penalty to Fortitude, and a -2 penalty to saving throws (save ends all).	
Effect: The naga shifts up to its speed.	
A <b>Thunderstrike (thunder) • Recharge</b> 5 6	
Attack: Area burst 1 within 10 (creatures in burst); +10 vs. Fortitude	
Hit: 2d6 + 7 damage, and the target is dazed (save ends).	
Miss: Half damage.	
Str 15 (+5)	Dex 17 (+6)
Con 14 (+5)	Int 17 (+6)
	Wis 13 (+4)
	Cha 11 (+3)
Alignment evil	Languages Draconic
Equipment: studded leather, wood and crystal broadsword	

Note: Guardian Naga (*Dungeon* 195 update)

Pit Trap	Level 6 Trap
Object	XP 250
Detect Perception DC 23	Initiative -
Immune attacks	
TRIGGERED ACTIONS	
m <b>Attack • At-Will</b>	
Trigger: A creature enters one of the pit's squares.	
Attack (Immediate Reaction): Melee 1 (triggering creature); +9 vs. Reflex	
Hit: The target falls 20 feet to the bottom of the pit, taking 2d10 + 2 damage and falling prone. The DC to climb out of the pit is 11.	
Miss: The target returns to the last square it occupied and its movement ends immediately.	
Effect: The false floor opens and is no longer concealed.	
COUNTERMEASURES	
Disable: Thievery DC 23 (standard action). Success: The false floor is jammed and the trap cannot attack.	

Note: False-Floor Pit

## ENCOUNTER 3: RUINS OF ILMAR (ADVENTURE LEVEL 8)

Ilimar Hunter (H)	Level 8 Minion Skirmisher
Medium natural humanoid (reptile)	XP 88
HP 1; a missed attack never damages a minion	Initiative +10
AC 22, Fortitude 21, Reflex 20, Will 20	Perception +6
Speed 6	Darkvision
<b>STANDARD ACTIONS</b>	
<b>m Hack • At-Will</b>	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 8 damage, or 10 damage against creatures granting combat advantage to the hunter.	
<b>TRIGGERED ACTIONS</b>	
<b>Sidestep • At-Will</b>	
Trigger: An ally hits an enemy adjacent to the hunter.	
Effect (Immediate Reaction): The hunter shifts 1 square.	
Str 16 (+7)	Dex 18 (+8)
Con 15 (+6)	Int 10 (+4)
	Wis 15 (+6)
	Cha 11 (+4)
Alignment evil	Languages Draconic
Equipment: tortoise-shell shield, stone axe	

Note: Ssurran Hunter (*Dark Sun Creature Catalog*)

Ilimar Bruiser (B)	Level 8 Brute
Medium/Large natural humanoid (reptile)	XP 350
HP 106; Bloodied 53	Initiative +7
AC 20, Fortitude 21, Reflex 18, Will 18	Perception +5
Speed 5	Darkvision
<b>STANDARD ACTIONS</b>	
<b>m Greatclub (weapon) • At-Will</b>	
Attack: Melee 2 (one creature); +13 vs. AC	
Hit: 2d10 + 10 damage, and push 1 square.	
<b>MINOR ACTIONS</b>	
<b>M Feral Bite • At-Will</b>	
Requirement: The bruiser must be bloodied.	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 1d8 + 5 damage.	
<b>TRIGGERED ACTIONS</b>	
<b>C Tail Swipe • Recharge</b> when first bloodied	
Trigger: The bruiser takes damage from an enemy.	
Attack (Immediate Reaction): Close blast 2	
(creatures in blast); +11 vs. Reflex	
Hit: 2d8 + 8 damage, and the target falls prone.	
Str 22 (+10)	Dex 16 (+7)
Con 16 (+7)	Int 5 (+1)
	Wis 12 (+5)
	Cha 6 (+2)
Alignment evil	Languages Draconic
Equipment: greatclub	

Note: Blackscale Crusher (*Monster Vault*)

Guardian Naga (N)	Level 9 Elite Artillery
Large immortal magical beast (reptile)	XP 800
HP 148; Bloodied 74	Initiative +7
AC 23, Fortitude 21, Reflex 22, Will 20	Perception +10
Speed 6	Darkvision
<b>Saving Throws +2; Action Points 1</b>	
<b>STANDARD ACTIONS</b>	
<b>m Tail Slap • At-Will</b>	
Attack: Melee 2 (one creature); +14 vs. AC	
Hit: 2d8 + 8 damage, and the naga pushes the target 2 squares.	
<b>R Word of Pain (psychic) • At-Will</b>	
Attack: Ranged 10 (one or two creatures); +14 vs. Will	
Special: If the naga targets only one creature with this power, it can make the attack twice against that creature.	
Hit: 2d8 + 6 psychic damage, and the target is immobilized (save ends).	
<b>C Spit Poison (poison) • Encounter</b>	
Attack: Close blast 2 (creatures in blast); +12 vs. Fortitude	
Hit: 2d8 + 8 poison damage, and the target takes ongoing 5 poison damage, a -2 penalty to Fortitude, and a -2 penalty to saving throws (save ends all).	
Effect: The naga shifts up to its speed.	
<b>A Thunderstrike (thunder) • Recharge 5 6</b>	
Attack: Area burst 1 within 10 (creatures in burst); +12 vs. Fortitude	
Hit: 2d8 + 7 damage, and the target is dazed (save ends).	
Miss: Half damage.	
Str 15 (+6)	Dex 17 (+7)
Con 14 (+6)	Int 17 (+7)
	Wis 13 (+5)
	Cha 11 (+4)
Alignment evil	Languages Draconic
Equipment: studded leather, wood and crystal broadsword	

Note: Guardian Naga (*Dungeon* 195 update)

Pit Trap	Level 8 Trap
Object	XP 350
Detect Perception DC 24	Initiative -
Immune attacks	
<b>TRIGGERED ACTIONS</b>	
<b>m Attack • At-Will</b>	
Trigger: A creature enters one of the pit's squares.	
Attack (Immediate Reaction): Melee 1 (triggering creature); +11 vs. Reflex	
Hit: The target falls 20 feet to the bottom of the pit, taking 2d10 + 5 damage and falling prone. The DC to climb out of the pit is 12.	
Miss: The target returns to the last square it occupied and its movement ends immediately.	
Effect: The false floor opens and is no longer concealed.	
<b>COUNTERMEASURES</b>	
<b>Disable:</b> Thievery DC 24 (standard action). Success: The false floor is jammed and the trap cannot attack.	

Note: False-Floor Pit



## ENCOUNTER 3: RUINS OF ILIMAR (ADVENTURE LEVEL 10)

Ilimar Hunter (H)		Level 10 Minion Skirmisher
Medium natural humanoid (reptile)		XP 125
HP 1; a missed attack never damages a minion		Initiative +11
AC 24, Fortitude 23, Reflex 22, Will 22		Perception +7
Speed 6		Darkvision
STANDARD ACTIONS		
m <b>Hack • At-Will</b>		
Attack: Melee 1 (one creature); +15 vs. AC		
Hit: 9 damage, or 11 damage against creatures granting combat advantage to the hunter.		
TRIGGERED ACTIONS		
Sidestep • At-Will		
Trigger: An ally hits an enemy adjacent to the hunter.		
Effect (Immediate Reaction): The hunter shifts 1 square.		
Str 16 (+8)	Dex 18 (+9)	Wis 15 (+7)
Con 15 (+7)	Int 10 (+5)	Cha 11 (+5)
Alignment evil		Languages Draconic
Equipment: tortoise-shell shield, stone axe		

Note: Ssurran Hunter (*Dark Sun Creature Catalog*)

Ilimar Bruiser (B)		Level 10 Brute
Medium/Large natural humanoid (reptile)		XP 500
HP 126; Bloodied 63		Initiative +8
AC 22, Fortitude 23, Reflex 20, Will 20		Perception +6
Speed 5		Darkvision
STANDARD ACTIONS		
m <b>Greatclub (weapon) • At-Will</b>		
Attack: Melee 2 (one creature); +15 vs. AC		
Hit: 2d10 + 12 damage, and push 1 square.		
MINOR ACTIONS		
M <b>Feral Bite • At-Will</b>		
Requirement: The bruiser must be bloodied.		
Attack: Melee 1 (one creature); +15 vs. AC		
Hit: 1d8 + 7 damage.		
TRIGGERED ACTIONS		
C <b>Tail Swipe • Recharge</b> when first bloodied		
Trigger: The bruiser takes damage from an enemy.		
Attack (Immediate Reaction): Close blast 2 (creatures in blast); +13 vs. Reflex		
Hit: 3d6 + 9 damage, and the target falls prone.		
Str 22 (+11)	Dex 16 (+8)	Wis 12 (+6)
Con 16 (+8)	Int 5 (+2)	Cha 6 (+3)
Alignment evil		Languages Draconic
Equipment: greatclub		

Note: Blackscale Crusher (*Monster Vault*)

Guardian Naga (N)		Level 11 Elite Artillery
Large immortal magical beast (reptile)		XP 1200
HP 172; Bloodied 86		Initiative +8
AC 25, Fortitude 23, Reflex 24, Will 22		Perception +11
Speed 6		Darkvision
Saving Throws +2; Action Points 1		
STANDARD ACTIONS		
m <b>Tail Slap • At-Will</b>		
Attack: Melee 2 (one creature); +16 vs. AC		
Hit: 3d6 + 9 damage, and the naga pushes the target 2 squares.		
R <b>Word of Pain (psychic) • At-Will</b>		
Attack: Ranged 10 (one or two creatures); +16 vs. Will		
Special: If the naga targets only one creature with this power, it can make the attack twice against that creature.		
Hit: 2d8 + 8 psychic damage, and the target is immobilized (save ends).		
C <b>Spit Poison (poison) • Encounter</b>		
Attack: Close blast 2 (creatures in blast); +14 vs. Fortitude		
Hit: 3d6 + 9 poison damage, and the target takes ongoing 5 poison damage, a -2 penalty to Fortitude, and a -2 penalty to saving throws (save ends all).		
Effect: The naga shifts up to its speed.		
A <b>Thunderstrike (thunder) • Recharge</b> 5 6		
Attack: Area burst 1 within 10 (creatures in burst); +14 vs. Fortitude		
Hit: 2d8 + 9 damage, and the target is dazed (save ends).		
Miss: Half damage.		
Str 15 (+7)	Dex 17 (+8)	Wis 13 (+6)
Con 14 (+7)	Int 17 (+8)	Cha 11 (+5)
Alignment evil		Languages Draconic
Equipment: studded leather, wood and crystal broadsword		

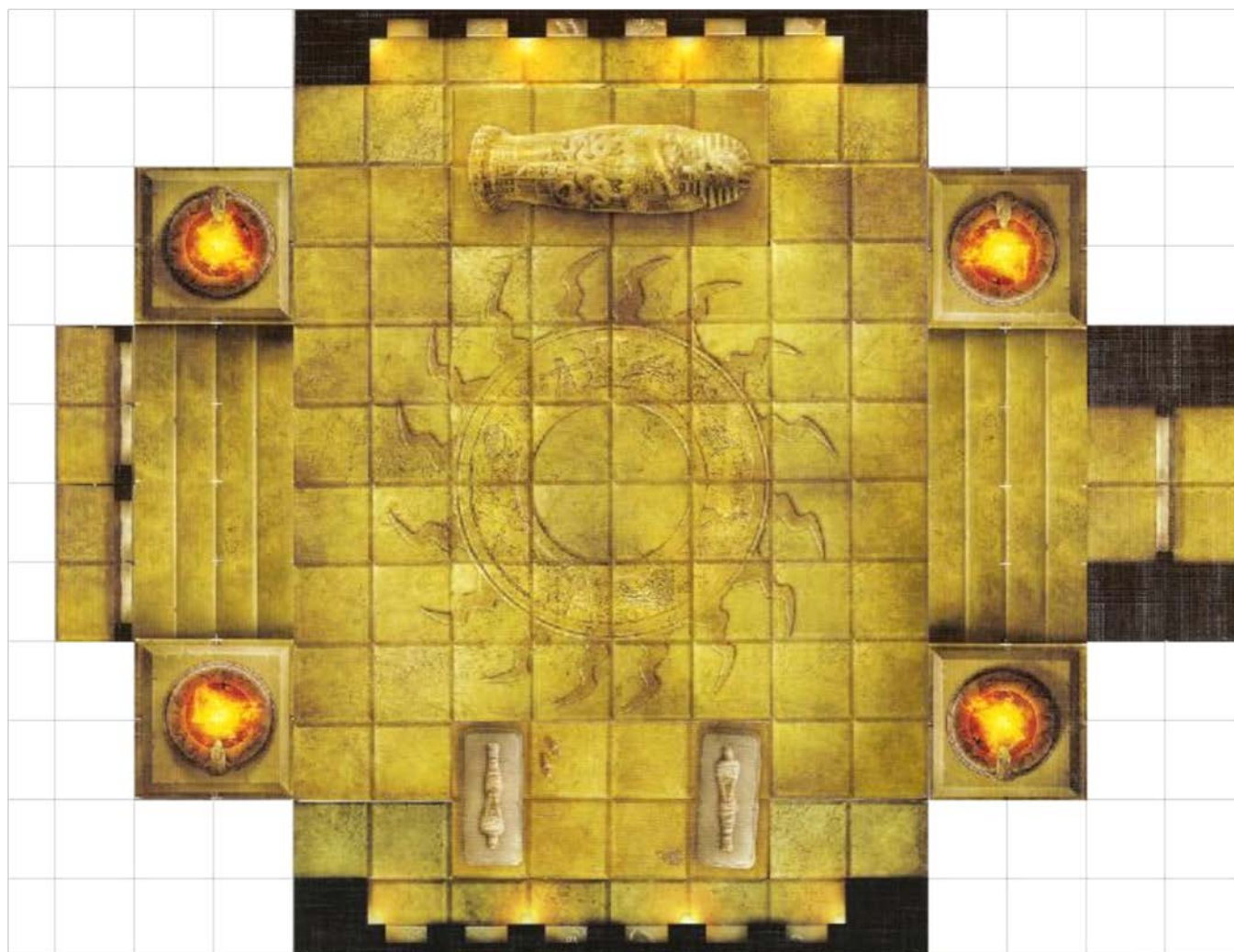
Note: Guardian Naga (*Dungeon* 195 update)

Pit Trap		Level 10 Trap
Object		XP 500
Detect Perception DC 26		Initiative -
Immune attacks		
TRIGGERED ACTIONS		
m <b>Attack • At-Will</b>		
Trigger: A creature enters one of the pit's squares.		
Attack (Immediate Reaction): Melee 1 (triggering creature); +13 vs. Reflex		
Hit: The target falls 30 feet to the bottom of the pit, taking 3d10 + 5 damage and falling prone. The DC to climb out of the pit is 13.		
Miss: The target returns to the last square it occupied and its movement ends immediately.		
Effect: The false floor opens and is no longer concealed.		
COUNTERMEASURES		
Disable: Thievery DC 26 (standard action). Success: The false floor is jammed and the trap cannot attack.		

Note: False-Floor Pit

## ENCOUNTER 3: RUINS OF ILMAR MAP A

DUNGEON TILE SETS USED: *DIRE TOMBS* x 2 (FOR 1 SET, REMOVE ONE FIREPIT+STAIRS TILE)

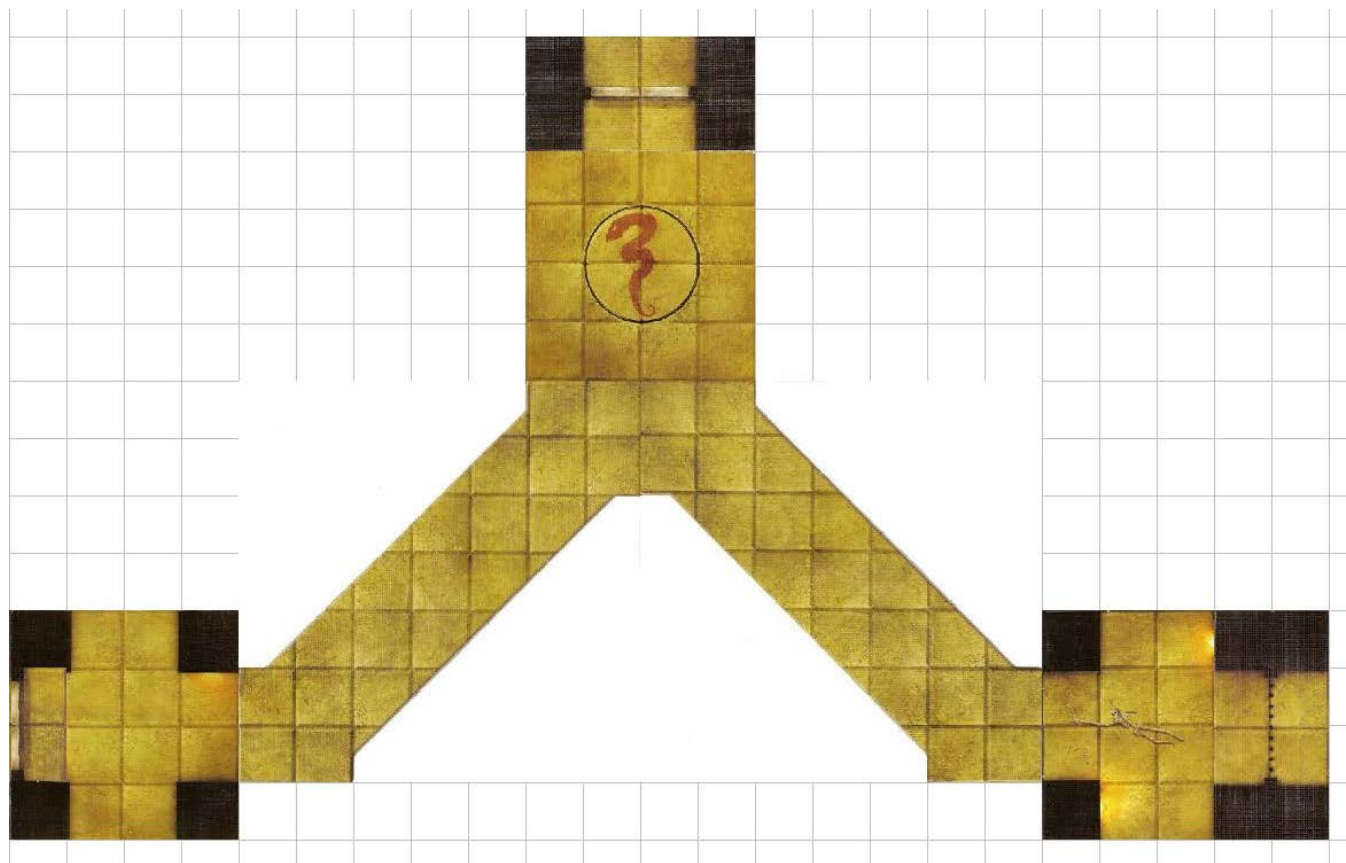


PCs start on the left side, with the doors open. The fire bowls provide light and are hazardous terrain. The doors on the right are initially closed.

The lizardfolk stand at the ends of the sarcophagi, hissing their ritual.



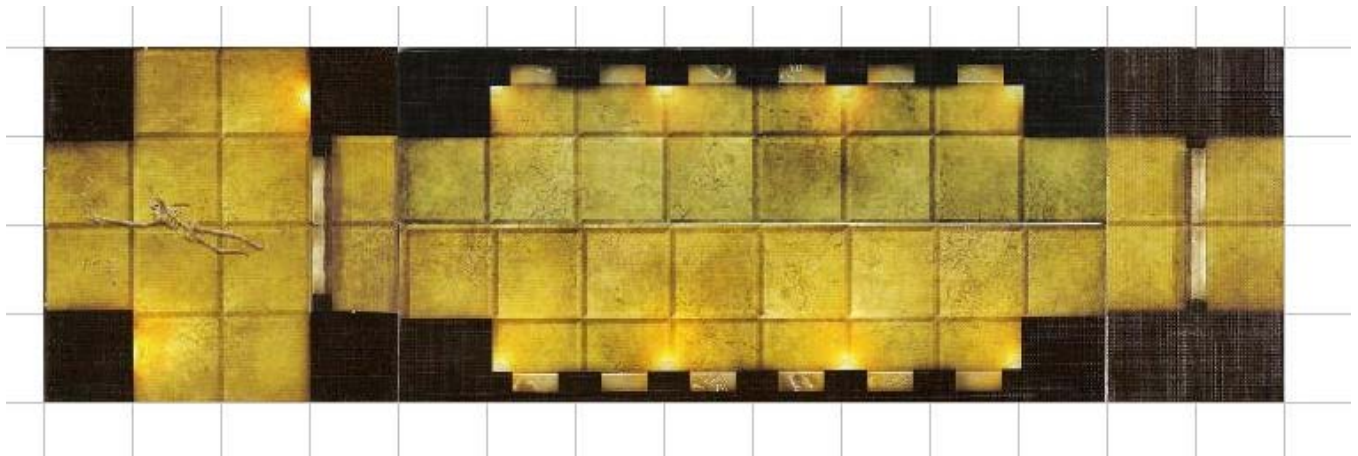
## ENCOUNTER 3: RUINS OF ILMAR MAP B



The PCs start in the left crossing, with the door initially open. The portcullis on the right is initially lowered. Their goal is past the portcullis. The doors to the north are closed.

The blackscale crushers stand side by side in the top half of the tile with the encircled snake symbol. These lizardfolk guard that passage, and at least one remains in front of the door at all times, if possible.

### ENCOUNTER 3: RUINS OF ILIMAR MAP C



The PCs start in the crossing on the left, with all doors initially closed. The alcove half-squares on the top and bottom of the passageway are cramped but passable.

The Guardian Naga sits in the center of the hallway. The floor of both 2x2 areas just inside the hallway at either end (where the passage is only 2 squares wide) are concealed pit traps.

## ENCOUNTER 4: BUSHWHACKED!

### ENCOUNTER LEVEL 2/4/6/8/10

#### CREATURES

1 Xander (X)

1 Mikus (M)

2 Tovin (T)

1 Vincent (V)

#### SCALING THE ENCOUNTER

**Four PCs:** De-clone Tovin (1 instead of 2).

**Six PCs:** Add "My Other Brother Tovin" (3 instead of 2).

#### SETUP

The PCs, with Captain Randred's help, use the special materials and tools (oakum, tenons, jerry iron) from Ilimar to repair the damaged skyship(s). The repairs are proceeding nicely. The hull repair work is done (old oakum jerry ironed out; new oakum made from foundry tar and woolding, deals scarfed and fit, etc). The last piece, though, is the trickiest - augmenting the magical crystals placed about the ship, and tying them together. If they can pull it off, the ship will be better than ever - at least for a while.

Unfortunately, the lizardfolk of Ilimar are still unhappy about being invaded. While the PC's repair the ship, they contact their allies, including the yuan-ti of Najara. The yuan-ti call upon their new allies Netheril to exact some vengeance, both for the invasion and for various slights against their respective empires over the years. The Netherese decide to out-source the problem, and send in some mercenaries of their own to deal with the problem - hopefully for good.

*The first major repairs to the damaged skyship went well - very well, in fact. Armed with the information you gained from Ilimar and the seasoned crew of Company Errowd, your repairs proceed quickly. It almost seems too easy.*

*Almost.*

*Once the major repairs are done, the tricky part rears its ugly head: you were able to gather enough of the magical crystal to create the oakum and tenons that you needed, and still have some left over. If you're reading this right (and what could go wrong with century-old lizardfolk recordings of techniques that they reverse-engineered from someone else?), then you might be able to do more than just repair the skyship. You might be able to make it better, at least for a little while.*

*All you need to do now is figure out how to assemble the crystal cube that can enhance the skyship. Pity the Rethild instructions just say 'Assemble the cube'. Still, since there's no hurry, you'll get it eventually. It's not like anything could go wrong in the meantime...*

Cue thumping techno music. While the PCs are in the hold of the ship, trying to figure out how to assemble the cube, a Netherese hit squad attacks. The PCs have until time runs out to assemble the cube, but they also have to contend with the assassins.

Possible outcomes:

- The assassins beat up the PCs so that they have to either flee or die. The ship can fly, and basically works, but it's not great (outcome level 1).
- The PCs assemble the easy version of the cube and call it good. The ship is returned to its normal operation (outcome level 2), and they win.
- The PCs assemble the hard version of the cube. The ship works better than before, and can be one-shot awesome (outcome level 3).
- The PCs hate cubes and like butt-kicking. The assassins all die. The PCs drink tasty beverages while someone else assembles the easy cube (outcome level 2).
- The PCs hate cubes AND assassins, so they assemble the hard version of the cube and also defeat all their enemies, then drink tasty beverages while the Five Companies picks up the tab (outcome level 3).

To clarify: once EITHER the monsters are defeated OR the cube is complete, the PCs can declare victory. If they have the easy cube solution but not the hard cube solution, then they can keep trying (for the better outcome) until time in the real world runs out, in which case they get the level 2 outcome. To be clear, the puzzle is totally optional, and the fight is almost totally optional (in that the players just need to solve the cube in its easiest configuration if they are unable or don't have time to defeat all the monsters).

If the players wish to solve the puzzle, but need assistance getting started, it might be helpful to realize that the starred cubes are in the center of one face of the solved cube, and that the dark unmarked cubes are in the corners. Give this hint any time it seems appropriate after the first round, or earlier if a character spends a standard action on a successful Hard DC check of an appropriate skill, such as Arcana, Thievery, History, or Dungeoneering.

## FEATURES OF THE AREA

**Illumination:** The area is naturally dim, but we expect PCs to bring light.

**Ceiling:** The ceiling is 8 feet high, with thick rafters on 18'; centers holding up the deck.

**Barrels, walls, masts, bunks:** see the map

**Doors, stairs:** See the map.

## TACTICS

Xander opens with quick rally if it will allow Mikus and Vincent to get attacks in, otherwise saves it. Xander uses his mobility (shadow step, lunge, off-hand swipe) to get in position where his short sword attack can disrupt the PCs' efforts to repair the skyship.

Mikus protects Xander and sets up flanks for Vincent.

Tovin climbs to the rafters and rains down crossbow shots. If attacked, uses shadow escape to reposition.

Vincent opens with shadow strike [perhaps he begins combat, pre-init, with it used?]. The turn after he becomes bloodied, he uses it again, then activates fade into the shadows. Otherwise he tries to gain combat advantage for poisoned rapier. He uses parry whenever it will prevent a hit.

## ENDING THE ENCOUNTER

Proceed to the Conclusion.

## MILESTONE

This encounter counts toward a milestone.

## TREASURE

Mikus wears *ebon armor* (+1 at AL 2-4; +2 at AL 6-8; +3 at AL 10).

## ENCOUNTER 4: BUSHWHACKED! (ADVENTURE LEVEL 2)

1 Xander (X)	Level 2 Elite Skirmisher (Leader)
Medium natural humanoid (human)	XP 250
HP 80; Bloodied 40	Initiative +11
AC 16, Fortitude 12, Reflex 15, Will 14	Perception +10
Speed 6	Darkvision
Saving Throws +2; Action Points 1	
STANDARD ACTIONS	
m <b>Short Sword</b> (weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d6 + 7 damage, and Xander can slide the target 1 square. This attack's damage ignores 5 points of resistance.	
M <b>Lunge</b> (weapon) • <b>Encounter</b>	
Effect: Before the attack, Xander can shift up to 3 squares.	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 3d6 + 4 damage. This attack's damage ignores 5 points of resistance.	
MOVE ACTIONS	
<b>Shadow Step</b> (teleportation) • <b>Encounter</b>	
Effect: Xander teleports up to 6 squares and gains partial concealment until the start of his next turn.	
MINOR ACTIONS	
M <b>Off-Hand Swipe</b> • <b>At-Will</b> 1/round	
Effect: Before the attack, Xander can shift up to 3 squares.	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 4 damage.	
<b>Quick Rally</b> • <b>Encounter</b>	
Effect: Close burst 3 (allies in the burst). Each target can take a free action to shift up to 2 squares and then make a basic attack. Each target must attack a different creature.	
Skills Acrobatics +12, Bluff +11, Insight +10	
Str 17 (+4)	Dex 23 (+7)
Con 16 (+4)	Int 15 (+3)
	Wis 18 (+5)
	Cha 20 (+6)
Alignment evil	Languages Common
Equipment leather armor, 2 short swords	

**Note:** Xander Gravelstoke (*Monster Vault: Threats to the Nentir Vale*), leveled down. Removed *stone cold slayer* trait, changed *lunge* to *Encounter* power, and simplified some other powers.

1 Mikus (M)	Level 2 Soldier
Medium natural humanoid (human)	XP 125
HP 40; Bloodied 20	Initiative +6
AC 18, Fortitude 16, Reflex 14, Will 17	Perception +4
Speed 5	Darkvision
Resist 5 necrotic	
TRAITS	
O <b>Gloaming Shroud</b> • <b>Aura 1</b>	
Any enemy that starts its turn in the aura is slowed until the end of its next turn.	
<b>Ebon Armor</b>	
When Mikus reduces an enemy to 0 hit points, he gains 4 temporary hit points.	
STANDARD ACTIONS	
m <b>Greatsword</b> (weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d10 + 4 damage.	
Effect: The target is marked until the end of Mikus's next turn.	
C <b>Incite the Blood</b> (charm, weapon) • <b>Recharge</b> when first bloodied	
Effect: Close burst 3 (enemies in the burst). Mikus pulls the target up to 2 squares to a square adjacent to him. He then makes the following attack against each enemy adjacent to him.	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d10 + 6 damage.	
TRIGGERED ACTIONS	
<b>Shadow's Curse</b> (necrotic) • <b>At-Will</b>	
Trigger: An enemy marked by Mikus and within 5 squares of him makes an attack that doesn't include him as a target.	
Effect ( <i>Immediate Reaction</i> ): Close burst 5 (triggering enemy in the burst). The target takes 5 necrotic damage.	
Skills Athletics +11, Intimidate +10	
Str 21 (+6)	Dex 17 (+4)
Con 16 (+4)	Int 10 (+1)
	Wis 16 (+4)
	Cha 18 (+5)
Alignment evil	Languages Common
Equipment ebon armor, greatsword	

**Note:** Mikus Gravelstoke (*Monster Vault: Threats to the Nentir Vale*), leveled down. Removed *stone cold slayer* trait. Changed armor type.

2 Tovin (T)	Level 2 Artillery
Medium natural humanoid (human)	XP 125
HP 30; Bloodied 15	Initiative +6
AC 14, Fortitude 12, Reflex 13, Will 10	Perception +4
Speed 6	Darkvision
STANDARD ACTIONS	
m <b>Dagger of Death</b> (necrotic, weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 2d6 + 4 necrotic damage.	
r <b>Crossbow of Dread</b> (weapon) • <b>At-Will</b>	
Attack: Ranged 20 (one creature); +9 vs. AC	
Hit: 1d8 + 5 damage, and Tovin gains a +4 bonus to damage rolls against the target until the end of his next turn.	
R <b>Poisoned Shot</b> (poison, weapon) • <b>Encounter</b>	
Attack: Ranged 20 (one creature); +7 vs. AC	
Hit: 1d8 + 5 damage, and ongoing 5 poison damage (save ends).	
First Failed Saving Throw: The target is immobilized and takes ongoing 5 poison damage (save ends both).	
Second Failed Saving Throw: The power's other effects end, and the target falls unconscious (save ends).	
TRIGGERED ACTIONS	
<b>Shadow Escape</b> (necrotic, teleportation) • <b>Encounter</b>	
Trigger: An adjacent enemy attacks Tovin with a melee or close attack.	
Effect (Immediate Interrupt): Melee 1 (triggering enemy). The target takes 5 necrotic damage, and Tovin teleports up to 6 squares.	
Skills Acrobatics +11, Athletics +10, Stealth +11	
Str 18 (+5)	Dex 21 (+6) Wis 17 (+4)
Con 12 (+3)	Int 17 (+4) Cha 14 (+3)
Alignment evil	Languages Common
Equipment leather armor, dagger, crossbow, 20 bolts	

**Note:** Tovin Gravelstoke (*Monster Vault: Threats to the Nentir Vale*), leveled down. Removed *stone cold slayer* trait, changed *poison shot* to Encounter power. Strengthened *shadow escape*.

1 Vincent (V)	Level 2 Lurker
Medium natural humanoid (human)	XP 125
HP 30; Bloodied 15	Initiative +11
AC 16, Fortitude 11, Reflex 15, Will 13	Perception +7
Speed 6	Darkvision
STANDARD ACTIONS	
m <b>Poisoned Rapier</b> (poison, weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d6 + 5 poison damage. If the target is granting combat advantage to Vincent, it also takes ongoing 5 damage (save ends).	
M <b>Shadow Strike</b> (weapon) • <b>Recharge</b> when Vincent is first bloodied	
Effect: Vincent is removed from play. At the start of his next turn, he reappears in a square within 10 squares of his previous location and can make the following attack as a standard action.	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 3d8 + 4 damage, and the target cannot spend healing surges.	
Miss: half damage.	
MINOR ACTIONS	
M <b>Fade into the Shadows</b> (illusion) • <b>Encounter</b>	
Effect: Vincent becomes insubstantial and gains total concealment until the start of his next turn. He also makes a Stealth check to hide. The effect ends when Vincent attacks.	
TRIGGERED ACTIONS	
<b>Parry</b> • <b>At-Will</b>	
Trigger: An enemy hits Vincent with a melee attack.	
Effect (Immediate Interrupt): Vincent gains a +4 power bonus to all defenses against the triggering attack.	
Skills Stealth +12	
Str 17 (+4)	Dex 22 (+7) Wis 13 (+2)
Con 12 (+2)	Int 13 (+2) Cha 7 (-1)
Alignment evil	Languages Common
Equipment leather armor, rapier	

**Note:** Vincent Gravelstoke (*Monster Vault: Threats to the Nentir Vale*), leveled down. Removed *stone cold slayer* trait. Simplified and modified *fade into the shadows* to promote Stealth use.

## ENCOUNTER 4: BUSHWHACKED! (ADVENTURE LEVEL 4)

1 Xander (X)	Level 4 Elite Skirmisher (Leader)
Medium natural humanoid (human)	XP 350
HP 112; Bloodied 56	Initiative +11
AC 18, Fortitude 14, Reflex 17, Will 16	Perception +10
Speed 6	Darkvision
Saving Throws +2; Action Points 1	
STANDARD ACTIONS	
m <b>Short Sword</b> (weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 2d6 + 5 damage, and Xander can slide the target 1 square. This attack's damage ignores 5 points of resistance.	
M <b>Lunge</b> (weapon) • <b>Encounter</b>	
Effect: Before the attack, Xander can shift up to 3 squares.	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 4d6 + 4 damage. This attack's damage ignores 5 points of resistance.	
MOVE ACTIONS	
<b>Shadow Step</b> (teleportation) • <b>Encounter</b>	
Effect: Xander teleports up to 6 squares and gains partial concealment until the start of his next turn.	
MINOR ACTIONS	
M <b>Off-Hand Swipe</b> • <b>At-Will</b> 1/round	
Effect: Before the attack, Xander can shift up to 3 squares.	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 6 damage.	
<b>Quick Rally</b> • <b>Encounter</b>	
Effect: Close burst 3 (allies in the burst). Each target can take a free action to shift up to 2 squares and then make a basic attack. Each target must attack a different creature.	
Skills Acrobatics +13, Bluff +12, Insight +11	
Str 17 (+5)	Dex 23 (+8) Wis 18 (+6)
Con 16 (+5)	Int 15 (+4) Cha 20 (+7)
Alignment evil	Languages Common
Equipment leather armor, 2 short swords	

**Note:** Xander Gravelstoke (*Monster Vault: Threats to the Nentir Vale*), leveled down. Removed *stone cold slayer* trait, changed *lunge* to *Encounter* power, and simplified some other powers.

1 Mikus (M)	Level 4 Soldier
Medium natural humanoid (human)	XP 175
HP 56; Bloodied 28	Initiative +7
AC 20, Fortitude 18, Reflex 16, Will 19	Perception +5
Speed 5	Darkvision
Resist 7 necrotic	
TRAITS	
O <b>Gloaming Shroud</b> • <b>Aura 1</b>	
Any enemy that starts its turn in the aura is slowed until the end of its next turn.	
<b>Ebon Armor</b>	
When Mikus reduces an enemy to 0 hit points, he gains 5 temporary hit points.	
STANDARD ACTIONS	
m <b>Greatsword</b> (weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 1d10 + 5 damage.	
Effect: The target is marked until the end of Mikus's next turn.	
C <b>Incite the Blood</b> (charm, weapon) • <b>Recharge</b> when first bloodied	
Effect: Close burst 3 (enemies in the burst). Mikus pulls the target up to 2 squares to a square adjacent to him. He then makes the following attack against each enemy adjacent to him.	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 1d10 + 7 damage.	
TRIGGERED ACTIONS	
<b>Shadow's Curse</b> (necrotic) • <b>At-Will</b>	
Trigger: An enemy marked by Mikus and within 5 squares of him makes an attack that doesn't include him as a target.	
Effect ( <i>Immediate Reaction</i> ): Close burst 5 (triggering enemy in the burst). The target takes 5 necrotic damage.	
Skills Athletics +12, Intimidate +11	
Str 21 (+7)	Dex 17 (+5) Wis 16 (+5)
Con 16 (+5)	Int 10 (+2) Cha 18 (+6)
Alignment evil	Languages Common
Equipment ebon armor, greatsword	

**Note:** Mikus Gravelstoke (*Monster Vault: Threats to the Nentir Vale*), leveled down. Removed *stone cold slayer* trait. Changed armor type.



1 Tovin (T)	Level 4 Artillery
Medium natural humanoid (human)	XP 175
HP 42; Bloodied 21	Initiative +7
AC 16, Fortitude 14, Reflex 15, Will 12	Perception +5
Speed 6	Darkvision
STANDARD ACTIONS	
m <b>Dagger of Death</b> (necrotic, weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 2d6 + 6 necrotic damage.	
r <b>Crossbow of Dread</b> (weapon) • <b>At-Will</b>	
Attack: Ranged 20 (one creature); +11 vs. AC	
Hit: 2d8 + 3 damage, and Tovin gains a +4 bonus to damage rolls against the target until the end of his next turn.	
R <b>Poisoned Shot</b> (poison, weapon) • <b>Encounter</b>	
Attack: Ranged 20 (one creature); +11 vs. AC	
Hit: 2d8 + 3 damage, and ongoing 5 poison damage (save ends).	
First Failed Saving Throw: The target is immobilized and takes ongoing 5 poison damage (save ends both).	
Second Failed Saving Throw: The power's other effects end, and the target falls unconscious (save ends).	
TRIGGERED ACTIONS	
<b>Shadow Escape</b> (necrotic, teleportation) • <b>Encounter</b>	
Trigger: An adjacent enemy attacks Tovin with a melee or close attack.	
Effect (Immediate Interrupt): Melee 1 (triggering enemy). The target takes 5 necrotic damage, and Tovin teleports up to 6 squares.	
Skills Acrobatics +12, Athletics +11, Stealth +12	
Str 18 (+6)	Dex 21 (+7) Wis 17 (+5)
Con 12 (+4)	Int 17 (+5) Cha 14 (+4)
Alignment evil Languages Common	
Equipment leather armor, dagger, crossbow, 20 bolts	

**Note:** Tovin Gravelstoke (*Monster Vault: Threats to the Nentir Vale*), leveled down. Removed *stone cold slayer* trait, changed *poison shot* to Encounter power. Strengthened *shadow escape*.

1 Vincent (V)	Level 4 Lurker
Medium natural humanoid (human)	XP 175
HP 42; Bloodied 21	Initiative +12
AC 18, Fortitude 13, Reflex 17, Will 15	Perception +8
Speed 6	Darkvision
STANDARD ACTIONS	
m <b>Poisoned Rapier</b> (poison, weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 2d6 + 3 poison damage. If the target is granting combat advantage to Vincent, it also takes ongoing 5 damage (save ends).	
M <b>Shadow Strike</b> (weapon) • <b>Recharge</b> when Vincent is first bloodied	
Effect: Vincent is removed from play. At the start of his next turn, he reappears in a square within 10 squares of his previous location and can make the following attack as a standard action.	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 4d8 + 3 damage, and the target cannot spend healing surges.	
Miss: half damage.	
MINOR ACTIONS	
M <b>Fade into the Shadows</b> (illusion) • <b>Encounter</b>	
Effect: Vincent becomes insubstantial and gains total concealment until the start of his next turn. He also makes a Stealth check to hide. The effect ends when Vincent attacks.	
TRIGGERED ACTIONS	
<b>Parry</b> • <b>At-Will</b>	
Trigger: An enemy hits Vincent with a melee attack.	
Effect (Immediate Interrupt): Vincent gains a +4 power bonus to all defenses against the triggering attack.	
Skills Stealth +13	
Str 17 (+5)	Dex 22 (+8) Wis 13 (+3)
Con 12 (+3)	Int 13 (+3) Cha 7 (+0)
Alignment evil Languages Common	
Equipment leather armor, rapier	

**Note:** Vincent Gravelstoke (*Monster Vault: Threats to the Nentir Vale*), leveled down. Removed *stone cold slayer* trait. Simplified and modified *fade into the shadows* to promote Stealth use.



## ENCOUNTER 4: BUSHWHACKED! (ADVENTURE LEVEL 6)

1 Xander (X)	Level 6 Elite Skirmisher (Leader)
Medium natural humanoid (human)	XP 500
HP 144; Bloodied 72	Initiative +13
AC 20, Fortitude 16, Reflex 19, Will 18	Perception +12
Speed 6	Darkvision
Saving Throws +2; Action Points 1	
STANDARD ACTIONS	
m <b>Short Sword</b> (weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 2d6 + 7 damage, and Xander can slide the target 1 square. This attack's damage ignores 5 points of resistance.	
M <b>Lunge</b> (weapon) • <b>Encounter</b>	
Effect: Before the attack, Xander can shift up to 3 squares.	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 4d6 + 7 damage. This attack's damage ignores 5 points of resistance.	
MOVE ACTIONS	
<b>Shadow Step</b> (teleportation) • <b>Encounter</b>	
Effect: Xander teleports up to 6 squares and gains partial concealment until the start of his next turn.	
MINOR ACTIONS	
M <b>Off-Hand Swipe</b> • <b>At-Will</b> 1/round	
Effect: Before the attack, Xander can shift up to 3 squares.	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 7 damage.	
<b>Quick Rally</b> • <b>Encounter</b>	
Effect: Close burst 3 (allies in the burst). Each target can take a free action to shift up to 2 squares and then make a basic attack. Each target must attack a different creature.	
Skills Acrobatics +15, Bluff +13, Insight +12	
Str 17 (+6)	Dex 23 (+9) Wis 18 (+7)
Con 16 (+6)	Int 15 (+5) Cha 20 (+8)
Alignment evil Languages Common	
Equipment leather armor, 2 short swords	

**Note:** Xander Gravelstoke (*Monster Vault: Threats to the Nentir Vale*), leveled down. Removed *stone cold slayer* trait, changed *lunge* to Encounter power, and simplified some other powers.

1 Mikus (M)	Level 6 Soldier
Medium natural humanoid (human)	XP 250
HP 72; Bloodied 36	Initiative +8
AC 22, Fortitude 20, Reflex 18, Will 21	Perception +6
Speed 5	Darkvision
Resist 7 necrotic	
TRAITS	
O <b>Gloaming Shroud</b> • <b>Aura 1</b>	
Any enemy that starts its turn in the aura is slowed until the end of its next turn.	
<b>Ebon Armor</b>	
When Mikus reduces an enemy to 0 hit points, he gains 5 temporary hit points.	
STANDARD ACTIONS	
m <b>Greatsword</b> (weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 2d10 + 3 damage.	
Effect: The target is marked until the end of Mikus's next turn.	
C <b>Incite the Blood</b> (charm, weapon) • <b>Recharge</b> when first bloodied	
Effect: Close burst 3 (enemies in the burst). Mikus pulls the target up to 2 squares to a square adjacent to him. He then makes the following attack against each enemy adjacent to him.	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 2d10 + 5 damage.	
TRIGGERED ACTIONS	
<b>Shadow's Curse</b> (necrotic) • <b>At-Will</b>	
Trigger: An enemy marked by Mikus and within 5 squares of him makes an attack that doesn't include him as a target.	
Effect ( <i>Immediate Reaction</i> ): Close burst 5 (triggering enemy in the burst). The target takes 10 necrotic damage.	
Skills Athletics +13, Intimidate +12	
Str 21 (+8)	Dex 17 (+6) Wis 16 (+6)
Con 16 (+6)	Int 10 (+3) Cha 18 (+7)
Alignment evil Languages Common	
Equipment ebon armor, greatsword	

**Note:** Mikus Gravelstoke (*Monster Vault: Threats to the Nentir Vale*), leveled down. Removed *stone cold slayer* trait. Changed armor type.

1 Tovin (T)	Level 6 Artillery
Medium natural humanoid (human)	XP 250
HP 54; Bloodied 27	Initiative +8
AC 18, Fortitude 16, Reflex 17, Will 14	Perception +6
Speed 6	Darkvision
STANDARD ACTIONS	
m <b>Dagger of Death</b> (necrotic, weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 3d6 + 5 necrotic damage.	
r <b>Crossbow of Dread</b> (weapon) • <b>At-Will</b>	
Attack: Ranged 20 (one creature); +13 vs. AC	
Hit: 2d8 + 5 damage, and Tovin gains a +4 bonus to damage rolls against the target until the end of his next turn.	
R <b>Poisoned Shot</b> (poison, weapon) • <b>Encounter</b>	
Attack: Ranged 20 (one creature); +13 vs. AC	
Hit: 2d8 + 5 damage, and ongoing 5 necrotic and poison damage (save ends).	
First Failed Saving Throw: The target is immobilized and takes ongoing 5 poison damage (save ends both).	
Second Failed Saving Throw: The power's other effects end, and the target falls unconscious (save ends).	
TRIGGERED ACTIONS	
Shadow Escape (necrotic, teleportation) • <b>Encounter</b>	
Trigger: An adjacent enemy attacks Tovin with a melee or close attack.	
Effect (Immediate Interrupt): Melee 1 (triggering enemy). The target takes 5 necrotic damage, and Tovin teleports up to 6 squares.	
Skills Acrobatics +13, Athletics +12, Stealth +13	
Str 18 (+7)      Dex 21 (+8)      Wis 17 (+6)	
Con 12 (+5)      Int 17 (+6)      Cha 14 (+5)	
Alignment evil	Languages Common
Equipment leather armor, dagger, crossbow, 20 bolts	

**Note:** Tovin Gravelstoke (*Monster Vault: Threats to the Nentir Vale*), leveled down. Removed *stone cold slayer* trait, changed *poison shot* to Encounter power. Strengthened *shadow escape*.

1 Vincent (V)	Level 6 Lurker
Medium natural humanoid (human)	XP 250
HP 54; Bloodied 27	Initiative +13
AC 20, Fortitude 15, Reflex 19, Will 17	Perception +9
Speed 6	Darkvision
STANDARD ACTIONS	
m <b>Poisoned Rapier</b> (poison, weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 2d6 + 5 poison damage. If the target is granting combat advantage to Vincent, it also takes ongoing 5 damage (save ends).	
M <b>Shadow Strike</b> (weapon) • <b>Recharge</b> when Vincent is first bloodied	
Effect: Vincent is removed from play. At the start of his next turn, he reappears in a square within 10 squares of his previous location and can make the following attack as a standard action.	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 4d8 + 6 damage, and the target cannot spend healing surges.	
Miss: half damage.	
MINOR ACTIONS	
M <b>Fade into the Shadows</b> (illusion) • <b>Encounter</b>	
Effect: Vincent becomes insubstantial and gains total concealment until the start of his next turn. He also makes a Stealth check to hide. The effect ends when Vincent attacks.	
TRIGGERED ACTIONS	
Parry • <b>At-Will</b>	
Trigger: An enemy hits Vincent with a melee attack.	
Effect (Immediate Interrupt): Vincent gains a +4 power bonus to all defenses against the triggering attack.	
Skills Stealth +14	
Str 17 (+6)      Dex 22 (+9)      Wis 13 (+4)	
Con 12 (+4)      Int 13 (+4)      Cha 7 (+1)	
Alignment evil	Languages Common
Equipment leather armor, rapier	

**Note:** Vincent Gravelstoke (*Monster Vault: Threats to the Nentir Vale*), leveled down. Removed *stone cold slayer* trait. Simplified and modified *fade into the shadows* to promote Stealth use.

## ENCOUNTER 4: BUSHWHACKED! (ADVENTURE LEVEL 8)

1 Xander (X)	Level 8 Elite Skirmisher (Leader)
Medium natural humanoid (human)	XP 700
HP 176; Bloodied 88	Initiative +14
AC 22, Fortitude 18, Reflex 21, Will 20	Perception +13
Speed 6	Darkvision
Saving Throws +2; Action Points 1	
STANDARD ACTIONS	
m <b>Short Sword</b> (weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 3d6 + 5 damage, and Xander can slide the target 1 square. This attack's damage ignores 5 points of resistance.	
M <b>Lunge</b> (weapon) • <b>Encounter</b>	
Effect: Before the attack, Xander can shift up to 3 squares.	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 5d6 + 7 damage. This attack's damage ignores 5 points of resistance.	
MOVE ACTIONS	
<b>Shadow Step</b> (teleportation) • <b>Encounter</b>	
Effect: Xander teleports up to 6 squares and gains partial concealment until the start of his next turn.	
MINOR ACTIONS	
M <b>Off-Hand Swipe</b> • <b>At-Will</b> 1/round	
Effect: Before the attack, Xander can shift up to 3 squares.	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 8 damage.	
<b>Quick Rally</b> • <b>Encounter</b>	
Effect: Close burst 3 (allies in the burst). Each target can take a free action to shift up to 2 squares and then make a basic attack. Each target must attack a different creature.	
Skills Acrobatics +16, Bluff +14, Insight +13	
Str 17 (+7)	Dex 23 (+10) Wis 18 (+8)
Con 16 (+7)	Int 15 (+6) Cha 20 (+9)
Alignment evil	
Equipment leather armor, 2 short swords	

**Note:** Xander Gravelstoke (*Monster Vault: Threats to the Nentir Vale*), leveled down. Removed *stone cold slayer* trait, changed *lunge* to Encounter power, and simplified some other powers.

1 Mikus (M)	Level 8 Soldier
Medium natural humanoid (human)	XP 350
HP 88; Bloodied 44	Initiative +9
AC 24, Fortitude 22, Reflex 20, Will 23	Perception +7
Speed 5	Darkvision
Resist 7 necrotic	
TRAITS	
O <b>Gloaming Shroud</b> • <b>Aura 1</b>	
Any enemy that starts its turn in the aura is slowed until the end of its next turn.	
<b>Ebon Armor</b>	
When Mikus reduces an enemy to 0 hit points, he gains 5 temporary hit points.	
STANDARD ACTIONS	
m <b>Greatsword</b> (weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 2d10 + 5 damage.	
Effect: The target is marked until the end of Mikus's next turn.	
C <b>Incite the Blood</b> (charm, weapon) • <b>Recharge</b> when first bloodied	
Effect: Close burst 3 (enemies in the burst). Mikus pulls the target up to 2 squares to a square adjacent to him. He then makes the following attack against each enemy adjacent to him.	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 2d10 + 7 damage.	
TRIGGERED ACTIONS	
<b>Shadow's Curse</b> (necrotic) • <b>At-Will</b>	
Trigger: An enemy marked by Mikus and within 5 squares of him makes an attack that doesn't include him as a target.	
Effect ( <i>Immediate Reaction</i> ): Close burst 5 (triggering enemy in the burst). The target takes 10 necrotic damage.	
Skills Athletics +14, Intimidate +13	
Str 21 (+9)	Dex 17 (+7) Wis 16 (+7)
Con 16 (+7)	Int 10 (+4) Cha 18 (+8)
Alignment evil	
Equipment ebon armor, greatsword	

**Note:** Mikus Gravelstoke (*Monster Vault: Threats to the Nentir Vale*), leveled down. Removed *stone cold slayer* trait. Changed armor type.

1 Tovin (T)	Level 8 Artillery
Medium natural humanoid (human)	XP 350
HP 66; Bloodied 33	Initiative +9
AC 20, Fortitude 18, Reflex 19, Will 16	Perception +7
Speed 6	Darkvision
STANDARD ACTIONS	
m <b>Dagger of Death</b> (necrotic, weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 3d6 + 8 necrotic damage.	
r <b>Crossbow of Dread</b> (weapon) • <b>At-Will</b>	
Attack: Ranged 20 (one creature); +15 vs. AC	
Hit: 2d8 + 7 damage, and Tovin gains a +4 bonus to damage rolls against the target until the end of his next turn.	
R <b>Poisoned Shot</b> (poison, weapon) • <b>Encounter</b>	
Attack: Ranged 20 (one creature); +15 vs. AC	
Hit: 2d8 + 7 damage, and ongoing 5 poison damage (save ends).	
First Failed Saving Throw: The target is immobilized and takes ongoing 5 poison damage (save ends both).	
Second Failed Saving Throw: The power's other effects end, and the target falls unconscious (save ends).	
TRIGGERED ACTIONS	
<b>Shadow Escape</b> (necrotic, teleportation) • <b>Encounter</b>	
Trigger: An adjacent enemy attacks Tovin with a melee or close attack.	
Effect (Immediate Interrupt): Melee 1 (triggering enemy). The target takes 5 necrotic damage, and Tovin teleports up to 6 squares.	
Skills Acrobatics +14, Athletics +13, Stealth +14	
Str 18 (+8)	Dex 21 (+9) Wis 17 (+7)
Con 12 (+6)	Int 17 (+7) Cha 14 (+6)
Alignment evil	Languages Common
Equipment leather armor, dagger, crossbow, 20 bolts	

**Note:** Tovin Gravelstoke (*Monster Vault: Threats to the Nentir Vale*), leveled down. Removed *stone cold slayer* trait, changed *poison shot* to Encounter power. Strengthened *shadow escape*.

1 Vincent (V)	Level 8 Lurker
Medium natural humanoid (human)	XP 350
HP 66; Bloodied 33	Initiative +14
AC 22, Fortitude 17, Reflex 21, Will 18	Perception +10
Speed 6	Darkvision
STANDARD ACTIONS	
m <b>Poisoned Rapier</b> (poison, weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 2d6 + 7 poison damage. If the target is granting combat advantage to Vincent, it also takes ongoing 5 damage (save ends).	
M <b>Shadow Strike</b> (weapon) • <b>Recharge</b> when Vincent is first bloodied	
Effect: Vincent is removed from play. At the start of his next turn, he reappears in a square within 10 squares of his previous location and can make the following attack as a standard action.	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 4d8 + 8 damage, and the target cannot spend healing surges.	
Miss: half damage.	
MINOR ACTIONS	
M <b>Fade into the Shadows</b> (illusion) • <b>Encounter</b>	
Effect: Vincent becomes insubstantial and gains total concealment until the start of his next turn. He also makes a Stealth check to hide. The effect ends when Vincent attacks.	
TRIGGERED ACTIONS	
<b>Parry</b> • <b>At-Will</b>	
Trigger: An enemy hits Vincent with a melee attack.	
Effect (Immediate Interrupt): Vincent gains a +4 power bonus to all defenses against the triggering attack.	
Skills Stealth +15	
Str 17 (+7)	Dex 22 (+10) Wis 13 (+5)
Con 12 (+5)	Int 13 (+5) Cha 7 (+2)
Alignment evil	Languages Common
Equipment leather armor, rapier	

**Note:** Vincent Gravelstoke (*Monster Vault: Threats to the Nentir Vale*), leveled down. Removed *stone cold slayer* trait. Simplified and modified *fade into the shadows* to promote Stealth use.

## ENCOUNTER 4: BUSHWHACKED! (ADVENTURE LEVEL 10)

1 Xander (X)	Level 10 Elite Skirmisher (Leader)
Medium natural humanoid (human)	XP 1000
HP 208; Bloodied 104	Initiative +15
AC 24, Fortitude 20, Reflex 23, Will 20	Perception +14
Speed 6	Darkvision
Saving Throws +2; Action Points 1	
STANDARD ACTIONS	
m <b>Short Sword</b> (weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 3d6 + 7 damage, and Xander can slide the target 1 square. This attack's damage ignores 5 points of resistance.	
M <b>Lunge</b> (weapon) • <b>Encounter</b>	
Effect: Before the attack, Xander can shift up to 3 squares.	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 6d6 + 6 damage. This attack's damage ignores 5 points of resistance.	
MOVE ACTIONS	
<b>Shadow Step</b> (teleportation) • <b>Encounter</b>	
Effect: Xander teleports up to 6 squares and gains partial concealment until the start of his next turn.	
MINOR ACTIONS	
M <b>Off-Hand Swipe</b> • <b>At-Will</b> 1/round	
Effect: Before the attack, Xander can shift up to 3 squares.	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 9 damage.	
<b>Quick Rally</b> • <b>Encounter</b>	
Effect: Close burst 3 (allies in the burst). Each target can take a free action to shift up to 2 squares and then make a basic attack. Each target must attack a different creature.	
Skills Acrobatics +17, Bluff +15, Insight +14	
Str 17 (+8)	Dex 23 (+11) Wis 18 (+9)
Con 16 (+8)	Int 15 (+7) Cha 20 (+10)
Alignment evil	Languages Common
Equipment leather armor, 2 short swords	

**Note:** Xander Gravelstoke (*Monster Vault: Threats to the Nentir Vale*), leveled down. Removed *stone cold slayer* trait, changed *lunge* to Encounter power, and simplified some other powers.

1 Mikus (M)	Level 10 Soldier
Medium natural humanoid (human)	XP 500
HP 104; Bloodied 52	Initiative +10
AC 26, Fortitude 24, Reflex 22, Will 25	Perception +8
Speed 5	Darkvision
Resist 9 necrotic	
TRAITS	
O <b>Gloaming Shroud</b> • <b>Aura 1</b>	
Any enemy that starts its turn in the aura is slowed until the end of its next turn.	
<b>Ebon Armor</b>	
When Mikus reduces an enemy to 0 hit points, he gains 6 temporary hit points.	
STANDARD ACTIONS	
m <b>Greatsword</b> (weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 2d10 + 7 damage.	
Effect: The target is marked until the end of Mikus's next turn.	
C <b>Incite the Blood</b> (charm, weapon) • <b>Recharge</b> when first bloodied	
Effect: Close burst 3 (enemies in the burst). Mikus pulls the target up to 2 squares to a square adjacent to him. He then makes the following attack against each enemy adjacent to him.	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 2d10 + 9 damage.	
TRIGGERED ACTIONS	
<b>Shadow's Curse</b> (necrotic) • <b>At-Will</b>	
Trigger: An enemy marked by Mikus and within 5 squares of him makes an attack that doesn't include him as a target.	
Effect ( <i>Immediate Reaction</i> ): Close burst 5 (triggering enemy in the burst). The target takes 10 necrotic damage.	
Skills Athletics +15, Intimidate +14	
Str 21 (+10)	Dex 17 (+8) Wis 16 (+8)
Con 16 (+8)	Int 10 (+5) Cha 18 (+9)
Alignment evil	Languages Common
Equipment ebon armor, greatsword	

**Note:** Mikus Gravelstoke (*Monster Vault: Threats to the Nentir Vale*), leveled down. Removed *stone cold slayer* trait. Changed armor type.

1 Tovin (T)	Level 10 Artillery
Medium natural humanoid (human)	XP 500
HP 78; Bloodied 39	Initiative +10
AC 22, Fortitude 20, Reflex 21, Will 18	Perception +8
Speed 6	Darkvision
STANDARD ACTIONS	
m <b>Dagger of Death</b> (necrotic, weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 4d6 + 6 necrotic damage.	
r <b>Crossbow of Dread</b> (weapon) • <b>At-Will</b>	
Attack: Ranged 20 (one creature); +17 vs. AC	
Hit: 2d8 + 9 damage, and Tovin gains a +4 bonus to damage rolls against the target until the end of his next turn.	
R <b>Poisoned Shot</b> (poison, weapon) • <b>Encounter</b>	
Attack: Ranged 20 (one creature); +17 vs. AC	
Hit: 2d8 + 9 damage, and ongoing 5 poison damage (save ends).	
First Failed Saving Throw: The target is immobilized and takes ongoing 5 poison damage (save ends both).	
Second Failed Saving Throw: The power's other effects end, and the target falls unconscious (save ends).	
TRIGGERED ACTIONS	
<b>Shadow Escape</b> (necrotic, teleportation) • <b>Encounter</b>	
Trigger: An adjacent enemy attacks Tovin with a melee or close attack.	
Effect (Immediate Interrupt): Melee 1 (triggering enemy). The target takes 5 necrotic damage, and Tovin teleports up to 6 squares.	
Skills Acrobatics +15, Athletics +14, Stealth +15	
Str 18 (+9)	Dex 21 (+10) Wis 17 (+8)
Con 12 (+7)	Int 17 (+8) Cha 14 (+7)
Alignment evil Languages Common	
Equipment leather armor, dagger, crossbow, 20 bolts	

**Note:** Tovin Gravelstoke (*Monster Vault: Threats to the Nentir Vale*), leveled down. Removed *stone cold slayer* trait, changed *poison shot* to Encounter power. Strengthened *shadow escape*.

1 Vincent (V)	Level 10 Lurker
Medium natural humanoid (human)	XP 500
HP 78; Bloodied 39	Initiative +15
AC 24, Fortitude 19, Reflex 23, Will 21	Perception +11
Speed 6	Darkvision
STANDARD ACTIONS	
m <b>Poisoned Rapier</b> (poison, weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 2d6 + 9 poison damage. If the target is granting combat advantage to Vincent, it also takes ongoing 5 damage (save ends).	
M <b>Shadow Strike</b> (weapon) • <b>Recharge</b> when Vincent is first bloodied	
Effect: Vincent is removed from play. At the start of his next turn, he reappears in a square within 10 squares of his previous location and can make the following attack as a standard action.	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 5d8 + 6 damage, and the target cannot spend healing surges.	
Miss: half damage.	
MINOR ACTIONS	
M <b>Fade into the Shadows</b> (illusion) • <b>Encounter</b>	
Effect: Vincent becomes insubstantial and gains total concealment until the start of his next turn. He also makes a Stealth check to hide. The effect ends when Vincent attacks.	
TRIGGERED ACTIONS	
<b>Parry</b> • <b>At-Will</b>	
Trigger: An enemy hits Vincent with a melee attack.	
Effect (Immediate Interrupt): Vincent gains a +4 power bonus to all defenses against the triggering attack.	
Skills Stealth +16	
Str 17 (+8)	Dex 22 (+11) Wis 13 (+6)
Con 12 (+6)	Int 13 (+6) Cha 7 (+3)
Alignment evil Languages Common	
Equipment leather armor, rapier	

**Note:** Vincent Gravelstoke (*Monster Vault: Threats to the Nentir Vale*), leveled down. Removed *stone cold slayer* trait. Simplified and modified *fade into the shadows* to promote Stealth use.



## ENCOUNTER 4: BUSHWHACKED! MAP

TILE SETS NEEDED: RPGA REWARD SHIP TILES



By default, the lighting belowdecks is dim, but we can expect most tables to provide bright light. The ceiling is 8' high, with thick rafters running along the ceiling. The stairs are difficult terrain going up. The barrels and crates are difficult terrain, and a creature pushed into them must succeed at a Moderate Acrobatics or Athletics check or fall prone. The bunks are blocking terrain. The thin walls are fully blocking, as are the dark circles (masts). All doors are closed by default, rigged on leather hinges to swing shut and closed with a simple strap; they do not have locks.

Each lantern indicated on the map holds a magical crystal necessary to the full function of the skyship.

The PCs may start anywhere they like, but all PCs are needed for the repairs. The strike force melds from the shadows at initiative, appearing anywhere adjacent to a walk that the DM chooses.

The PCs may flee if they wish, but remind them that their enemies can easily disable the skyship if left unopposed for long.

## CONCLUDING THE ADVENTURE

The PCs return to Suzail (if not already there). Captain Errowd is present, having escaped the dragon attacks.

The Five Companies captains and Cormyrean NPCs review the PCs' success, or lack thereof, in repairing the skyship(s). Depending upon the outcome of Encounter 6, the skyships' condition ranges from damaged to fully repaired to "better than new." This gets tracked on a Story Award that feeds into the Battle Interactive. Thus the Battle Interactive partially depends upon the outcome of this adventure.

***With the assassins dispatched and the skyships returned, Cormyr and the Five Companies refocus their efforts on the upcoming offensive against Netheril. As the meetings and discussions turn to details of war, your efforts, while appreciated, and lost in the hustle and bustle - almost.***

***Duty calls, or at least the cry of battle. While ceremonies will have to wait, both Cormyr and the Five Companies are eager to reward you for your efforts.***

The PCs and the airships return to Suzail.

- If the PCs did well at the end, their airships are more powerful than normal in the BI. (level 3)
- If the PCs did ok, the airships operate at the normal (baseline) level in the BI. (level 2)
- If the PCs did poorly, their airships still work, but have some problems in the BI. (level 1)

## ENDING THE ADVENTURE

TODO: Write concluding text that leads into the BI. Basically the PCs have helped Cormyr obtain a powerful and valuable resource. Netheril has flying cities, and everybody knows that since the destruction of Elturel, Cormyr has been plotting some sort of retaliatory strike against the Netherese.

Without the skyships of the Five Companies, Cormyr would be at a significant disadvantage in the upcoming battle. Thanks to the PCs, that won't be a problem (and if they got the best outcome, it might even have turned into a distinct advantage thanks to the upgraded skyship powers).

### MILESTONE

The conclusion does not count towards a milestone. But then again, the adventure is over.

### TREASURE (ALL CONCLUSIONS)

The PCs are paid the full amount listed for the Base Gold for the AL played regardless of their overall success or failure.

The PCs have the option to keep the *gem of colloquy* as a reward if they wish (Treasure A). Any PC with an available found-item slot who wishes to keep the item that he or she borrowed from the Cormyrean quartermaster may do so (Treasure X).

If the PCs succeeded at Encounter 2, they found a *rod of elemental shielding* (Treasure B).

If the PCs searched the library during Encounter 3, they found a *chronicle of the Dawn War* (Treasure C) and, at AL 4+, a *tablet of Ad-Baraz* (Treasure E).

If the PCs defeated Mikus in Encounter 4, they can claim his *ebon armor* (Treasure D).

### EXTRA TREASURE (COMPLETE SUCCESS ONLY)

If the PCs achieved a level 3 success in Encounter 4 (the best possible outcome), they are granted access to additional rewards by the Five Companies, Yaulazna, and Cormyr. This unlocks Treasures F, G, H, and I (although note that not all of these items are available at all ALs, and none of them are available at AL 2. At AL 2 only, the PCs get +50 gp as a bonus for achieving a level 3 success instead of getting access to additional items.)



## 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 AND BASE GOLD

All PCs earn at least the Minimum XP for playing the adventure. In addition, the Major and Minor Objectives are worth the listed XP awards if successfully completed (as determined by the DM, following the guidelines specified in the adventure). The PCs may be given partial awards if the DM determines that they completed part, but not all, of a given objective.

Any character that died during the adventure receives 20% less XP than the rest of the party, unless there was a TPK, in which case the entire party presumably failed to achieve at least some of the listed objectives. Even with the 20% penalty, a character may not fall below the Minimum XP for the adventure.

#### ADVENTURE LEVEL 2

**Minimum Possible XP: 290 XP**

- Recover the Crystals (Enc 2): +70 XP
- Escape the Ruins of Ilimar (Enc 3): +70 XP
- Repair the Skyship (Enc 4): +70 XP

**Maximum Possible XP: 500 XP**

**Base Gold per PC: 100 gp**

Bonus for a complete (level 3) success in Encounter 4: +50 gp per PC (total 150)

#### ADVENTURE LEVEL 4

**Minimum Possible XP: 400 XP**

- Recover the Crystals (Enc 2): +100 XP
- Escape the Ruins of Ilimar (Enc 3): +100 XP
- Repair the Skyship (Enc 4): +100 XP

**Maximum Possible XP: 700 XP**

**Base Gold per PC: 175 gp**

#### ADVENTURE LEVEL 6

**Minimum Possible XP: 550 XP per PC**

- Recover the Crystals (Enc 2): +150 XP
- Escape the Ruins of Ilimar (Enc 3): +150 XP
- Repair the Skyship (Enc 4): +150 XP

**Maximum Possible XP: 1000 XP**

**Base Gold per PC: 300 gp**

#### ADVENTURE LEVEL 8

**Minimum Possible XP: 800 XP**

- Recover the Crystals (Enc 2): +200 XP
- Escape the Ruins of Ilimar (Enc 3): +200 XP
- Repair the Skyship (Enc 4): +200 XP

**Maximum Possible XP: 1400 XP**

**Base Gold per PC: 600 gp**

#### ADVENTURE LEVEL 10

**Minimum Possible XP: 1100 XP**

- Recover the Crystals (Enc 2): +300 XP
- Escape the Ruins of Ilimar (Enc 3): +300 XP
- Repair the Skyship (Enc 4): +300 XP

**Maximum Possible XP: 2000 XP**

**Base Gold per PC: 900 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.

**EACH PC SELECTS ONE OF THE FOLLOWING:**

**Treasure A:** *gem of colloquy* (Draconic); level 2 / 12 Uncommon; *Adventurer's Vault*  
Found in Encounter 1 (level 2 at AL 2-8; level 12 at AL 10)

**Treasure B:** *rod of elemental shielding*; level 2 / 7 / 12 Uncommon; *Eberron Player's Guide*  
Found in Encounter 2 (+1 / level 2 at AL 2-4; +2 / level 7 at AL 6-8; +3 / level 12 at AL 10)

**Treasure C:** *chronicle of the Dawn War*; level 4 / 9 Uncommon; *Heroes of the Elemental Chaos*  
Found in Encounter 3 (+1 / level 4 at AL 2-4; +2 / level 9 at AL 6-10)

**Treasure D:** *ebon armor*; level 3 / 8 / 13 Uncommon; *Mordenkainen's Magnificent Emporium*  
Found in Encounter 4 (+1 / level 3 at AL 2; +2 / level 8 at AL 4-8; +3 / level 13 at AL 10)

At AL 4+, add the following:

**Treasure E:** +1 *tablet of Ad-Baraz*; level 5 / 10 Uncommon; *Heroes of the Elemental Chaos*  
Found in Encounter 3 (+1 / level 5 at AL 4; +2 / level 10 at AL 6-10)

**Treasure Unlocks:** Treasures F, G, H, and I are available ONLY if the PCs achieved a level 3 success during Encounter 4 (the best possible outcome).

At AL 4+, add the following item:

**Treasure F:** *shipboard armor*; level 7 / 12 Uncommon; *Adventurer's Vault 2*  
Found in the Conclusion (level 7 / +2 at AL 4-8; level 12 / +3 at AL 10)

At AL 6+, add the following two items:

**Treasure G:** *eyes of charming*; level 6 Rare; *Mordenkainen's Magnificent Emporium*  
Found in the Conclusion (AL 6-10 only)

**Treasure H:** *boarding boots*; level 8 Uncommon; *Adventurer's Vault 2*  
Found in the Conclusion (AL 6-10 only)

At AL 8+, add the following item:

**Treasure I:** *pavise charm*; level 8 / 13 Uncommon; *Adventurer's Vault 2*  
Found in the Conclusion (+2 at AL 8, +3 at AL 10)

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. It is possible for a character to earn all four of the listed Story Awards in this adventure. Pass out certificates to the players for their Story Awards.

PCs who helped were infected with Halruaan Consumption and survived gain SPEC69.

### **SPEC69 Halruaan Spellscar**

While locked in combat with the plaguescarred lizardfolk of Rethild, you were exposed to - and nearly succumbed to - a mysterious disease known as Halruaan Consumption. While you managed to avoid disintegrating into luminous blue dust, you still bear the magical scars of your travails.

You gain Student of the Plague (*Forgotten Realms Player's Guide* 138) as a bonus feat. You also gain the abilities Spellscarred Susceptibility and Spellplague Sense (as normal for a spellscarred creature).

**Spellscarred Susceptibility:** A spellscarred creature takes a -2 penalty to all defenses and saving throws against the Spellplague and the same penalty against plaguechanged or spellscarred creatures.

**Spellplague Sense:** A spellscarred creature knows when an area of Spellplague, or a plaguechanged or spellscarred creature, is within 5 squares of him or her.

All PCs receive SPEC70. Indicate the level of success they achieved on the Story Award certificate for each player. They all get the same outcome no matter what.

### **SPEC70 Repaired Skyship**

You helped the Five Companies repair the skyships *Storm of Vengeance* and *Buccaneer's Tear*. These ships, among others, may be a vital resource for the forces of Cormyr and their allies in the upcoming battle against Netheril.

Indicate below the level of success for your repairs:

- ☐ Wind-Sail and a Prayer (level 1)
- ☐ Battle-ready and Skyship-shape (level 2)
- ☐ Right Into the Danger Zone (level 3)

The level of success you achieved will have an impact on future adventures (especially *ADCP5-2 The Best Defense*). This Story Award also counts as a favor with both the nation of Cormyr and the Five Companies.

## NEW RULES

### Boarding Boots

Uncommon

Level 8 (3,400 gp) at AL 6+ ONLY

#### Feet Slot

**Property:** You ignore difficult terrain on a boat, ship, or other watercraft (this includes skyships).

#### Attack Power ♦ Daily (Standard Action)

**Effect:** You jump a number of squares equal to your speed and use one of your at-will attack powers with a +1 power bonus to the attack roll.

**Source:** *Adventurer's Vault 2* (page 101).

### Chronicle of the Dawn War

Uncommon

Lvl 4 (+1 / 840 gp) at AL 2-4; Lvl 9 (+2 / 4,200 gp) at AL 6-10

#### Implement: Tome

**Enhancement Bonus:** Attack rolls and damage rolls

**Critical:** +1d6 radiant damage per plus

**Property:** Gain an item bonus to Arcana checks and Religion checks equal to the tome's enhancement bonus.

**Property:** Gain a +2 item bonus to the attack roll when you make an implement attack using this tome against an elemental creature.

**Property:** When you bloody an elemental creature with an implement attack made using this tome, the creature takes extra radiant damage equal to twice the tome's enhancement bonus.

**Source:** *Heroes of the Elemental Chaos* (page 153)

### Ebon Armor

Uncommon

Level 3 (+1 / 680 gp) at AL 2; Level 8 (+2 / 3,400 gp) at AL 6-8;

Level 13 (+3 / 17,000 gp) at AL 10

**Armor:** Chain, scale, or plate

**Enhancement Bonus:** AC

**Property:** You gain necrotic resistance equal to 3 + twice this armor's enhancement bonus.

**Property:** When an enemy adjacent to you dies, you gain temporary hit points equal to 3 + this armor's enhancement bonus.

**Source:** *Mordenkainen's Magnificent Emporium* (page 14)

### Eyes of Charming

Rare

Level 6 (1,800 gp) at AL 6+ ONLY

#### Head Slot

**Property:** You gain a +2 item bonus to Bluff checks and Diplomacy checks.

#### Attack Power (Charm) ♦ Daily (Standard Action)

**Attack:** Ranged 5 (one creature); +11 vs. Will.

**Hit:** The target is dominated (save ends). The target is not aware that you used this power against it.

**Source:** *Mordenkainen's Magnificent Emporium* (page 67)

### Gem of Colloquy (Draconic)

Uncommon

Level 2 (520 gp) at AL 2-8; Level 12 (13,000 gp) at AL 10

#### Head Slot

**Property:** Gain a +1 item bonus to Bluff and Diplomacy checks. Understand and speak Draconic (this was chosen at the time of the gem's creation).

**Level 12:** +3 item bonus, understand and speak Draconic plus 1 additional language chosen by the player

**Source:** *Adventurer's Vault 2* (page 141)

### Pavise Charm

Uncommon

Level 8 (+2 520 gp) at AL 8; Level 13 (+3 / 17,000 gp) at AL 10

#### Neck Slot

**Enhancement Bonus:** Fortitude, Reflex, and Will

#### Utility Power ♦ Daily (Minor Action)

**Effect:** You gain a +2 power bonus to AC and Reflex until you leave your current space.

**Source:** *Adventurer's Vault 2* (page 101).

### Rod of Elemental Shielding

Uncommon

Lvl 2 (+1 / 520 gp) at AL 2-4; Lvl 7 (+2 / 2,600 gp) at AL 6-8;

Lvl 12 (+3 / 13,000 gp) at AL 10

#### Implement: Rod

**Enhancement Bonus:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

#### Utility Power ♦ Daily (Free Action)

**Trigger:** You hit an enemy with an implement power using this rod.

**Effect:** You and each ally adjacent to you gains resistance equal to 5 + your Constitution modifier against acid, cold, fire, or lightning (you choose one) until the end of your next turn.

**Source:** *Eberron Player's Guide* (page 108)

### Shipboard Armor

Uncommon

Lvl 7 (+2 / 2,600 gp) at AL 4-8; Lvl 12 (+3 / 13,000 gp) at AL 10

**Armor:** Leather

**Enhancement Bonus:** AC

**Property:** When you make a saving throw to avoid forced movement, you gain an item bonus to the saving throw equal to the armor's enhancement bonus. On a save, you don't fall prone.

**Source:** *Adventurer's Vault 2* (page 101)

### Tablet of Ad-Baraz

Uncommon

Lvl 5 (+1 / 1,000 gp) at AL 4; Lvl 10 (+2 / 5,000 gp) at AL 6-10

#### Implement: Tome

**Enhancement Bonus:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Property:** Gain an item bonus to Arcana checks and History checks equal to the tome's enhancement bonus.

#### Attack Power ♦ Daily (No Action)

**Trigger:** You hit one or more enemies with an attack power using this tome.

**Effect:** Each enemy that you hit treats all squares as difficult terrain (save ends).

**Source:** *Heroes of the Elemental Chaos* (page 155)

# EVENT SUMMARY: SPEC5~3 WHAT DISTANT SKIES

**The results of this adventure will have an impact on the future development of the campaign!**

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

<https://www.surveymonkey.com/s/SPEC0503LFR>

The survey period closes on **30 September 2013**. The adventure remains playable after that date, but we will tabulate the results at the end of the survey period and that will be the official result for the campaign as a whole.

If played at a convention, what slot:

Table Number:

DM's Name:

**Question 1: What level of success did the PCs achieve in Encounter 4?**

- a. Level 1 (they didn't defeat the monsters and they didn't solve the puzzle)
- b. Level 2 (they completed the easy version of the puzzle and/or defeated all monsters)
- c. Level 3 (they completed the hard version of the puzzle and defeated all monsters)

**Question 2: What did the players think of the inclusion of the cube puzzle?**

- a. The players liked the puzzle but didn't want to work on it during the combat encounter
- b. The players liked the puzzle and they enjoyed working on it during the combat encounter
- c. The players did not like the puzzle, but they worked on it anyway (whether they solved it or not)
- d. The players did not like the puzzle and they did not even try to solve it

**Question 3: How do the players rate this adventure on a scale from 1 to 5, where 1 is the worst possible rating, 3 is average, and 5 is the best possible rating?**

- a. One star (worst possible rating)
- b. Two stars (below expectations)
- c. Three stars (met expectations / average)
- d. Four stars (above expectations)
- e. Five stars (best possible rating)

**Question 4: How do you, the DM, rate this adventure, using the same 5-point scale?**

## APPENDIX A: IMPORTANT NPCs

**The Five Companies** - Often described as mercenaries, pirates, smugglers, or any combination of the three, each company controls one of five skyships that harbor in Yaulazna and grant it much of its fame. The Five Companies are the descendants of powerful Halruaan mages that formed the Yaulazna pact upon arriving on the mote during the Year of Blue Fire. They have a lot of influence in the Pact Council - the skyship crew members and their captains in particular have achieved celebrity status in Yaulazna.

**Company Bez** - Arcane combat is the specialty of Company Bez. Mariss Bez is the current captain of *Storm of Vengeance*, the company's skyship, which is known for daring, devastating airborne assaults. The vessel has turned the tide of more than one battle in favor of Company Bez.

**Company Errowd** - The most service-oriented of the five, its wizards perform rituals and offer other magical services, especially in the areas of containment, smuggling, and fast transport. The *Shield of Savras*, the company's skyship, is famed for showing up right when needed or wanted. Its **Captain, Jorrz Errowd**, possesses great oracular power.

**Company Flurrig** - Although it engages in war for profit, Company Flurrig maintains a stricter contract policy than its fellows. **Captain Ianjo Shton**, descendant of the Flurrig noble line of Halruaa, prefers the moral high ground. That doesn't mean he and the crew of the *Lamassu* haven't been on the wrong side of the law, though.

**Company Tundag** - The best soldiers of the Five Companies belong to Company Tundag, a mixture of dwarves and humans who originally came up with the idea of the mercenary outfit. Tundag's ship, *Thunder Hammer*, flies under the command of the dwarf **Captain Kurkar Randred**.

**Company Yargo** - A prominent Halfling family, descended from the infamous Pirate King Yargo of old Yaulazna, still leads Company Yargo. The company takes all sorts of work, and its members aren't reluctant to spill blood for the right price. *Buccaneer's Tear*, the skyship captained by the brash **Captain Shil Yargo**, has been implicated in both high seas and overland (mid-air) piracy.

**House Jordain** - Members of House Jordain are uninterested in Five Companies business. They live to ensure the security of the sky port Yaulazna. The Jordaini member of the Pact Council only guides discussion and never votes except to break ties. Jordaini enforcers, experts in hand-to-hand combat and defensive techniques, police the flying Mote of the Five.

Two of the Five Companies currently have acting Captains due to various events of the last several years.

### **Company Bez: Acting Captain Ianthe Bez, female human**

Ianthe was First Mate to Mariss Bez, as well as being her most skilled apprentice. Since her death, she's been acting captain. She's resentful of the other Captains, because they don't treat her like a peer.

### **Company Flurrig: Acting Captain Baern Hearthammer, male dwarf**

Baern Hearthammer is a career NCO, and has accepted his current responsibilities with reluctance. He's a young dwarf with an impressive beard. He'll be captaining the Brand New Ship during our adventure. Unlike Attanos, he has no desire to be a peer of the other captains.



## APPENDIX B: SHIP REPAIR

(Thanks to William Ansell)

This Appendix contains some descriptions and ideas for different types of repairs that the PCs might make to the skyships during the adventure. Feel free to use this information as inspiration when describing the results of skill checks and other actions performed by the PCs. None of this has a game-mechanical impact; it's just for additional flavor.

Rot - wood rots, even in the sky. That means that you're going to need to:

1. Cut away the rotted section until you get to good wood
2. Scarf that wood
3. Scarf a patch from the deals of wood that you're using for repair
4. Coak the two scarfed sections or just use hammer and nails
5. Seal the seams with oakum and pay pitch over the whole repair

Speaking of pitch and oakum, you're either going to need to have a supply of this readily available or you're going to need to make some. You can dry heat the wood you've got for repairs to cause it to secrete tar and pitch and leave behind charcoal. You can get oakum by pulling apart old lines. One adventurer can make about 8 pounds of oakum a day. Which brings us to:

Sealing - this ship's hull and deck have seen better days. That means that you're going to need to:

1. Jerry-iron the existing oakum out of the seams
2. Beetle wedges into the seams
3. Stuff the seams full of oakum
4. Pay pitch over the hull

Now that your hull is ship shape, we can turn our attention to the mast. Chances are that it's broken, or at least some of the yards aren't looking so good. You can scarf in repairs like you did with the hull, but you're going to need to wrap a woolding around the repair. Then all that's left up top is to:

1. Warp the rigging
2. Mend and dress the sails
3. Bend the sails and furl them

The realistic part of the repairs are done, so we should move on to the fantastic portions of the vessel. Let's make the crystals part of the hull preservation system. Like zinc-anodes on a modern vessel. The magical field that allows the ship to fly also causes the wood to rot faster. This effect is concentrated at certain points on the hull. Placing sacrificial crystals at these points preserves the hull. In real life these points are laid out by the naval architect and require some nifty calculations. I imagine adventurers could find the stress points through a few different ways:

1. Looking for evidence of the previous crystals
2. Studying the ship's magical field
3. Analyzing the rot patterns from the repairs already done

### A SHIPWRIGHT'S GLOSSARY

The following terms and definitions are sourced from <http://www.ageofsail.net/aostermi.asp>

**Jerry Iron:** A shipbuilding tool. An iron tool used for extracting old oakum from seams

**Fish:** A piece of timber, somewhat resembling a fish, used to strengthen a mast or yard.

**Beetle:** A shipbuilding tool. A heavy iron mallet used to drive wedges (irons) into the seams of wooden ships to open them before caulking.

**Belay:** To tie and secure a rope.

**Bend:** To attach a sail, or having been fastened onto its supporting spar: *a direct hit split the yard the mainsail was bent to.*

**Bolster:** A substantial timber used as a temporary support or to strengthen and reinforce a ship's frame or cradle while under construction.

**Brace:** A rope by which a yard is swung around and secured to shift a sail into a favorable position to the wind and the course of a square-rigged ship. Performing this action was thus called *bracing the yard*.

**Careen:** To turn a ship on her side for repairs or cleaning, or a ship leaning to one side while sailing in the wind.

**Caulking Mallet:** A shipbuilding tool. An iron or wooden mallet (heavy hammer) used to strike a variety of irons, to open and close seams or to fill seams with oakum.

**Coak:** To join two scarfed timbers with tenons. Also a hardwood pin joining two timbers or two halves of a tackle block.

**Dressing Sails:** Applying a treatment to sails to preserve and keep them supple in wet and cold weather. Often a mixture of linseed oil and ochre, giving the sails a red-brown appearance. Tar, tallow and oak bark were also used as ingredients, hence the term barking sails. New sails normally are not dressed in the first year or so, since they have to be fully stretched first before treatment can be applied.

**Mortise:** A square hole in the sides of a plank, made to receive a tenon and so to form a mortise-and-tenon joint.

**Tenon:** A projection at the sides of a plank that is shaped to fit into a mortise and form a mortise-and-tenon joint.

**Coppering:** The sheathing of the hull of a wooden vessel below the waterline with copper plates. Expensive but intended to extend a ship's life-span significantly by preventing damage caused by shipworm, and to prevent the build-up of seaweed and barnacles resulting in slower speed.

**Oakum:** Tarred hemp, flax or jute fibres used for caulking the seams on the decks and sides of wooden ships. Often produced by picking apart old ropes.

**Graving:** The treatment of the submerged part of the hull to protect it from seaweed, shipworm, and decay. Performed at a *graving dock*.

**Sheathing:** To protect the hull of a wooden ship against wood-boring shipworms, the underwater part of the hull was often covered with board, tar, and hair; more expensive vessels were sheathed with iron or copper plates.

**Woolding:** A rope wound around a mast or yard, often at the place where it has been fished or scarfed, in order to strengthen it. Also spelled *woulding*.

**Deals:** Planks cut from pine or fir of a specific size, for instance deals of 3" x 9" x 12' were common.

**Warp:** The measuring and laying out of rigging in a sail loft before cutting to the desired final lengths.

# HANDOUT 1: CRYSTAL CUBE PUZZLE INSTRUCTIONS

The final encounter features a combat and a physical puzzle, a 3d cube made of folded paper segments. The puzzle has two possible solutions - one where the pieces are assembled into a cube regardless of markings; and another, more difficult solution where each face of the completed cube makes a checker-board pattern with a star symbol in the center.

The encounter is considered successful **either** when the cube is completed (easy or hard), **or** the adversaries are defeated.

There is an advanced success option that provides a benefit in ADCP5-2 *Best Defense*, which is only awarded to tables that complete the more difficult version of the puzzle within the time allotted. (To be clear: once any version of the cube is assembled, the PCs have succeeded, even if they decide to try for the more difficult puzzle.)

If the PCs defeat the monsters and have time to spare, they may then attempt to assemble the advanced cube if they did not do so during the battle.

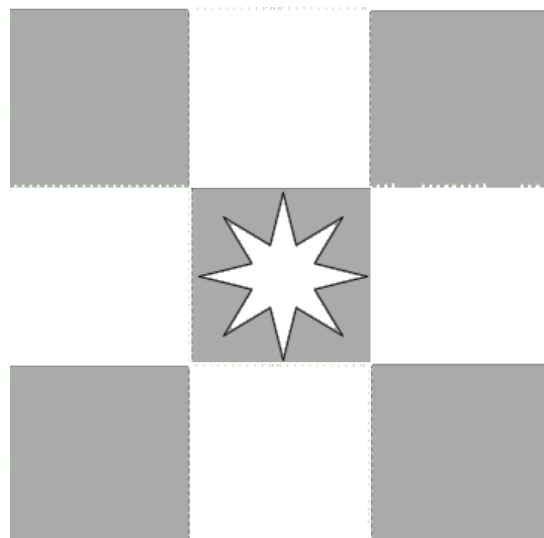
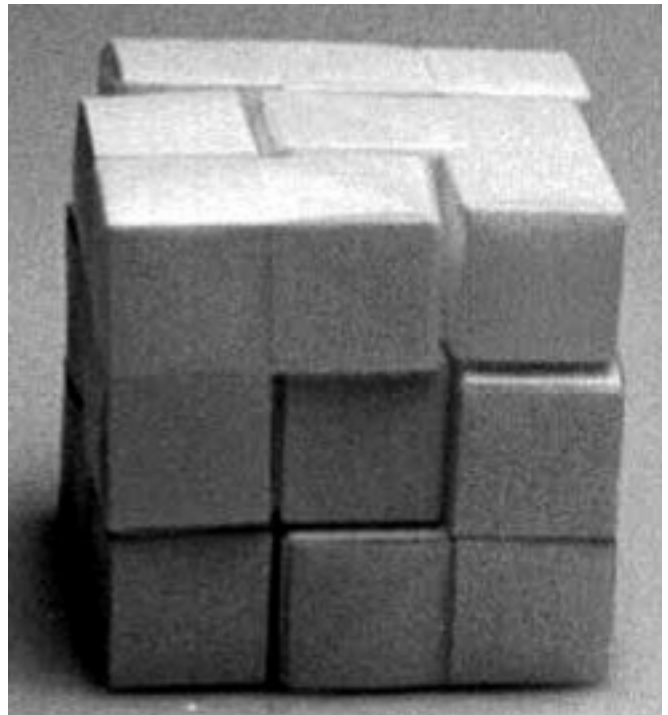
To save time during the adventure, you should cut out and assemble the individual pieces beforehand. When assembling the pieces of the puzzle, treat the regularly-dotted lines as “mountain folds” - that is, fold the paper such that the line marks the peak of the mountain. The alternating dotted-and-dashed lines are “valley folds” where the line marks the bottom of the folded paper.

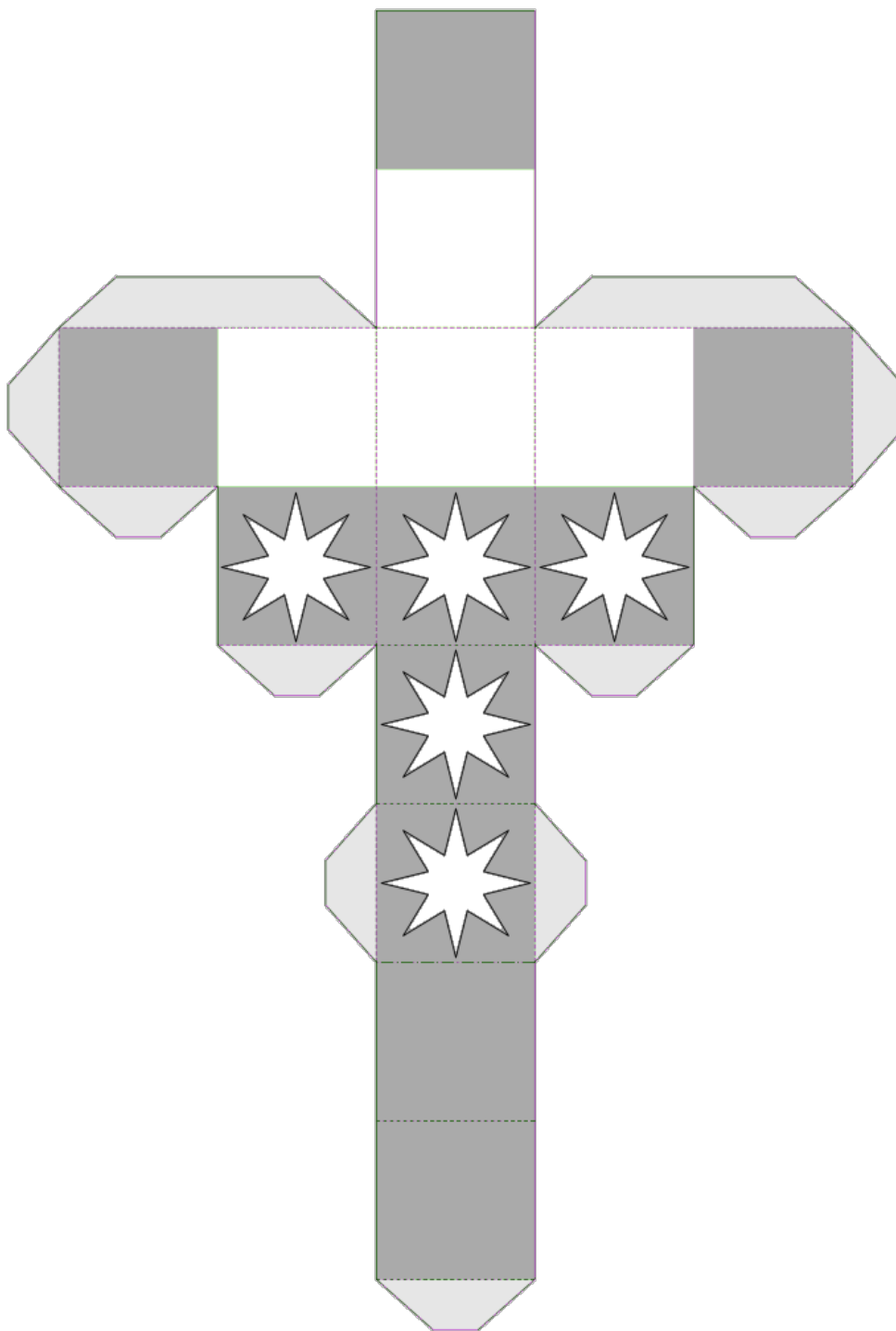
To get credit for the basic solution, the players simply need to build the cube (3 x 3 x 3) out of the provided pieces without regard to the symbols or colors on each face of the cube.

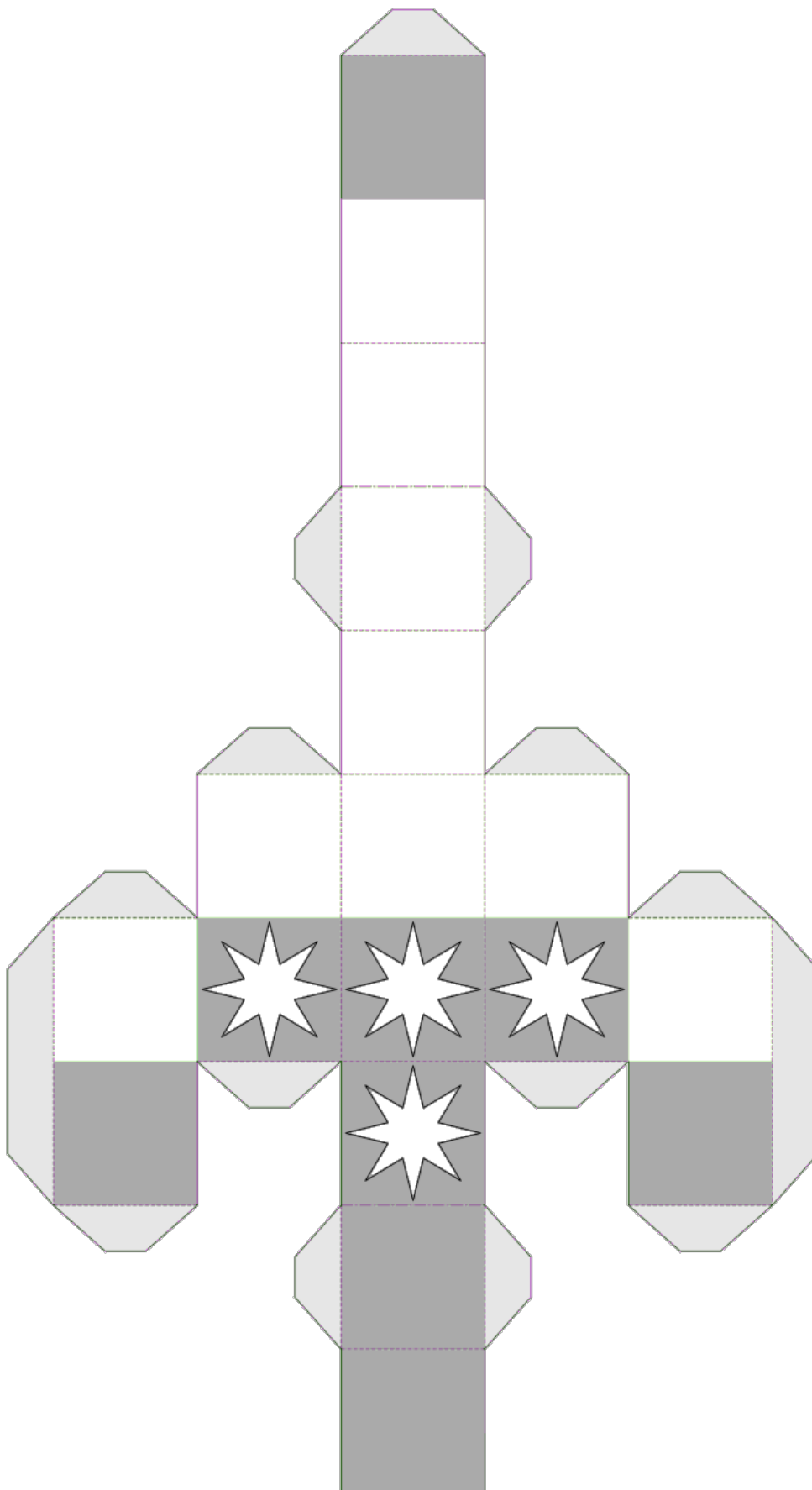
To get credit for the advanced solution, each of the faces of the cube should look like the picture at right when assembled.

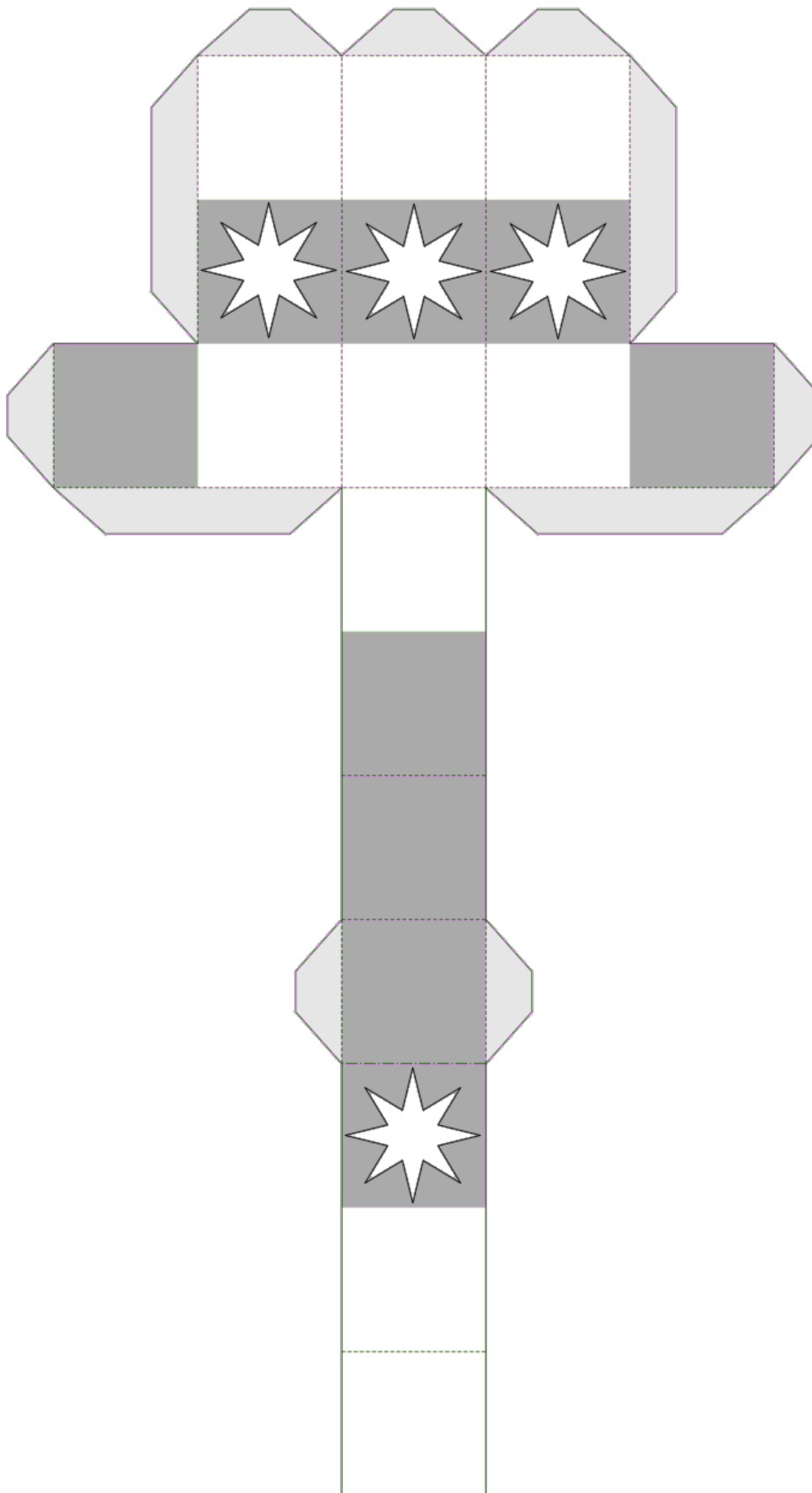
The individual puzzle pieces are found on the following pages. **To be clear, there are seven (7) pieces.**

When fully assembled, the cube will look something like this (a 3 x 3 x 3 solid):

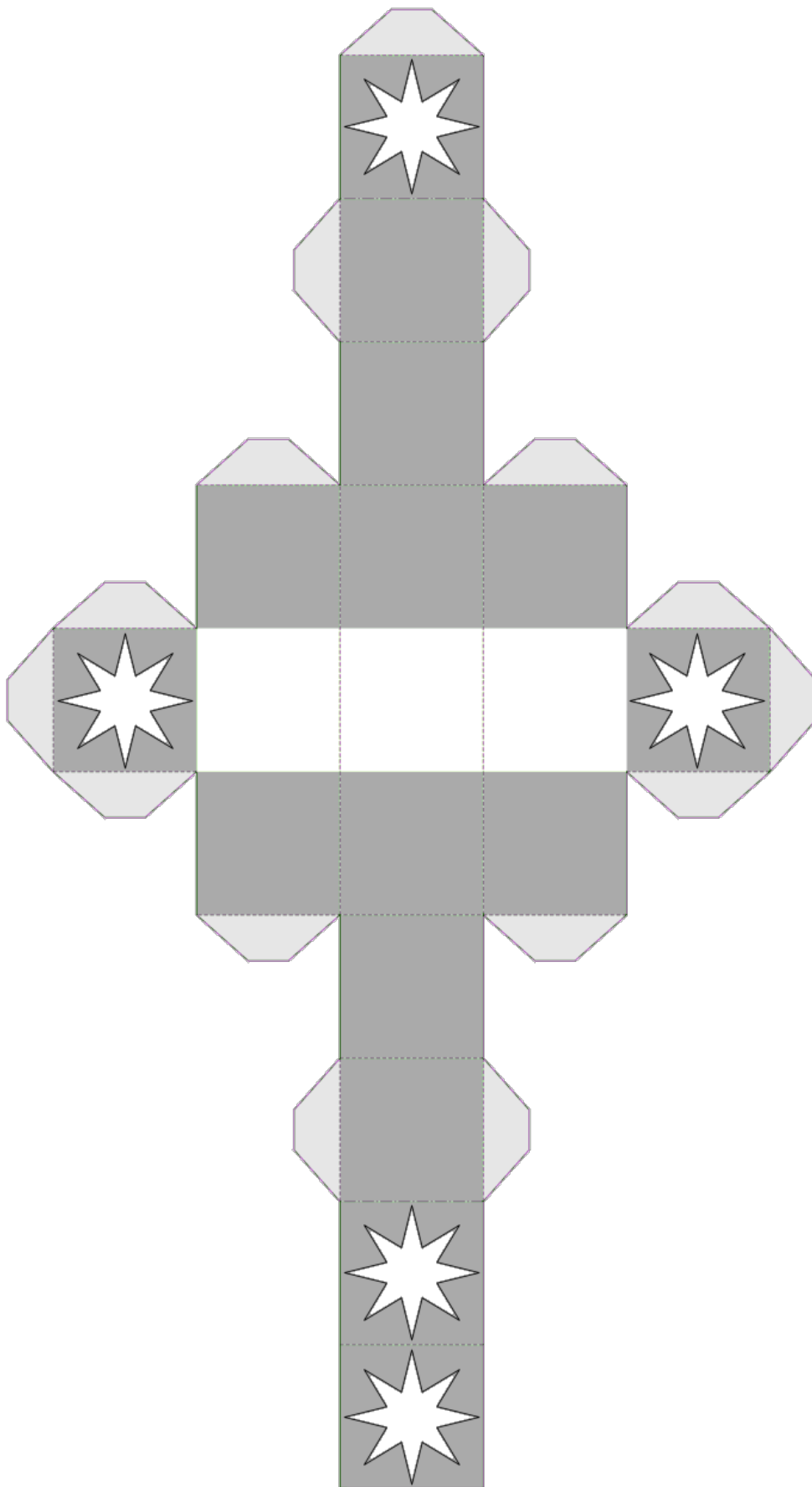


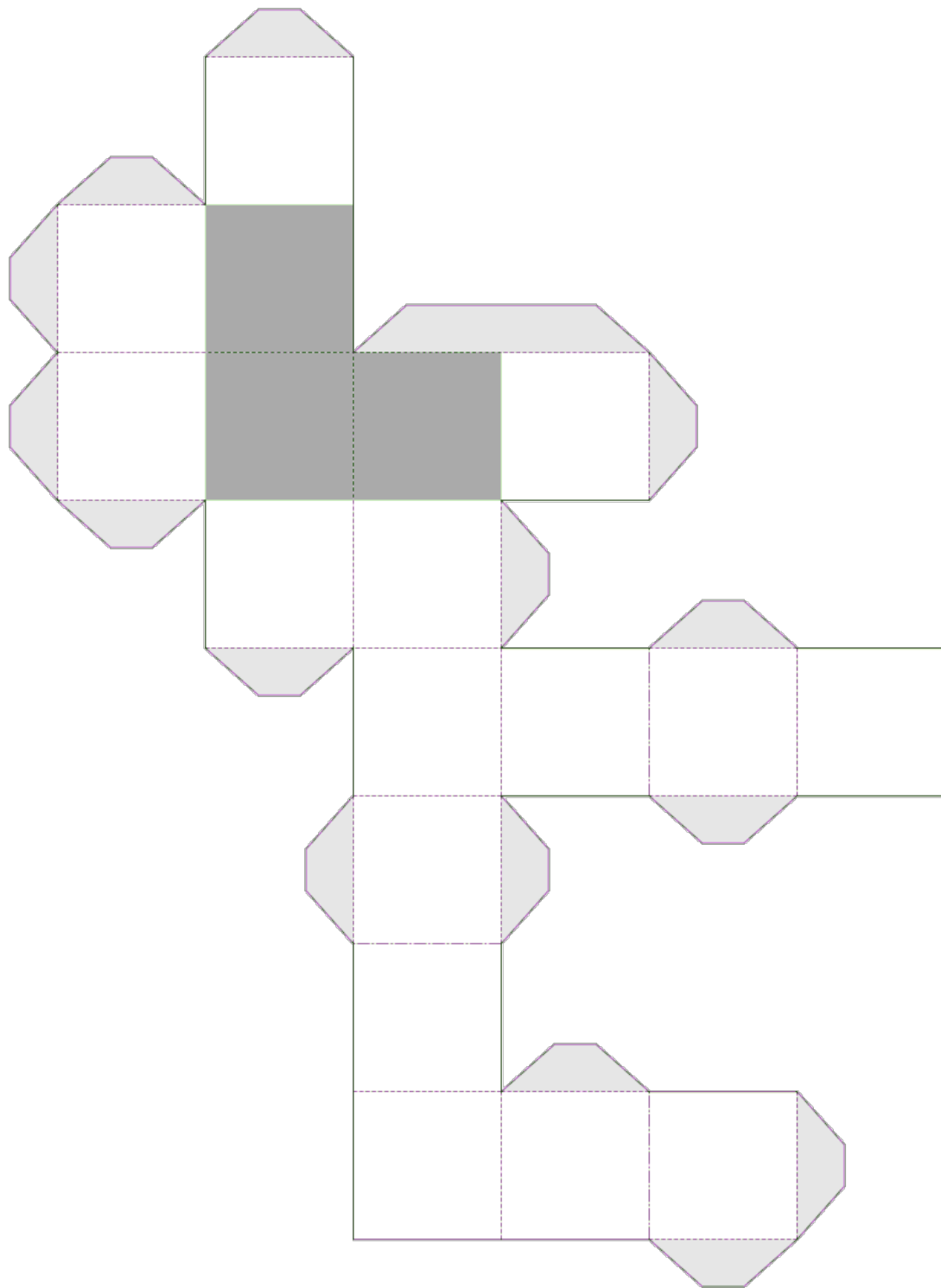


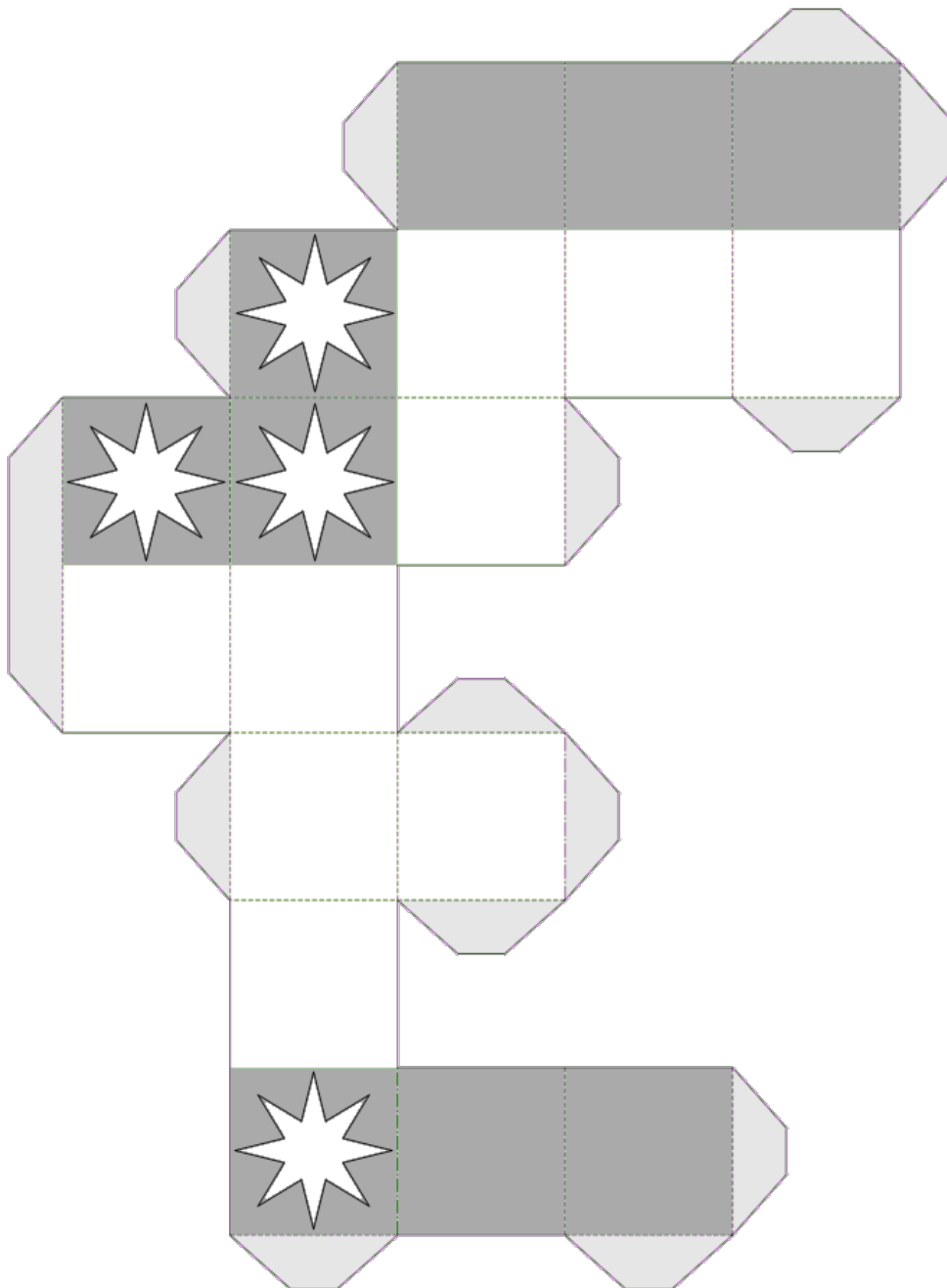


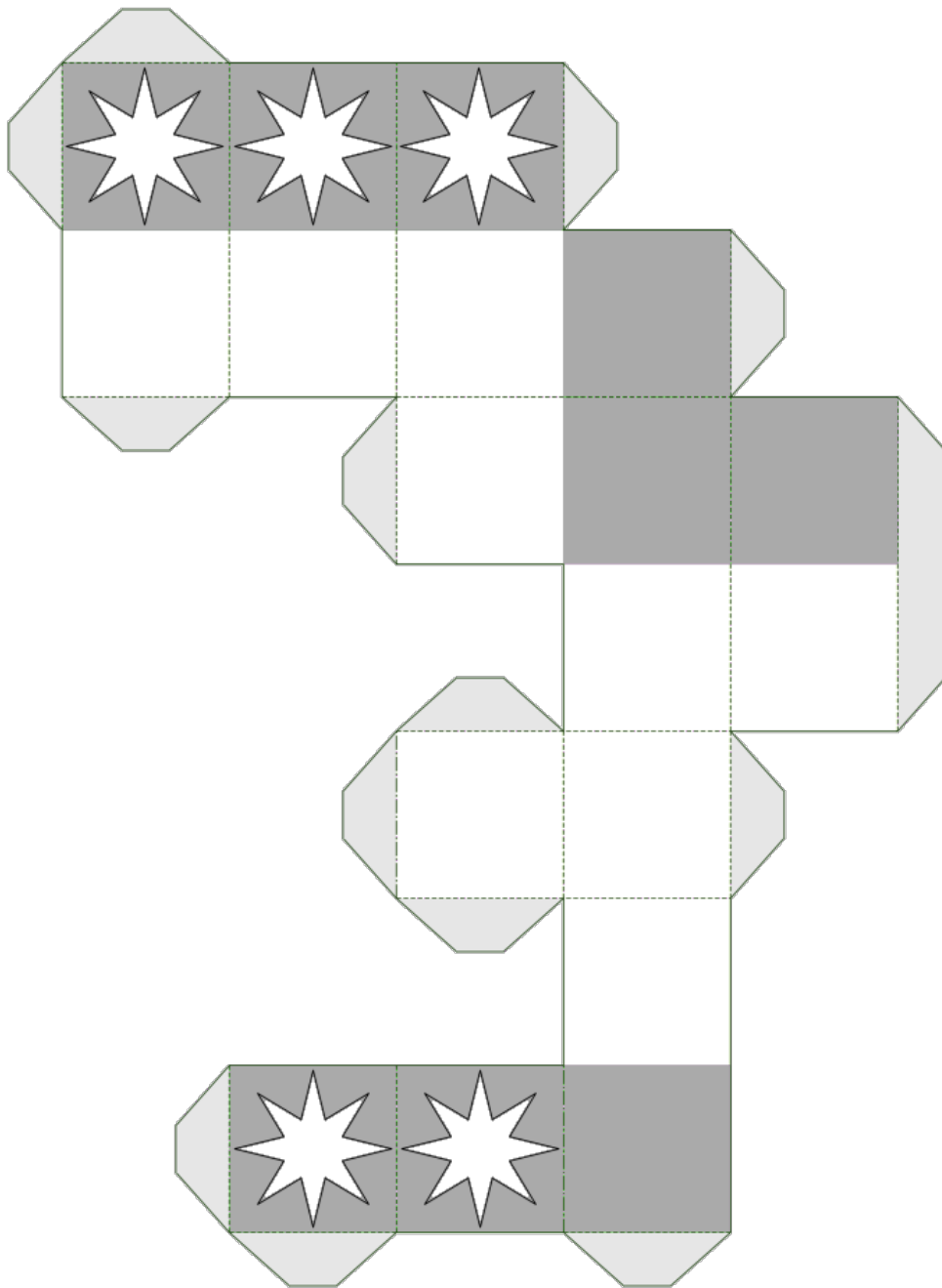












## DUNGEONS & DRAGONS LIVING FORGOTTEN REALMS

(character name)

HAS RECEIVED STORY AWARDS FROM

**SPEC5~3 WHAT DISTANT SKIES**

### SPEC69 Halruaan Spellscar

While locked in combat with the plaguescarred lizardfolk of Rethild, you were exposed - and nearly succumbed - to a mysterious disease known as Halruaan Consumption. While you managed to avoid disintegrating into luminous blue dust, you still bear the magical scars of your travails.

You gain Student of the Plague (*Forgotten Realms Player's Guide* 138) as a bonus feat. You also gain the abilities Spellscarred Susceptibility and Spellplague Sense (as normal for a spellscarred creature).

**Spellscarred Susceptibility:** A spellscarred creature takes a -2 penalty to all defenses and saving throws against the Spellplague and the same penalty against plaguechanged or spellscarred creatures.

**Spellplague Sense:** A spellscarred creature knows when an area of Spellplague, or a plaguechanged or spellscarred creature, is within 5 squares of him or her.

### SPEC70 Repaired Skyship

You helped the Five Companies repair the skyships *Storm of Vengeance* and *Buccaneer's Tear*. These ships, among others, may be a vital resource for the forces of Cormyr and their allies in the upcoming battles against Netheril.

Indicate below the level of success for your repairs:

- ☐ Wind-Sail and a Prayer (level 1)
- ☐ Battle-ready and Skyship-shape (level 2)
- ☐ Right Into the Danger Zone (level 3)

The level of success you achieved will have an impact on future adventures (especially *ADCP5-2 Best Defense*). This Story Award also counts as a favor with both the nation of Cormyr and the Five Companies.

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(This number was given to the organizer when the event was scheduled)

Adventure Title: \_\_\_\_\_ Session Number: \_\_\_\_\_  
(For administrative use only)

Date of Play:   /   /    
Month Day Year

Start Time:   :    
Hour Minute

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

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

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# DUNGEONS & DRAGONS

## SESSION TRACKING

### DUNGEON MASTER

DM Name: \_\_\_\_\_

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