

A HEROIC TIER ADVENTURE

DUNGEONS & DRAGONS

ENCOUNTERS

DARK SUN®: FURY OF THE WASTEWALKER



AN ADVENTURE FOR CHARACTERS OF 1ST LEVEL

Nicholas K. Tulach

INTRODUCTION

A D&D Encounters™ adventure for four to six 1st-level characters

Welcome to an exciting official D&D play program called D&D Encounters. This adventure is a mini-campaign "season" designed to be played in one-encounter sessions once per week at your local Wizards Play Network location. Each Wednesday, players will earn both in-game rewards for their characters (such as treasure) and accumulate Renown Points towards special program-exclusive D&D Encounters Cards that can be used in this and future seasons of D&D Encounters.

PREPARING FOR PLAY

In order to DM this adventure, everything you need should be provided in the D&D Encounters play kit - this adventure, the poster maps of all the encounter areas (inside the adventure), and a sheet of tokens to use for monsters, adventurers, and battlefield effects. Preparing the adventure for play is easy, simply follow the steps below.

Before you DM your first session:

- Read over the Introduction, Adventure Synopsis, Adventure Summary, and Resting sections.
- Read **Session 1: Escape the Storm** under the **Chapter 1: An Obsidian Rain** section, and read **Encounter 1-1: Salvage in the Storm**. (Alternatively, if you are starting at some other point in the adventure, read the appropriate sections and what's come before.)

At the table of your first session:

- Ensure each player has a character to play. Players use one of the characters provided in the play kit. At the end of Chapter 1, all players' characters reach 2nd level. At the end of Chapter 2, all players' characters reach 3rd level.
- Ensure each player has a D&D Encounters Play Tracker. This sheet can be found in the play kit, and allows the players to track their character's treasure, experience, and Renown Points earned for each play session.
- Get a session tracking sheet from the organizer. Record all the players' DCI/RPGA numbers on it, along with your DCI/RPGA number. If you or any of the players don't have a DCI/RPGA number, ask the organizer for a membership card.

During the session:

- Remember, each session is one encounter in length. Just DM the encounter assigned for that week's session. A typical play time for one encounter is about 90 minutes - 2 hours.
- Remember to make decisions and adjudications that enhance the fun of the game when possible. As the DM, you can make some adjustments to the adventure (see the sidebar) to facilitate the fun of the players.

At the end of your first session:

- Have the adventurers take a short rest if they want, but remind them to track their daily abilities. Healing surges used, daily powers expended, and other daily resources do not refresh in-between each session; only at the end of each chapter. Make sure your players track this information on their D&D Encounters Play Tracker.
- Turn in your session tracking sheet to the organizer. Make sure you've recorded all the DCI/RPGA numbers on it, along with your names and the play date.
- Report Renown Point totals earned for each player to the organizer. The organizer will fill out the Renown Point Tracker for the location, and will determine if any players have earned a D&D Encounters Card.
- Give out rewards to the players. This includes treasure and possibly D&D Encounters Cards (the organizer will tell you if any players have earned this reward). Make sure the players write down their rewards on their D&D Encounters Play Tracker.
- Collect your reward! You should receive a special reward for providing your time as a DM to make the event happen. Your organizer will have more details on your reward.

At the end of the final session of this chapter:

- The adventurers take an extended rest, regaining all of their healing surges, hit points, and daily powers. In addition, their action point totals reset to 1.
- The adventurers level up to 2nd level. They apply the changes listed on their character card to their character in preparation for the beginning of Chapter 2.

CREDITS

Nicholas K. Tulach
Design

Andy Collins
Development

M. Alexander Jurkat
Editing

Chris Tulach
Organized Play Content Developer

Matthew Stevens
Art Director

Cole Meier
Graphic Designer

William O'Connor
Cover Illustration

**Warren Mahy, Michael Phillippi,
Eric Belisle, Matias Tapia**
Interior Illustrations

**Liz Schuh, Jesse Decker,
Laura Tommervik, Shelly
Mazzanoble, Kierin Chase**
D&D Brand Team

Joe Yochum
Organized Play Project Manager

Donna Woodcock
Production Manager

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Unlike some seasons of D&D Encounters, this special DARK SUN preview season doesn't award experience points in the standard method. Instead, characters level up at the end of each chapter.

XP Awards: The XP awards listed throughout this adventure are for reference only, as characters level up automatically at the end of each chapter.

Milestones: For every 2 encounters a character completes without taking an extended rest (offered at the end of a chapter), the character reaches a milestone, gaining an action point and possibly gaining use of another magic item daily power.

THE EVER-CHANGING GROUP

Since you can never tell who's going to show up to a D&D Encounters session from week to week, you might wind up with a different group of players. Some players might be starting in "mid-stream," some may have missed a session or two, and others may have played all the sessions with a different DM. That's OK. Catch up new players with a brief summary of what's come before, and make sure that returning players have marked off resources they spent (healing surges, daily powers, etc.) since their last extended rest.

Majority Rules: If some element of the adventure plot hinges on the adventurers making a decision in a previous session, and the group is different during the current session, simply find out how the decision went down from the players. Go with the majority, and if it's an even split, side with the most positive result.

TREASURE

As the characters progress through the mini-campaign, they will have the opportunity to gain treasure in the form of gold pieces, valuables, and magic items. At the end of each session, determine if the players earned any treasure. Use the following rules to divide up treasure amongst the characters.

Gold and Valuables: If the adventurers earn it, each character gets a share as noted on the table below. All valuables like gems and jewelry are converted to gold pieces (gp). Note that the amounts have already been divided up per character, do not modify the amounts based on the size of the group playing.

Magic Items: During the adventure, there are a number of magic items that may be discovered. They are listed on the table below. Give out magic items according to the sidebar Awarding Magic Items.

AWARDING MAGIC ITEMS

When the characters find a permanent magic item, most of the time, the group will decide who gets to keep what. However, if the players can't agree who gets what, use the following system to award magic items in the priority listed.

1. Characters without permanent magic items.
2. Character with the lowest-level permanent magic item.

If there's more than one character that doesn't have a magic item, or two characters tie for the lowest-level magic item, have those players decide who gets it. If they still can't decide, have each roll a d20; high roll gets the item. A player that wants to "opt out" of a pick can do so. You can also do the same with the potions of healing and the ritual book if the players can't decide who gets them (but don't count these items as permanent magic items).

Any one character may not have more than 3 permanent magic items at the conclusion of this season.

RENOWN POINTS

One of the great rewards for playing in a D&D Encounters season is the accumulation of Renown Points (RPs), which are given out for accomplishments made by players during (and sometimes in-between) sessions. These Renown Points are tracked at the Wizards Play Network location, and reaching certain thresholds garners the player a tangible reward - a D&D Encounters Card!

These cards can be used by players during the current D&D Encounters season, subsequent seasons, or possibly both. Each card has all the information on how it works printed right on the card itself.

As the DM, it's your task to award Renown Points at the end of a session of play, just like you would award experience and treasure. Unlike experience and treasure though, you'll need to report the Renown Point totals earned for each player to the organizer at the conclusion of the session when you turn in your session tracking sheet. The organizer will then tell you if any players have qualified for a card.

The Renown accomplishments, their frequency (how often they can be awarded during the current season), and the point values of each are listed below.



TREASURE FOUND

| Name of Treasure | Where Found |
|-----------------------------------|---------------|
| 2 healing fruits | Encounter 1-1 |
| 3 survival days | Encounter 1-3 |
| +1 acidic obsidian spear | Encounter 1-3 |
| +1 amulet of psychic interference | Encounter 1-3 |
| Mystery of the hidden veil | Encounter 1-4 |
| 2 stonemeal biscuits | Encounter 1-4 |
| 4 healing fruit | Encounter 1-4 |
| 2 healing fruit | Encounter 1-5 |
| +1 orb of debilitating languor | Encounter 1-5 |

RENOVN POINT AWARDS

| Accomplishment | Frequency | RPs |
|------------------------------------|-----------|-----|
| Complete an encounter | 1/Session | 3 |
| Hit a milestone | 2/Chapter | 2 |
| Moment of greatness | 1/Chapter | 2 |
| Revive a dying adventurer ally | 1/Season | 1 |
| Hit for 15+ damage against 1 enemy | 1/Season | 1 |
| Kill 3 minions in 1 attack | 1/Season | 1 |
| Take 50 enemy damage in 1 session | 1/Season | 1 |
| Use the reckless breakage rule | 1/Season | 1 |
| Survive 10+ sessions without dying | 1/Season | 2 |
| Complete all quests | 1/Season | 5 |

Moment of Greatness: This is a discretionary award given out by the DM or through party vote to a player for doing something inventive, daring, or just plain cool during a session of play. Each player may earn this award once per chapter.

CHARACTER DEATH

If a character dies during a session, the player has 2 choices: they can either bring the same character back at the beginning of the next session with a death penalty of -1 to attack rolls, saving throws, skill checks, and ability checks until they've hit one (1) milestone (2 encounters), or they can select another character, losing any extra treasure they may have gained along the way.

RENOVN REWARDS

When a player hits 10 points, they earn their first D&D Encounters Card, called the Delver Reward. This is awarded to the player at the conclusion of the session in which they earned enough points to qualify. The second award is called the Explorer Reward, and a player qualifies for the reward by obtaining 35 Renown Points in this season. The third award is called the Adventurer Reward, and a player qualifies for the reward by obtaining 60 Renown Points in this season.

The final two awards are given out at the conclusion of the season. At the end of the season, a limited number of D&D Encounters Cards will be distributed amongst those that qualify for the reward. If there are more players that qualify for the reward than cards available, the organizer will determine how they will be distributed.



The world of the DARK SUN campaign setting is unique in several ways. Many familiar trappings of the DUNGEONS & DRAGONS game are missing or turned on their heads. Athas is not a place of shining knights and robed wizards, of deep forests and divine pantheons. To venture over the sands of Athas is to enter a world of savagery and splendor that draws on different traditions of fantasy and storytelling. Simple survival beneath the deep red sun is often its own adventure.

Newcomers to Athas have many things to learn about the world, its people, and its monsters, but the following eight characteristics encapsulate the most important features of the DARK SUN campaign setting.

1. THE WORLD IS A DESERT

Athas is a hot, arid planet covered with endless seas of dunes, lifeless salt flats, stony wastes, rocky badlands, thorny scrublands, and worse. From the first moments of dawn, the crimson sun beats down from an olive-tinged sky. Temperatures routinely exceed 100 degrees by midmorning and can reach 130 degrees or more by late afternoon. The wind is like the blast of a furnace, offering no relief from the oppressive heat. Dust and sand borne on the breeze coat everything with yellow-orange silt.

In this forbidding world, cities and villages exist only in a few oases or verdant plains. Some places don't see rain for years at a time, and even in fertile regions, rain is little more than a humid mist that falls for a few weeks each year before giving way to long months of heat and drought. The world beyond these islands of civilization is a barren wasteland roamed by nomads, raiders, and hungry monsters.

Athas was not always a desert, and the parched landscape is dotted with the crumbling ruins of a planet that once was rich with rivers and seas. Ancient bridges over dry watercourses and empty stone quays that face seas of sand tell the tale of a world that is no more.

2. THE WORLD IS SAVAGE

Life on Athas is brutal and short. Bloodthirsty raiders, greedy slavers, and hordes of inhuman savages overrun the deserts and wastelands. The cities are little better; each chokes in the grip of an immortal tyrant. The vile institution of slavery is widespread on Athas, and many unfortunates spend their lives in chains, toiling for brutal taskmasters. Every year hundreds of slaves, perhaps thousands, are sent to their deaths in bloody arena spectacles. Charity, compassion, kindness—these qualities exist, but they are rare and precious blooms. Only a fool hopes for such riches.

3. METAL IS SCARCE

Most arms and armor are made of bone, stone, wood, and other such materials. Mail or plate armor exists only in the treasuries of the sorcerer-kings. Steel blades are almost priceless, weapons that many heroes never see during their lifetimes.

4. ARCANES MAGIC DEFILES THE WORLD

The reckless use of arcane magic during ancient wars reduced Athas to a wasteland. To cast an arcane spell, one must gather power from the living world nearby. Plants wither to black ash, crippling pain wracks animals and people, and the soil is sterilized; nothing can grow in that spot again. It is possible to cast spells with care, avoiding any more damage to the world, but defiling is more potent than preserving. As a result, sorcerers, wizards, and other wielders of arcane magic are generally reviled and persecuted across Athas regardless of whether they preserve or defile. Only the most powerful spellcasters can wield arcane might without fear of reprisals.

5. SORCERER-KINGS RULE THE CITY-STATES

Terrible defilers of immense power rule all but one of the city-states. These mighty spellcasters have held their thrones for centuries; no one alive remembers a time before the sorcerer-kings. Some claim to be gods, and some claim to serve gods. Some are brutal oppressors, where others are more subtle in their tyranny. The sorcerer-kings govern through priesthoods or bureaucracies of greedy, ambitious templars, lesser defilers who can call upon the kings' powers. Only in the city-state of Tyr does a glimmer of freedom beckon, and powerful forces already conspire to extinguish it.

6. THE GODS ARE SILENT

Long ago, when the planet was green, the brutal might of the primordials overcame the gods. Today, Athas is a world without deities. There are no clerics, no paladins, and no prophets or religious orders. Old shrines and crumbling temples lie amid the ancient ruins, testimony to a time when the gods spoke to the people of Athas. Nothing is heard now but the sighing of the desert wind.

In the absence of divine influence, other powers have come to prominence in the world. Psionic power is well known and widely practiced on Athas; even unintelligent desert monsters can have deadly psionic abilities. Shamans and druids call upon the primal powers of the world, which are often sculpted by the influence of elemental power.

7. FIERCE MONSTERS ROAM THE WORLD

The desert planet has its own deadly ecology. Many creatures that are familiar sights on milder worlds have long since died out or never existed at all. Athas has no cattle, swine, or horses; instead, people tend flocks of erdlus, ride on kanks or crodlus, and draw wagons with inixes and mekillots. Wild creatures such as lions, bears, and wolves are almost nonexistent. In their place are terrors such as the id fiend, the baazrag, and the tembo. Perhaps the harsh environment of Athas breeds creatures tough and vicious enough to survive it, or maybe the touch of ancient sorcery poisoned the wellsprings of life and inflicted monster after monster on the dying world. Either way, the deserts are perilous, and only a fool or a lunatic travels them alone.

8. FAMILIAR RACES AREN'T WHAT YOU EXPECT

Typical fantasy stereotypes don't apply to Athasian heroes. In many *DUNGEONS & DRAGONS* settings, elves are wise, benevolent forest-dwellers who guard their homelands from intrusions of evil. On Athas, elves are a nomadic race of herders, raiders, peddlers, and thieves. Halflings aren't amiable river-folk; they're xenophobic headhunters and cannibals who hunt and kill trespassers in their mountain forests. Goliaths—or half-giants, as they are commonly known—are brutal mercenaries that serve as elite guards and enforcers for the sorcerer-kings and their templars in many city-states.

FEATURES OF THE TYR REGION

The remains of civilization that tenuously clings to life on the harsh world of Athas exists in an area of land known as the Tyr Region, named after the oldest of the city-states. Beyond this area, bordered by a massive chain of peaks known as the Ringing Mountains and the vast Sea of Silt, lie wastelands devoid of civilization and culture.

The Tyr Region still has a number of towns and villages present, but most civilized life is huddled into seven great city-states, each ruled by the ancient and despotic sorcerer-kings. These Seven Cities define life not only for those living in them, but for the rest of the cultures that exist in the expanses between them. What follows is a brief description of the city-states and the other major features of the Tyr Region.

Tyr: A massive golden ziggurat and Golden Tower impress visitors to the oldest Athasian city-state. Tyr is currently in a state of change and uncertainty, as the sorcerer-king Kalak was recently overthrown and killed. The city is now a hotbed of intrigue,

hope, and fear as freedom struggles against centuries of tyranny. Because of its current status, Tyr has become a common destination for adventurers seeking fortune and a free life.

Balic: The wealthiest of the city-states, Balic sits on the shores of the Forked Tongue Estuary. Renowned for its thinly-veiled democratic traditions, the sorcerer-king Andropinis serves as dictator ruling over a senate known as the Chamber of Patricians, who dare not defy his edicts. Balic's mercantile status allows it to prosper and it has developed into one of the most cultured of the Seven Cities as a result.

Draj: Farthest from the hub of civilization on the outskirts of the Tyr Region, Draj is an isolated, brutal city-state embroiled in never-ending conflict. Known as the City of the Moons, the mad sorcerer-king Tectuktitlay rules Draj through fear and overt strength. Tectuktitlay's templars, the moon priests, are constantly looking for suitable sacrifices to bring their king at the grand and bloody Father and Master Temple.

Gulg: Within the verdant confines of the Crescent Forest, the smallest of the city-states exists as a community collective of villages drawing its sustenance from the rare bounty of the lush land. Its residents consider their queen Lalali-Puy a goddess and most willingly serve her and her templars. The people of Gulg believe that only the Oba (their name for Lalali-Puy) can keep the primal spirits from harming them, and many in her service use primal magic to control the dangerous spirits.

Nibenay: Also known as the City of Spires, the people of Nibenay see themselves as the last bastion of true civilization on Athas, an arrogance propagated by their king, who bears the same name as the city-state. The architecture of Nibenay is a reflection of the Shadow King's worldview - grand, opulent, and awe-inducing. The reclusive king's templars are all females wedded to him upon acceptance into his service.

Raam: A populous city-state in the constant grip of chaos, its queen Alabach-Re cares little for anything more than her own pleasure. Her citizens have broken themselves into squabbling factions, tearing at what scraps of sustenance haven't been claimed by the sorcerer-queen. Its citizens teeter on the brink of hopelessness, desperate to be removed from their current state of strife.

Urik: A powerful, militarized city-state, Urik is ruled by Hamanu, a rigid-minded strategist whose battle prowess knows no equal. The self-styled King of the World long ago erected fortress walls around his city, and the authoritarian nature of his rule demands peace and order be kept within Urik's gates. The laborers and craftsmen here are industrious, keeping Hamanu's war machine supplied and providing a vast output of trade goods.

Forest Ridge: A vast expanse of lush wilderness beyond the Ringing Mountains, the Forest Ridge is a primeval land filled with bounty and danger, home to tribes of fierce halflings. Few have ever journeyed to see even the outer edges of the Forest Ridge; for most people, it is no more than a mythical place.

Ivory Triangle: The crossroads of the Tyr Region, the Ivory Triangle is a wasteland that serves as a haven for raiders and fierce monsters. With the exception of a small belt of vegetation known as the Crescent Forest, there are only a handful of villages scattered throughout the wastes here. The low-lying Mekillot Mountains are also found here, in the middle of the Great Ivory Plain, a far-stretching salt flat that defines this area.

Ringing Mountains: At the western edge of the Tyr Region, the Ringing Mountains are the greatest range known to the people of Athas. Peaks are over 20,000 feet in many areas, and even though there are many high vales here over 12,000 feet, some tribes of goliaths, halflings, and other folk try to eke out an existence in the harsh altitudes free from the reach of the sorcerer-kings.

Sea of Silt: A great dust sink that extends far into the unknown reaches of Athas, the Sea of Silt is effectively impassible by any means short of flying or magic. Silt skimmers and waders are able to skirt the shoreline where the dust is shallow. This eastern edge of the Tyr Region lies almost completely unexplored as a result of not only its vastness, but also the hazard of succumbing to the Gray Death - suffocation by breathing in large amounts of silt kicked up from siroccos.

Tablelands: The vast expanse of scrub plains, desert, and rocky badlands forms the western cradle of civilization in the Tyr Region. Here, Tyr and Urik claim influence over the wastes, and most of the settled peoples of Athas that dwell outside the city-states live in this area. The fortified town of Altaruk is one of the more important settlements here, an important way stop on the trade route between Balic and Tyr. Oases such as Grak's Pool and Silver Spring, along with a few well-used trade routes, make this wilderness of the Tyr Region more hospitable than other areas.

PEOPLE AND RACES OF ATHAS

Amongst worlds of the DUNGEONS & DRAGONS game, Athas stands unique not only due to its harsh, savage environment, but also the people that can be found living in it. A social order exists for those living amongst the masses of the city-states, with the sorcerer-king at the pinnacle, templar enforcers and nobles in high stations, merchants and free citizens forming the middle ranks, and the ubiquitous slave labor force providing the foundation at the bottom.

Humans dominate the racial composition of most of the settlements, and indeed, all of the sorcerer-king are (or were once) of human stock. Elves ply the dunes and marketplaces, usually as shifty traders or opportunistic raiders. Dwarves labor with resolute determination on their tasks, usually as builders or farmers. Goliaths, also known by civilized folk as half-giants, often make their living as bodyguards and mercenaries, working for those in power or the wealthy.

Farther afield, tieflings make their homes in the wastes, frequently using their unsettling appearance to conduct fierce raids. Dragonborn (also known as dray), find shelter in citadels of their own kind, and journey forth to bring prosperity to their clan. Halflings feel most at home dwelling in the Forest Ridge, their ancestral homeland, but are feared for their "savage ways" amongst many folk of Athas. The secretive eladrin live in the few wild places still touched by what they call the Lands within the Wind (the Feywild), and are a near-mythical race to most.

In addition to the more familiar D&D races, Athas is home to the mul and the thri-kreen. Although taller than most humans, the mul are a hairless race of half-dwarves; a strong, tough, quick people that often serve as slaves, gladiators, and laborers. The nimble, mantislike thri-kreen are truly adapted to living in the wastes of Athas, hunting, raiding, and preying on those that show signs of weakness.

ADVENTURERS OF ATHAS

Unlike a typical DUNGEONS & DRAGONS world, the heroes of Athas are often fired from a different kiln, constantly having to fight for survival and opportunity in an unforgiving land. In addition, the history of Athas and its people have made certain paths unattainable or dangerous to pursue.

Martial adventurers, such as fighters, rangers, rogues, and warlords, are common enough amongst the communities both in the cities and the outlands. Anyone who can wield a weapon can find ample work as a guard, hunter, gladiator, or agent with a bit of ambition.

Primal magic is powerful, revered, and sometimes feared by those in the wastes and wilderness. Those in the city-states do not fully understand it, and are often suspicious of those that wield it. But to travelers, an encounter with a barbarian, druid, shaman, seeker, or warden is not particularly unusual, especially far from the typical settled areas.

Arcane magic is dangerous - it is the misuse of this power that despoiled the world and continues to defile it if not wielded with care (an art called "preserving"). The sorcerer-kings, the greatest arcane wielders, seek to control arcane magic and punish its unsanctioned use. Arcane casters such as bards, sorcerers, wizards, and warlocks are hated and persecuted for wielding their power, even if they walk the path of a preserver.

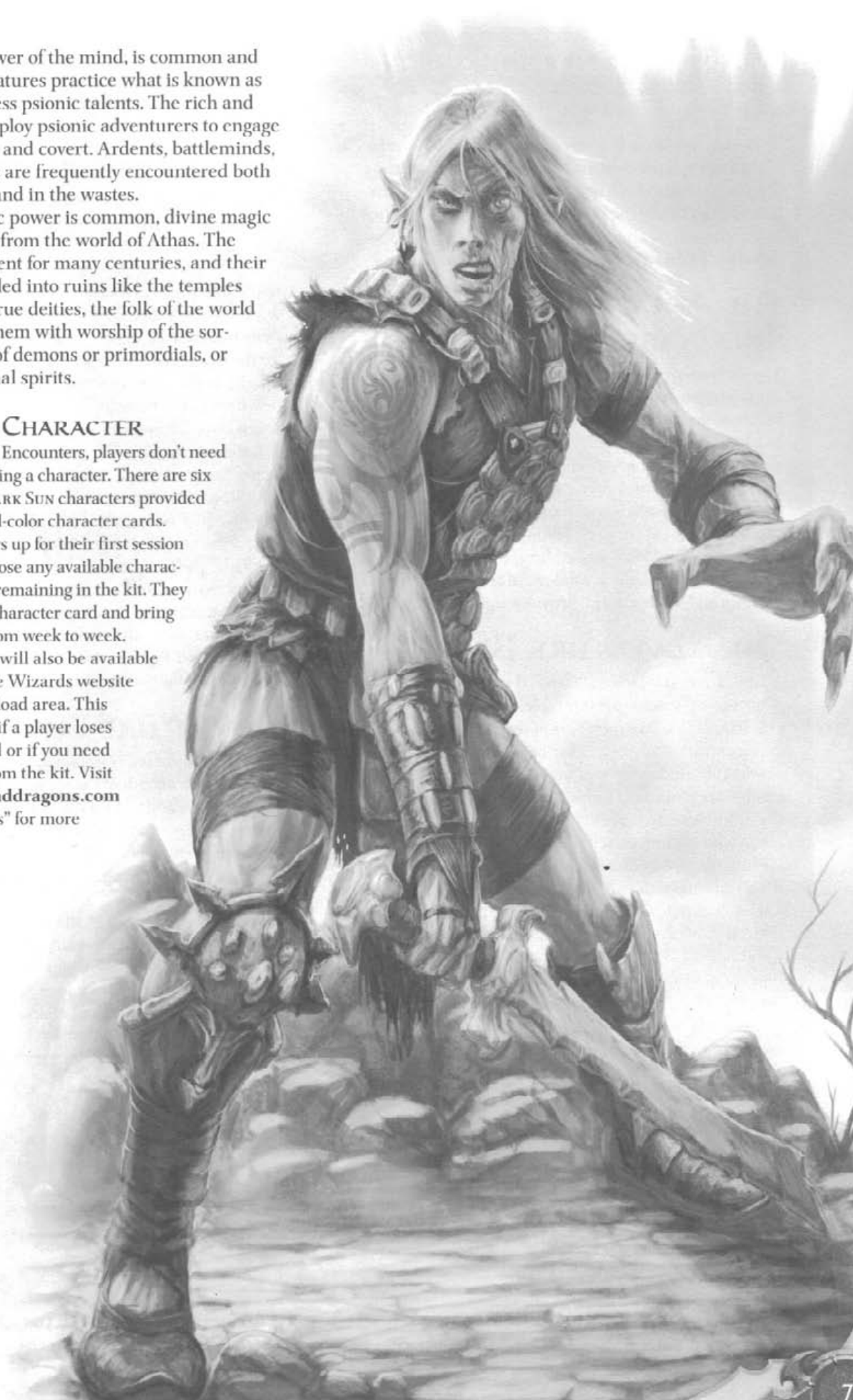
Psionics, the power of the mind, is common and many folk and creatures practice what is known as “the Way” or possess psionic talents. The rich and powerful often employ psionic adventurers to engage in tasks both overt and covert. Ardents, battleminds, monks, and psions are frequently encountered both in civilized lands and in the wastes.

Whereas psionic power is common, divine magic is essentially gone from the world of Athas. The gods have been silent for many centuries, and their faiths have crumbled into ruins like the temples of old. Instead of true deities, the folk of the world have supplanted them with worship of the sorcerer-kings, cults of demons or primordials, or veneration of primal spirits.

CHOOSING A CHARACTER

This season of D&D Encounters, players don't need to worry about creating a character. There are six specially-created DARK SUN characters provided in the play kit on full-color character cards. When a player shows up for their first session of play, they can choose any available character card from those remaining in the kit. They can then keep that character card and bring it back with them from week to week.

Character cards will also be available for download on the Wizards website in the Events download area. This is especially useful if a player loses their character card or if you need to replace a card from the kit. Visit www.dungeonsanddragons.com and click on “Events” for more information.



DARK SUN: *Fury of the Wastewalker* introduces the world of DARK SUN, a parched and perilous campaign setting for 4th edition, to both new and veteran players. Their characters explore the blasted wastes of a world defiled by arcane magic. This section provides background information and a summary of the adventure.

THE ANTAGONIST: THE WASTEWALKER

The ssurran (desert lizardfolk) shaman, known to the Common-speaking races as the Wastewalker, has been warped by the cruel Athas environment—his face twisted; his back crooked. The Wastewalker's connection to the primal powers of the world is strong, however. His ability to sense and control the winds and stones of the wasteland has earned him the admiration of a small cabal of fanatical followers. Spurred by the Wastewalker's abiding hatred for arcanists who brought such ruin to the world, his followers are dedicated to hunting and destroying all arcane magic wielders.

THE ADVENTURE BEGINS!

A caravan recently left the fortified trade town of Altaruk for a trek across the Tablelands to the famous city-state of Tyr. Two members of the Veiled Alliance, an organization devoted to the beneficial use of arcane magic, ride among the wagons. Other travelers include a noble-born woman fleeing her family for the thrill of the unknown and three slaves in the service of the merchant who commissioned the trip. These six characters (or suitable replacements, depending on the group) are the adventurers, the protagonists of this story.

The first night out in the wastes, the psion, Jarvix, noticed a subtle shower of meteors among the stars in the ebony sky. The caravan overseer, a practical man, thought nothing of this dire omen, but Jarvix made sure his companions and a few others were aware of the potential trouble ahead. The next day, a sandstorm erupted early in the morning and quickly turned deadly. The scouring sand was filled with unnatural obsidian shards that tore through the travelers and pierced the thick hide walls of the wagons, shredding the cargo. The winds have lessened a bit, but have not completely subsided. A few survivors rise from the wreckage.

History DC 10: The Tablelands are a true cross-section of Athas. This region features herders, elf tribes, raiders, dwarf miners, trading posts, and ruins teeming with savage marauders. Scores of tiny hamlets, remote camps, and nomadic tribes are scattered about the area.

Nature DC 10: Sandstorms are a common occurrence in the Tablelands. Survival depends on hoarding as many supplies as possible without hindering yourself too much.

Nature DC 15: Obsidian storms are so unusual that they are considered myths by most people. Something decidedly odd is occurring.

CHARACTER THEMES

The *DARK SUN Campaign Setting* presents a new character option: a theme. All six characters included in this adventure have it. A theme is a career, calling, or archetype not tied to a particular class or role. Just as race or class help to identify you, a theme serves to refine your place in the world. You might be an elf rogue, but are you an elf rogue dune trader, an elf rogue nomad, or an elf rogue who spies for the Veiled Alliance? Each theme offers a different twist on a basic character concept. If a background details how or where your character grew up, theme describes how and why your character became a hero.

A theme embraces characters of any class. For example, many templar characters are warlocks, but a templar who serves chiefly as a commander of the sorcerer-king's troops could be a warlord, whereas a templar who is part of the sorcerer-king's secret police might be a rogue. Similarly, gladiator characters are often fighters—but barbarians, battleminds, rangers, rogues, or warlords can be just as successful in the arena. "Templar" and "gladiator" are themes that, although particularly appropriate for warlocks and fighters respectively, extend beyond the warlock and fighter classes.

ADVENTURE SUMMARY

DARK SUN: *Fury of the Wastewalker* is a mini-campaign that spans the length of the summer 2010 D&D Encounters season. The adventure is broken into three chapters—story arcs divided by opportunities for extended rests. Each chapter contains 5 sessions, which are one encounter in length and designed to be run once per week.

To give the Dungeon Master an overview of the storyline, the Chapter 1 summary and the individual play sessions are listed below. Chapter 2 and Chapter 3 are in separate adventure packages, available through your organizer after the previous chapters' play is completed.

WEAPONS OF INFERIOR MATERIALS

Metal is so scarce on Athas that most armaments are made of bone, wood, or stone. These substances are weaker than metal and fracture more easily. A broken weapon is at best an improvised weapon. Damaged magic weapons lose their enhancement, properties, and powers until repaired. The following option simulates the relative fragility of nonmetal weapons, making combat more unpredictable and exciting.

Reckless Breakage: When you roll a natural 1 on an attack roll, your weapon has a chance to break. You can

accept the result, automatically missing the attack as usual, but keeping your weapon intact. Alternatively, you can reroll. Regardless of the reroll result, a nonmetal weapon breaks once the attack is complete. A metal weapon breaks only if you roll a natural 5 or lower on the reroll. This rule gives you a say in whether a weapon breaks. You can play it safe and accept the errant attack, or you can attempt to avoid a miss by risking your weapon.

CHAPTER 1: AN OBSIDIAN RAIN

The adventurers are harried by constant attacks from a dark, unseen villain—the Wastewalker—throughout the first chapter. This chapter evokes a tiresome retreat into the foothills of the Ringing Mountains, highlighted by scenes depicting the major events along the way. A minor quest is achieved by surviving the continuous assault and escaping into the ancient, crumbling tomb at the base of the mountains (after **Encounter 1-5: Backs Against the Wall**).

SESSION 1: ESCAPE THE STORM

The adventurers must raid the destroyed caravan for as many supplies as they can before escaping the continuing storm and the onslaught of silt runners allied with the Wastewalker. **Encounter 1-1: Salvage in the Storm** is found on page 14.

SESSION 2: ELEMENTAL ASSISTANCE

In a fortunate twist of fate, the adventurers encounter an elemental fire spirit, a remnant of a lost age. It tells a brief tale of its existence then disappears as a swarm of insectlike creatures called kanks attack. **Encounter 1-2: Banishing the Hive** is found on page 16.

SESSION 3: FRUITS OF THE DESERT

Escaping the assault of the storm for a moment, the adventurers find a beautiful desert plant and resupply. The peace doesn't last long, however. A band of goblin raiders had their eyes on the fruits. Now, they covet the adventurers' treasures as well. **Encounter 1-3: Bush and Ambush** is found on page 18.

SESSION 4: RALO

The adventurers cross paths with a wasteland nomad named Ralo. He tells them about the Wastewalker and his cult of arcanist hunters. As soon as this information is conveyed, elemental forces sent by the Wastewalker arrive to capture or kill his enemies. **Encounter 1-4: Devilish Dust** is found on page 20.

SESSION 5: CORNERED

Pushing deeper into the Ringing Mountains, the adventurers are blocked by a sheer wall of stone. Fortunately for them, the area is badly defiled and the Wastewalker's shock troops fear entering. After driving off a group of pursuers, the adventurers find a ruined tunnel leading into the mountain. **Encounter 1-5: Backs Against the Wall** is found on page 22.

ADJUSTING THE ENCOUNTERS

Chapter 1 assumes a party of 5 1st level characters. Compare your adventurers to the chapter's recommended level with the following guidelines:

Your party is a “**weak party**” if it consists of any of the following:

1. 4 characters
2. Most or all of the players are new to D&D or roleplaying games

Your party is a “**strong party**” if it consists of any of the following:

1. 6 characters
2. Your players are veteran D&D 4th Edition players and like added challenge

If you have a weak party, remove one of the lowest level monsters from the encounter. If you have a strong party, add one monster among the types listed for each encounter whose level matches the encounter level.

For instance, in **Encounter 1-1** (a level 1 encounter), you might subtract a slit runner darter (level 1 artillery) from the encounter if your party is weak, or add a third silt runner rager (level 1 brute) if your party is strong.

RESTING

Although the adventurers can take short rests between sessions, they are allowed to take extended rests only between chapters. During Chapter 1, the adventurers are harried by the forces of the Wastewalker and would be overwhelmed if they paused long enough to take an extended rest.

This section collects all the treasure awarded in this chapter, including the new items from the *DARK SUN Campaign Setting*.

CONTINUING THE ADVENTURE

Note that the adventure included here is the first of 3 chapters of play for this D&D Encounters season. The subsequent two chapters will be available separately as the season progresses. Check with your organizer upon completion of this chapter to receive the next chapter.

ENCOUNTER 1-3: BUSH AND AMBUSH

Amulet of Psychic Interference Level 5+

A shrunken head carved from bone hangs from a rough twine. It animates and cackles madly when you call on its power.

| | | | | | |
|--------|----|-----------|--------|----|--------------|
| Lvl 5 | +1 | 1,000 gp | Lvl 20 | +4 | 125,000 gp |
| Lvl 10 | +2 | 5,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 15 | +3 | 25,000 gp | Lvl 30 | +6 | 3,125,000 gp |

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Property: You make saving throws to end charm, fear, or psychic effects at the start of your turn. If you fail any of these saving throws, you do not make a saving throw to end that effect at the end of your turn.

Power (Daily + Psychic): Immediate Reaction. *Trigger:* An enemy you can see hits or misses you using a power that has the charm, fear, or psychic keyword. *Effect:* The triggering enemy takes 10 psychic damage. Level 10 or 15: 15 psychic damage.

Acidic Weapon Level 4+

A stream of acid lashes out from this melee weapon, burning a target who might otherwise be out of reach.

| | | | | | |
|--------|----|-----------|--------|----|--------------|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

Weapon: Heavy Blade, Light Blade, Spear

Enhancement: Attack rolls and damage rolls

Critical: +1d6 acid damage per plus

Power (Encounter + Acid): Standard Action. Make a melee basic attack with the weapon against a target within 5 squares of you. All damage dealt by this basic attack is acid damage.

Power (Daily + Acid): Free Action. Use this power when you hit with the weapon. Deal ongoing 5 acid damage (save ends).

Level 14 or 19: Ongoing 10 acid damage.

Level 24 or 29: Ongoing 15 acid damage.

ENCOUNTER 1-4: DEVILISH DUST

Mystery of the Hidden Veil Level 3+

Through misdirection and concealing magic, you obscure your spellcasting.

| | | | |
|--------|-----------|--------|--------------|
| Lvl 3 | 680 gp | Lvl 18 | 85,000 gp |
| Lvl 8 | 3,400 gp | Lvl 23 | 425,000 gp |
| Lvl 13 | 17,000 gp | Lvl 28 | 2,125,000 gp |

Veiled Alliance Mystery

Property: You gain a +1 item bonus to Bluff checks.

Level 13 or 18: +2 item bonus to Bluff checks.

Level 23 or 28: +3 item bonus to Bluff checks.

Power (Daily + Illusion): Free Action. *Trigger:* You use an arcane power. *Effect:* You become invisible until the end of your next turn, and you can shift 1 square.

Level 8: Shift 2 squares.

Level 13: Shift 3 squares.

Level 18: Shift 4 squares.

Level 23: Shift 5 squares.

Level 28: Shift 6 squares.

Stonemeal Biscuit Level 3

This coarse dwarven fare tastes foul but keeps you going throughout the day.

Other Consumable 30 gp

Property: A single stonemeal biscuit weighs one-tenth of a pound and has the nutritional value of a full day's worth of food.

Power (Consumable + Healing): Standard Action. You eat the stonemeal biscuit. You gain a +1 power bonus on Endurance checks for 12 hours. In addition, you regain an extra 1 hit point the next time you spend a healing surge this day.

ENCOUNTER 1-5:
BACKS AGAINST THE WALL**Orb of Debilitating Languor** Level 2+

This shadowy orb leaves your enemy enfeebled.

| | | | | | |
|--------|----|-----------|--------|----|--------------|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

Implement (Orb)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Free Action. Use this power when an attack with this orb hits the target's Fortitude defense. The target is slowed (save ends).



The first five encounters span a relentless, extended chase. As the players move from encounter to encounter in this chapter, play up the constant threat from the environment and the Wastewalker's forces.

SESSION 1: ESCAPE THE STORM

The adventure begins with a devastating assault on a caravan making its way from Altaruk to Tyr. The adventurers are survivors of a terrifying obsidian shard storm that took the caravan by surprise. As the storm continues to pelt them, another threat emerges: a wicked pack of silt runners. Go to **Encounter 1-1: Salvage in the Storm** (page 14).

SURVIVAL DAYS

Travel between Athasian city-states is dangerous at best. Even with ample supplies and proper safeguards, travelers are at risk from sandstorms, raiders, thirst, exhaustion, and the punishing sun. The **DARK SUN** setting abstracts necessary supplies for travel on Athas through the use of survival days. These expendable resources account for food, water, proper clothing, and other supplies. Each survival day allows a single character to travel in the dangerous wastes of Athas for one day without being subjected to starvation or thirst.

In **DARK SUN: Fury of the Wastewalker**, it is important to track survival days from session to session just like treasure and experience points. Any unsupplied character faces a sun sickness attack in the early portions of Chapters 2 and 3. Survival days can also be used to alleviate the effect of the ongoing skill challenge, **Fleeing Across the Wastes**, in Chapter 1.

For any player that joins after Session 1, give his or her character 2 survival days. This supply grants sufficient resources for extended rests, but the hero still experiences the daunting task of surviving travel through sun-scorched Athas.

Sun Sickness

Level 2

The sun's punishing rays leech vitality from your body.

Attack: Level + 4 vs. Fortitude

Endurance improve DC 17, maintain DC 13, worsen DC 12

The target is cured.

❑ **Initial Effect:** The target loses one healing surge or hit points equal to the target's surge value. The healing surge or hit points cannot be regained until the target is cured.

⏏ The target takes a -2 penalty to all attack rolls and defenses.

⏏ The target is slowed and weakened.

❑ **Final State:** The target dies.

ONGOING SKILL CHALLENGE

Once the adventurers escape the immediate danger of the silt runner attack, they enter rocky badlands near the Ringing Mountains. They hear the constant clatter of the shard storm that stalks them. This looming threat is represented by an ongoing skill challenge that spans Chapter 1, starting after the first session.

FLEEING ACROSS THE WASTES

Survival in the desert wasteland is difficult under normal circumstances. With the added pressure of storm and stalkers, it is truly daunting. This skill challenge simulates two days of excruciating travel and survival.

At the beginning of Sessions 2 through 5, each character makes one skill check for this ongoing skill challenge. Tabulate the results from week to week and apply the conclusion just before the final encounter.

Level: 1 (500 XP).

Complexity: 5 (requires 12 successes before 3 failures).

Primary Skills: Athletics, Endurance, Heal, Nature.

Athletics (DC 10): The character climbs ledges, leaps across chasms, and trudges through silt, helping the party bypass obstructing terrain. This skill can be used to gain 4 successes in this challenge.

Endurance (DC 15): The adventurer keeps moving, shrugging off fatigue that threatens to overtake the party. This skill can be used to gain 6 successes in this challenge.

Heal (DC 10): Using the meager resources the party has, the character treats injuries and soothes abrasions caused by the heat and grit. This skill can be used to gain 4 successes in this challenge.

Nature (DC 10): The hero finds the best paths through the desert, identifying hazards before the party runs into them, hunting creatures for food, and finding small amounts of water. This skill can be used to gain 6 successes in this challenge.

Secondary Skills: Arcana, Perception.

Arcana (DC 15): The character discreetly uses his or her arcane abilities to create minor illusions or distant diversions to throw off pursuers. Success on this check negates one previous skill challenge failure.

Perception (DC 10): The adventurer keeps a lookout for landmarks, dangers, or hazardous terrain. This watchfulness grants a +2 to the next Nature check made as part of this skill challenge.

DESERT SETBACKS

Each week, after each adventurer has made one skill check in this challenge, the perilous environment causes a setback. Roll 1d4 to determine which setback occurs.

If more than half the party members succeed on the skill check imposed by the setback, the heroes gain 1 success in the skill challenge. If not, they do not suffer a skill challenge failure, but all characters apply the listed detriment. This effect lasts until the end of that session's encounter.

1. Extreme Heat (Endurance DC 10): If the party fails the group Endurance check, it loses one survival day per member. If the group has insufficient survival days, the deficit must be accounted for with lost healing surges. The heroes determine the distribution of surge losses, but no character can lose more than one as a result of this setback.

2. Mirage (Perception DC 10): Led astray by an illusory image and a failed group Perception check, each character takes a -1 penalty to all defenses during this encounter.

3. Silt Storm (Endurance DC 15): If the party fails the group Endurance check, all enemies are treated as having concealment during this encounter.

4. Treacherous Terrain (Acrobatics DC 5):

If the party fails this group Acrobatics check, each character takes a -1 penalty to speed for the session's encounter.

CONCLUSION

Success: If the group achieves 12 successes after the skill checks at the beginning of **Encounter 1-5: Backs Against the Wall**, the characters survive the chase in fine form. Each hero regains a healing surge for use in the chapter's final session.

Partial Success: If the group did not achieve 12 successes but also did not get 3 failures, its trek across the desert was a significant hardship. No healing surges are regained before the last encounter.

Failure: If the characters get 3 failures, the harsh desert and constant attacks take their toll. Each character loses a healing surge before the final encounter. If an adventurer is out of healing surges, he or she takes 5 damage.

SESSION 2: ELEMENTAL ASSISTANCE

Keeping the darkened sky behind them and moving far from any known trade routes, the adventurers discover a copse of petrified trees in a small valley. Read:

From your vantage point at the edge of the valley, you see that it is littered with exotic bones from long-extinct creatures. As the sun passes overhead, a small flame spirit appears in the clearing and waves in your direction.

The fire spirit communicates by using jets of flame to melt sand into glass script letters. If prompted, it imparts the following information.

What are you? *I am a Spirit of the Flame, an elemental force. I collected here centuries ago, shortly after the lush Athasian lands were destroyed by warfare.*

Where did you come from? *I once walked Athas as you do, patrolling these lands as a protector of life.*

Why are you here now? *I am bound to this place by strong elemental forces unknown to me. I await the return of another Green Age to free me.*

How can we free you? *You cannot. Only a collective effort by all Athasians can restore Athas's lands to their long-lost fertility.*

After interacting briefly, the spirit vanishes abruptly in a puff of smoke. Moments later, a colony of kanks attacks—proceed to **Encounter 1-2: Banishing the Hive** (page 16).



ROLEPLAYING PAST ENCOUNTERS

Veteran D&D players might recount among their favorite game sessions a time when they spent the evening roleplaying with the creatures the Dungeon Master had designed to fight them. Although *DARK SUN: Fury of the Wastewalker* was designed with classic, combat-centered D&D play in mind, several encounters lend themselves to differing approaches toward defeating the weekly threat. For these events, a well-prepared Dungeon Master can shine.

If your players hesitate to draw swords and start swinging, they can try to convince the enemy that they mean no harm. If they succeed, find a way to make the consequences of their actions result in another tense situation. For example, perhaps the players think that the goblins in session 3 are simple fellow desert survivors seeking food and water. After a dramatic and tense negotiation using applicable skills (Diplomacy, Nature, and perhaps a little Intimidate to get their point across), some supplies are traded and the party is considered to have “defeated” the encounter. If time remains in the session and the group is interested, the adventurers cross paths with more aggressive monsters shortly thereafter. Throw some miniatures onto the table and pick a level-appropriate sample encounter from one of the *Monster Manuals*. You can make up your own map on the spot or just use the tactical map provided. Remember, it’s about giving the players what they want and, most of all, having fun!

SESSION 3: FRUITS OF THE DESERT

In the badlands canyons, the adventurers lose track of the obsidian shower briefly. They pause near a ripened cactus plant bearing sweet and tangy fruit. As they catch their breath, they are beset by a group of goblins. Run **Encounter 1-3: Bush and Ambush** (page 18).

SESSION 4: RALO

As they rush toward the mountains, the adventurers cross paths with a wandering wastelander named Ralo. If they ask him questions, he can reveal the following information.

Who are you? *I was once a miner in the iron mines of Tyr, but my mine was destroyed by a frightening band of brigands known as hejkin. They burrow through the earth and have a particular dislike for arcanists and pointy-eared folk.*

What are you doing out here? *I have long studied preserving magic, but some Athasians believe all arcane magic is dangerous. That is why I’m a wanderer.*

What can you tell us about this area? *Sandstorms are commonplace here. That is why I wear this headdress. Keeps the sand, sun, and wind off my face. Still, something odd is going on.*

Can you tell us about obsidian shard storms? *I’ve never seen obsidian rain from the sky before. I have heard tales of a twisted lizardfolk shaman called the Wastewalker who uses storms and other primal forces of the desert to destroy arcane magic users. Have you aroused his wrath somehow?*

At some point, Ralo pauses, glances around, and then whispers, “It’s not safe.” At that moment, a ssurran magus and several elemental air spirits attack. The lizardfolk curses the “defiler” dwarf and menaces the adventurers. Proceed to **Encounter 1-4: Devilish Dust** (page 20).

SESSION 5: CORNERED

The adventurers flee toward the mountains, but the eastern edge of the range is impassable in many places. In time, they find themselves trapped against a sheer rock wall rising a hundred feet in the air. Go to **Encounter 1-5: Backs Against the Wall** (page 22).

CHAPTER 1 FINALE

The adventurers have survived so far but the dark clouds remain. For a brief moment no one approaches and it appears that the heroes are safe. Read:

After the threat is gone, you have a few moments to explore your surroundings. Within the defiled area, you notice a small cave leading below. Outside, the desert promises only more storm and more attacks. Perhaps the passage offers a way out?

The characters gain a level 1 minor quest reward (100 XP) for surviving the Wastewalker’s harassment.

After the heroes enter the mountain and proceed a short distance, they hear the Wastewalker’s minions. Emboldened by the direct orders of their champion, they have braved the defiled terrain and rolled a large boulder over the mouth of the cave. If the adventurers double back, they are unable to remove the blockage by any means. The heroes clearly have time for an extended rest, but must find another way out. The adventure continues in **Chapter 2: The Tomb of a Long, Lost Age**.

ENCOUNTER 1-1: SALVAGE IN THE STORM

Encounter Level 1 (525 XP)

SETUP

Silt runner inciter (I)

2 silt runner ragers (R)

2 silt runner darters (D)

A sense of urgency fills this encounter. The adventurers set up in the outlined area of the encounter map around the wagon. The silt runners attack from an area of boulders nearby. The characters have two goals: Collect as many survival days (page 11) worth of supplies as possible from the broken wagon and flee the worsening shard storm by exiting the map edge beyond the silt runners. Read:

The deafening clatter of the shards begins to subside, and you notice few of your fellow travelers are still alive. As your wits return, you see small bipedal reptiles leap from the surrounding silt. They are light on their feet and keen to pick through the remaining cargo. You quickly scan the area and see more of them lurking on all sides. The best path away from the hordes and the worst of the storm is directly through the nearest foes.

TACTICS

The silt runners try to prevent the adventurers' escape. They hate fey creatures and take particular notice of Castri, if he is among the party. They gang up on him, cursing his fey heritage.

The inciter begins by dropping *psionic detonation* between the adventurers and their escape path (at the top of the map). The inciter then keeps close to its allies to make full use of *incite fury*.

The ragers team with the inciter as a frontline force. They advance quickly and engage in melee combat, targeting Castri or the two humans first.

The darters attack from range, attempting to immobilize any heroes fleeing the area. Their goal is to keep the adventurers close to the ragers.

FEATURES OF THE AREA

Illumination: The desert is brightly lit, though the shard storm limits visibility to 12 squares.

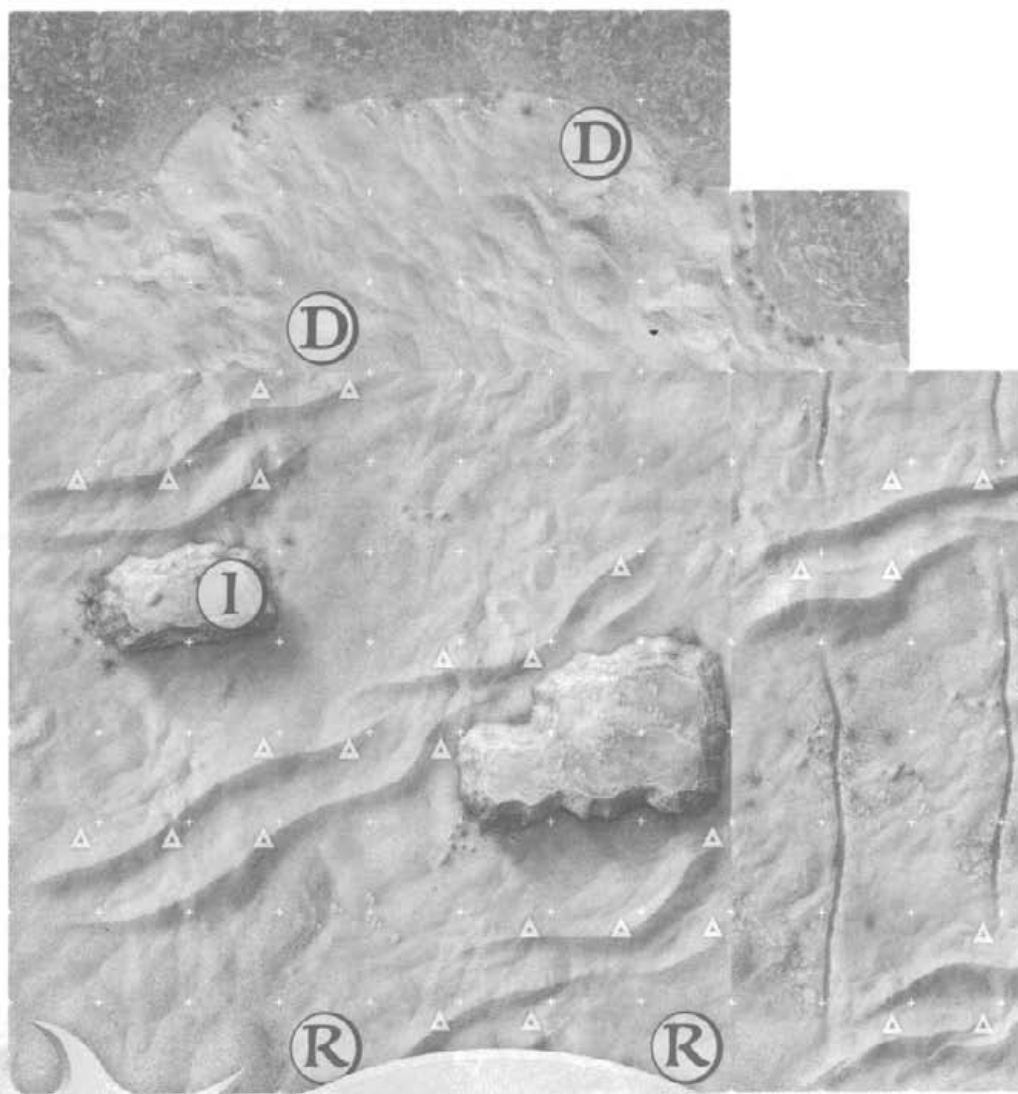
Boulders: These 2-square tall obstacles provide cover and require a DC 10 Athletics check to climb.

Covered Cart: The cart provides cover. It also grants shelter from the shard storm and contains many survival days of food and water. When inside or adjacent to the cart, a character can retrieve 1 survival day of supplies as a minor action.

Shard Storm: The fantastic effect of the shard storm is hazardous to any creature out in the open (not inside the covered cart). At the start of an exposed creature's turn, it takes 2 damage.

Silt: The blue squares on the right edge are part of a depression filled with silt. Entering these squares immobilizes a creature (save ends). With a save, the character pulls himself or herself to an adjacent square of solid ground. Silt runners are immune to this effect.

Treasure: Two healing fruits (*potion of healing*; PH 255) lie among the caravan merchants' personal effects.



DEVELOPMENT

The adventurers have 5 rounds to collect supplies (survival days) and clear a path through the enemies. At the end of the fifth round and every 5 rounds after that, more silt runners arrive from any of the map sides near the wagon. Each group of reinforcements is composed of two ragers, two darters, and an inciter.

Keep track of the number of survival days the adventurers have taken from the cart. They can be important during Chapter 1's Fleeing Across the Wastes skill challenge.

| | |
|---|-------------------------------------|
| 2 Silt Runner Ragers (R) Small natural humanoid (reptile) | Level 1 Brute XP 100 each |
| HP 34; Bloodied 17 | Initiative +2 |
| AC 13, Fortitude 13, Reflex 13, Will 13 | Perception +2 |
| Speed 7 | Low-light vision |

TRAITS
Silt Runner Swarm
An enemy that starts its turn adjacent to two or more silt runners takes 2 damage.

STANDARD ACTIONS
Ⓛ **Bone Spear (weapon) + At-Will**
Attack: Melee 2 (one creature); +6 vs. AC
Hit: 2d6 + 5 damage.

† **Brutal Spear (weapon) + Recharge** when first bloodied
Attack: Melee 2 (one creature); +6 vs. AC
Hit: 4d6 + 4 damage.

† **Penetrating Spear (weapon) + Encounter**
Requirement: The rager must be bloodied.
Attack: Melee 2 (one creature); +6 vs. AC
Hit: 4d6 + 4 damage, and the target gains vulnerable 5 to all damage until the end of the rager's next turn.

Skills Athletics +5, Stealth +7
Str 11 (+0) Dex 15 (+2) Wis 14 (+2)
Con 14 (+2) Int 6 (-2) Cha 10 (+0)

Alignment unaligned Languages Draconic
Equipment bone spear

| | |
|--|--|
| Silt Runner Inciter (I) Small natural humanoid (reptile) | Level 2 Controller (Leader) XP 125 |
|--|--|

| | |
|---|------------------|
| HP 38; Bloodied 19 | Initiative +3 |
| AC 16, Fortitude 14, Reflex 14, Will 15 | Perception +3 |
| Speed 7 | Low-light vision |

TRAITS
Silt Runner Swarm
An enemy that starts its turn adjacent to two or more silt runners takes 2 damage.

STANDARD ACTIONS
Ⓛ **Bone Sword (weapon) + At-Will**
Attack: Melee 1 (one creature); +7 vs. AC
Hit: 1d10 + 5 damage.

⚡ **Psionic Detonation (force, zone) + Recharge** [1]
Attack: Area burst 1 within 10 (enemies in burst); +6 vs. Reflex
Hit: 1d10 + 5 force damage. The burst creates a zone that lasts until the end of the encounter. Enemies treat squares within the zone as difficult terrain.
Miss: Half damage.

⬅ **Incite Fury + Recharge** when first bloodied
Effect: As a free action, each silt runner within a close blast 5 shifts 1 square and makes a basic attack before or after it shifts.

TRIGGERED ACTIONS
⬅ **Incite Frenzy + Encounter**
Trigger: The inciter is first bloodied.
Effect (Free Action): As a free action, each ally within a close burst 5 shifts 1 square and makes a basic attack before or after it shifts.

Skills Athletics +6, Intimidate +9, Stealth +8
Str 11 (+1) Dex 14 (+3) Wis 15 (+3)
Con 14 (+3) Int 8 (+0) Cha 16 (+4)

Alignment unaligned Languages Draconic
Equipment bone sword

2 Silt Runner Darters (D)
Small natural humanoid (reptile)

| | |
|---|------------------|
| HP 25; Bloodied 12 | Initiative +4 |
| AC 13, Fortitude 11, Reflex 14, Will 13 | Perception +2 |
| Speed 7 | Low-light vision |

TRAITS
Silt Runner Swarm
Any enemy that starts its turn adjacent to two or more silt runners takes 2 damage.

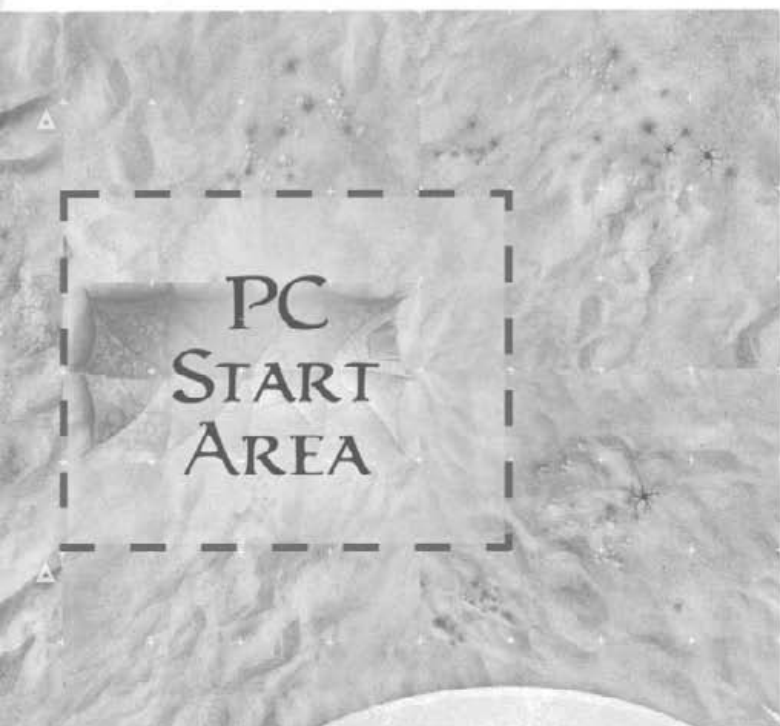
STANDARD ACTIONS
Ⓛ **Wooden Dagger (weapon) + At-Will**
Attack: Melee 1 (one creature); +6 vs. AC
Hit: 1d4 + 5 damage.

Ⓛ **Blowgun (weapon) + At-Will**
Attack: Ranged 12 (one creature); +8 vs. AC
Hit: 1d10 + 4 damage.

☞ **Poison Dart (poison, weapon) + Recharge** [1]
Attack: Ranged 12 (one creature); +6 vs. Fortitude
Hit: 2d10 + 3 poison damage, and the target is immobilized (save ends).
Aftershock: The target is slowed (save ends).
Miss: Half damage, and the target is slowed until the end of the darter's next turn.

Skills Athletics +5, Stealth +9
Str 10 (+0) Dex 18 (+4) Wis 14 (+2)
Con 13 (+1) Int 6 (-2) Cha 11 (+0)

Alignment unaligned Languages Draconic
Equipment wooden dagger, blowgun, 20 darts



ENCOUNTER 1-2: BANISHING THE HIVE

Encounter Level 2 (725 XP)

SETUP

2 kank soldiers (S)

3 kank spitters (A)

Before this encounter, each character performs a single skill check in the ongoing Fleeing Across the Wastes skill challenge (page 11). Make a note of the successes and failures.

The adventurers set up in the outlined area of the encounter map. The kanks surround the adventurers, attacking from all sides. Read:

The stench of brimstone as the fire spirit snuffs out is supplemented by the harsh smell of acid. Looking up, you notice that large, armored, green-eyed insects approach from all directions. Their feet click against the rocky terrain as they close around you.

TACTICS

The kanks are looking for food for their hive. They attempt to pick off the weakest characters, but otherwise attack in straightforward fashion.

FEATURES OF THE AREA

Illumination: This area of desert is brightly lit.

Boulders: These 2-square tall obstacles provide cover and require a DC 10 Athletics check to climb.

Petrified Trees: These ossified plants provide cover against ranged attacks from creatures on the opposite side of the trees.

3 Kank Spitters (A)

Small natural beast

HP 30; Bloodied 15

AC 14, Fortitude 13, Reflex 15, Will 14

Speed 8

Resist 5 acid, 5 poison

STANDARD ACTIONS

⊕ **Bite (acid)** ⊕ **At-Will**

Attack: Melee 1 (one creature); +7 vs. AC

Hit: 1d4 + 1 damage plus 1d8 acid damage.

⤴ **Kank Spit (acid)** ⊕ **At-Will**

Attack: Ranged 10 (one creature); +7 vs. Reflex

Hit: 1d4 + 1 damage, and the target is slowed and takes ongoing 5 acid damage (save ends both). If the target is already slowed, it is instead immobilized (save ends).

Str 13 (+2)

Dex 17 (+4)

Wis 14 (+3)

Con 12 (+2)

Int 2 (-3)

Cha 6 (-1)

Alignment unaligned Languages –

2 Kank Soldiers (S)

Large natural beast (mount)

HP 54; Bloodied 27

AC 20, Fortitude 17, Reflex 16, Will 14

Speed 8

Resist 5 acid, 5 poison

TRAITS

Grabbed Advantage (mount)

A friendly rider of 4th level or higher mounted on the soldier has combat advantage against any creature grabbed by the soldier.

STANDARD ACTIONS

⊕ **Bite** ⊕ **At-Will**

Attack: Melee 1 (one creature); +9 vs. AC, or +11 against creatures grabbed by the soldier. While the soldier has a creature grabbed, it can use *bite* against the grabbed creature only.

Hit: 2d4 damage, or 2d4 + 10 against creatures grabbed by the soldier. In addition, the soldier grabs the target.

⊕ **Kank Venom (poison)** ⊕ **Recharge** ☒ ☒

Attack: Melee 1 (one creature grabbed by the soldier); +9 vs. Fortitude

Hit: The target is slowed and takes ongoing 10 poison damage (save ends both). *First Failed Saving Throw:* The target is immobilized (save ends).

Str 18 (+6)

Dex 16 (+5)

Wis 12 (+3)

Con 14 (+4)

Int 2 (-2)

Cha 6 (+0)

Alignment unaligned Languages –

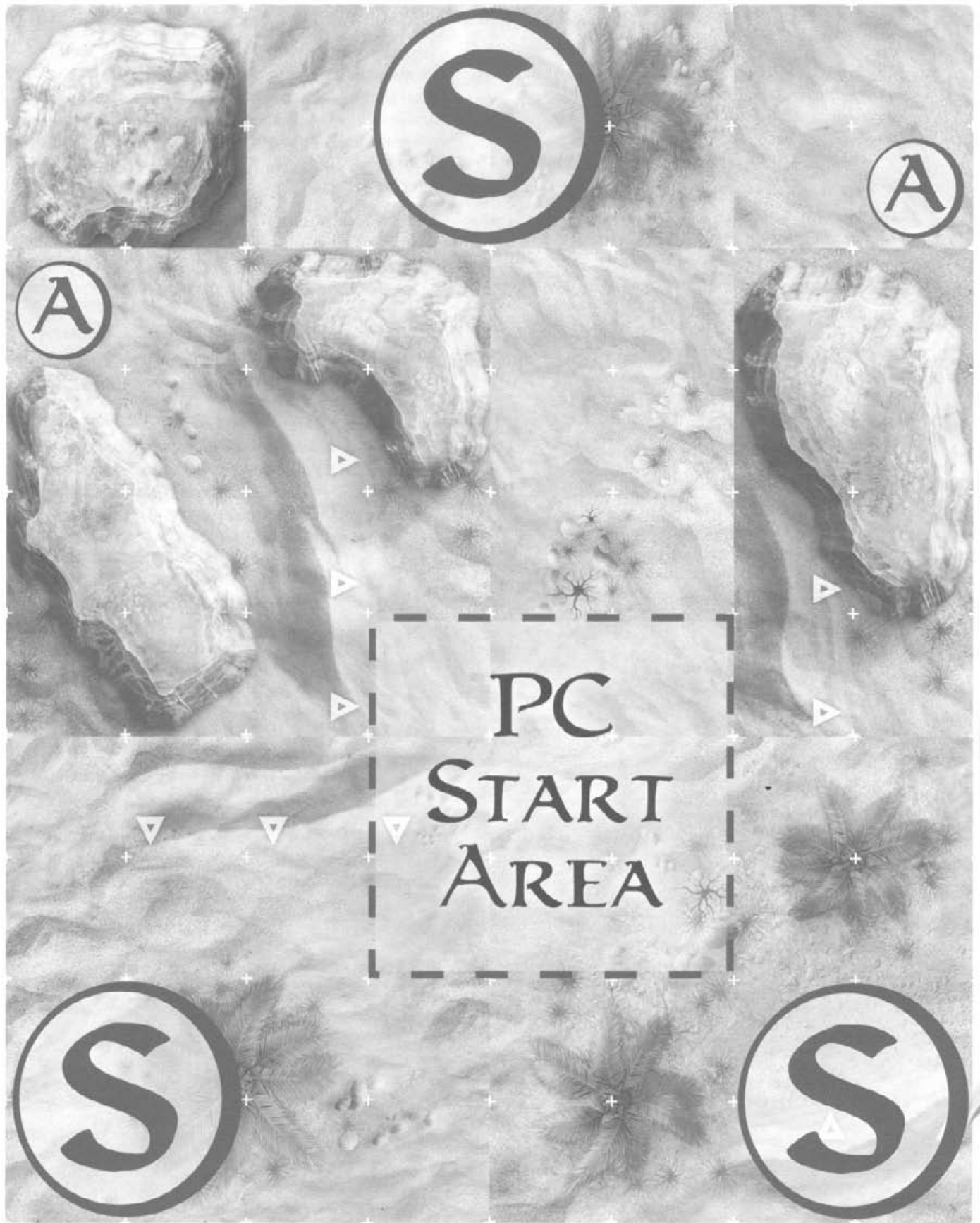
Level 4 Soldier

XP 175 each

Initiative +7

Perception +8





ENCOUNTER 1-3: BUSH AND AMBUSH

Encounter Level 1 (500 XP)

SETUP

- 2 goblin cursespewers (S)
- Spiretop drake (D)
- 2 goblin archers (A)
- 2 goblin cutters (C)

Before this encounter, each character performs a single skill check in the ongoing *Fleeing Across the Wastes* skill challenge (page 11). Tabulate the successes and failures with those from previous sessions.

The adventurers begin in the outlined area of the encounter map around the desert tree. The goblins have taken positions out of view on top of the high rocks overlooking the area.

This encounter begins with a surprise round. The goblins and any adventurers with *Passive Perception* 15 or higher get to act initially. In the surprise round, the tamed drake drops a lasso loop around a pack of supplies and the goblins yank them away. Read:

A tribe of small green-skinned creatures emerges from atop the badlands heights. They wear bone armor arranged to make them appear as skeletons. These trappings seem more ceremonial than practical. Two of creatures have odd fins attached to their legs.

Nature DC 10: You've never seen these creatures before, but you've heard tales of desert humanoids that survive off the land and keep away except in times of desperate need.

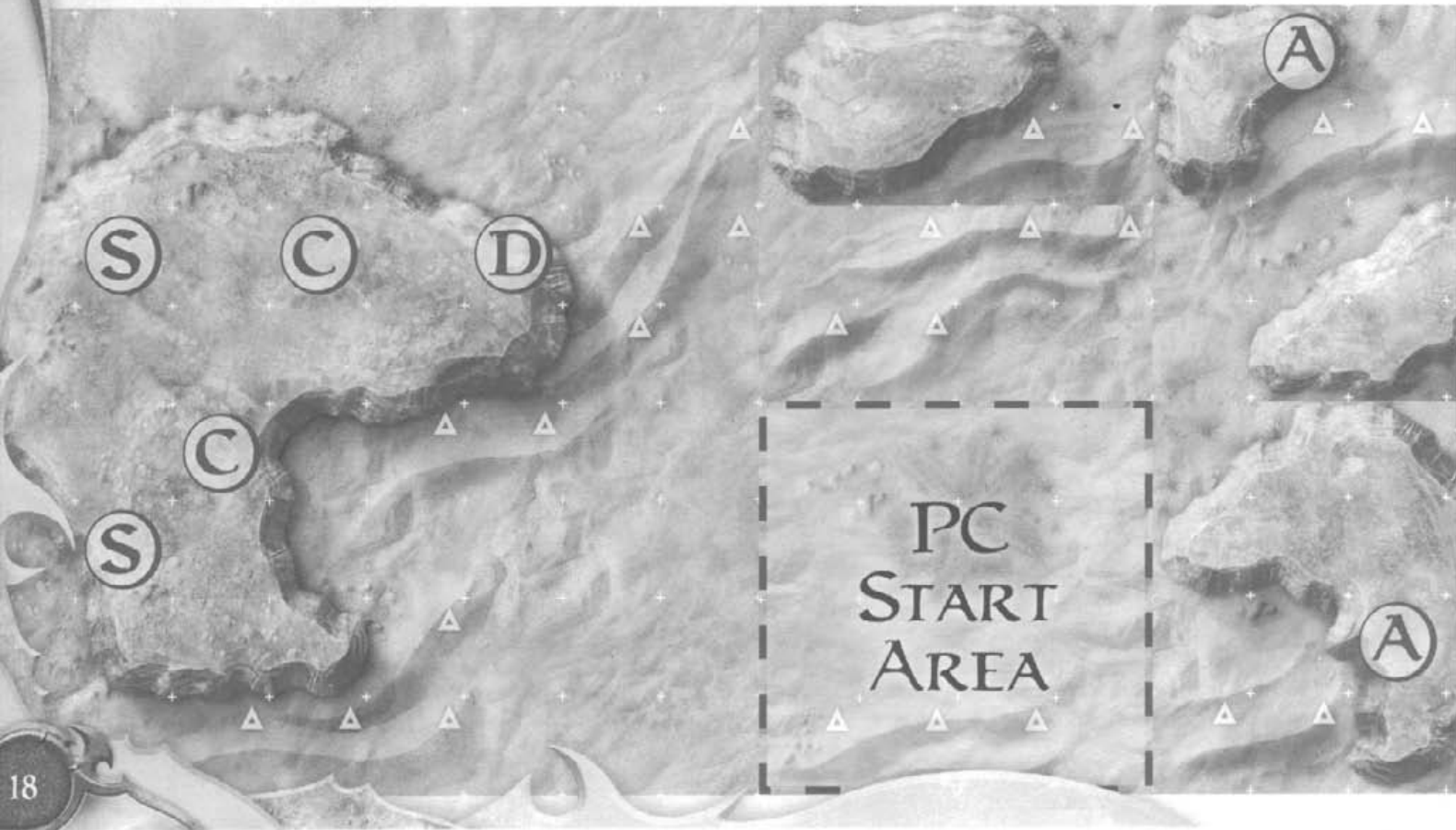
TACTICS

The goblins do not try to go head-to-head with the adventurers. They use their advantageous positions and high mobility to attack from the fringes. They are after the tree fruit and any other supplies they can steal from the party.

The goblin archers have small desert air-elemental gliders that harness the hot desert winds so they can fly across the battlefield, peppering the adventurers with arrows.

The goblin cutters protect the cursespewers from atop the large cliff. The cursespewers dispatch them one at a time to engage the adventurers, so they can make full use of *goblin doom*. When the cursespewers fall, any remaining goblins break and run.

The spiretop drake does not harm the adventurers, flying away if attacked.



FEATURES OF THE AREA

Illumination: Twilight fills this area with dim illumination.

Brambleweed Heights: The rocks are 4 squares high and covered with brambleweed. A creature that starts its turn in a brambleweed square takes 5 damage. A creature that ends its turn in a brambleweed square is restrained until the start of its next turn. Brambleweed squares are difficult terrain. The goblins are immune to this terrain effect, having carefully surveyed their position here.

Treasure: The goblins have 3 survival days (page 11) worth of food and water with them. They also have a +1 *acidic obsidian spear* (level 4 item; page 10; *Adventurer's Vault*, page 62) and a +1 *amulet of psychic interference* (level 5 item; page 10; *DARK SUN Campaign Setting*).

Spiretop Drake (D) Level 1 Skirmisher

Small natural beast (reptile) XP 100

HP 29; Bloodied 14 Initiative +6
AC 16, Fortitude 11, Reflex 14, Will 13 Perception +3
Speed 4, fly 8 (hover)

STANDARD ACTIONS

⊕ Bite ⚡ At-Will

Attack: Melee 1 (one creature); +6 vs. AC
Hit: 1d6 + 4 damage.

⊕ Snatch ⚡ At-Will

Attack: Melee 1 (one creature); +4 vs. Reflex
Hit: 1 damage, and the drake steals a small object from the target, such as a vial, scroll, or coin.

Flyby Attack ⚡ At-Will

Effect: The drake flies 8 squares and makes one melee basic attack at any point during that movement. The drake doesn't provoke opportunity attacks when moving away from the target of the attack.

Str 11 (+0) Dex 18 (+4) Wis 16 (+3)
Con 13 (+1) Int 3 (-4) Cha 11 (+0)

Alignment unaligned Languages –

2 Goblin Cutters (C) Level 1 Minion

Small natural humanoid, goblin XP 25 each

HP 1; a missed attack never damages a minion. Initiative +5
AC 16, Fortitude 12, Reflex 14, Will 11 Perception +1
Speed 6 Low-light vision

STANDARD ACTIONS

⊕ Short Sword (weapon) ⚡ At-Will

Attack: Melee 1 (one creature); +5 vs. AC
Hit: 4 damage, or 5 damage if the goblin has combat advantage against the target.

TRIGGERED ACTIONS

Goblin Tactics ⚡ Encounter

Trigger: The goblin is missed by a melee attack.
Effect (Immediate Reaction): The goblin shifts 1 square.

Skills Stealth +5, Thievery +5

Str 14 (+2) Dex 17 (+3) Wis 12 (+1)
Con 13 (+1) Int 8 (-1) Cha 8 (-1)

Alignment evil Languages Common, Goblin
Equipment leather armor, short sword

2 Goblin Archers (A) Level 1 Skirmisher

Small natural humanoid, goblin XP 100 each

HP 29; Bloodied 14 Initiative +5
AC 17, Fortitude 13, Reflex 15, Will 12 Perception +1
Speed 6, fly 8 (glider) Low-light vision

TRAITS

Great Position

If, on its turn, the goblin ends its move at least 4 squares away from its starting position, it deals 1d6 extra damage on ranged attack until the start of its next turn.

STANDARD ACTIONS

⊕ Short Sword (weapon) ⚡ At-Will

Attack: Melee 1 (one creature); +6 vs. AC
Hit: 1d6 + 2 damage.

⊕ Shortbow (weapon) ⚡ At-Will

Attack: Ranged 15/30 (one creature); +6 vs. AC
Hit: 1d8 + 2 damage.

➤ Mobile Ranged Attack ⚡ At-Will

Effect: The goblin moves half its speed. At any point during that movement, it makes one ranged basic attack without provoking opportunity attacks.

TRIGGERED ACTIONS

Goblin Tactics ⚡ Encounter

Trigger: The goblin is missed by a melee attack.
Effect (Immediate Reaction): The goblin shifts 1 square.

Skills Stealth +10, Thievery +10

Str 14 (+2) Dex 17 (+3) Wis 12 (+1)
Con 13 (+1) Int 8 (-1) Cha 8 (-1)

Alignment evil Languages Common, Goblin

Equipment leather armor, short sword, shortbow, arrows x40

2 Goblin Cursespeakers (S) Level 2 Artillery (Leader)

Small natural humanoid XP 125 each

HP 68; Bloodied 34 Initiative +2
AC 14, Fortitude 14, Reflex 13, Will 15 Perception +2
Speed 6 Low-light vision

STANDARD ACTIONS

⊕ Sacrificial Knife (weapon) ⚡ At-Will

Attack: Melee 1 (one creature); +7 vs. AC
Hit: 1d4 + 3 damage.

⊕ Confounding Curse ⚡ At-Will

Attack: Ranged 10 (two creatures); +7 vs. Will
Hit: 1d6 + 3 damage, and the target grants combat advantage to the goblin's allies until the end of the cursespeaker's next turn.

TRIGGERED ACTIONS

⚡ Goblin Doom (poison) ⚡ At-Will

Trigger: A goblin within 5 squares is hit by a melee attack.
Attack (Immediate Interrupt): Area burst 2 centered on the triggering goblin (creatures in burst); +5 vs. Reflex
Hit: 1d10 + 3 poison damage, and ongoing 5 poison damage (save ends).

Goblin Tactics ⚡ Encounter

Trigger: The goblin is missed by a melee attack.
Effect (Immediate Reaction): The goblin shifts 1 square.

Skills Religion +5

Str 11 (+1) Dex 14 (+3) Wis 12 (+2)
Con 16 (+4) Int 9 (+0) Cha 17 (+4)

Alignment chaotic evil Languages Common, Goblin

Equipment leather armor, sacrificial knife, wand

ENCOUNTER 1-4: DEVILISH DUST

Encounter Level 1 (575 XP)

SETUP

Poisonscale magus (M)
3 dust devils (D)
3 deep silt spots (S)

Before this encounter, each character performs a single skill check in the ongoing Fleeing Across the Wastes skill challenge (page 11). Tabulate the successes and failure with those of previous sessions.

Ralo, a dwarf wastelander, is surprised by the dust devils. Characters with passive Perception 20 or higher detect the approach and can act in the surprise round. The heroes and Ralo set up in the outlined area of the encounter map; the enemies attack from all sides.

Ralo has the following basic stats. He does not wield a weapon and will not join combat.

| | |
|---|--------------------|
| Ralo, Dwarf Wasterlander | Level 1 NPC |
| HP 18; Bloodied 9 | |
| AC 14, Fortitude 15, Reflex 12, Will 11 | |
| Speed 5 | |

Before the surprise round, read:

Dust kicks up all around you, swirling in ever denser patterns. You steel yourself against the off-putting alkaline taste that gathers in your mouth. Suddenly, the desert seems to rise up and attack.

TACTICS

The dust devils are after Ralo by command of the ssurran magus. They concentrate their attacks in the surprise round on him, then turn on whichever adventurer is the most immediate threat.

The poisonscale magus believes Ralo is a defiler and wants him vanquished. It stays back, near the edge of the battlefield, allowing the dust devils to confront the heroes directly.

FEATURES OF THE AREA

Illumination: The dawn provides bright light throughout the area.

Boulders: The rocks in this area are 1 square high. A DC 10 Athletics or Acrobatics check allows a creature to hop onto a boulder square from the ground without spending any extra movement. Failure results in that square being treated as difficult terrain.

| | |
|---|--------------------------|
| Poisonscale Magus (M) | Level 2 Artillery |
| Medium natural humanoid (reptile), lizardfolk | XP 125 |
| HP 32; Bloodied 16 | Initiative +2 |
| AC 14, Fortitude 14, Reflex 16, Will 16 | Perception +8 |
| Speed 6 (swamp walk) | |

STANDARD ACTIONS

⚔ Dagger (weapon) + At-Will

Attack: Melee 1 (one creature); +6 vs. AC
Hit: 1d6 + 3 damage.

☠ Poison Blood (poison) + At-Will

Attack: Ranged 10/20 (one creature); +7 vs. Fortitude
Hit: 1d6 + 3 poison damage, and ongoing 5 poison damage (save ends).

☠ Poison Barrage (poison) + Encounter

Attack: Area burst 3 within 10 (creatures in burst); +5 vs. Fortitude
Hit: 1d6 + 3 poison damage, and the target gains vulnerable 5 poison (save ends).
Miss: Half damage, and the target gains vulnerable 5 poison until the end of its next turn.

MINOR ACTIONS

☠ Corrupt Poison (poison) + At-Will

Attack: Ranged 10/20 (one creature taking ongoing poison damage); +7 vs. Fortitude
Hit: The magus slides the target 3 squares, and the target is slowed (save ends).

Skills Arcana +9, Athletics +7

Str 12 (+2)

Dex 12 (+2)

Wis 14 (+3)

Con 14 (+3)

Int 15 (+3)

Cha 8 (+0)

Alignment unaligned Languages Draconic

Equipment dagger

| | |
|--|---------------------------|
| 3 Dust Devils (D) | Level 3 Skirmisher |
| Small elemental magical beast (air, earth) | XP 150 each |
| HP 47; Bloodied 23 | Initiative +7 |
| AC 18, Fortitude 14, Reflex 16, Will 14 | Perception +0 |
| Speed 8 | |

Immune disease, poison

Immune disease, poison

Immune disease, poison

Immune disease, poison

TRAITS

Moving Defense

A dust devil takes a -2 penalty to all defenses while slowed or immobilized.

STANDARD ACTIONS

⚔ Grasping Winds + At-Will

Attack: Melee 1 (one creature); +8 vs. Reflex
Hit: 1d10 + 3 damage, and the dust devil slides the target 2 squares.

☠ Stinging Sands + Encounter

Attack: Close burst 3 (enemies in burst); +8 vs. Fortitude
Hit: 3d6 + 3 damage, and the target is blinded until the end of the dust devil's next turn.

MOVE ACTIONS

⚔ Gale Blast + Recharge ☒ ☒

Effect: The dust devil shifts 5 squares and makes one attack against each enemy it moves adjacent to.
Attack: Melee 1 (one creature); +8 vs. Fortitude
Hit: The target falls prone.

Skills Stealth +10

Str 8 (+0)

Dex 18 (+5)

Wis 8 (+0)

Con 15 (+3)

Int 5 (-2)

Cha 15 (+3)

Alignment unaligned

Languages Primordial

Silt Pools: The blue areas of the map are silt pools and are difficult terrain. The squares marked with "S" are *silt deep spots*.

Silt Deep Spot (S) At-Will Terrain

Within a shallow pool of silt, occasional deep spots can be exploited by observant combatants.

Standard Action

Check: Nature check (hard DC) to recognize a deeper spot in the silt pool.

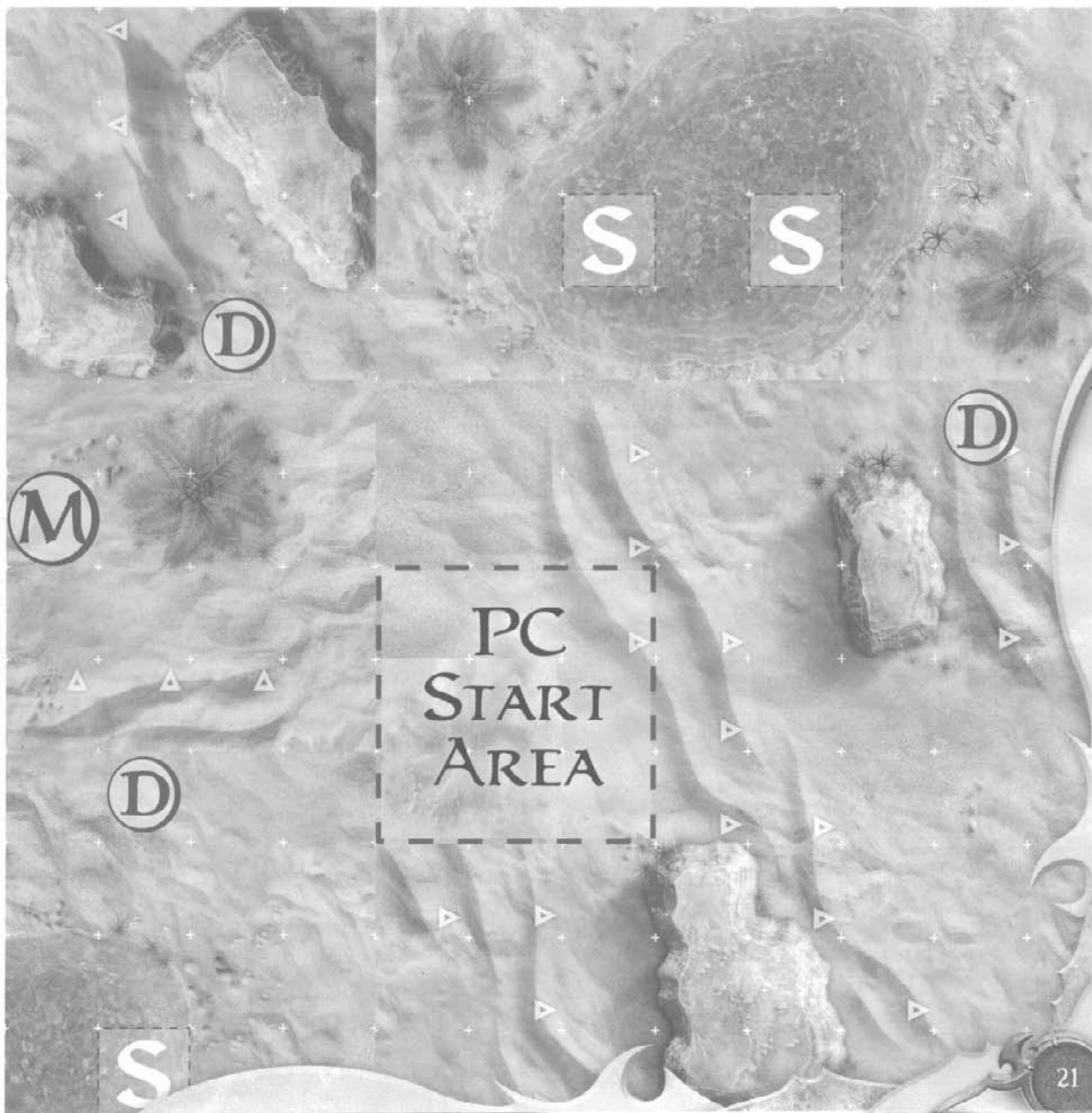
Target: One creature you choose within a silt pool

Attack: Level + 3 vs. Reflex

Hit: The target is restrained (save ends).

Trees: These small cacti provide cover against ranged attacks from creatures on the opposite side of the trees.

Treasure: Once the ssuran and his servants are defeated, Ralo bestows upon the two Veiled Alliance characters the *mystery of the hidden veil* (level 3 award; page 10; *DARK SUN Campaign Setting*). He also gives the party 2 *stonemeal biscuits* (level 3 item; page 10; *Adventurer's Vault*, page 192) and 4 *healing fruits* (potion of healing; PH 255).



ENCOUNTER 1-5: BACKS AGAINST THE WALL

Encounter Level 2 (675 XP)

SETUP

Ssurran shaman (S)
3 poisonscale slitherers (P)
Ankheg (A)

Before this encounter, each character performs a single skill check in the ongoing Fleeing Across the Wastes skill challenge (page 11). Once that's done, apply the results of the skill challenge conclusion.

When you are ready to begin, read:

Your path is blocked by the sheer face of a cliff that towers above you. The pursuing dark clouds mass behind you, but the storm of stone does not arrive. In the distance, you hear hissing and screeching. Although you keep a careful eye on the looming tempest, the attack comes instead from four ssurrans that scramble over the rocks.

The top and left side edge of the map forms a steep, 20-square tall cliff of black rock. The adventurers begin in the outlined area of the encounter map. They seem trapped, but the enemy will not enter the defiled area of black sand.

| | |
|---|------------------------|
| 3 Poisonscale Slitherers (P) | Level 2 Soldier |
| Medium natural humanoid (reptile), lizardfolk | XP 125 each |
| HP 36; Bloodied 18 | Initiative +6 |
| AC 17, Fortitude 14, Reflex 15, Will 13 | Perception +7 |
| Speed 5 (swamp walk) | |

TRAITS

Slitherer Bravery

A poisonscale slitherer gains a +2 bonus to attack rolls while it is adjacent to at least one ally.

Slitherer Stability

A poisonscale slitherer cannot be knocked prone and ignores forced movement.

STANDARD ACTIONS

⚔ Spear (weapon) ♦ At-Will

Attack: Melee 1 (one creature); +8 vs. AC

Hit: 1d10 + 3 damage.

🏹 Javelin (poison, weapon) ♦ Encounter

Attack: Ranged 10/20 (one creature); +6 vs. AC

Hit: 1d6 + 3 damage, and the poisonscale makes a secondary attack against the same target.

Secondary Attack: +4 vs. Fortitude

Hit: 2d6 + 3 poison damage.

Skills Athletics +8, Stealth +9

Str 14 (+3) Dex 17 (+4) Wis 12 (+2)

Con 12 (+2) Int 8 (+0) Cha 8 (+0)

Alignment unaligned Languages Draconic

Equipment spear, javelin x2

TACTICS

The shaman has been sent by the Wastewalker to capture the adventurers, in particular the two arcane casters. The ssurrans' mission is hindered, however, because the adventurers have stumbled upon a defiled area that terrifies the lizardfolk. They refuse to enter or stand adjacent to the map section marked in black outline. If forced into that area, they retreat back to "safe" ground as soon as possible, incurring attacks of opportunity to do so.

If the adventurers remain wholly in the defiled area, the ssurrans take cover atop the boulders, using what ranged attacks they possess. One of the ssurrans carries a bundle of 20 extra bone javelins. If necessary, the ssurrans can make ranged basic attacks with these javelins at ranged 10/20 (one creature); +8 vs. AC; 1d6 + 3 damage.

DEVELOPMENT

At the end of the first round of combat, the ankheg bursts out of the ground and onto the battlefield. It detects food and does not care who it eats first. Both sides can attempt to control the ankheg's attacks by making contested Nature rolls (the shaman rolls for the ssurrans; up to two characters can roll or aid for the party). The higher result directs the ankheg's action for that round. The beast uses only basic attacks against the ssurrans. If one side controls the beast for three consecutive rounds, it sides with that group until its opponents have been defeated. Then, it turns on its former "allies."

FEATURES OF THE AREA

Illumination: The obsidian storm clouds looming over the area reduce the illumination to dim light.

Black Sand: The outlined area on the map is defiled land called black sand. A creature in a square of black sand regains half the normal hit points when targeted by healing powers or when spending healing surges.

Boulders: The smaller boulders in this area are 2 squares high. The two large, crescent-shaped boulders are 3 squares high. All boulders provide cover and require a DC 10 Athletics check to climb.

Treasure: The shaman carries a +1 orb of debilitating languor (level 2 item; page 10; *Adventurer's Vault*, page 93) and 2 healing fruits (potion of healing; PH 255).

Ankheg (A) **Level 3 Elite Lurker**Large natural beast XP 300

HP 100; Bloodied 50 Initiative +10
 AC 17, Fortitude 14, Reflex 16, Will 14 Perception +9
 Speed 8, burrow 4 (tunneling) Tremorsense 5
 Resist 5 acid
 Saving Throws +2; Action Points 1

TRAITS**Mandible Carry**

The ankheg can move at normal speed while grabbing a creature that is Medium or smaller.

STANDARD ACTIONSⓈ **Claw** ⚡ **At-Will**

Attack: Melee 1 (one creature); +8 vs. AC
 Hit: 1d8 + 5 damage.

† **Mandible Grab** ⚡ **At-Will**

Requirement: The ankheg cannot be grabbing a creature.
 Attack: Melee 1 (one creature); +8 vs. AC
 Hit: 1d8 + 5 damage, and the target is grabbed.

⚡ **Acid Spray (acid)** ⚡ **Recharge** when first bloodied

Attack: Close blast 3 (creatures in blast); +8 vs. Reflex
 Hit: 1d8 + 5 acid damage, and the target is slowed and takes ongoing 5 acid damage (save ends both).

MINOR ACTIONS† **Gnaw and Scuttle (acid)** ⚡ **At-Will** (1/round)

Attack: Melee 1 (one creature grabbed by ankheg); +8 vs. AC
 Hit: 1d8 + 2 damage, and ongoing 5 acid damage (save ends).
 The ankheg then shifts 2 squares and pulls the target to a space adjacent to its new location.

Skills Stealth +11

Str 15 (+3) Dex 20 (+6) Wis 16 (+4)
 Con 18 (+5) Int 13 (+2) Cha 4 (-2)

Alignment unaligned Languages —

Ssuran Shaman (S) **Level 3 Controller**Medium natural humanoid (reptile), lizardfolk XP 150

HP 47; Bloodied 23 Initiative +2
 AC 18, Fortitude 15, Reflex 14, Will 16 Perception +9
 Speed 6 (earth walk)

STANDARD ACTIONSⓈ **Spear (weapon)** ⚡ **At-Will**

Attack: Melee 1 (one creature); +8 vs. AC
 Hit: 2d8 damage, and the shaman pushes the target 1 square.

Ⓢ **Sun Curse (fire)** ⚡ **At-Will**

Attack: Ranged 5 (one creature); +7 vs. Reflex
 Hit: 2d6 + 2 fire damage, and the target is dazed until the end of the shaman's next turn.

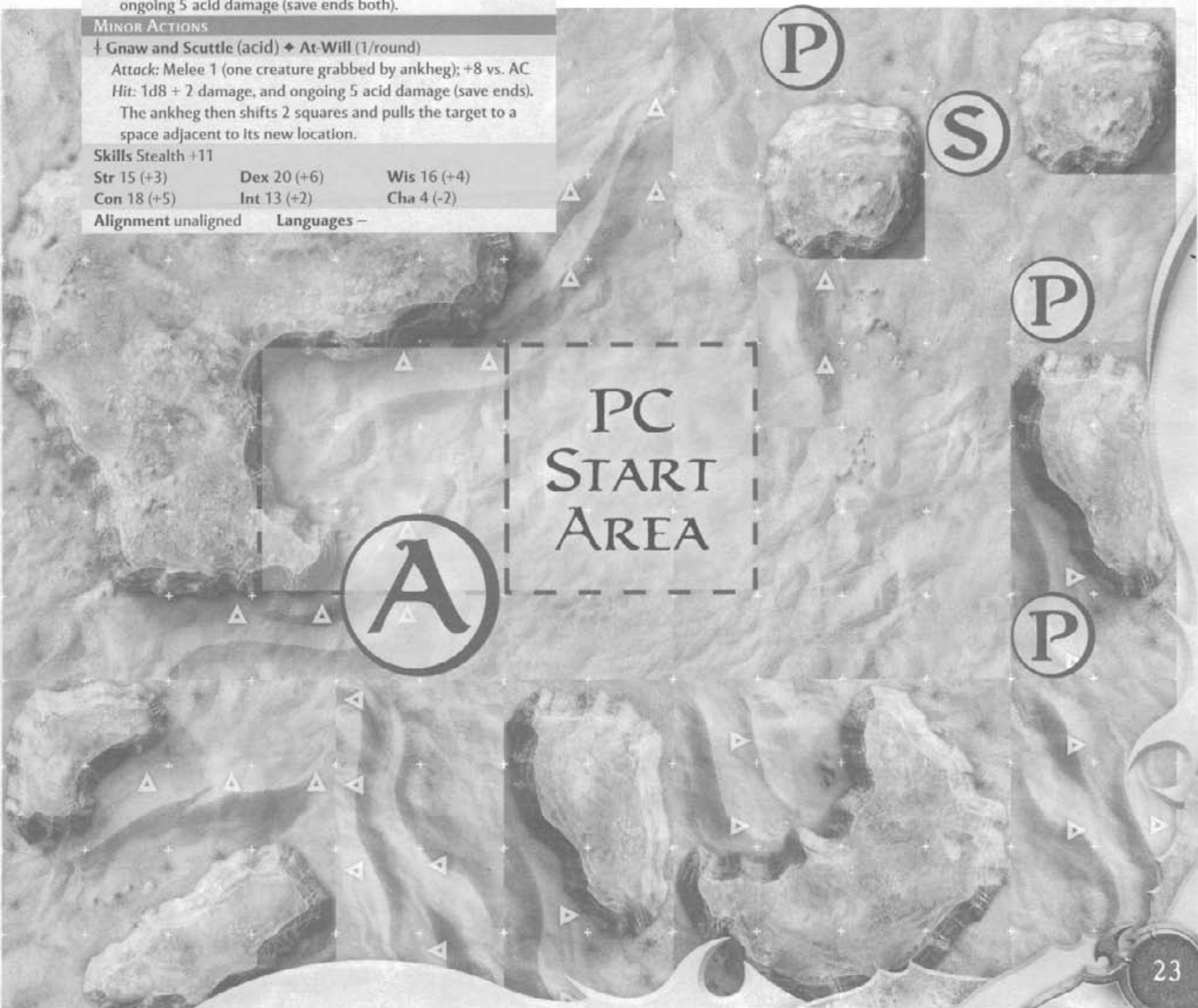
⚡ **Treacherous Spirit (charm)** ⚡ **Recharge** if the power misses

Attack: Ranged 5 (one creature); +7 vs. Will
 Hit: The target is dominated (save ends).

Skills Athletics +7, Nature +9

Str 12 (+2) Dex 12 (+2) Wis 17 (+4)
 Con 15 (+3) Int 10 (+1) Cha 10 (+1)

Alignment unaligned Languages Draconic





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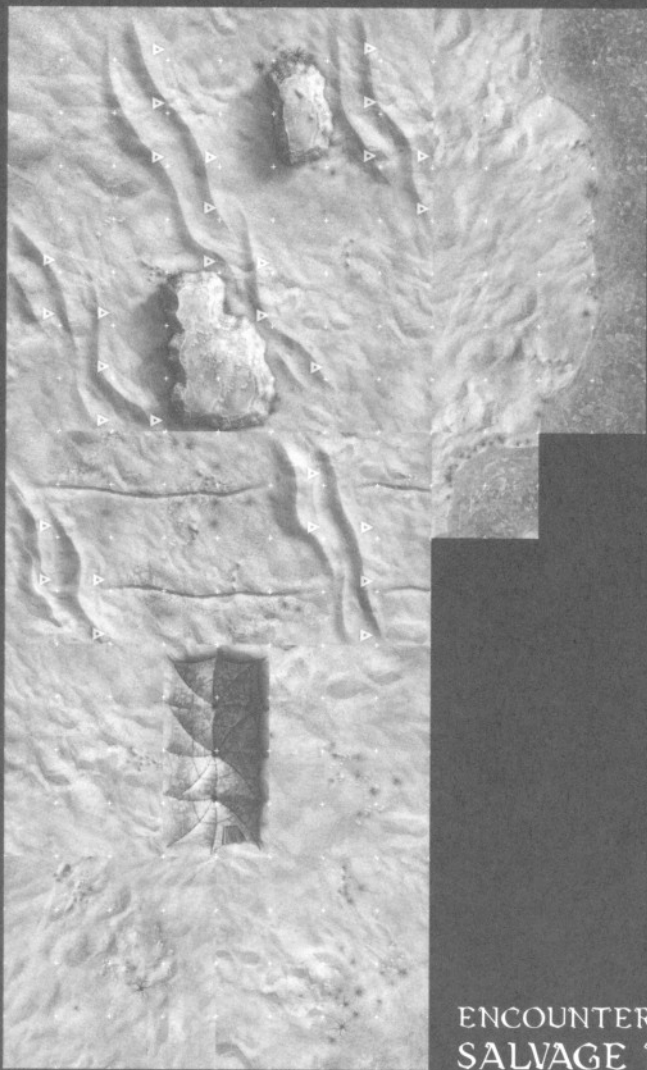
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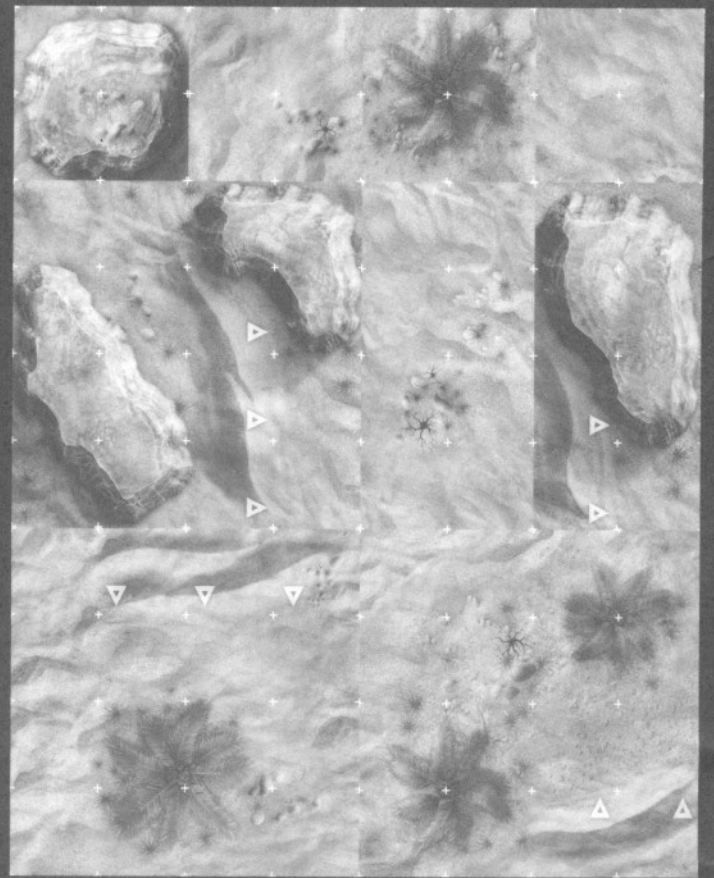
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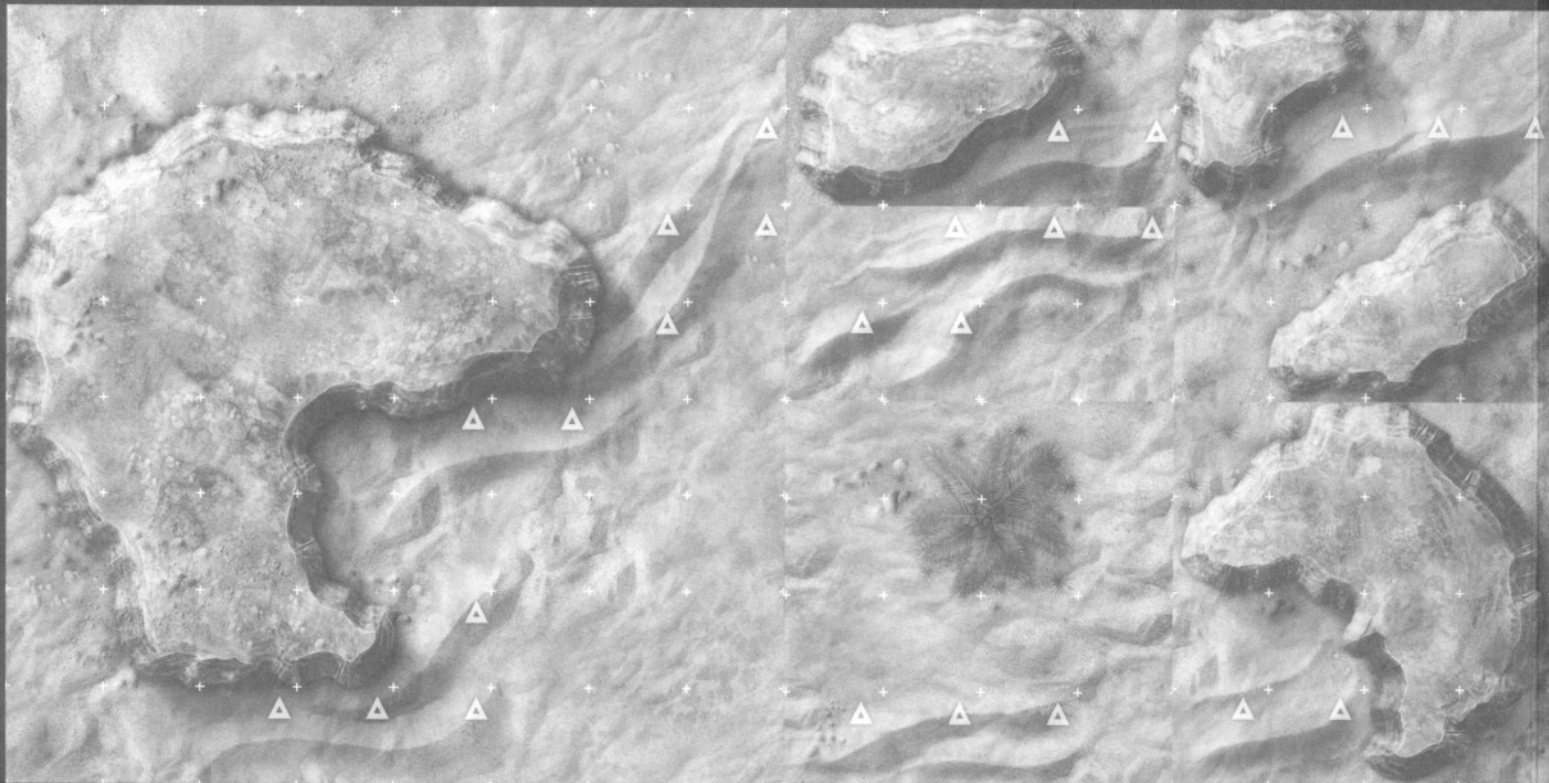


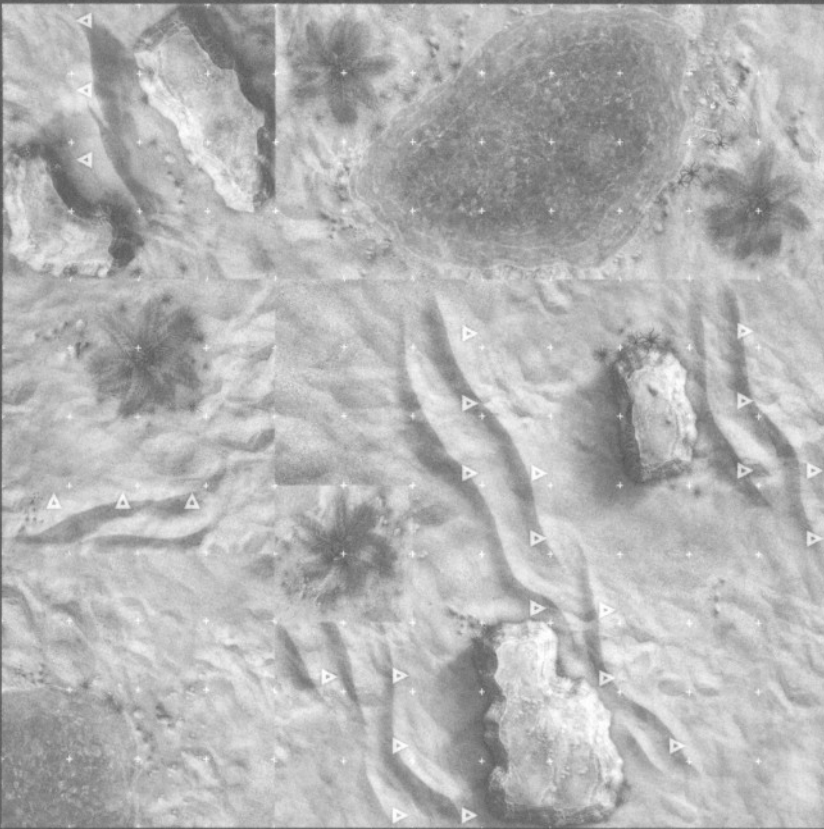
ENCOUNTER 1-1:
SALVAGE IN THE STORM



ENCOUNTER 1-2:
BANISHING THE HIVE

ENCOUNTER 1-3:
BUSH AND AMBUSH





ENCOUNTER 1-4:
DEVILISH DUST

ENCOUNTER 1-5:
BACKS AGAINST
THE WALL



INTRODUCTION

A D&D Encounters™ adventure for four to six 1st-level characters

Welcome to an exciting official D&D play program called D&D Encounters. This adventure is a mini-campaign “season” designed to be played in one-encounter sessions once per week at your local Wizards Play Network location. Each Wednesday, players will earn both in-game rewards for their characters (such as treasure) and accumulate Renown Points towards special program-exclusive D&D Encounters Cards that can be used in this and future seasons of D&D Encounters.

PREPARING FOR PLAY

In order to DM this adventure, everything you need should be provided in the D&D Encounters play kit – this adventure, the poster maps of all the encounter areas (inside the adventure), and a sheet of tokens to use for monsters, adventurers, and battlefield effects. Preparing the adventure for play is easy, simply follow the steps below.

Before you DM your first session:

- Read over the Introduction, Adventure Synopsis, Adventure Summary, and Resting sections.
- Read **Session 1: A Broken Bridge** under the **Chapter 2: Tomb of a Long, Lost Age** section, and read **Encounter 2-1: Awaking the Dead**. (Alternatively, if you are starting at some other point in the adventure, read the appropriate sections and what’s come before.)

At the table of your first session:

- Ensure each player has a character to play. Players use one of the characters provided in the play kit. At the end of Chapter 1, all players’ characters reach 2nd level. At the end of Chapter 2, all players’ characters reach 3rd level.
- Ensure each player has a D&D Encounters Play Tracker. This sheet can be found in the play kit, and allows the players to track their character’s treasure, experience, and Renown Points earned for each play session.
- Get a session tracking sheet from the organizer. Record all the players’ DCI/RPGA numbers on it, along with your DCI/RPGA number. If you or any of the players don’t have a DCI/RPGA number, ask the organizer for a membership card.

During the session:

- Remember, each session is one encounter in length. Just DM the encounter assigned for that week’s session. A typical play time for one encounter is about 90 minutes – 2 hours.
- Remember to make decisions and adjudications that enhance the fun of the game when possible. As the DM, you can make some adjustments to the adventure (see the sidebar) to facilitate the fun of the players.

At the end of your first session:

- Have the adventurers take a short rest if they want, but remind them to track their daily abilities. Healing surges used, daily powers expended, and other daily resources do not refresh in-between each session; only at the end of each chapter. Make sure your players track this information on their D&D Encounters Play Tracker.
- Turn in your session tracking sheet to the organizer. Make sure you’ve recorded all the DCI/RPGA numbers on it, along with your names and the play date.
- Report Renown Point totals earned for each player to the organizer. The organizer will fill out the Renown Point Tracker for the location, and will determine if any players have earned a D&D Encounters Card.
- Give out rewards to the players. This includes treasure and possibly D&D Encounters Cards (the organizer will tell you if any players have earned this reward). Make sure the players write down their rewards on their D&D Encounters Play Tracker.
- Collect your reward! You should receive a special reward for providing your time as a DM to make the event happen. Your organizer will have more details on your reward.

At the end of the final session of this chapter:

- The adventurers take an extended rest, regaining all of their healing surges, hit points, and daily powers. In addition, their action point totals reset to 1.
- The adventurers level up to 3rd level. They apply the changes listed on their character card to their character in preparation for the beginning of Chapter 3.

CREDITS

Nicholas K. Tulach
Design

Andy Collins
Development

M. Alexander Jurkat
Editing

Chris Tulach
Organized Play Content
Developer

Matthew Stevens
Art Director

Cole Meier
Graphic Designer

William O’Connor
Cover Illustration

**Warren Mahy, David Rapoza,
Goran Josic, Mike Sass,
John Stanko, David Rapoza**
Interior Illustrations

**Liz Schuh, Jesse Decker,
Laura Tommervik,
Shelly Mazzanoble, Kierin Chase**
D&D Brand Team

Joe Yochum
Organized Play Project Manager

Donna Woodcock
Production Manager

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Unlike some seasons of D&D Encounters, this special DARK SUN preview season doesn't award experience points in the standard method. Instead, characters level up at the end of each chapter.

XP Awards: The XP awards listed throughout this adventure are for reference only, as characters level up automatically at the end of each chapter.

Milestones: For every 2 encounters a character completes without taking an extended rest (offered at the end of a chapter), the character reaches a milestone, gaining an action point and possibly gaining use of another magic item daily power.

THE EVER-CHANGING GROUP

Since you can never tell who's going to show up to a D&D Encounters session from week to week, you might wind up with a different group of players. Some players might be starting in "mid-stream," some may have missed a session or two, and others may have played all the sessions with a different DM. That's OK. Catch up new players with a brief summary of what's come before, and make sure that returning players have marked off resources they spent (healing surges, daily powers, etc.) since their last extended rest.

Majority Rules: If some element of the adventure plot hinges on the adventurers making a decision in a previous session, and the group is different during the current session, simply find out how the decision went down from the players. Go with the majority, and if it's an even split, side with the most positive result.

TREASURE

As the characters progress through the mini-campaign, they will have the opportunity to gain treasure in the form of gold pieces, valuables, and magic items. At the end of each session, determine if the players earned any treasure. Use the following rules to divide up treasure amongst the characters.

Gold and Valuables: If the adventurers earn it, each character gets a share as noted on the table below. All valuables like gems and jewelry are converted to gold pieces (gp). Note that the amounts have already been divided up per character, do not modify the amounts based on the size of the group playing.

Magic Items: During the adventure, there are a number of magic items that may be discovered. They are listed on the table below. Give out magic items according to the sidebar Awarding Magic Items.

AWARDING MAGIC ITEMS

When the characters find a permanent magic item, most of the time, the group will decide who gets to keep what. However, if the players can't agree who gets what, use the following system to award magic items in the priority listed.

1. Characters without permanent magic items.
2. Character with the lowest-level permanent magic item.

If there's more than one character that doesn't have a magic item, or two characters tie for the lowest-level magic item, have those players decide who gets it. If they still can't decide, have each roll a d20; high roll gets the item. A player that wants to "opt out" of a pick can do so. You can also do the same with the potions of healing and the ritual book if the players can't decide who gets them (but don't count these items as permanent magic items).

Any one character may not have more than 3 permanent magic items at the conclusion of this season.

RENOUN POINTS

One of the great rewards for playing in a D&D Encounters season is the accumulation of Renown Points (RPs), which are given out for accomplishments made by players during (and sometimes in-between) sessions. These Renown Points are tracked at the Wizards Play Network location, and reaching certain thresholds garners the player a tangible reward - a D&D Encounters Card!

These cards can be used by players during the current D&D Encounters season, subsequent seasons, or possibly both. Each card has all the information on how it works printed right on the card itself.

As the DM, it's your task to award Renown Points at the end of a session of play, just like you would award experience and treasure. Unlike experience and treasure though, you'll need to report the Renown Point totals earned for each player to the organizer at the conclusion of the session when you turn in your session tracking sheet. The organizer will then tell you if any players have qualified for a card.

The Renown accomplishments, their frequency (how often they can be awarded during the current season), and the point values of each are listed below.

TREASURE FOUND

| Name of Treasure | Where Found |
|------------------------|---------------|
| 2 panther tears | Encounter 2-1 |
| +1 piecemeal chain | Encounter 2-1 |
| +1 crystal scale armor | Encounter 2-2 |
| 150gp/character | Encounter 2-3 |
| 20gp/character | Encounter 2-4 |
| 6 survival days | Encounter 2-4 |
| 2 potions of healing | Encounter 2-4 |
| Baldric of time | Encounter 2-5 |

RENOUN POINT AWARDS

| Accomplishment | Frequency | RPs |
|------------------------------------|-----------|-----|
| Complete an encounter | 1/Session | 3 |
| Hit a milestone | 2/Chapter | 2 |
| Moment of greatness | 1/Chapter | 2 |
| Revive a dying adventurer ally | 1/Season | 1 |
| Hit for 15+ damage against 1 enemy | 1/Season | 1 |
| Kill 3 minions in 1 attack | 1/Season | 1 |
| Take 50 enemy damage in 1 session | 1/Season | 1 |
| Use the reckless breakage rule | 1/Season | 1 |
| Survive 10+ sessions without dying | 1/Season | 2 |
| Complete all quests | 1/Season | 5 |

Moment of Greatness: This is a discretionary award given out by the DM or through party vote to a player for doing something inventive, daring, or just plain cool during a session of play. Each player may earn this award once per chapter.

CHARACTER DEATH

If a character dies during a session, the player has 2 choices: they can either bring the same character back at the beginning of the next session with a death penalty of -1 to attack rolls, saving throws, skill checks, and ability checks until they've hit one (1) milestone (2 encounters), or they can select another character, losing any extra treasure they may have gained along the way.

RENOUN REWARDS

When a player hits 10 points, they earn their first D&D Encounters Card, called the Delver Reward. This is awarded to the player at the conclusion of the session in which they earned enough points to qualify. The second award is called the Explorer Reward, and a player qualifies for the reward by obtaining 35 Renoun Points in this season. The third award is called the Adventurer Reward, and a player qualifies for the reward by obtaining 60 Renoun Points in this season.

The final two awards are given out at the conclusion of the season. At the end of the season, a limited number of D&D Encounters Cards will be distributed amongst those that qualify for the reward. If there are more players that qualify for the reward than cards available, the organizer will determine how they will be distributed.



DARK SUN: *Fury of the Wastewalker* introduces the world of Dark Sun, a parched and perilous campaign setting for 4th Edition, to both new and veteran players. Their characters explore the blasted wastes of a world defiled by arcane magic. This section provides background information and a summary of the adventure.

For information on what's come before, see the previous adventure package. This adventure package includes details on Chapter 2 only.

ADVENTURE SUMMARY

DARK SUN: *Fury of the Wastewalker* is a mini-campaign that spans the length of the summer 2010 D&D Encounters season. The adventure is broken into three chapters—story arcs divided by opportunities for extended rests. Each chapter contains 5 sessions, which are one encounter in length and designed to be run once per week.

To give the Dungeon Master an overview of the storyline, the Chapter 2 summary and the individual play sessions are listed below. Chapter 1 and Chapter 3 are in separate adventure packages, available through your organizer.

WEAPONS OF INFERIOR MATERIALS

Metal is so scarce on Athas that most armaments are made of bone, wood, or stone. These substances are weaker than metal and fracture more easily. A broken weapon is at best an improvised weapon. Damaged magic weapons lose their enhancement, properties, and powers until repaired. The following option simulates the relative fragility of nonmetal weapons, making combat more unpredictable and exciting.

Reckless Breakage: When you roll a natural 1 on an attack roll, your weapon has a chance to break. You can accept the result, automatically missing the attack as usual, but keeping your weapon intact. Alternatively, you can reroll. Regardless of the reroll result, a nonmetal weapon breaks once the attack is complete. A metal weapon breaks only if you roll a natural 5 or lower on the reroll. This rule gives you a say in whether a weapon breaks. You can play it safe and accept the errant attack, or you can attempt to avoid a miss by risking your weapon.



CHAPTER 2:

TOMB OF A LONG, LOST AGE

During sessions 6–10, the adventurers are safe from the torments of the Wastewalker and the searing heat of the desert, but a new threat emerges. They find a tomb containing the ancient, unsettled spirits of a lost people. The remains of previously failed expeditions litter the upper passages. In the lower depths, the adventurers confront the spirit of an powerful ancestor. When the adventurers complete a minor quest at the end of this chapter, they receive a boon.

SESSION 6: A BROKEN BRIDGE

After a much needed rest, the adventurers delve deeper into the mountain, coming to a bridge over a dried-up underground riverbed. The far side is haunted by restless corpses—the remains of adventurers who failed to return from their quest to raid the area of its treasures. **Encounter 2-1: Awakening the Dead** is found on page 10.

SESSION 7: CRYSTAL CAVERNS

Arriving in the tomb proper, the adventurers enter a room covered in purple crystals. The remains of a defeated adventuring group litters the floor of this chamber. Triggered by the characters' entrance, necrotic energy animates these bodies. A crystal spider has also hidden in the corner of this cave, its fine webs stretching from wall to wall. **Encounter 2-2: Fine Strands of Death** is found on page 12.

SESSION 8: BROKEN RELICS

After defeating the spider and zombies, the adventurers uncover a passage hidden beneath the dense web. It leads down to a worked stone room littered with broken relics. Two guardians rest in this chamber **Encounter 2-3: Tomb Wardens** is found on page 14.

SESSION 9:

INTRUDERS OF A DIFFERENT SORT

The adventurers continue through the tomb by piecing together a key from the husks of the tomb wardens. They arrive at the final resting place of someone or something of great importance during a forgotten time. A clan of hejkin—burrowing earth people with a burning hatred for surface dwellers—has squatted in this crypt. **Encounter 2-4: Who's Trespassing?** is found on page 16.

SESSION 10: IN THE PRESENCE OF ANOTHER TIME

After driving off the hejkin, the adventurers are surprised by the restless spirit of a former age. Once vanquished, its companions bestow a boon. **Encounter 2-5: Restless Spirits** is found on page 18.

CAPTURED BY HALFLINGS!

As the adventurers emerge from the tunnels left by the hejkin, they find themselves far from the desert in a lush mountain valley. Unfortunately, lurking in the shadows are dozens of savage halflings. The heroes have no option but surrender.

ADJUSTING THE ENCOUNTERS

Chapter 2 assumes a party of 5 2nd level characters. Compare your adventurers to the chapter's recommended level with the following guidelines:

Your party is a “**weak party**” if it consists of any of the following:

1. 4 characters
2. Most or all of the players are new to D&D or roleplaying games

Your party is a “**strong party**” if it consists of any of the following:

1. 6 characters
2. Your players are veteran D&D 4th Edition players and like added challenge

If you have a weak party, remove one of the lowest level monsters from the encounter. If you have a strong party, add one monster among the types listed for each encounter whose level matches the encounter level.

For instance, in **Encounter 2-1** (a level 2 encounter), you might subtract a corruption corpse (level 4 artillery) from the encounter if your party is weak, or add a second griefmote (level 3 lurker) if your party is strong

RESTING

Although the adventurers can take short rests between sessions, they are allowed to take extended rests only between chapters. During Chapter 2, the adventurers are unable to take an extended rest because the lurking necrotic forces in the tomb keep them on edge.

CONTINUING THE ADVENTURE

Note that the adventure included here is the second of 3 chapters of play for this D&D Encounters season. The other two chapters are available separately. Check with your organizer to receive a copy of Chapter 1 and upon completion of this chapter to receive Chapter 3.

This section collects all the treasure awarded in this chapter, including the new items from the *DARK SUN Campaign Setting*.

ENCOUNTER 2-1: AWAKENING THE DEAD

Piecemeal Armor Level 5+

This armor, assembled from pieces of chain or scale, falsely seems to emphasize style over protection.

| | | | | | |
|--------|----|-----------|--------|----|--------------|
| Lvl 5 | +1 | 1,000 gp | Lvl 20 | +4 | 125,000 gp |
| Lvl 10 | +2 | 5,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 15 | +3 | 25,000 gp | Lvl 30 | +6 | 3,125,000 gp |

Armor: Chain, scale

Enhancement: AC

Power (Encounter): Immediate Interrupt. You can use this power when an enemy hits you. You gain a +2 power bonus to AC against the triggering attack.

Panther Tears Level 2

For a moment your vision is blurry, but when you blink away the excess liquid, you see clearly through the gloom.

Alchemical Item 25 gp

Power (Consumable): Minor Action. You gain low-light vision until the end of your next turn.

ENCOUNTER 2-2: FINE STRANDS OF DEATH

Crystal Armor Level 4+

Seemingly made of solid quartz, this armor bolsters your mental abilities when you're badly injured.

| | | | | | |
|--------|----|-----------|--------|----|--------------|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

Armor: Scale, Plate

Enhancement: AC

Property: Gain a +2 item bonus to Will defense when bloodied.

ENCOUNTER 2-5: RESTLESS SPIRITS

Boon of the Ancients (Baldrick of Time) Level 6+

This rough-textured belt seems to be coated in the sands of time.

| | | | |
|-------|----------|--------|-----------|
| Lvl 6 | 1,800 gp | Lvl 16 | 45,000 gp |
|-------|----------|--------|-----------|

Item Slot: Waist

Property: When you roll a 20 on your Initiative check, you gain an extra move action during the first turn of the encounter.

Level 16: You instead gain an extra standard action.



In Sessions 6-10, the adventurers trade the perils of the wastes for the unknown of a cool, dark cave. As they move deeper into the underground passageway, they notice that the caves are not entirely natural. Steps have been carved in the rock to make the route easier and many of the tunnels have been widened. As the heroes pass through larger areas, they notice ruined relics of long ago adorning the walls. Closer examination reveals that these items are likely debris dropped by vandals who previously raided these.

The caverns are dark, but the heroes can fashion crude torches out of the gear they have. To do so, a character makes a DC 10 Dungeoneering or Thievery check. Up to 3 torches can be constructed from their gear.

Restless spirits and necrotic energy have built up in this tomb over the centuries. As a result, it is unsafe for extended rests. If the adventurers settle down for more than a short rest, they are interrupted by piercing psychic shrieks.

FIXED ENHANCEMENT BONUSES

Barren Athas is resource-poor by nature. Adventurers cannot hoard wealth and accumulate magic items as they might in another setting because these valued accoutrements simply do not exist. To reflect this shortage, magic items rewards can be replaced by alternatives. That approach leaves character capacities lagging behind those of their opponents.

Two redress this issue, *DARK SUN: Fury of the Wastewalker* uses a rule variant called inherent bonuses. When the characters reach 2nd level (roughly at the beginning of Chapter 2), they gain a +1 fixed bonus to attack rolls and damage rolls. This bonus is already calculated in the character's 2nd level cards. Fixed bonuses do not stack with enhancement bonuses gained from magic items, however. For example, a +2 magic bone spear would give a 2nd level character a +2 to attack and damage, negating the character's fixed bonus when using that weapon. *Dungeon Masters Guide 2* has more information on fixed bonuses (page 138).

SESSION 6: A BROKEN BRIDGE

At the beginning of this session, the first in this chapter, apply the sun sickness rules shown below, if a character has succumbed to sun sickness (see the Chapter 1 adventure package for details).

Sun Sickness

Level 2

The sun's punishing rays leech vitality from your body.

Attack: Level + 4 vs. Fortitude

Endurance improve DC 17, maintain DC 13, worsen DC 12

The target is cured.

❑ **Initial Effect:** The target loses one healing surge or hit points equal to the target's surge value. The healing surge or hit points cannot be regained until the target is cured.

❑ The target takes a -2 penalty to all attack rolls and defenses.

❑ The target is slowed and weakened.

❑ **Final State:** The target dies.

When you are ready to begin the session, read: Moving through the caverns, the party reaches a large chamber. The air here defies your expectations. It is fresh and a slight breeze cools your back. You see a crude rope bridge strung across a wide, underground canyon. Your light glints off metallic objects on the other side—perhaps some kind of treasure?

The metallic glow is treasure left behind by a group of vanquished adventurers. The rope bridge can support only one character at a time. Also, once a hero is across, a group of undead attack. Proceed to **Encounter 2-1: Awakening the Dead** (page 10).

SESSION 7: CRYSTAL CAVERNS

Working their way farther down into the tomb, the adventurers enter a chamber with crystalline formations. Bones litter the area. Go to **Encounter 2-2: Fine Strands of Death** (page 12). Underneath the crystalline web in this room is a hidden passage to the lower level tomb.

SESSION 8: BROKEN RELICS

The heroes descend and discover worked stone—a tomb. Most of the delicate items have been broken or scattered across the floor in the near half of the room. In the far half up a short set of stairs, however, the relics remain untouched. This room contains two shard golems and a trap. Run **Encounter 2-3: Tomb Wardens** (page 14).

DEVELOPMENT

The key from Encounter 2-3 is one-way. It opens the gates momentarily and only in the direction of the next encounter. The key to open them in the opposite direction has been lost.

SESSION 9: INTRUDERS OF A DIFFERENT SORT

The adventurers enter a chamber that has been colonized by a group of hejkin—a race of small, frenzied, burrowing humanoid. Proceed to **Encounter 2-4: Who's Trespassing?** (page 16).

DEVELOPMENT

Once the hejkin are defeated, the characters can reach the surface through their access tunnels. Before they depart, however, they are set upon by a dire threat.

SESSION 10: IN THE PRESENCE OF ANOTHER TIME

The principle menace haunting this dungeon is a corrupted elemental ghost. It is one of three such creatures that are trapped in the tomb. The fourth, a fire spirit, escaped to the surface world long ago. The adventurers encountered this fiery being in Chapter 1.

A mere short rest after defeating the hejkin in **Encounter 2-4**, the corrupted elemental spirit arrives with its minions. Go to **Encounter 2-5: Restless Spirits** (page 18).

DEVELOPMENT

When the wind spirit is defeated, it fades into a clinging mist. A heartbeat later, two figures emerge from the haze: a male with skin like stone—the earth spirit—and a female with flowing blue hair—the water spirit. Both are vaguely human, but insubstantial.

Speaking telepathically, they say:

Our wind brother became one of the defilers and brought death and evil to this peaceful place. But no matter, the time is not right for such trifles. You have proved worthy to carry our message back to the surface to show others that not all arcanists are defilers. You can become examples by preserving the arcane knowledge our people once held. The path you have chosen might one day repair the damage done. We can only wait and hope the elemental prophecies are indeed true. Go now, and show the misguided that arcane energy can be used to preserve instead of destroy. Know too that the one who hunts you is not entirely lost; he can be reformed.

The two spirits grant the characters a boon of the ancients, a woven belt of life-giving arcane energy from other time. Its properties are identical to a *baldric of time* (level 6 item; page 6; *Adventurer's Vault 2*, page 74). They also receive a level 2 minor quest award (125 XP) for escaping the haunted tomb.

CHAPTER 2 FINALE

After climbing through the hejkin's access tunnels, the adventurers reach a valley in the Ringing Mountains, the treacherous range overlooking the desert Tablelands to the east and south, and the Forest Ridge to the north and west. Read:

As daylight fills your eyes, you smell the familiar dusty air of the surface world once again. A loud crack rings out and you quickly glance around the clearing. You didn't notice at first, but dozens of spears are pointed in your direction.

"You are our captives, now." Your eyes train downward. A halfling with a glittering iron spear and a headdress of feathers and skulls speaks again. "You will come with us."

During the interlude between Chapters 2 and 3, the adventurers are allowed an extended rest. The adventure continues in Chapter 3: *Escape*.



ENCOUNTER 2-1: AWAKENING THE DEAD

Encounter Level 2 (625/725 XP)

SETUP

2 corruption corpses (C)

Griefmote (G)

Gray ooze (O)

Silt false-floor pit (P)

The characters start in the outlined area of the encounter map. Once one of the characters arrives at the far side of the rope bridge, the undead awaken and attack. The adventurers are most likely on edge, so no surprise round occurs, but if they are not particularly concerned, go ahead and surprise them. Read:

As you set foot on the far side of the canyon, the shriveled bodies of what might have been adventurers begin to twitch and quiver. Your teeth ache as a wave of necrotic energy washes over you.

TACTICS

The gray ooze is clinging to the ceiling of the cavern. It moves across the chasm and pops down next to the adventurer farthest in back. The corruption corpses make ranged attacks as often as possible. The griefmote, a tiny glowing orb of necrotic energy, hides among the bodies and does not attack until a creature enters its burst range (2 squares).

FEATURES OF THE AREA

Illumination: None.

Bridge: The rope bridge is old and rotted. If more than one adventurer tries to cross, it collapses into the chasm. Any adventurers on the bridge must make DC 15 Acrobatics checks to avoid the fall. If they succeed, they end prone on the top of the nearest cliff face. If they fail, they fall into the chasm (and possibly into the pit).

Chasm: This chasm is 3 squares deep. Although appearing similar to the other areas of the chasm bottom, a portion under the bridge is filled with liquid-like silt. It is treated as a false-floor pit. If the heroes don't fall into the chasm and encounter the trap, they receive the lower amount of XP listed for the encounter.

Raised Alcove: Two cliffs rise from the far side of the chasm. One leads to a corridor out of the area. The other rises to an alcove. Both cliffs are 2 squares high.

Remains: The skeletal remains of long-dead adventurers lie at far edge of the chasm. Treasure stolen from the tomb glitters among the bodies.

Treasure: The characters find a set of +1 piecemeal chain armor (level 5 item; page 6; *Dragon Magazine Annual 2009*) and 2 vials of panther tears (level 2 item; page 6; *Eberron Player's Guide*, page 102).

DEVELOPMENT

The group also finds scraps of a map. The pieces bear markings and an annotation that reads:

Unable to access chamber to retrieve ancestral treasures. Men too afraid of curses.

| Griefmote (G) | | Level 3 Lurker |
|--|----------------------------------|----------------|
| Tiny shadow magical beast (undead) | | XP 150 |
| Initiative +8 | Senses Perception +3; darkvision | |
| HP 24; Bloodied 12 | | |
| AC 16; Fortitude 13, Reflex 16, Will 15 | | |
| Speed fly 4 (hover) | | |
| Immune disease, poison; Resist 10 cold, insubstantial | | |
| STANDARD ACTIONS | | |
| ④ Chilling Touch (standard; at-will) + Cold, Necrotic | | |
| Reach 0; +6 vs. Fortitude; 1d6 + 3 necrotic damage, and the target is slowed until the end of its next turn. | | |
| ◀ Chill of the Grave (standard; at-will) + Cold | | |
| Close burst 2; +4 vs. Fortitude; 1d6 + 3 cold damage, and the target gains vulnerable 3 cold (save ends). | | |
| Invisibility (minor; at-will) + Illusion | | |
| The griefmote becomes invisible until the end of its next turn or until it attacks. | | |
| Skills Stealth +9 | | |
| Str 5 (-2) | Dex 17 (+4) | Wis 14 (+3) |
| Con 11 (+1) | Int 4 (-2) | Cha 8 (+0) |
| Alignment Evil | Languages understands Common | |

| Gray Ooze (O) | | Level 2 Skirmisher |
|--|--------------------------------------|--------------------|
| Small natural beast (blind, ooze) | | XP 125 |
| HP 43; Bloodied 21 | Initiative +5 | |
| AC 15; Fortitude 13, Reflex 15, Will 13 | Perception +2 | |
| Speed 5, climb 3 | Blind, blindsight 10, tremorsense 10 | |
| Immune blinded, gaze; Resist 5 acid | | |
| TRAITS | | |
| Ooze | | |
| While squeezing, the ooze moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing. | | |
| STANDARD ACTIONS | | |
| ④ Bone Melt (acid) + At-Will | | |
| Attack: Melee 1 (one creature); +5 vs. Fortitude. | | |
| Hit: 1d6 + 5 acid damage, and the target takes a -2 penalty to Fortitude (save ends). The penalty to Fortitude is cumulative with multiple bone melt attacks. | | |
| MINOR ACTIONS | | |
| Slimy + At-Will (1/round) | | |
| Effect: The ooze shifts 2 squares. | | |
| Skills Stealth +12 | | |
| Str 11 (+1) | Dex 15 (+3) | Wis 11 (+1) |
| Con 19 (+5) | Int 1 (-4) | Cha 1 (-4) |
| Alignment unaligned | Languages — | |

2 Corruption Corpses (C)

Medium natural animate (undead)

Level 4 Artillery

XP 175 each

HP 46; Bloodied 23

Initiative +3

AC 17; Fortitude 16; Reflex 14; Will 14

Perception +3

Speed 4

Darkvision

Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant

TRAITS

☠ Grave Stench + Aura 1

Living enemies take a -5 penalty to attack rolls while within the aura.

Regeneration

The corruption corpse regains 5 hit points whenever it starts its turn and has at least 1 hit point. If the corruption corpse takes radiant damage, regeneration doesn't function on its next turn.

STANDARD ACTIONS

⚔ Slam + At-Will

Attack: Melee 1 (one creature); +8 vs. AC

Hit: 1d6 + 3 damage.

☞ Mote of Corruption (necrotic) + At-Will

Attack: Ranged 10 (one creature); +7 vs. Reflex

Hit: 2d6 + 3 necrotic damage, and the target is weakened (save ends).

TRIGGERED ACTIONS

⚡ Death Burst (necrotic)

Trigger: The corruption corpse drops to 0 hit points.

Attack: Close burst 1 (creatures in burst); +7 vs. Fortitude

Hit: 2d6 + 3 necrotic damage.

Str 16 (+5)

Dex 13 (+3)

Wis 12 (+3)

Con 16 (+5)

Int 4 (-1)

Cha 3 (-2)

Alignment unaligned

Languages –

Silt False-Floor Pit (P)

Trap

Level 1 Warlder

XP 100

A silt-filled pit is nearly indistinguishable from the solid areas of the chasm bottom. When a creature enters this area, it falls into a 10-foot-deep pit.

Trap: A 2-by-2 square section of the floor hides a 10-foot-deep pit.**Perception**

♦ DC 20: The character notices a difference in the surface of the ground over the pit.

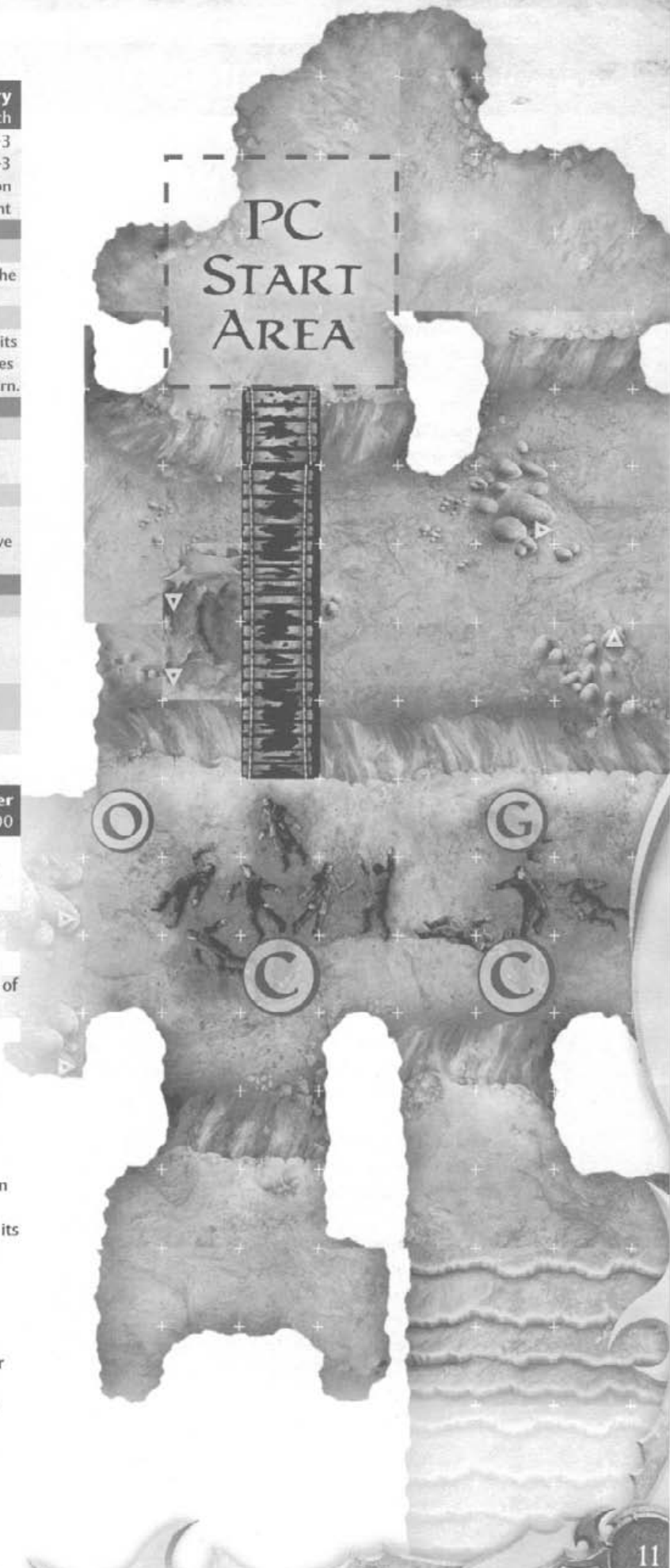
Trigger

The trap attacks when a creature enters one of its four squares.

Attack**Immediate Reaction** **Melee****Target:** The triggering creature**Attack:** +4 vs. Reflex**Hit:** 1d10 damage, and the target falls prone at the bottom of the 10-foot pit.**Miss:** The target returns to the last square it occupied and its move action ends.**Effect:** The silt surface of the trap is disturbed and it no longer looks like the rest of the chasm bottom.**Countermeasures**

♦ A character can make a DC 11 Athletics check or a DC 21 Athletics check (without a running start) to jump over the pit.

♦ A character can make a DC 15 Athletics check to climb out of the pit.



ENCOUNTER 2-2: FINE STRANDS OF DEATH

Encounter Level 2 (653 XP)

SETUP

Crystal spider (C)
Crystalline web (white outline)
6 crawling gauntlets (G)
3 decrepit skeletons (S)

The adventurers can feel a slight breeze coming from this chamber as they enter. They set up in the outlined area of the encounter map. Read:

When you round the corner, your light reflects from the purple crystals that have formed in the cavern. You can see the shadows of broken bones in the room up ahead.

The adventurers do not automatically notice the crystalline web (DC 14/19 Perception check depending on the lighting).

TACTICS

If the adventurers examine the remains closely (approach within 2 squares), the skeletons and crawling gauntlets animate and attack. The crystal spider hides on the far side of the pit near the crystals waiting for an opportunity to strike any characters that approach the web.

FEATURES OF THE AREA

Illumination: None.

Crystals: The violet crystals in this room have captured the psychic energy of the deceased. With a minor action, a character adjacent to a crystal can extract the energy from it, causing it to crumble to dust. The character adds 5 psychic damage to his or her next damage roll.

Pit: The pit in this room leads to the lower chamber of the tomb, but it's covered with a crystalline web, making it impossible to fall into. The web must be hacked apart.

Scattered Remains: At least three humanoids perished in this chamber, and their remains are scattered at the far side of the room.

Treasure: Once the immediate threat is over, the adventures can find a set of +1 crystal scale armor (level 4 item; page 6; Adventurer's Vault, page 43).

| Crystal Spider (C) | Level 4 Lurker |
|--|----------------|
| Large natural beast (spider) | XP 175 |
| HP 39; Bloodied 19 | Initiative +10 |
| AC 18, Fortitude 14, Reflex 18, Will 16 | Perception +9 |
| Speed 8, climb 8 (spider climb) | Tremorsense 10 |
| Resist 5 radiant; Vulnerable 5 thunder | |
| TRAITS | |
| Gleaming Carapace | |
| A crystal spider that moves at least 5 squares during its turn gains concealment until the end of its next turn. | |
| STANDARD ACTIONS | |
| ① Razor Leg ♦ At-Will | |
| Attack: Melee 2(one creature); +9 vs. AC | |
| Hit: 1d6 + 4 damage. | |
| † Bite (poison) ♦ At-Will | |
| Attack: Melee 1 (one creature that cannot see the spider); +7 vs. Fortitude | |
| Hit: 2d6 + 4 poison damage, and ongoing 10 poison damage (save ends). | |
| ← Radiant Agony (radiant) ♦ Recharge when the spider uses bite or when no enemy is blinded | |
| Attack: Close burst 2(creatures in burst); +5 vs. Fortitude | |
| Hit: The spider pushes the target 3 squares, and the target is blinded until the end of the spider's next turn. | |
| ↘ Brilliant Ray (radiant) ♦ Recharge ☼ !! | |
| Attack: Ranged 10 (one creature); +7 vs. Reflex | |
| Hit: 2d6 + 4 radiant damage, and the target is blinded until the end of the spider's next turn. | |
| Skills Stealth + 11 | |
| Str 10 (+2) Dex 18 (+6) Wis 14 (+4) | |
| Con 9 (+1) Int 1 (-3) Cha 3 (-2) | |
| Alignment unaligned Languages— | |

| Crystalline Web | Level 4 Obstacle |
|---|------------------|
| Trap | XP 175 |
| Thin, shimmering glass strands interlace into an intricate, beautiful web. | |
| Hazard: The crystalline web stretches between two surfaces as large as 4 squares on a side. | |
| Perception | |
| ♦ DC 14: The character notices the crystalline web. | |
| Special: If the web is in dim lighting, characters take a -5 penalty to Perception | |
| Trigger | |
| When a creature enters one of the web's squares, the trap attacks. | |
| Attack | |
| Opportunity Action | Melee |
| Target: The triggering creature | |
| Attack: +7 vs. Reflex | |
| Hit: 2d6 + 4 damage, and ongoing 5 damage (save ends). The target returns to the last square it occupied, and its move ends. | |
| Miss: The target returns to the last square it occupied, and its move ends. | |
| Countermeasures | |
| ♦ A character can move through a square containing a web by spending a move action to make a DC 14 Acrobatics check. On a failed check, the trap makes an attack. | |
| ♦ A character can attack the web (AC 18, other defenses 16; hit points 25; vulnerable 10 thunder). | |

6 Crawling Gauntlets (G) **Level 3 Minion**
 Tiny natural animate (undead) XP 38 each

HP 1; a missed attack never damages a minion **Initiative +5**
AC 17, Fortitude 17, Reflex 18, Will 13 **Perception +2**
Speed 8, climb 4 **Tremorsense 10**
Immune disease, poison; **Resist 10** necrotic

TRAITS

Anchoring Claws
 A creature that starts its turn adjacent to three or more crawling gauntlets is immobilized until the start of its next turn.

STANDARD ACTIONS

Ⓣ **Jumping Claw** ♦ **At-Will**
 Attack: Melee 1 (one creature); +3 vs. Reflex
 Hit: 6 damage.

MOVE ACTIONS

Digit Slide ♦ **Encounter**
 Effect: The crawling gauntlet shifts up to 8 squares.

| | | |
|-------------|-------------|-------------|
| Str 7 (-1) | Dex 18 (+5) | Wis 12 (+2) |
| Con 15 (+3) | Int 3 (-3) | Cha 10 (+1) |

Alignment unaligned **Languages** –

3 Decrepit Skeletons (S) **Level 1 Minion**
 Medium natural animate (undead) XP 25 each

HP 1; a missed attack never damages a minion **Initiative +3**
AC 16, Fortitude 13, Reflex 14, Will 13 **Perception +2**
Speed 6 **Darkvision**
Immune disease, poison

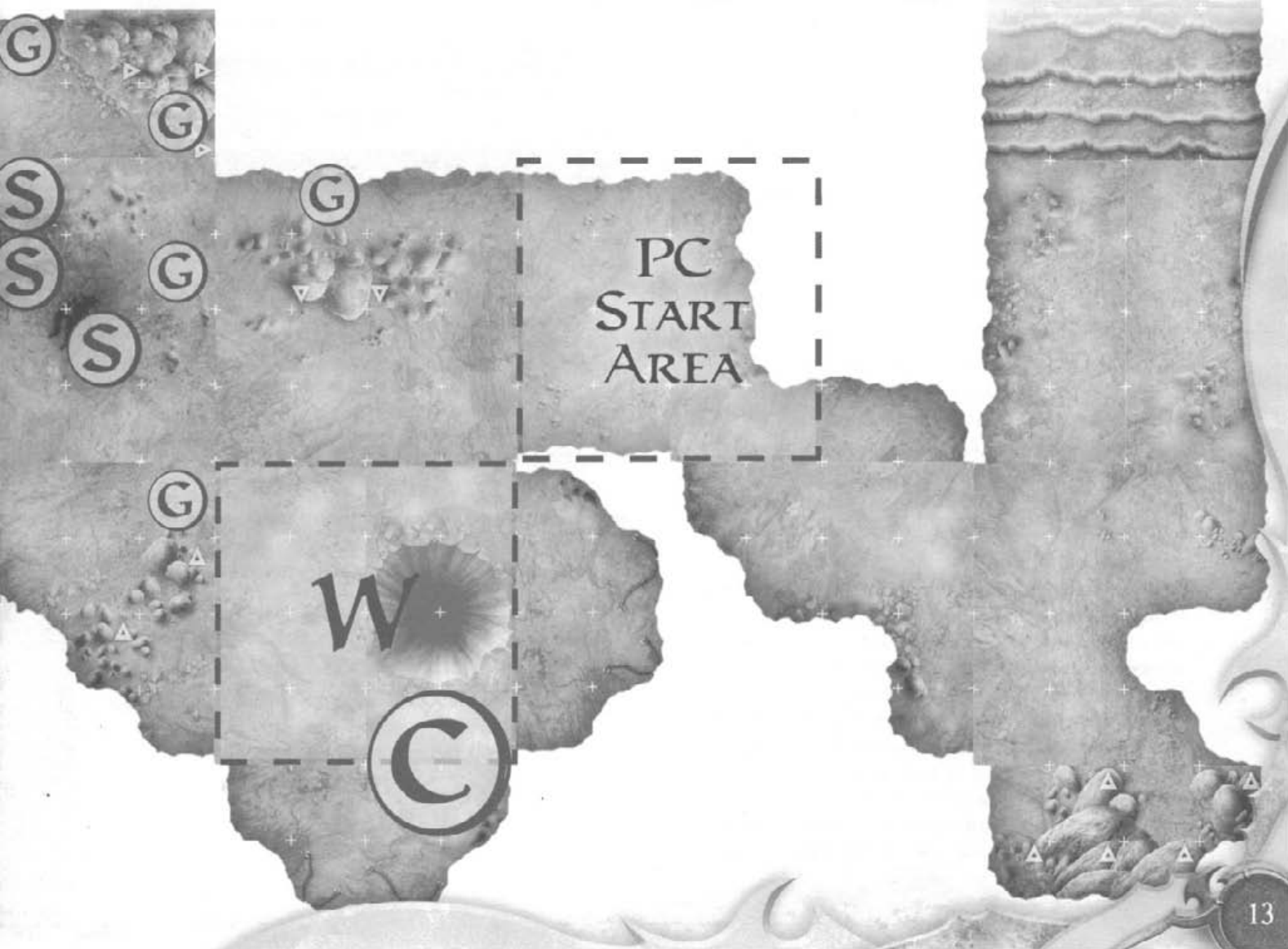
STANDARD ACTIONS

Ⓣ **Longsword (weapon)** ♦ **At-Will**
 Attack: Melee 1 (one creature); +6 vs. AC
 Hit: 4 damage.

Ⓣ **Shortbow (weapon)** ♦ **At-Will**
 Attack: Ranged 15/30 (one creature); +6 vs. AC
 Hit: 3 damage.

| | | |
|-------------|-------------|-------------|
| Str 15 (+2) | Dex 17 (+3) | Wis 14 (+2) |
| Con 13 (+1) | Int 3 (-4) | Cha 3 (-4) |

Alignment unaligned **Languages** –
Equipment longsword, shortbow, heavy shield, arrows x30



ENCOUNTER 2-3: TOMB WARDENS

Encounter Level 2 (700 XP)

SETUP

2 shard golems (G)
Dart thrower trap (P)

The adventurers enter this room from the cavern above. They land in any square in the green-outlined area of the encounter map. Read:

You've entered what looks like a tomb. The walls are finely worked stone that have been inscribed with the symbols of a lost language. On one side of the room, clay relics have been smashed into tiny pieces near two stone slabs, each bearing a reclined statue of a warrior with banded armor. On the other side, a short flight of stairs leads to an undisturbed stack of clay relics. Close to you, your light plays upon a rusty iron gate that leads into a passage.

Dungeoneering DC 10: You confirm that the damage was done decades ago.

The figures lying on the stone slabs are golems. They animate when:

- A character touches any of the relics.
- A character approaches within 2 squares of a golem.
- A character tries to light a brazier.
- A character triggers the trap.

TACTICS

The shard golems understand the trap layout in the room and try to use their slide powers to trigger the pressure plates. They also use bull rush to move an enemy onto a pressure plate. The golems are immune to poison—the trap darts have no effect on them.

FEATURES OF THE AREA

Illumination: None.

Braziers: The elemental fire braziers have long been extinguished, but they can be revived with a little fire and a DC 10 Dungeoneering check. If one of them is aflame, the room becomes dimly lit instead of dark; if both are burning, the room is brightly lit.

Broken Relics: Broken relics are scattered throughout this room. A DC 13 Bluff check reveals that the golems can be distracted by kicking them around as a minor action. A golem within close burst 2 of the distracting character takes a -2 penalty to its next attack. This distraction works only once during the encounter.

Gate: The gate is locked, but the adventurers can find the key hidden on the golems in two pieces. Once the golems are defeated, the adventurers can open the gate and proceed to the next room. Alternatively, the key pieces can be stolen from the golems without defeating them. Stealing the key pieces requires a DC 15 Thievery check for each piece. This pilfering must be done at a distance however, as approaching the golems awakens them.

Silt Pile: Fine dust has piled under the opening to this room, represented by the liquid squares around the black circle. These squares are difficult terrain.

Treasure: Most of the relics are damaged beyond repair, but a few small gem stone trinkets remain. They are worth a total of 750 gp.

| 2 Shard Golems (G) | Level 3 Elite Soldier (Leader) |
|---|--------------------------------|
| Medium aberrant animate (construct) | XP 300 each |
| HP 98; Bloodied 49 | Initiative +3 |
| AC 18, Fortitude 16, Reflex 14, Will 17 | Perception +8 |
| Speed 6 | Darkvision |
| Immune disease, poison, sleep; Vulnerable 5 thunder | |
| Saving Throws +2; Action Points 1 | |
| TRAITS | |
| ☼ Unnatural Aura + Aura 1 | |
| Any nonaberrant creature within the aura takes a -2 penalty to attack rolls. | |
| STANDARD ACTIONS | |
| ⚡ Slam (psychic) + At-Will | |
| Attack: Melee 1 (one creature); +10 vs. AC | |
| Hit: 1d8 + 4 psychic damage. | |
| ⚡ Mind-Searing Strike (psychic) + At-Will | |
| Attack: Melee 1 (one creature); +10 vs. AC | |
| Hit: 1d8 + 4 psychic damage, and one of the following effects (roll a d4): | |
| 1. Ongoing 5 psychic damage (save ends). | |
| 2. The target gains vulnerable 5 psychic (save ends). | |
| 3. The target slides 2 squares and makes a melee basic attack against an adjacent ally. | |
| 4. The target is dazed until the start of the golem's next turn. | |
| Dual Mind Sear + Recharge ☼ ☼ ☼ ☼ | |
| Effect: The golem makes two mind-searing strikes, each against a different target. | |
| MINOR ACTIONS | |
| ⚡ Chaos Pulse (psychic) + Recharge when first bloodied | |
| Attack: Close burst 3 (enemies in burst); +6 vs. Will | |
| Hit: 5 psychic damage, and the target is dazed (save ends). | |
| Skills Arcana +8, | Dungeoneering +8, Endurance +9 |
| Str 18 (+5) | Dex 11 (+1) Wis 15 (+3) |
| Con 17 (+4) | Int 4 (-2) Cha 16 (+4) |
| Alignment chaotic evil | Languages — |

Dart-Thrower (P)**Level 1 Warder**

Trap

XP 100

A click sounds from underfoot and the air is filled with needle sharp flying projectiles.

Trap: Dozens of minuscule holes pierce various 5-foot section of the wall, each concealing a dart launcher. The pressure plates triggering the trap are marked with P on the map.

Perception

- ♦ DC 14: The character notices a pressure plate on the floor.
- ♦ DC 17: The character spots the holes in the wall.

Trigger

The trap attacks when a creature steps on a pressure plate. It then enters the initiative order directly after the creature that triggered it, attacking each round for a total of 5 rounds. Thereafter, it must be reloaded before it can fire again.

Attack + Poison

Immediate Reaction or Standard Action **Ranged 8**

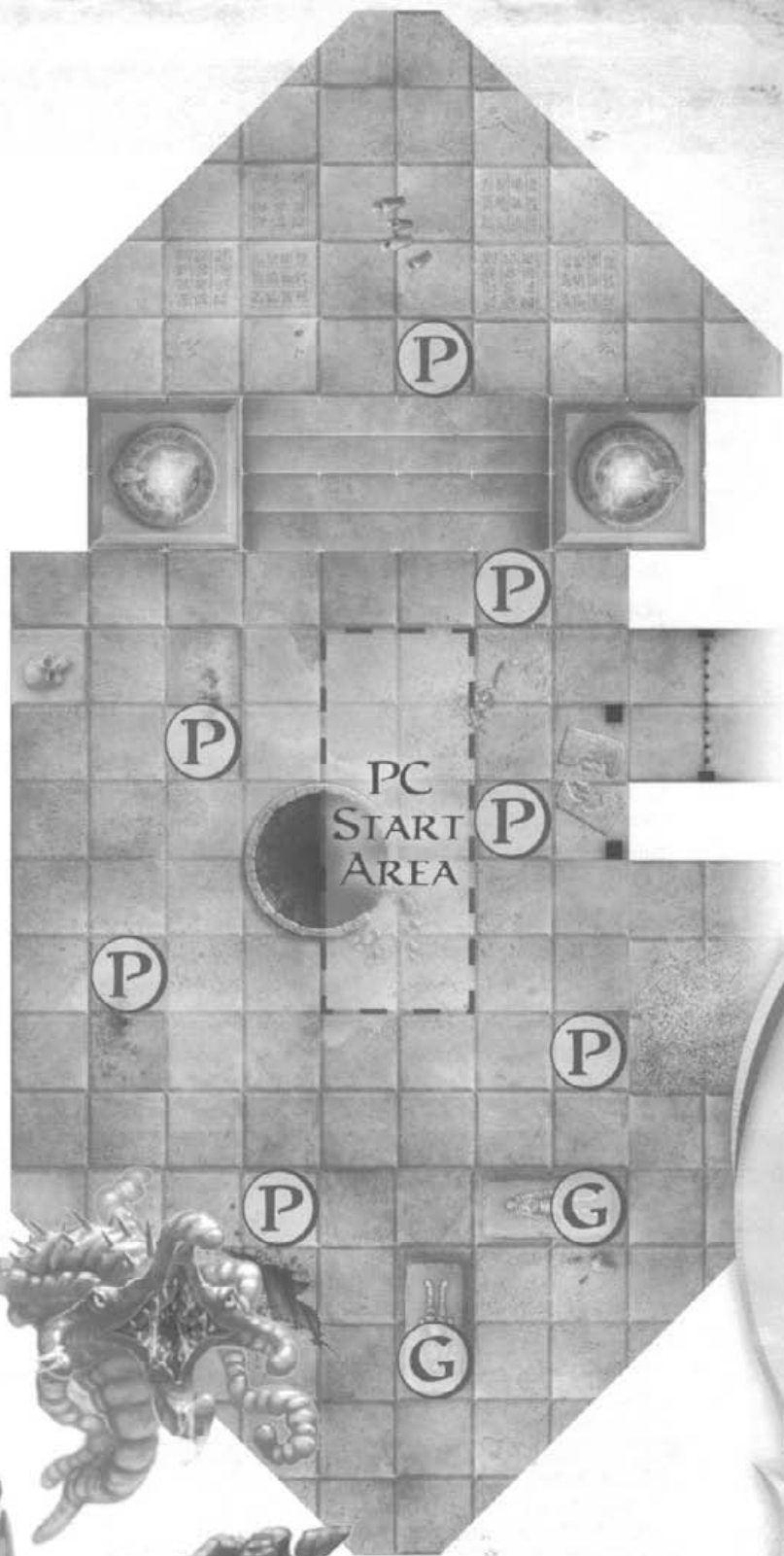
Target: Each creature on a pressure plate square

Attack: +6 vs. AC

Hit: 1d6 + 4 poison damage.

Countermeasures

- ♦ A character adjacent to a pressure plate square can make a DC 14 Thievery check *S* as a standard action to disable that pressure plate.
- ♦ A character adjacent to a dart-thrower square can make a DC 14 Thievery check *S* as a standard action to disable those dart throwers. Three successful checks are required to completely disable the trap.
- ♦ A character adjacent to a dart-thrower square can block the holes as a standard action by using a shield, an outstretched cloak, or similar flat object. Doing so cuts the dart-thrower's damage in half for its next attack.
- ♦ A character can make a DC 5 Athletics check or a DC 10 Athletics check (without a running start) to leap over a pressure plate.



ENCOUNTER 2-4: WHO'S TRESPASSING?

Encounter Level 2 (700 XP)

SETUP

- 2 hejkin chanters (C)
- 2 hejkin sparkers (S)
- 2 hejkin ravers (R)

The hejkin are using this room as a base from which to raid the surface.

The characters approach the chamber, setting up in the outlined area of the encounter map. Read:

You hear the chattering of several voices around the corner from the gate. The scent of fresh meat assaults your nostrils. You see nothing however, as the room beyond is dark.

The hejkin are not highly perceptive and are distracted by a recent plunder's bounty. If the adventurers try stealth, they might surprise the creatures. Opening the gate quietly is tricky, requiring a DC 15 Stealth roll and a DC 15 Dungeoneering roll. Failing either check alerts the hejkin.

TACTICS

The hejkin chanters burrow to engage and disengage the adventurers, disrupting their attacks. The sparkers and ravers simply wade into melee.

| 2 Hejkin Ravers (R) | Level 2 Brute | |
|---|---------------|-------------------|
| Small aberrant humanoid | XP 125 each | |
| HP 45; Bloodied 22 | Initiative +3 | |
| AC 14, Fortitude 15, Reflex 14, Will 13 | Perception -1 | |
| Speed 6 (earth walk), burrow 6 | Darkvision | |
| Resist 5 lightning | | |
| STANDARD ACTIONS | | |
| ⊕ Claw (healing) ⊕ At-Will | | |
| Attack: Melee 1 (one creature); +7 vs. AC | | |
| Hit: 2d10 + 4 damage, and if the target is bloodied, the hejkin regains 3 hit points. | | |
| MINOR ACTIONS | | |
| ↓ Blood Shakes ⊕ At-Will (1/round) | | |
| Attack: Melee 1 (one bloodied creature); +8 vs. Fortitude | | |
| Hit: The target falls prone. | | |
| TRIGGERED ACTIONS | | |
| ↓ Blood Marker ⊕ At-Will | | |
| Trigger: An enemy adjacent to the hejkin is first bloodied. | | |
| Effect (Free Action): The hejkin uses claw against the triggering enemy. | | |
| Str 17 (+4) | Dex 14 (+3) | Wis 7 (-1) |
| Con 15 (+3) | Int 8 (+0) | Cha 12 (+2) |
| Alignment evil | | Languages Dwarven |

FEATURES OF THE AREA

Illumination: None.

Alcove: Each alcove, except two, holds a partially broken jar. The two intact jars (roll randomly for which alcoves) contain healing fruits (potions of healing). A character can make a DC 13 Perception check as a minor action within 2 squares of a treasure jar to determine that it is more intact than the others.

Cracked Floor: This large crack is part of a network of tunnels that the hejkin use to access the surface. The characters realize this fact quickly due to the fresh breeze that emanates from the crack. Squares containing sections of the crack are difficult terrain.

Sconces: The several elemental fire sconces near the alcoves can be lit by an adjacent character using a source of flame and a minor action. Two or three flaming sconces shed dim lighting in the area; four or more burning sconces brightly light the chamber.

Skeleton: The remains of this long-dead reptile are jagged and dangerous. These squares are difficult terrain.

Treasure: The hejkin have 6 survival days, 2 healing fruits (potions of healing; PH 255; hidden in the jars) and 100 gp in trade stones (primitive money).

| 2 Hejkin Chanters (C) | Level 2 Controller | |
|--|--------------------|-------------------|
| Small aberrant humanoid | XP 125 each | |
| HP 37; Bloodied 18 | Initiative +3 | |
| AC 16, Fortitude 13, Reflex 14, Will 15 | Perception +0 | |
| Speed 6 (earth walk), burrow 6 | Darkvision | |
| Resist 5 lightning | | |
| STANDARD ACTIONS | | |
| ⊕ Claw ⊕ At-Will | | |
| Attack: Melee 1 (one creature); +7 vs. AC | | |
| Hit: 1d8 + 6 damage, and the target is slowed until the end of the hejkin's next turn. A bloodied or slowed target is immobilized instead of slowed. | | |
| ← Earth's Voice (thunder) ⊕ Recharge when first bloodied | | |
| Attack: Close blast 5 (enemies in blast); +5 vs. Fortitude | | |
| Hit: 2d6 + 3 thunder damage, and the hejkin pushes the target 3 squares and knocks it prone. | | |
| ← Static Song (lightning) ⊕ Encounter | | |
| Attack: Close burst 3 (enemies in burst); +5 vs. Fortitude | | |
| Hit: 2d8 + 4 lightning damage, and the target is dazed (save ends). | | |
| Miss: Half damage, and the target is dazed until the end of the hejkin's next turn. | | |
| MINOR ACTIONS | | |
| ↓ Twisted Earth (teleportation) ⊕ Recharge ☼ ☼ | | |
| Attack: Melee 1 (one creature); +5 vs. Fortitude | | |
| Hit: The hejkin swaps positions with the target or swaps the positions of the target and an ally within 5 squares of the hejkin. | | |
| Str 10 (+1) | Dex 15 (+3) | Wis 8 (+0) |
| Con 13 (+2) | Int 10 (+1) | Cha 17 (+4) |
| Alignment evil | | Languages Dwarven |

2 Hejkin Sparkers (S)

Small aberrant humanoid

Level 1 Soldier

XP 100 each

HP 31; Bloodied 15

Initiative +4

AC 15, Fortitude 14, Reflex 13, Will 11

Perception -1

Speed 6 (earth walk), burrow 6

Darkvision

Resist 5 lightning

TRAITS**Arcing Defense**

The sparker gains a +2 bonus to AC and Will while adjacent to another hejkin.

STANDARD ACTIONS**⚔ Claw ♦ At-Will**

Attack: Melee 1 (one creature); +6 vs. AC

Hit: 1d8 + 5 damage, and the target is marked until the end of the hejkin's next turn.

Miss: If the target is bloodied, it is marked until the end of the hejkin's next turn.

⚡ Grounded Current (lightning) ♦ Recharge ☹️ !!

Attack: Close burst 2 (enemies in burst); +2 vs. Fortitude

Hit: 2d6 + 3 lightning damage, and the hejkin pulls the target 2 squares.

TRIGGERED ACTIONS**⚡ Telluric Arc (lightning) ♦ At-Will**

Trigger: An enemy marked by the hejkin moves away from it or makes an attack that does not include the hejkin as a target.

Attack (Immediate Interrupt): Close burst 5 (triggering enemy in burst); +6 vs. Reflex

Hit: 10 lightning damage.

Str 16 (+3)

Dex 14 (+2)

Wis 8 (-1)

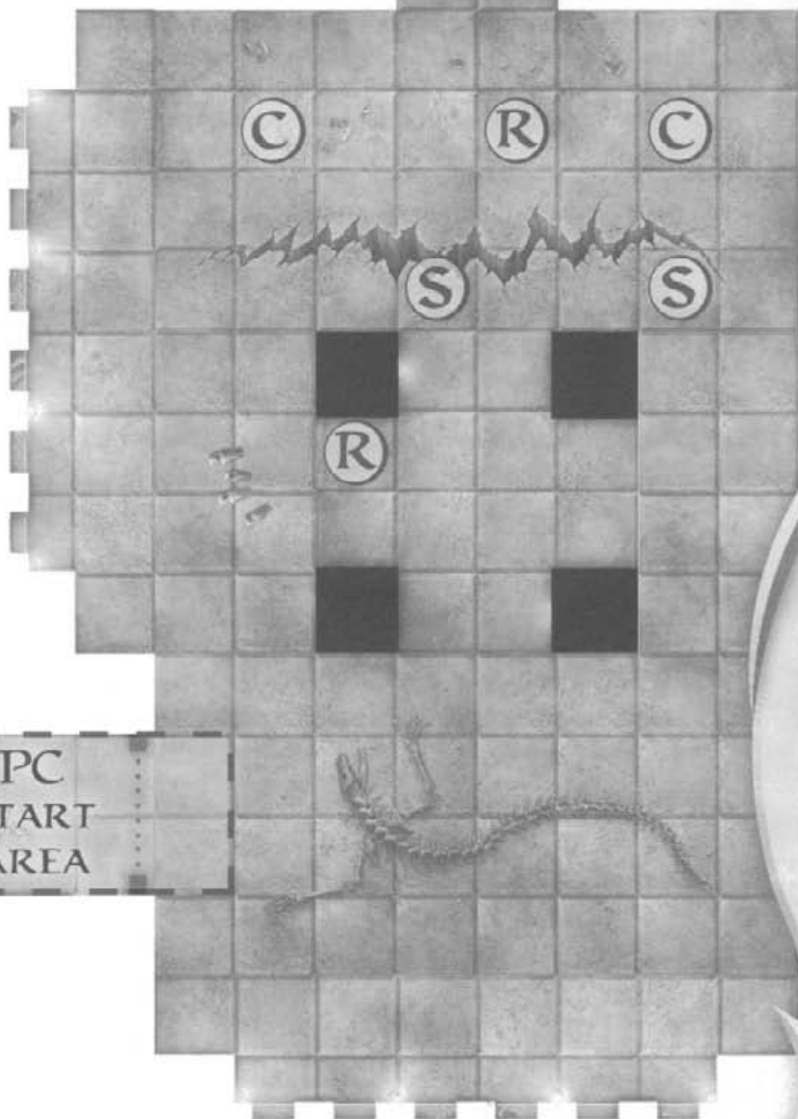
Con 15 (+2)

Int 9 (-1)

Cha 12 (+1)

Alignment evil

Languages Dwarven



ENCOUNTER 2-5: RESTLESS SPIRITS

Encounter Level 4 (919 XP)

SETUP

Wind spirit (mourning haunt) (H)

3 tomb motes (M)

2 wisp wraiths (W)

The wind spirit has been corrupted by defiling magic and seeks to destroy the adventurers for disturbing its tomb. It appears in the form of a demonic creature of the mist (represented by the mourning haunt).

The heroes begin in the outlined area of the encounter map, having just completed a short rest. Read:

You feel a psychic drone in your mind and your eyes are drawn to the sarcophagus in this room. It is plainly adorned with ancient symbols beyond your comprehension. As you study them, your vision begins to blur. When the fog clears, you see a humanlike figure standing before you in archaic robes that flow into the room like a mist. Its fingers extend into long, sharp claws, and its jaw juts forward as it opens its mouth. Words infiltrate your mind. "You should not have come here. The time is not yet right."

The spirit summons allies to its aid and attacks.

TACTICS

The wind spirit is cloaked in fog and dust. It moves around the battlefield, trying to disrupt the heroes' tactics and to avoid being locked down by defenders.

The minions engage the defenders to keep them occupied.

FEATURES OF THE AREA

Illumination: None.

Alcove: Each alcove, except two, holds a partially broken jar. The two intact jars (roll randomly for which alcoves) contain healing fruits (potions of healing). A character can make a DC 13 Perception check as a minor action within 2 squares of a treasure jar to determine that it is more intact than the others.

Cracked Floor: Squares containing sections of the crack are difficult terrain.

Sconces: The several elemental fire sconces near the alcoves can be lit by an adjacent character using a source of flame and a minor action. Two or three flaming sconces shed dim lighting in the area; four or more burning sconces brightly light the chamber.

Skeleton: The remains of this long-dead reptile are jagged and dangerous. These squares are difficult terrain.

Treasure: The characters are granted a boon of the ancients (page 13, 22).

| Mourning Haunt (H) | Level 3 Solo Lurker | |
|--|--------------------------|--------------------------|
| Medium elemental humanoid (demon) | XP 750 | |
| HP 196; Bloodied 98 | Initiative +6 | |
| AC 17, Fortitude 17, Reflex 16, Will 16 | Perception +7 | |
| Speed 6; phasing | Blindsight 3, darkvision | |
| Saving Throws +5; Action Points 2 | | |
| TRAITS | | |
| ☁ Mist Aura + Aura 2 | | |
| The aura grants the haunt concealment from creatures adjacent to it and total concealment from other creatures. The aura ends while the haunt is bloodied. | | |
| STANDARD ACTIONS | | |
| ⊕ Bite + At-Will | | |
| Attack: Melee 1 (one creature); +8 vs. AC | | |
| Hit: 1d6 + 4 damage. | | |
| † Gnashing Jaws + At-Will | | |
| Effect: The haunt makes three bite attacks. | | |
| ◀ Haunting Fog + At-Will | | |
| Requirement: The haunt must be bloodied. | | |
| Attack: Close burst 2 (creatures in burst); +4 vs. Fortitude | | |
| Hit: The target is restrained and takes ongoing 5 damage (save ends both). | | |
| ◀ Whirlwind Frenzy + At-Will | | |
| Requirement: The haunt must be bloodied. | | |
| Attack: Close burst 2 (creatures in burst); +6 vs. AC | | |
| Hit: 1d6 + 2 damage, and the haunt pushes the target 1 square. | | |
| TRIGGERED ACTIONS | | |
| † Reactive Swipe (teleportation) + At-Will | | |
| Trigger: The haunt is hit by a melee attack. | | |
| Attack (Immediate Interrupt): Melee 1 (triggering enemy); +6 vs. Reflex | | |
| Hit: 1d6 + 4 damage, and the haunt teleports 3 squares. | | |
| Variable Resistance + 1/Encounter | | |
| Trigger: The haunt takes acid, cold, fire, lightning, or thunder damage. | | |
| Effect (Free Action): The haunt gains resist 5 to the triggering damage type until the end of the encounter or until it uses variable resistance again. | | |
| Skills Stealth +10 | | |
| Str 14 (+3) | Dex 12 (+2) | Wis 12 (+2) |
| Con 17 (+4) | Int 14 (+3) | Cha 11 (+1) |
| Alignment chaotic evil | | Languages Abyssal |

3 Tomb Motes (M)

Tiny natural animate (undead)

Level 3 Minion

XP 38 each

HP 1; a missed attack never damages a minion.

Initiative +9**AC** 17, **Fortitude** 13, **Reflex** 18, **Will** 14**Perception** +4**Speed** 8**Darkvision****Immune** disease, poison; **Resist** 10 necrotic**TRAITS****Tomb Tactics**

When a tomb mote hits a target adjacent to three or more tomb motes, it instead deals 6 damage and ongoing 5 necrotic damage (save ends).

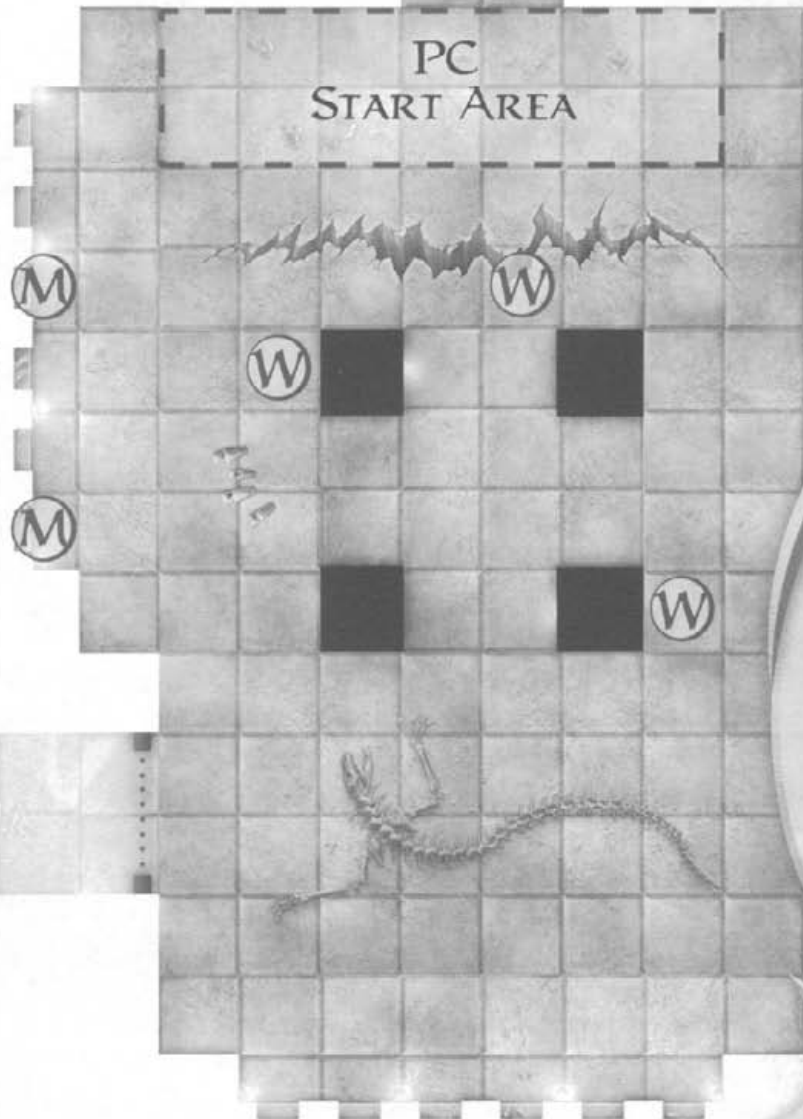
STANDARD ACTIONS⊕ **Bite (necrotic) ♦ At-Will****Attack:** Melee 1 (one creature); +8 vs. AC**Hit:** 3 necrotic damage, and ongoing 2 necrotic damage (save ends).**Skills** Stealth +14**Str** 8 (+0)**Dex** 26 (+9)**Wis** 16 (+4)**Con** 17 (+4)**Int** 4 (-2)**Cha** 14 (+3)**Alignment** unaligned **Languages** –**2 Wisp Wraths (W)**

Medium shadow humanoid (undead)

Level 1 Minion

XP 25 each

HP 1; a missed attack never damages a minion.

Initiative +3**AC** 13, **Fortitude** 11, **Reflex** 15, **B** 12**Perception** +0**Speed** fly 6 (hover); phasing**Darkvision****Immune** disease, poison; **Resist** 10 necrotic, insubstantial; **Vulnerable** 5 radiant**STANDARD ACTIONS**⊕ **Shadow Caress (necrotic) ♦ At-Will****Attack:** Melee 1 (one creature); +4 vs. Reflex**Hit:** 4 necrotic damage, and the target is slowed until the end of the wisp wrath's next turn.**MOVE ACTIONS****Shadow Glide ♦ Encounter****Effect:** The wisp wrath shifts 6 squares.**Skills** Stealth +8**Str** 3 (-4)**Dex** 17 (+3)**Wis** 10 (+0)**Con** 13 (+1)**Int** 4 (-3)**Cha** 15 (+2)**Alignment** chaotic evil **Languages** Common



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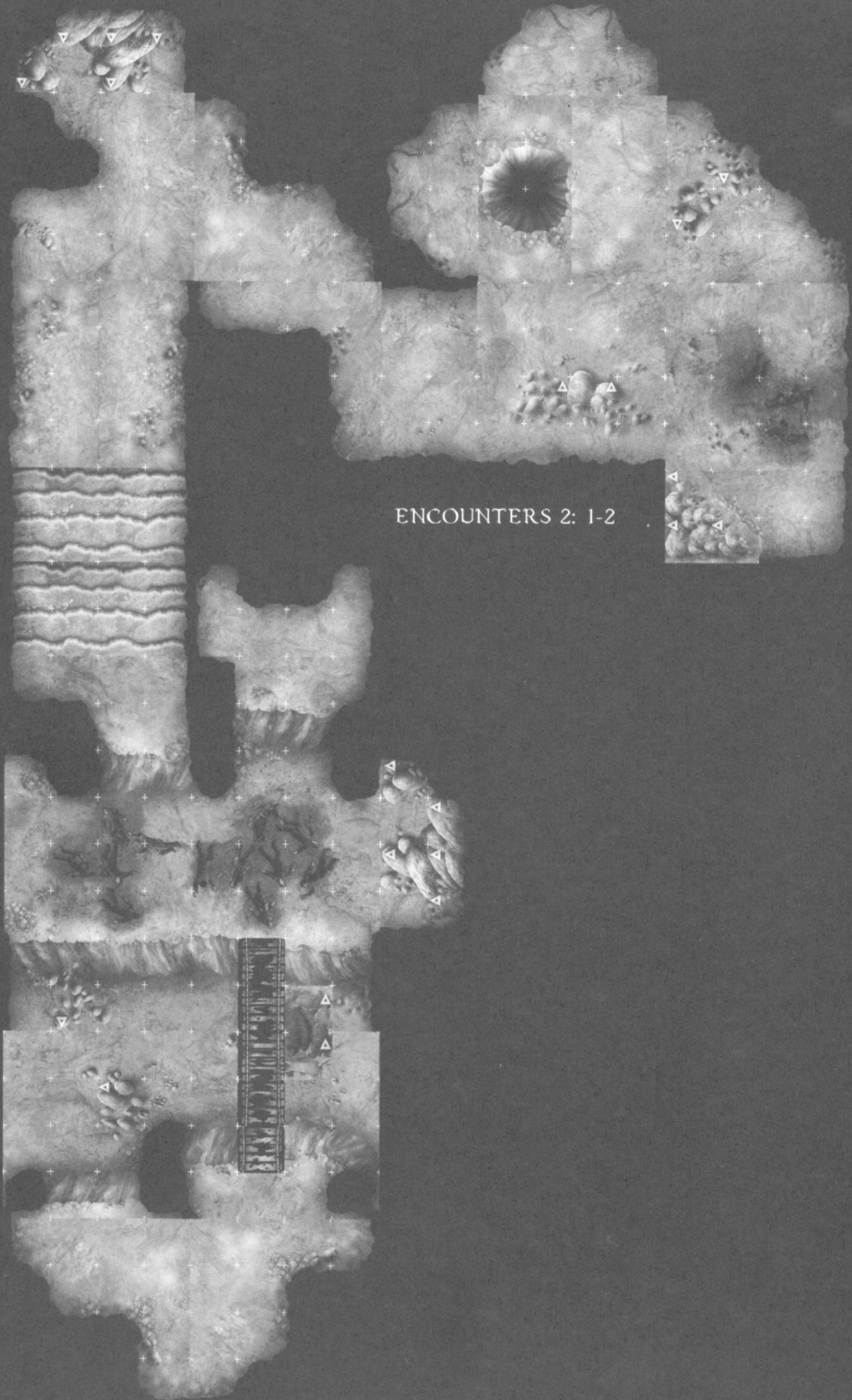
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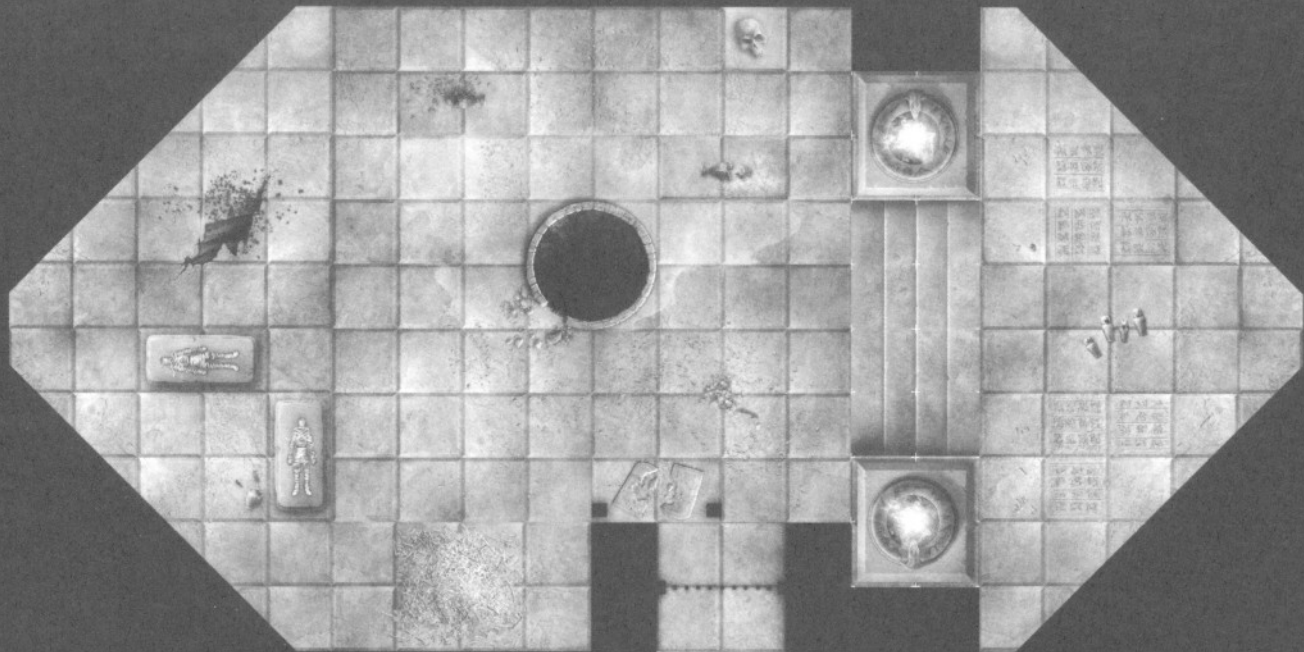
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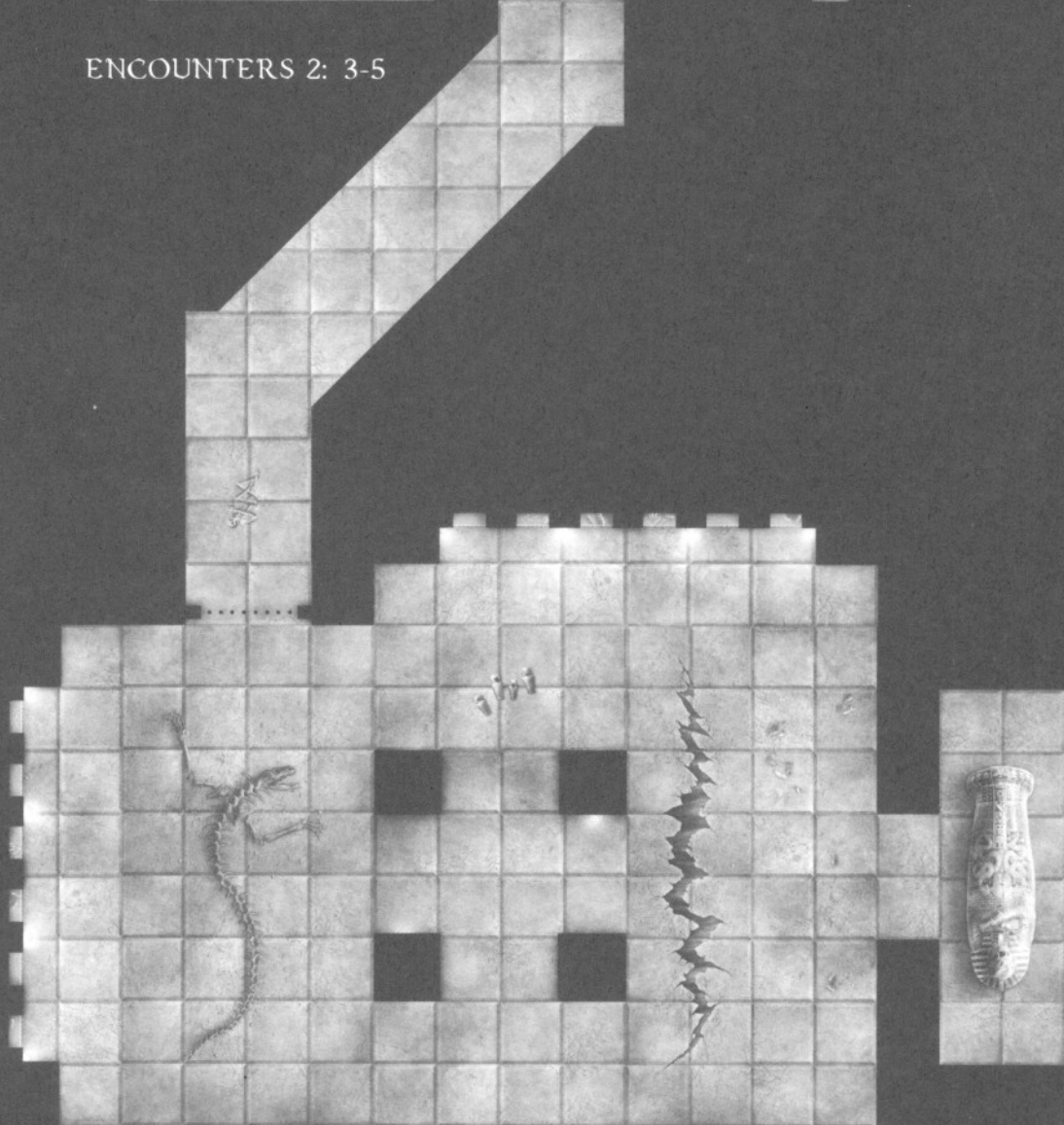
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ENCOUNTERS 2: 1-2



ENCOUNTERS 2: 3-5



INTRODUCTION

A D&D Encounters™ adventure for four to six 1st-level characters

Welcome to an exciting official D&D play program called D&D Encounters. This adventure is a mini-campaign “season” designed to be played in one-encounter sessions once per week at your local Wizards Play Network location. Each Wednesday, players will earn both in-game rewards for their characters (such as treasure) and accumulate Renown Points towards special program-exclusive D&D Encounters Cards that can be used in this and future seasons of D&D Encounters.

PREPARING FOR PLAY

In order to DM this adventure, everything you need should be provided in the D&D Encounters play kit – this adventure, the poster maps of all the encounter areas (inside the adventure), and a sheet of tokens to use for monsters, adventurers, and battlefield effects. Preparing the adventure for play is easy, simply follow the steps below.

Before you DM your first session:

- Read over the Introduction, Adventure Synopsis, Adventure Summary, and Resting sections.
- Read **Session 11: More Than One Way Out** under the **Chapter 3: Flight to Tyr** section, and read **Encounter 3-1: Quick, Before They Raise the Alarm**. (Alternatively, if you are starting at some other point in the adventure, read the appropriate sections and what’s come before.)

At the table of your first session:

- Ensure each player has a character to play. Players use one of the characters provided in the play kit. At the end of Chapter 1, all players’ characters reach 2nd level. At the end of Chapter 2, all players’ characters reach 3rd level.
- Ensure each player has a D&D Encounters Play Tracker. This sheet can be found in the play kit, and allows the players to track their character’s treasure, experience, and Renown Points earned for each play session.
- Get a session tracking sheet from the organizer. Record all the players’ DCI/RPGA numbers on it, along with your DCI/RPGA number. If you or any of the players don’t have a DCI/RPGA number, ask the organizer for a membership card.

During the session:

- Remember, each session is one encounter in length. Just DM the encounter assigned for that week’s session. A typical play time for one encounter is about 90 minutes – 2 hours.
- Remember to make decisions and adjudications that enhance the fun of the game when possible. As the DM, you can make some adjustments to the adventure (see the sidebar) to facilitate the fun of the players.

At the end of your first session:

- Have the adventurers take a short rest if they want, but remind them to track their daily abilities. Healing surges used, daily powers expended, and other daily resources do not refresh in-between each session; only at the end of each chapter. Make sure your players track this information on their D&D Encounters Play Tracker.
- Turn in your session tracking sheet to the organizer. Make sure you’ve recorded all the DCI/RPGA numbers on it, along with your names and the play date.
- Report Renown Point totals earned for each player to the organizer. The organizer will fill out the Renown Point Tracker for the location, and will determine if any players have earned a D&D Encounters Card.
- Give out rewards to the players. This includes treasure and possibly D&D Encounters Cards (the organizer will tell you if any players have earned this reward). Make sure the players write down their rewards on their D&D Encounters Play Tracker.
- Collect your reward! You should receive a special reward for providing your time as a DM to make the event happen. Your organizer will have more details on your reward.

At the end of the final session of this chapter:

- The adventurers take an extended rest, regaining all of their healing surges, hit points, and daily powers. In addition, their action point totals reset to 1.
- The adventurers level up to 3rd level. They apply the changes listed on their character card to their character in preparation for the beginning of Chapter 3.

CREDITS

Nicholas K. Tulach
Design

Andy Collins
Development

M. Alexander Jurkat
Editing

Chris Tulach
Organized Play Content
Developer

Matthew Stevens
Art Director

Cole Meier
Graphic Designer

William O’Connor
Cover Illustration

**Warren Mahy, Davip Rapoza,
Kerem Beyit, William O’Connor,
Steve Ellis**
Interior Illustrations

**Liz Schuh, Jesse Decker, Laura
Tommervik, Shelly Mazzanoble,
Kierin Chase**
D&D Brand Team

Joe Yochum
Organized Play Project Manager

Donna Woodcock
Production Manager

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Unlike some seasons of D&D Encounters, this special DARK SUN preview season doesn't award experience points in the standard method. Instead, characters level up at the end of each chapter.

XP Awards: The XP awards listed throughout this adventure are for reference only, as characters level up automatically at the end of each chapter.

Milestones: For every 2 encounters a character completes without taking an extended rest (offered at the end of a chapter), the character reaches a milestone, gaining an action point and possibly gaining use of another magic item daily power.

THE EVER-CHANGING GROUP

Since you can never tell who's going to show up to a D&D Encounters session from week to week, you might wind up with a different group of players. Some players might be starting in "mid-stream," some may have missed a session or two, and others may have played all the sessions with a different DM. That's OK. Catch up new players with a brief summary of what's come before, and make sure that returning players have marked off resources they spent (healing surges, daily powers, etc.) since their last extended rest.

Majority Rules: If some element of the adventure plot hinges on the adventurers making a decision in a previous session, and the group is different during the current session, simply find out how the decision went down from the players. Go with the majority, and if it's an even split, side with the most positive result.

TREASURE

As the characters progress through the mini-campaign, they will have the opportunity to gain treasure in the form of gold pieces, valuables, and magic items. At the end of each session, determine if the players earned any treasure. Use the following rules to divide up treasure amongst the characters.

Gold and Valuables: If the adventurers earn it, each character gets a share as noted on the table below. All valuables like gems and jewelry are converted to gold pieces (gp). Note that the amounts have already been divided up per character, do not modify the amounts based on the size of the group playing.

Magic Items: During the adventure, there are a number of magic items that may be discovered. They are listed on the table below. Give out magic items according to the sidebar Awarding Magic Items.

AWARDING MAGIC ITEMS

When the characters find a permanent magic item, most of the time, the group will decide who gets to keep what. However, if the players can't agree who gets what, use the following system to award magic items in the priority listed.

1. Characters without permanent magic items.
2. Character with the lowest-level permanent magic item.

If there's more than one character that doesn't have a magic item, or two characters tie for the lowest-level magic item, have those players decide who gets it. If they still can't decide, have each roll a d20; high roll gets the item. A player that wants to "opt out" of a pick can do so. You can also do the same with the potions of healing and the ritual book if the players can't decide who gets them (but don't count these items as permanent magic items).

Any one character may not have more than 3 permanent magic items at the conclusion of this season.

RENOWN POINTS

One of the great rewards for playing in a D&D Encounters season is the accumulation of Renown Points (RPs), which are given out for accomplishments made by players during (and sometimes in-between) sessions. These Renown Points are tracked at the Wizards Play Network location, and reaching certain thresholds garners the player a tangible reward - a D&D Encounters Card!

These cards can be used by players during the current D&D Encounters season, subsequent seasons, or possibly both. Each card has all the information on how it works printed right on the card itself.

As the DM, it's your task to award Renown Points at the end of a session of play, just like you would award experience and treasure. Unlike experience and treasure though, you'll need to report the Renown Point totals earned for each player to the organizer at the conclusion of the session when you turn in your session tracking sheet. The organizer will then tell you if any players have qualified for a card.

The Renown accomplishments, their frequency (how often they can be awarded during the current season), and the point values of each are listed below.

TREASURE FOUND

| Name of Treasure | Where Found |
|------------------------|---------------|
| 2 panther tears | Encounter 2-1 |
| +1 piecemeal chain | Encounter 2-1 |
| +1 crystal scale armor | Encounter 2-2 |
| 150gp/character | Encounter 2-3 |
| 20gp/character | Encounter 2-4 |
| 6 survival days | Encounter 2-4 |
| 2 potions of healing | Encounter 2-4 |
| Baldric of time | Encounter 2-5 |

RENOUN POINT AWARDS

| Accomplishment | Frequency | RPs |
|------------------------------------|-----------|-----|
| Complete an encounter | 1/Session | 3 |
| Hit a milestone | 2/Chapter | 2 |
| Moment of greatness | 1/Chapter | 2 |
| Revive a dying adventurer ally | 1/Season | 1 |
| Hit for 15+ damage against 1 enemy | 1/Season | 1 |
| Kill 3 minions in 1 attack | 1/Season | 1 |
| Take 50 enemy damage in 1 session | 1/Season | 1 |
| Use the reckless breakage rule | 1/Season | 1 |
| Survive 10+ sessions without dying | 1/Season | 2 |
| Complete all quests | 1/Season | 5 |

Moment of Greatness: This is a discretionary award given out by the DM or through party vote to a player for doing something inventive, daring, or just plain cool during a session of play. Each player may earn this award once per chapter.

CHARACTER DEATH

If a character dies during a session, the player has 2 choices: they can either bring the same character back at the beginning of the next session with a death penalty of -1 to attack rolls, saving throws, skill checks, and ability checks until they've hit one (1) milestone (2 encounters), or they can select another character, losing any extra treasure they may have gained along the way.

RENOUN REWARDS

When a player hits 10 points, they earn their first D&D Encounters Card, called the Delver Reward. This is awarded to the player at the conclusion of the session in which they earned enough points to qualify. The second award is called the Explorer Reward, and a player qualifies for the reward by obtaining 35 Renoun Points in this season. The third award is called the Adventurer Reward, and a player qualifies for the reward by obtaining 60 Renoun Points in this season.

The final two awards are given out at the conclusion of the season. At the end of the season, a limited number of D&D Encounters Cards will be distributed amongst those that qualify for the reward. If there are more players that qualify for the reward than cards available, the organizer will determine how they will be distributed.



Dark Sun: Fury of the Wastewalker introduces the world of DARK SUN, a parched and perilous campaign setting for 4th Edition, to both new and veteran players. Their characters explore the blasted wastes of a world defiled by arcane magic. This section provides background information and a summary of the adventure.

For information on what's come before, see the previous adventure package. This adventure package includes details on Chapter 3 only.

ADVENTURE SUMMARY

Dark Sun: Fury of the Wastewalker is a mini-campaign that spans the length of the summer 2010 D&D Encounters season. The adventure is broken into three chapters—story arcs divided by opportunities for extended rests. Each chapter contains 5 sessions, which are one encounter in length and designed to be run once per week.

To give the Dungeon Master an overview of the storyline, the Chapter 3 summary and the individual play sessions are listed below. Chapter 1 and Chapter 2 are in separate adventure packages, available through your organizer.

CHAPTER 3: FLIGHT TO TYR

Bolstered by the boon of the ancient spirits, the adventurers are primed to confront the Wastewalker, but first they have to escape from their captors, the halflings of the Forest Ridge. Descending the Ringing Mountains is also no small task. If all goes well, they eventually confront the misguided ssurran shaman and earn a major quest award. Best of all, they arrive at the gates of the free city-state Tyr, a place with countless opportunities for adventure.

SESSION 11: MORE THAN ONE WAY OUT

Being held captive by halflings is no fun. Through a skill challenge, the adventurers negotiate their release or free themselves. Without supplies, however, they'll perish in the foreign jungle, so they must return and retrieve their gear. **Encounter 3-1: Quick, Before They Raise the Alarm** is found on page 41.

SESSION 12: HACKING THE THICK

The barriers between the Athas and the Feywild, known as the Lands within the Wind, are thin on the Forest Ridge. Fantastic otherworldly creatures roam the area. When a clutch of lizards tries to feed on the heroes, an opportunistic fey panther joins the fight. **Encounter 3-2: Primal Instinct** is found on page 43.

SESSION 13: CAUGHT IN THE ACT

As the adventurers come to the cusp of the Ringing Mountains, they spy a motley group of humanoids climbing an obsidian cliff. A crack of thunder sounds and a huge fragment of black stone sheers off, fortuitously spanning the deep gulf between the Forest Ridge and the Ringing Mountains. On the other side, the characters see that the humanoids were pursued by a band of savage gith. **Encounter 3-3: Clear the Path** is found on page 45.

SESSION 14: COMFORTS OF THE DESERT

With Tyr nearly on the horizon, the adventurers pick their way through the desert. Dark clouds of sand reform in a familiar sight as the Wastewalker unleashes his most formidable allies. **Encounter 3-4: Twisted Desert Denizens** is found on page 47.

SESSION 15: THE WASTEWALKER

A stone's throw from the gates of Tyr, the Wastewalker's patience runs out and he leads a final strike against the heroes. The climactic battle presents the adventurers with a choice between destroying the misguided ssurran or convincing him to abandon his folly. Whichever path they choose, Wastewalker does not yield easily. **Encounter 3-5: Wind and Stone** is found on page 49.

WEAPONS OF INFERIOR MATERIALS

Metal is so scarce on Athas that most armaments are made of bone, wood, or stone. These substances are weaker than metal and fracture more easily. A broken weapon is at best an improvised weapon. Damaged magic weapons lose their enhancement, properties, and powers until repaired. The following option simulates the relative fragility of nonmetal weapons, making combat more unpredictable and exciting.

Reckless Breakage: When you roll a natural 1 on an attack roll, your weapon has a chance to break. You can accept the result, automatically missing the attack as usual, but keeping your weapon intact. Alternatively, you can reroll. Regardless of the reroll result, a nonmetal weapon breaks once the attack is complete. A metal weapon breaks only if you roll a natural 5 or lower on the reroll. This rule gives you a say in whether a weapon breaks. You can play it safe and accept the errant attack, or you can attempt to avoid a miss by risking your weapon.

EPILOGUE: THE GATES OF TYR

The adventurers arrive at the gates of Tyr, their long journey over. No doubt many more adventures are to be had in the City of the Fallen Sorcerer-King.

ADJUSTING THE ENCOUNTERS

Chapter 2 assumes a party of 5 2nd level characters. Compare your adventurers to the chapter's recommended level with the following guidelines:

Your party is a “**weak party**” if it consists of any of the following:

1. 4 characters
2. Most or all of the players are new to D&D or roleplaying games

Your party is a “**strong party**” if it consists of any of the following:

1. 6 characters
2. Your players are veteran D&D 4th Edition players and like added challenge

If you have a weak party, remove one of the lowest level monsters from the encounter. If you have a strong party, add one monster among the types listed for each encounter whose level matches the encounter level.

For instance, in **Encounter 3-2** (a level 3 encounter), you might subtract a zairtail swarm (level 3 skirmisher) from the encounter if your party is weak, or add a zairtail gazer (level 3 controller) if your party is strong.

RESTING

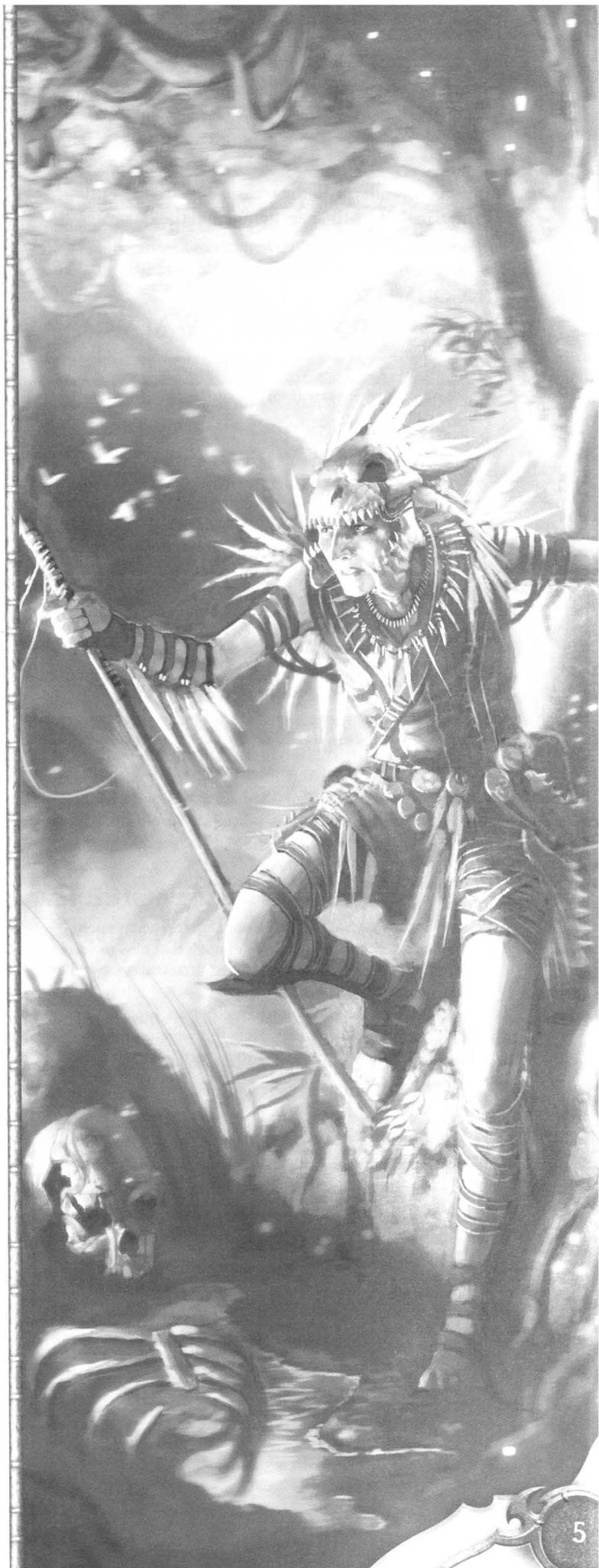
Although the adventurers can take short rests between sessions, they are allowed to take extended rests only between chapters. During Chapter 3, the adventurers are unable to take an extended rest because the heroes are in unfamiliar terrain, surrounded by unknown dangers, and pursued by halflings. Once they reach the desert, they push onward to Tyr before the Wastewalker catches them (he confronts them nonetheless).

CONTINUING THE ADVENTURE

After the 15th session is done, the adventure and current season of D&D Encounters concludes. Still, you don't have to let the fun stop there! Here are a few options for continuing the game.

Play or Dungeon Master the next D&D Encounters season. A new D&D Encounters season is always right around the corner. Each season spotlights a different setting or play experience!

Dungeon Master your own adventure, using hooks from this one. You can create your own adventure to run at your Wizards Play Network location! Report your game sessions and earn DM rewards. Visit www.wizards.com/dnd click on “Events” for more information.



This section collects all the treasure awarded in this chapter, including the new items from the *DARK SUN Campaign Setting*.

ENCOUNTER 3-1: QUICK, BEFORE THEY RAISE THE ALARM

Silt Runners

Level 5

Dust and stains fall away from the surface and tread of these simple clogs.

Item Slot: Feet 1000gp

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

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

ENCOUNTER 3-2: PRIMAL INSTINCT

Fey Strike Weapon

Level 5+

Even distant foes must fear a blow from a warrior with this gleaming weapon in hand.

| | | | | | |
|--------|----|-----------|--------|----|--------------|
| Lvl 5 | +1 | 1,000 gp | Lvl 20 | +4 | 125,000 gp |
| Lvl 10 | +2 | 5,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 15 | +3 | 25,000 gp | Lvl 30 | +6 | 3,125,000 gp |

Weapon: Any melee

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Encounter): Standard Action. *Effect:* The weapon discharges a shimmering mirror of itself that flies toward your enemy. You make a melee basic attack as a ranged 20 attack with this weapon.

Power (Daily ♦ Teleportation): Free Action. *Trigger:* You hit an enemy with an attack using this weapon. *Effect:* Teleport the target 10 squares to a space adjacent to you.

ENCOUNTER 3-3: CLEAR THE PATH

Staff of the Serpent

Level 7+

Shaped like a rigid cobra, this bronze staff enables you to wield poison as a deadly weapon.

| | | | | | |
|-------|----|----------|--------|----|------------|
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
|-------|----|----------|--------|----|------------|

| | | | | | |
|--------|----|-----------|--------|----|--------------|
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |
|--------|----|-----------|--------|----|--------------|

| | | | | | |
|--------|----|-----------|--|--|--|
| Lvl 17 | +4 | 65,000 gp | | | |
|--------|----|-----------|--|--|--|

Implement (Staff)

Enhancement: Attack rolls and damage rolls

Critical: +1d8 poison damage per plus

Property: Any melee attack made with this staff deals +1d6 poison damage.

Power (Daily ♦ Poison): Free Action. Use this power when you deal poison damage with a power cast through this implement. The target takes ongoing poison damage equal to the enhancement bonus of the staff (save ends). If the power already deals ongoing poison damage, add the enhancement bonus of the staff as an item bonus to that damage each round.



The adventurers have evaded the Wastewalker's harassment and received a boon from the ancient spirits beneath the Ringing Mountains. Now they face a "smaller" threat: halfling captors. Sessions 11-15 propel the adventurers from the halfling village on the Forest Ridge, down through the Ringing Mountains, and to a final confrontation with the Wastewalker in the shadows of the gates of Tyr.

SESSION 11: MORE THAN ONE WAY OUT

The adventurers begin Chapter 3 as captives of a halfling tribe on the Forest Ridge. Though the halfling culture is different, they are not inherently evil creatures and can be reasoned with.

The halflings tied and blindfolded the adventurers on their way to their village. Even so, the heroes can tell it is unlike any place they've seen before. The Forest Ridge is one of the few places where the land is still verdant. **Read:**

When the long march ends, you are finally left to your own devices and can strip off your blindfold. You look around a holding pen and discover that your companions are nearby and appear healthy. Prior inhabitants, however, have not been so fortunate. Bones lie about the wooden cage, some with obvious gnaw marks on them.

You hear distant arguing, but cannot make out the words. The smell of fresh cooked meat makes your stomach churn. The guards offer you dried scraps of fibrous meat and clean, cool water. "You want more than that, you'll have to ask the elder," the guards grunt, turning back to their own amusements.

The adventurers have two options in this encounter: negotiate their release from the halflings or escape. Either way, they must recover their gear and enough supplies to survive their journey back to Tyr.

The adventurers can pursue one or the other option, or both simultaneously. They can act as a group or independently. The negotiation scene involves meeting with the village elder. The escape scene requires avoiding the nearby guards. Both scenes occur simultaneously, but it's easier to think of them as two separate cut scenes. The first step is running the skill challenge in **Encounter 3-1: Quick, Before They Raise the Alarm** (page 41).

SESSION 12: HACKING THE THICK

At the beginning of this session, apply the survival days/sun sickness rules, shown below, if a character has succumbed to sun sickness (see the Chapter 1 adventure package for details).

Sun Sickness

Level 2

The sun's punishing rays leech vitality from your body.

Attack: Level + 4 vs. Fortitude

Endurance improve DC 17, maintain DC 13, worsen DC 12

The target is cured.

❑ **Initial Effect:** The target loses one healing surge or hit points equal to the target's surge value. The healing surge or hit points cannot be regained until the target is cured.

⏏ The target takes a -2 penalty to all attack rolls and defenses.

⏏ The target is slowed and weakened.

▣ **Final State:** The target dies.

The characters leave the halfling village and head south toward the less treacherous western approaches of the Ringing Mountains. This path should make for a relatively easier journey home. Like the desert, however, the jungle is filled with dangerous creatures. In this particularly location, the border separating the material world and the Feywild is thin. **Read:**

You feel an oddness about the Forest Ridge. It's as if you are walking through two lands at once, one with firm ground and the other atop clouds of mist. The trees are lush and thick, with broad leaves, and the air is moist and cool. Hacking a path through is difficult and tires you quickly. As you pause for a brief respite in a clearing, an exotic screech sounds.

A stalking fey panther has caught the group's scent and waits for just the right moment to pounce. When the adventurers are beset by a clutch of jungle lizards, the stalker attacks anyone that gets separated from the rest. Run **Encounter 3-2: Primal Instinct** (page 43).

SESSION 13: CAUGHT IN THE ACT

Making their way past the zairtails and possibly the panther, the heroes continue to move through the jungle. As the area clears, they find a deep, foreboding chasm in their way. Across the gap, with a DC 15 Perception check, they can spot a group of humanoid creatures climbing on the rocks. **Read:**

Across a steep divide separating the Forest Ridge from the Ringing Mountains, you spot four humanoids climbing the jagged cliffs in a daring maneuver. A bright flash floods your view, followed by a deafening crack. When your eyes recover, you see a long slice of the cliff face sheer off from the mountain and fall. It wedges itself precariously between the two sides of the chasm.

The climbers fall to their doom, but the adventurers now have an opening to cross the gap. In doing so, they encounter the creatures that were chasing the climbers, a group of brutal, merciless psionic wielders called gith. Proceed to **Encounter 3-3: Clear the Path** (page 45).

SESSION 14: COMFORTS OF THE DESERT

Upon defeating the gith, the adventurers descend from the Ringing Mountains, back to the desert steppes surrounding Tyr. **Read:**

The sun hangs low in the sky, casting long shadows over the rocky landscape. The shadows are abruptly snuffed out by a bursting darkness that overwhelms the area. The sickeningly familiar clatter of falling stone shards rings out once again.

The Wastewalker launches a full assault against the adventurers, using both minions and summoned forces. Go to **Encounter 3-4: Twisted Desert Denizens** (page 47).

SESSION 15: WASTEWALKER ASSAULT

If the adventurers survive the ssurans onslaught, they confront the Wastewalker and can defeat him once and for all. Given the advice of the elemental spirits in Chapter 2, however, the adventurers might realize that he is not inherently evil. His overriding goal is to preserve the natural world that has been so greatly devastated by the wielders of arcane magic.

The Wastewalker is aggressive at first, but the adventurers can try to persuade him they are not defilers during the combat (see Roleplaying Past Encounters sidebar in the Chapter 1 adventure package). However accomplished, defeating the Wastewalker earns the adventurers a level 3 major quest reward. Proceed to **Encounter 3-5: Wind and Stone** (page 49).

CHAPTER 3 FINALE

The story concludes at the gates of Tyr, the free city-state. The great ziggurat and Golden City sparkle in the twilight. Opportunity abounds in this place. **Read:**

The swirling black clouds that have harried you across the desert for what seems like ages have finally ceased as the threat from the Wastewalker is vanquished. You can only wonder how one so twisted came to so much power, and drew so much following. Such are the desperate ways of wasteland creatures, clinging to the hopes of the deranged.

As you approach the free city of Tyr, you have a moment to reflect upon your recent travels. The desert is a treacherous place, indeed, yet it has its own striking beauty as well. Along the way, you have even benefited from the kindness of strangers, even in the most foreboding wastes, like Ralo, the dwarven wanderer. You wonder what has become of him? You also ponder for a moment the elemental spirits, who remind you of the enduring threats to the future of Athas. But they also remind you that hope lives in the most unusual places.

Looking over the darkening skyline dominated by the centers of power, the great Ziggurat of Kalak and the Golden Tower, you can only think of the adventures ahead and the new people you will meet. For a few of you, your hard-fought freedom from bondage has lifted your spirit anew. For the others, the opportunity to start afresh brings a smile to your sun-baked lips.

Now, about the entry tariff the guard is asking for...





Encounter Level 3 (750 XP)**ESCAPING CAPTIVITY**

The mood during this skill challenge should be tense and fast-paced.

Each character in the party can make one skill check each round.

Level: 5 (XP 600).

Complexity: 3 (requires 8 successes before 3 failures). The success and failures from each option are added together to determine overall success or failure.

OPTION 1: NEGOTIATING WITH THE HALFLING ELDERS

One or more adventurers use social skills to negotiate their release by visiting with the village elders.

Primary Skills: Diplomacy, Insight.

Diplomacy (DC 12): The character can use Diplomacy to convince the halflings to allow an audience with the village elder. A second successful check persuades the elder to hear stories about the party's exploits in the desert and mountains. With a third successful check, the elder is delighted by the storytelling. Each character can use this skill to gain up to 3 successes in the skill challenge.

Insight (DC 17): The character can use Insight to assess the motives and attitudes of the elder. A successful check counts as a success in the skill challenge and grants a +2 bonus to the same character's next Diplomacy check. Each character can use this skill to gain up to 2 successes in the skill challenge.

Secondary Skills: Bluff.

Bluff (DC 17): The character's quick thinking and honeyed words negates one failure in the skill challenge.

OPTION 2: ESCAPING THE CELL

More physically talented adventurers try to escape the cell under the noses of the guards.

Primary Skills: Athletics, Bluff, Stealth.

Athletics (DC 12): A character can use Athletics to bend, break, or otherwise dismantle the holding pen. A successful Athletics check allows a character to use Stealth as described below. This skill can be used to gain 2 successes in this challenge.

Bluff (DC 17): A character can use Bluff to distract the guards, allowing another character the opportunity to perform a different skill without notice. This skill can be used to gain 1 success in this challenge. After that, successful Bluff checks grant a +2 bonus to another character's next Acrobatics, Stealth, or Thievery check.

Stealth (DC 17): Once a character has made a successful Athletics check, the same or a different character can use Stealth to sneak out of the holding area.

Secondary Skills: Perception, Thievery.

Perception (DC 12): A character can use Perception to notice particular weaknesses in the construction of the holding pen or a pattern in the attention of the guards. A successful check grants a +2 bonus to the next Athletics or Stealth check.

Thievery (DC 12): A character can use Thievery to snatch some rudimentary tools from the guards or off the ground nearby. A successful check grants a +2 bonus to all subsequent Athletics checks.

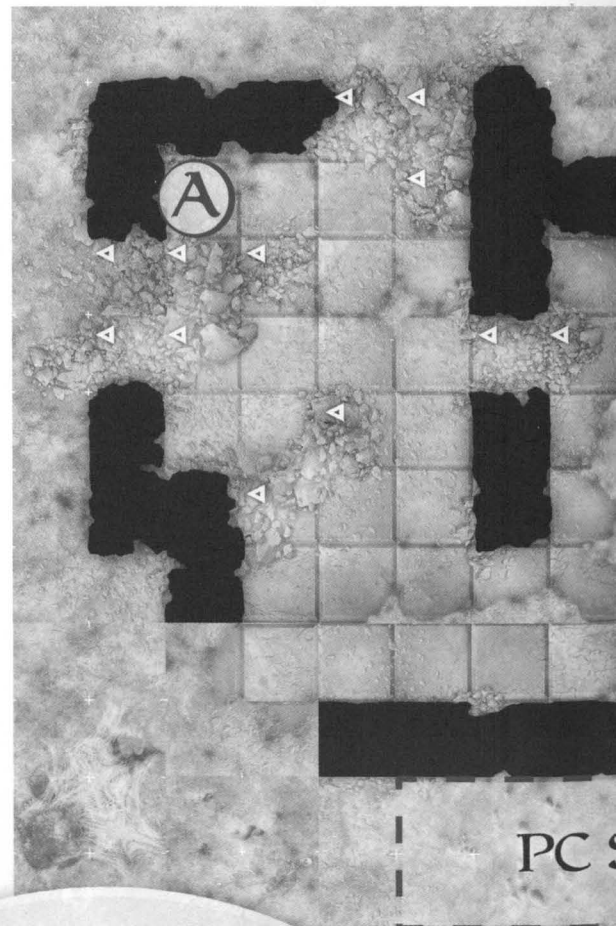
CONCLUSION

Success: If the characters earn 8 successes, they escape captivity without alerting the halflings.

Failure: Failure means the halflings notice they've been duped. They are on alert for the coming combat.

GATHERING GEAR

Regardless of the outcome of the skill challenge, the adventurers get away and meet up outside the village. They must now retrieve their gear. If they failed at the skill challenge, the halflings have been alerted.



SETUP

Halfling wilder (2 if on alert) (W)

3 halfling forest runners (5 if on alert) (R)

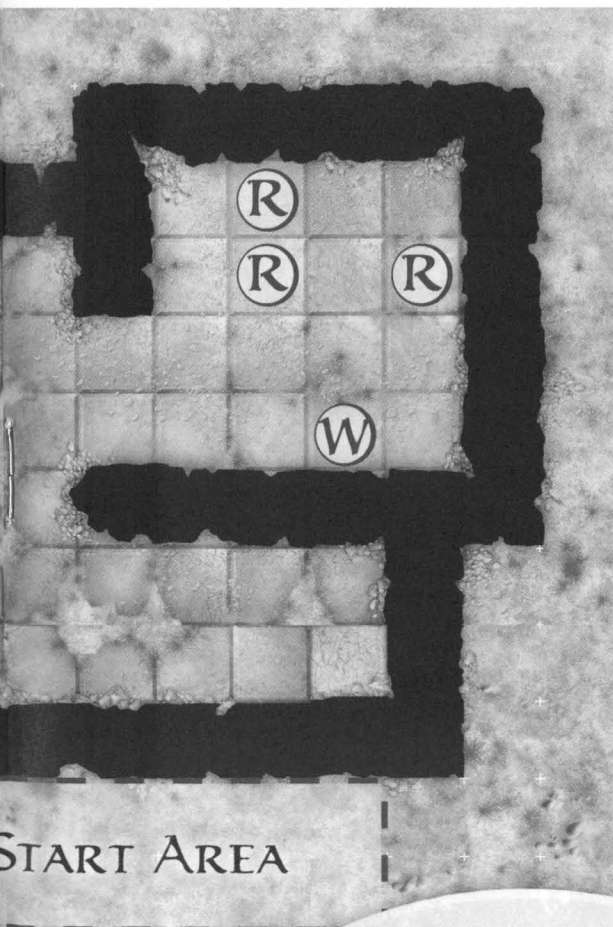
Alarm (A)

If the halflings have been alerted, place the extra guards near those marked on the map.

The adventurers start in the outlined area of the encounter map. They must enter the supply shack, the 4-by-4 square area containing the halflings, and spend a minor action for each set of gear retrieved (which also gathers survival days held by the gear's owner). Alternatively, a character can spend a minor action grabbing 1 survival day's worth of the halflings' supplies.

TACTICS

The halflings' objective is to sound the alarm and prevent the adventurers from escaping. If the alarm is triggered, mark down the initiative count. At the same initiative count 2 rounds later and each round thereafter, 2 more forest runners and 1 more wilder arrive at the edge of the map near the alarm.



FEATURES OF THE AREA

Illumination: The area inside the ruin is brightly lit by torchlight. The area outside is dimly lit.

Alarm: A DC 12 Perception check locates the alarm bell on the far side of the building.

Walls: The walls are 2 squares tall and can be climbed with a DC 10 climb check. The only area that has a roof is the 4-by-4 square room. It cannot be accessed over the wall.

Treasure: The characters steal a pair of *silt runners* (level 5 item; page 13; *Dark Sun Campaign Setting*) from one of the defeated halflings.

| 1 or 2 Halfling Wilders (W) | Level 3 Artillery |
|--|--------------------------|
| Small natural humanoid | XP 150 each |
| HP 38; Bloodied 19 | Initiative +4 |
| AC 15, Fortitude 14, Reflex 15, Will 16 | Perception +2 |
| Speed 6 | |
| TRAITS | |
| Nimble Reaction | |
| The wilder gains a +2 bonus to AC against opportunity attacks. | |
| Combat Advantage | |
| The wilder deals 1d6 extra damage against any target granting combat advantage to it. | |
| STANDARD ACTIONS | |
| ⊕ Club (weapon) ◆ At-Will | |
| Attack: Melee 1 (one creature); +8 vs. AC | |
| Hit: 2d6 + 2 damage. | |
| ⊗ Mind Thrust (psychic) ◆ At-Will | |
| Attack: Ranged 10 (one creature); +8 vs. Will | |
| Hit: 2d8 + 3 psychic damage, and the target grants combat advantage until the start of the wilder's next turn. | |
| Skills Acrobatics +9, Stealth +9, Thievery +9 | |
| Str 11 (+1) | Dex 16 (+4) Wis 12 (+2) |
| Con 14 (+3) | Int 11 (+1) Cha 17 (+4) |
| Alignment unaligned | Languages Common |
| Equipment club | |

| 3 or 5 Halfling Forest Runners (R) | Level 2 Skirmisher |
|---|---------------------------|
| Small natural humanoid | XP 125 each |
| HP 37; Bloodied 18 | Initiative +6 |
| AC 16, Fortitude 13, Reflex 15, Will 14 | Perception +3 |
| Speed 6 | |
| TRAITS | |
| Nimble Reaction | |
| The forest runner gains a +2 bonus to AC against opportunity attacks. | |
| STANDARD ACTIONS | |
| ⊕ Poisoned Spear (poison, weapon) ◆ At-Will | |
| Attack: Melee 1 (one creature); +7 vs. AC | |
| Hit: 1d8 + 1 damage plus 1d6 poison damage. | |
| ⊕ Strike and Slip Away (poison, weapon) ◆ Recharge ☼☼☼ | |
| Attack: Melee 1 (one creature); +7 vs. AC | |
| Hit: 1d8 + 6 damage, and ongoing 5 poison damage (save ends). | |
| Effect: After the attack, the forest runner shifts 5 squares. The forest runner can make a Stealth check to become hidden if it has any cover or any concealment. | |
| Skills Acrobatics +9, Stealth +9, Thievery +9 | |
| Str 14 (+3) | Dex 17 (+4) Wis 14 (+3) |
| Con 13 (+2) | Int 12 (+2) Cha 11 (+1) |
| Alignment unaligned | Languages Common |
| Equipment leather armor, spear | |

ENCOUNTER 3-2: PRIMAL INSTINCT

Encounter Level 3 (800 XP)

SETUP

Zairtail bonebreaker (B)
Zairtail gazer (G)
2 zairtail swarm (S)
Fey panther

The characters are placed anywhere in the clearing.

The fey panther lurks in the shadows. A character within one square of the forest edge can make an active Perception check as a minor action to detect the panther; otherwise a DC 21 Passive Perception check detects the stealthy creature.

TACTICS

The zairtails leap from the dense jungle and attack the adventurers. The gazer tries to keep as many adventurers dazed as possible. The swarms and bonebreaker concentrate on close combat.

The fey panther lurks in the shadowy fringes and waits for a good moment to strike. It waits up to 3 rounds for an adventurer to get separated from the fray. At the end of 3 rounds, if no character has separated, add another bonebreaker to the encounter. The fey panther lurks off somewhere else.

FEATURES OF THE AREA

Illumination: The dense jungle filters out most of the early morning light. This area is dimly lit.

Dense Jungle: The jungle is so thick in this area, it counts as concealing and difficult terrain.

Fey Ripple: The outlined area is a weak ripple in the separation between the feywild and the material plane. A creature can spend a move action while in the fey ripple area to teleport 5 squares.

Treasure: A hollow tree in this area contains a trio of shiny, metal blades. A character can quickly fashion them into a +1 fey strike weapon (level 5 item; page 13; *Dragon Magazine* 381).

Zairtail Bonebreaker (B)

Small natural beast (reptile)

HP 67; Bloodied 33
AC 16, Fortitude 18, Reflex 15, Will 13
Speed 6

Level 4 Brute

XP 175

Initiative +3
Perception +1
Low-light vision

TRAITS

Vise Jaws

A zairtail bonebreaker does not need to sustain a grab. Its grab lasts until the victim escapes or the bonebreaker lets go; the bonebreaker has a +5 bonus to Fortitude defense against escape attempts. Being affected by a condition that prevents the bonebreaker from taking opportunity actions does not end its grab. If the bonebreaker is subjected to forced movement, it pulls the grabbed creature with it.

STANDARD ACTIONS

Ⓢ Bite ♦ At-Will

Requirement: The zairtail must not have a creature grabbed.
Attack: Melee 1 (one creature); +7 vs. AC
Hit: 2d6 + 4 damage, and the target is grabbed.

Ⓡ Drag ♦ At-Will

Attack: Melee 1 (one creature grabbed by the zairtail); +6 vs. Fortitude
Hit: 2d6 + 4 damage. The zairtail then moves its speed and pulls the target to a space adjacent to its new location.

Str 19 (+6) Dex 12 (+3) Wis 9 (+1)
Con 17 (+5) Int 2 (-2) Cha 7 (+0)

Alignment unaligned Languages –

2 Zairtail Swarms (S)

Medium natural beast (reptile)

HP 40; Bloodied 20
AC 17, Fortitude 13, Reflex 18, Will 16
Speed 8

Level 3 Skirmisher

XP 150 each

Initiative +7
Perception +3
Low-light vision

Resist 5 acid, half damage from melee and ranged attacks; Vulnerable 5 against close and area attacks

TRAITS

⚙ Swarm Attack ♦ Aura 1

The zairtail swarm makes a basic attack as a free action against each enemy that begins its turn within the aura.

Swarm

The swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm cannot be pulled, pushed, or slid by melee or range attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises.

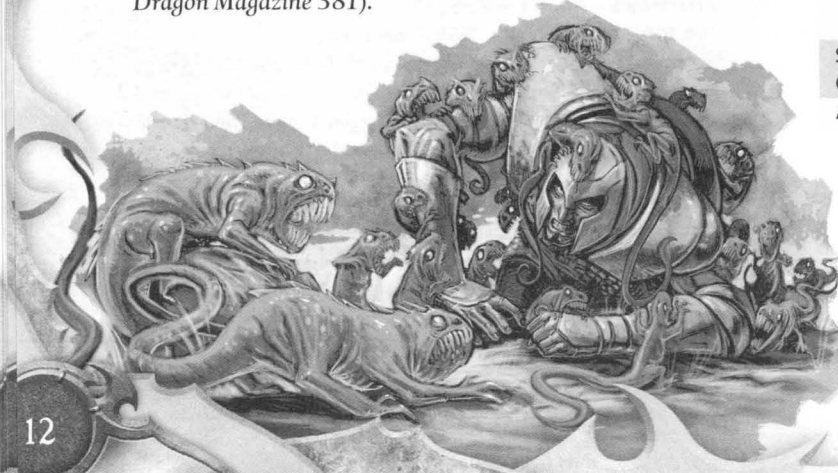
STANDARD ACTIONS

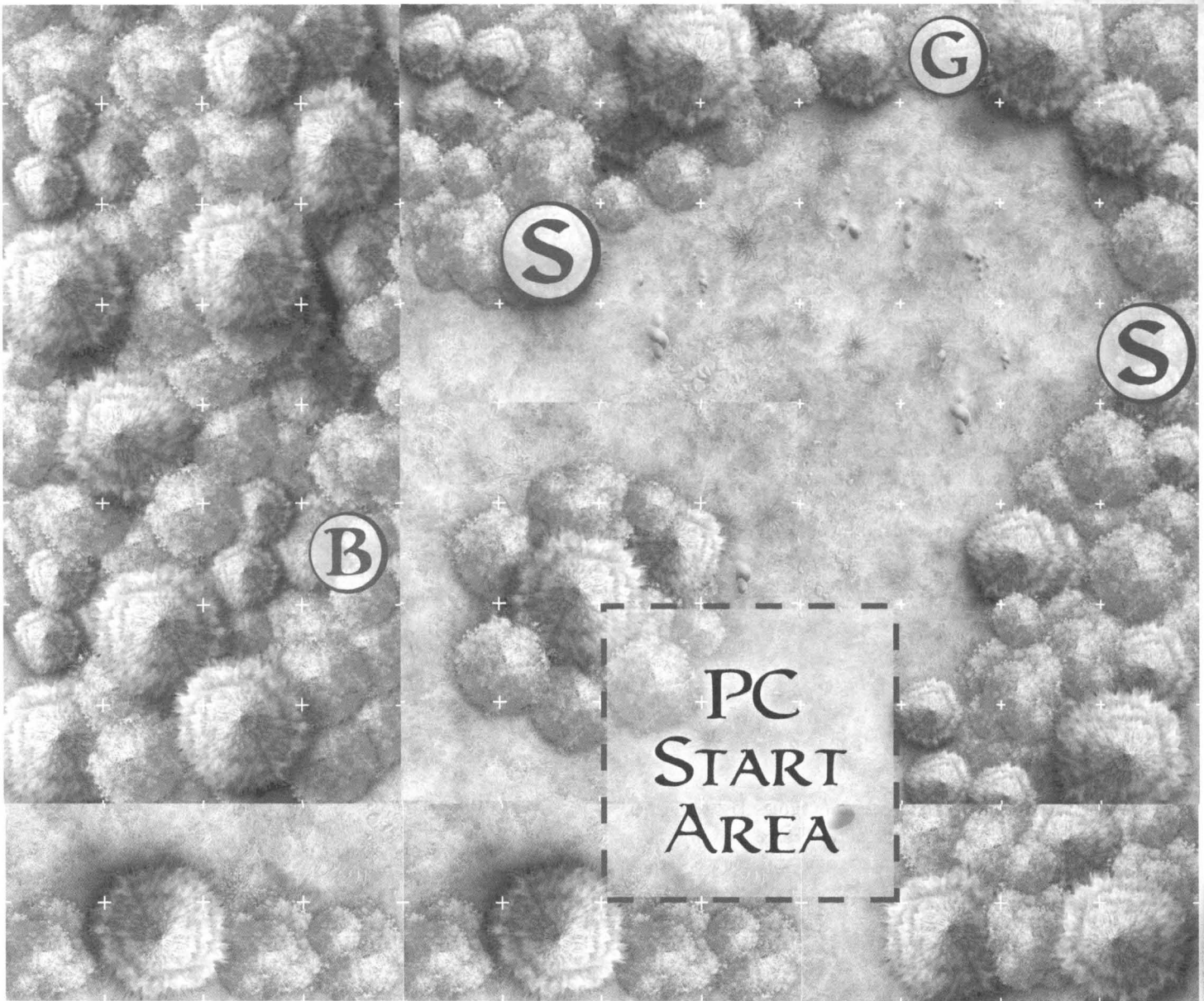
Ⓢ Swarm of Teeth ♦ At-Will

Attack: Melee 1 (one creature); +8 vs. AC
Hit: 1d8 + 4 damage, and ongoing 3 damage.

Str 7 (-1) Dex 19 (+5) Wis 14 (+3)
Con 9 (+0) Int 2 (-3) Cha 8 (+0)

Alignment unaligned Languages –





Zairtail Gazer (G) Level 3 Controller (Leader)

Small natural beast (reptile) XP 150

HP 40; Bloodied 20 Initiative +3
 AC 17, Fortitude 12, Reflex 15, Will 17 Perception +8
 Speed 6, climb 6 Low-light vision

STANDARD ACTIONS

⊕ **Bite** ♦ **At-Will**

Attack: Melee 1 (one creature); +8 vs. AC
 Hit: 1d8 + 2 damage.

↖ **Disorienting Gaze (charm)** ♦ **At-Will**

Attack: Close blast 5 (enemies in burst); +7 vs. Will
 Hit: The target is dazed until the end of the zairtail's next turn.

Zairtail Alert ♦ **Recharge 4 5 6**

Effect: All zairtails within 10 squares can move their speed as a free action.

Str 7 (-1) Dex 14 (+3) Wis 14 (+3)
 Con 9 (+0) Int 2 (-3) Cha 19 (+5)
 Alignment unaligned Languages –

Fey Panther Level 4 Skirmisher

Medium fey beast XP 175

HP 54; Bloodied 27 Initiative +8
 AC 18, Fortitude 16, Reflex 18, Will 15 Perception +8
 Speed 8, climb 6 Low-light vision

TRAITS

Charging Pounce

When the fey panther charges, it deals 1d6 extra damage and knocks the target prone.

STANDARD ACTIONS

⊕ **Bite** ♦ **At-Will**

Attack: Melee 1 (one creature); +9 vs. AC
 Hit: 1d6 + 4 damage, and the panther shifts 1 square.

MOVE ACTIONS

Fey Step ♦ **Encounter**

Effect: The panther teleports 5 squares.

Str 14 (+4) Dex 18 (+6) Wis 13 (+3)
 Con 14 (+4) Int 2 (-2) Cha 11 (+2)
 Alignment unaligned Languages –

ENCOUNTER 3-3: CLEAR THE PATH

Encounter Level 4 (901 XP)

SETUP

Gith spearhead (S)
3 gith hobblers (H)
4 gith piercers (P)

The characters begin in the outlined area of the encounter map.

The gith start on the opposite side of the bridge. They don't notice the adventurers at first because they are too busy tracking the creatures that just plummeted to their doom. They might be willing to negotiate with an openly diplomatic group (see Roleplaying Past Encounters sidebar, page 10). Given their evil nature, the gith are likely to attack. Read:

Several lean muscular creatures block your way across the black stone bridge. Their blue-gray skin is pulled over tight and emphasizes their thin, sinuous physiques.

TACTICS

The piercers and hobblers attack from range. The spearhead parks on the opposite side of the bridge from the adventurers and waits for them to come and engage. If they don't, it takes cover from ranged attacks, but does not cross the bridge.

The piercers wait to use their *telekinetic pierce* until they have an opportunity to push one of the characters off the ledge.

FEATURES OF THE AREA

Illumination: The cliffs cast long shadows across the battlefield, but the midday sun provides bright light.

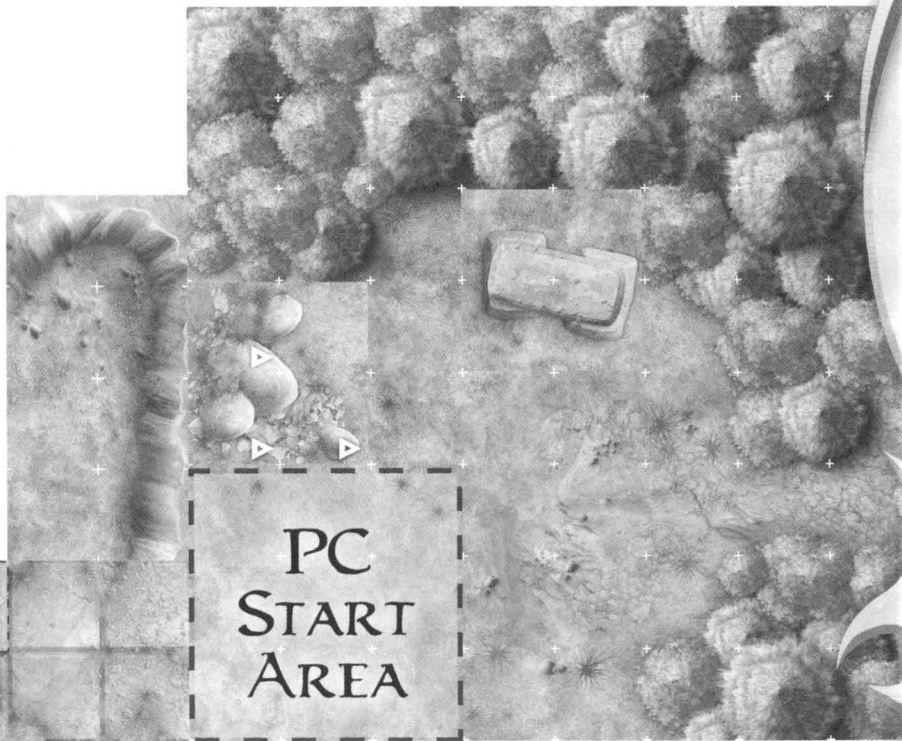
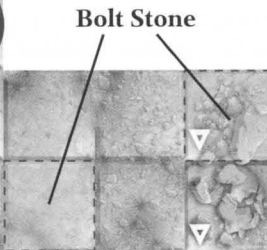
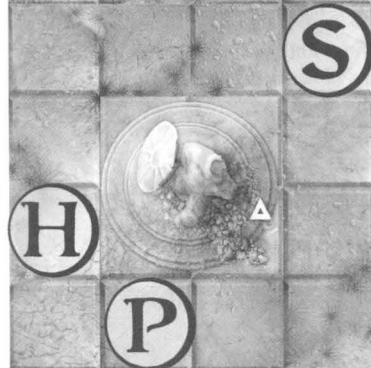
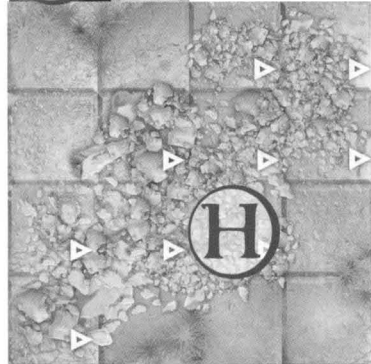
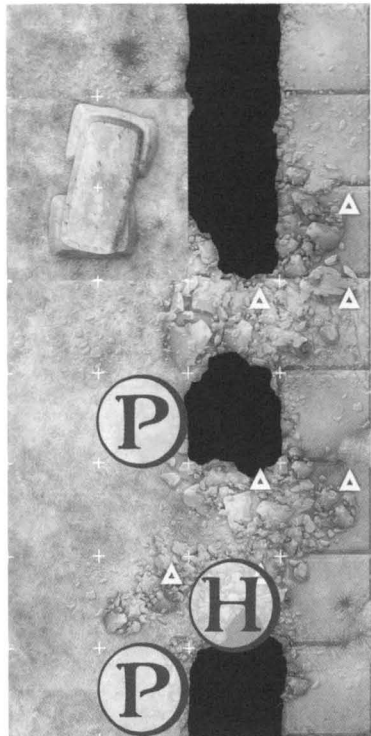
Bolt Stone Bridge: The obsidian bridge was created by an elemental fluke of nature and has been charged with chaos energy. The highlighted squares are bolt stone. When a creature enters a square of bolt stone, it takes 5 lightning damage. Roll a d20; on a 10 or higher, the bolt stone's energy is discharged and the square becomes inert. Otherwise, the lightning energy is transferred to all unoccupied squares adjacent to the origin square and those squares become bolt stone.

Chasm: The chasm is quite tall, but contains numerous ledges along its length. Any creature that fails its saving throw and falls can make additional saving throws every 2 squares of falling to see if it manages to grab hold of an outcropping. Dangling creatures still take applicable damage from whatever distance they fell, but they can climb back into the battle if they survive.

Treasure: One of the fleeing climbers dropped a +2 *staff of the serpent* (level 7 item; page 13; *Adventurer's Vault*). In addition, the gith have trade jewels worth 425 gp and 3 *healing fruits* (*potions of healing*; PH 255).

| Gith Spearhead (S) | | Level 5 Brute |
|---|-------------|-----------------------|
| Medium natural humanoid | | XP 200 |
| HP 76; Bloodied 38 | | Initiative +5 |
| AC 18, Fortitude 17, Reflex 15, Will 14 | | Perception +4 |
| Speed 6 | | |
| STANDARD ACTIONS | | |
| ⊕ Vicious Spear (weapon) ◆ At-Will | | |
| Attack: Melee 1 (one creature); +10 vs. AC | | |
| Hit: 2d8 + 7 damage. | | |
| ⊕ Focused Stab (weapon) ◆ Recharge ☼☼☼ | | |
| Attack: Melee 1 (one creature); +10 vs. AC | | |
| Hit: 2d12 + 7 damage, and the target falls prone. If the target is bloodied, it takes 1d12 extra damage and is also dazed (save ends). | | |
| MOVE ACTIONS | | |
| Telekinetic Leap ◆ Encounter | | |
| Effect: The gith flies 5 squares. | | |
| TRIGGERED ACTIONS | | |
| ◀ Ancestor's Appeal (psychic) | | |
| Trigger: The gith drops to 0 hit points. | | |
| Attack (Immediate Interrupt): Close burst 1 (enemies in burst); +5 vs. Fortitude | | |
| Hit: 2d6 + 3 psychic damage. The target takes ongoing 5 psychic damage, and whenever it uses a daily or an encounter power, it takes 5 psychic damage (save ends both). | | |
| Skills Athletics +12, Intimidate +7 | | |
| Str 20 (+7) | Dex 16 (+5) | Wis 14 (+4) |
| Con 16 (+5) | Int 10 (+2) | Cha 10 (+2) |
| Alignment evil | | Languages Deep Speech |
| Equipment inix-shell armor, obsidian-tipped spear | | |

| 4 Gith Piercers (P) | | Level 4 Minion Skirmisher |
|---|-------------|---------------------------|
| Medium natural humanoid | | XP 44 each |
| HP 1; a missed attack never damages a minion. | | Initiative +4 |
| AC 17, Fortitude 18, Reflex 15, Will 14 | | Perception +2 |
| Speed 6 | | |
| STANDARD ACTIONS | | |
| ⊕ Spear (weapon) ◆ At-Will | | |
| Attack: Melee 1 (one creature); +9 vs. AC | | |
| Hit: 6 damage, and the gith shifts 1 square. | | |
| ↗ Telekinetic Pierce ◆ Encounter | | |
| Attack: Ranged 5 (one creature); +7 vs. Fortitude | | |
| Hit: 6 damage, and the gith pushes the target 1 square. | | |
| MOVE ACTIONS | | |
| Telekinetic Leap ◆ Encounter | | |
| Effect: The gith flies 5 squares. | | |
| Str 16 (+5) | Dex 10 (+2) | Wis 10 (+2) |
| Con 14 (+4) | Int 8 (+1) | Cha 9 (+1) |
| Alignment evil | | Languages Deep Speech |
| Equipment inix-shell armor, obsidian-tipped spear | | |



2 Gith Hobbler (H)

Medium natural humanoid

HP 46; Bloodied 23

AC 16, Fortitude 16, Reflex 14, Will 14

Speed 6

Level 4 Artillery

XP 175 each

Initiative +3

Perception +3

TRAITS

☠ Brain Fog ◆ Aura 1

Enemies within the aura take a -2 penalty to attack rolls and damage rolls.

STANDARD ACTIONS

⚔ Bone Dagger (weapon) ◆ At-Will

Attack: Melee 1 (one creature); +9 vs. AC

Hit: 1d6 + 3 damage, and the gith shifts 1 square.

☯ Javelin (weapon) ◆ At-Will

Attack: Ranged 20 (one creature); +9 vs. Reflex

Hit: 2d6 + 5 damage.

☂ Pinning Javelin (weapon) ◆ Encounter

Attack: Ranged 20 (one creature); +9 vs. Reflex

Hit: 2d6 + 6 damage, and the target is immobilized (save ends).

MOVE ACTIONS

⚡ Telekinetic Leap ◆ Encounter

Effect: The gith flies 5 squares.

Str 16 (+5)

Dex 13 (+3)

Wis 12 (+3)

Con 16 (+5)

Int 8 (+1)

Cha 9 (+1)

Alignment evil

Languages Deep Speech

Equipment inix-shell armor, bone dagger, 10 obsidian-tipped javelins

ENCOUNTER 3-4: TWISTED DESERT DENIZENS

Encounter Level 3 (825 XP)

SETUP

2 sandwarped ssurrans (baaz draconians) (B)

2 twisted ssurrans (ferak draconians) (F)

Dust devil (D)

Chokedust cloud (yellow box)

The characters set up in the outlined area of the encounter map. **Read:**

A clutch of warped lizardfolk, some with spindly wings, others with extra limbs, leap onto the rocks as the sky darkens. One of them lets out a blood-curdling shriek, and you hear several others respond in similar tones. Your skin crawls as you feel a static charge build in the dry desert sand.

The twisted ssurrans (ferak draconians) are perched on top of the large crescent-shaped rock. They call out in Draconian to the sandwarped ssurrans (baaz draconians) to join the fight, and then proceed to attack.

TACTICS

The dust devil appears at the start of the first round of combat in the center of chokedust area, but does not trigger the trap. It hovers for a round, and then attacks on its initiative in the second round.

The ssurrans are not subtle combatants. They prefer a direct assault. Their weapons are made of bone and their armor of chitin.

FEATURES OF THE AREA

Illumination: The area is brightly lit.

Boulders: The large, crescent-shaped boulder is 3 squares tall. The smaller boulders are 2 squares tall. They provide cover and require DC 10 Athletics checks to climb.

Chokedust Cloud: The yellow area on the tactical map contains a chokedust cloud. The dust devil is immune to this effect.

| 2 Ferak Draconians (F) | Level 3 Brute |
|---|-------------------------|
| Medium natural humanoid (reptile) | XP 150 each |
| HP 55; Bloodied 27 | Initiative +1 |
| AC 15, Fortitude 17, Reflex 13, Will 15 | Perception +3 |
| Speed 7, fly 7 (clumsy) | Darkvision |
| STANDARD ACTIONS | |
| Ⓢ Short Sword (weapon) ♦ At-Will | |
| Attack: Melee 1 (one creature); +6 vs. AC | |
| Hit: 1d6 + 4 damage. | |
| ↓ Double Slash ♦ At-Will | |
| Effect: The draconian makes two short sword attacks. | |
| TRIGGERED ACTIONS | |
| ← Rust Cloud (zone) | |
| Trigger: The draconian drops to 0 hit points. | |
| Attack: Close burst 2 (creatures in burst); +4 vs. Fortitude | |
| Hit: 2d6 + 3 damage. | |
| Effect: The draconian's square and all squares in the burst become a zone of lightly obscured terrain until the end of the encounter. | |
| Skills Athletics +10, Intimidate +5, Stealth +6 | |
| Str 18 (+5) | Dex 11 (+1) Wis 15 (+3) |
| Con 15 (+3) | Int 7 (-1) Cha 8 (+0) |
| Alignment evil Languages Common, Draconic | |
| Equipment hide armor, short sword x2 | |

Chokedust Cloud

Hazard

Level 2 Lurker

XP 125

Powdery sand blasts into the air, filling it with a clinging, choking cloud.

Hazard: These areas of sand or dust, typically 3 squares by 3 squares in size, contain extremely fine particles. The slightest disturbance kicks up a stifling haze.

Perception

♦ DC 15: The character determines that the dust or sand in the area is particularly powdery.

Additional Skill: Nature (only if the character succeeds on the Perception check)

♦ DC 12: The character identifies the nature of the chokedust area and realizes the risk of disturbing it.

Trigger

When a character enters a square containing chokedust or when a square in the area is included in a blast or a burst attack, the hazard makes the following attack.

Attack ♦ Zone

Opportunity Action Area the entire chokedust area

Target: Each creature in the area

Attack: +4 vs. Fortitude

Hit: The target is blinded and takes ongoing 5 damage (save ends both). A creature cannot save against this hazard's effect while it is within the cloud.

Countermeasures

♦ A character can move into an area of chokedust without triggering its attack by succeeding on a DC 15 Acrobatics check as part of the move action.

♦ A character can make a DC 10 Endurance check as a minor action to gain a +2 bonus to Fortitude against the chokedust cloud's attack. The bonus lasts until the end of the character's next turn.

2 Baaz Draconians (B) Level 2 Soldier

Medium natural humanoid (reptile) XP 125 each
 HP 41; Bloodied 20 Initiative +5
 AC 18, Fortitude 15, Reflex 14, Will 13 Perception +2
 Speed 5, fly 5 (clumsy) Darkvision

STANDARD ACTIONS**⊕ Longsword (weapon) ♦ At-Will**

Attack: Melee 1 (one creature); +9 vs. AC
 Hit: 1d8 + 5 damage, and the target is marked until the end of the draconian's next turn.

⊕ Leaping Charge (weapon) ♦ At-Will

Effect: The draconian charges, ignoring difficult terrain and using the following attack instead of a melee basic attack at the end of the charge.
 Attack: Melee 1 (one creature); +10 vs. AC
 Hit: 2d8 + 5 damage, and the target is marked until the end of the draconian's next turn.

TRIGGERED ACTIONS**⊕ Stone Dead (polymorph)**

Trigger: The draconian drops to 0 hit points.
 Effect: The draconian turns into a statue, and the square it occupies becomes difficult terrain that provides cover.
 Effect: If a melee weapon attack reduces the draconian to 0 hit points, the draconian makes the following attack against the weapon's wielder.
 Attack: Melee 1 (one creature); +7 vs. Reflex
 Hit: The target is disarmed, and the weapon is stuck partially inside the statue. An adjacent creature can yank the weapon out as a standard action. The statue crumbles to dust at the end of the encounter.

Skills Athletics +7, Bluff +7, Intimidate +7

Str 13 (+2) Dex 14 (+3) Wis 12 (+2)
 Con 17 (+4) Int 8 (+0) Cha 13 (+2)

Alignment evil Languages Common, Draconic

Equipment longsword, scale armor

Dust Devil (D) Level 3 Skirmisher

Small elemental magical beast (air, earth) XP 150
 HP 47; Bloodied 23 Initiative +7
 AC 18, Fortitude 14, Reflex 16, Will 14 Perception +0
 Speed 8
 Immune disease, poison

TRAITS**Moving Defense**

A dust devil takes a -2 penalty to all defenses while slowed or immobilized.

STANDARD ACTIONS**⊕ Grasping Winds ♦ At-Will**

Attack: Melee 1 (one creature); +8 vs. Reflex
 Hit: 1d10 + 3 damage, and the dust devil slides the target 2 squares.

⚡ Stinging Sands ♦ Encounter

Attack: Close burst 3 (enemies in burst); +8 vs. Fortitude
 Hit: 3d6 + 3 damage, and the target is blinded until the end of the dust devil's next turn.

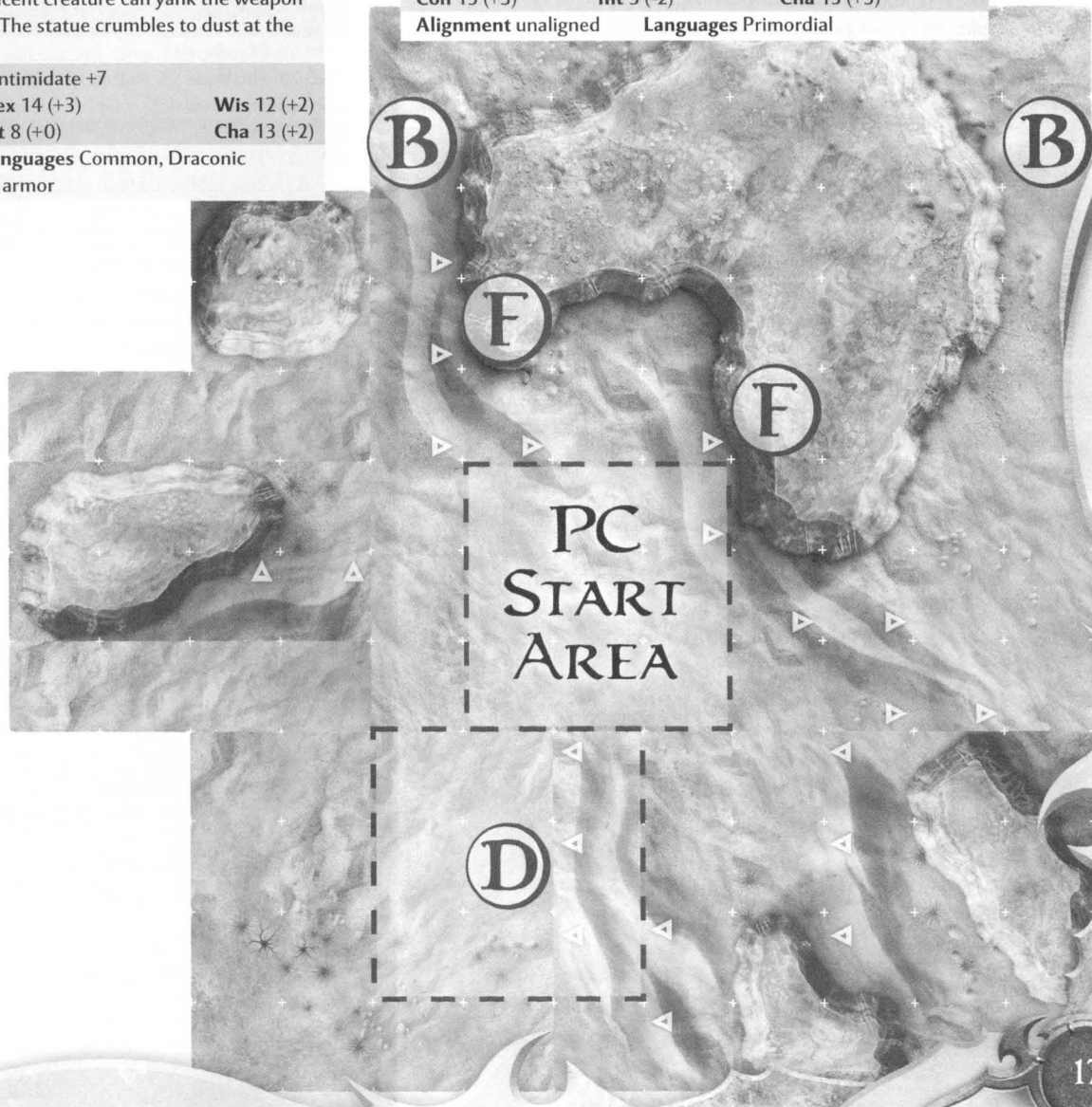
MOVE ACTIONS**⊕ Gale Blast ♦ Recharge ☼ ☼**

Effect: The dust devil shifts 5 squares and makes one attack against each enemy it moves adjacent to
 Attack: Melee 1 (one creature); +8 vs. Fortitude
 Hit: The target falls prone.

Skills Stealth +10

Str 8 (+0) Dex 18 (+5) Wis 8 (+0)
 Con 15 (+3) Int 5 (-2) Cha 15 (+3)

Alignment unaligned Languages Primordial



ENCOUNTER 3-5: WIND AND STONE

Encounter Level 5 (1,125 XP)

SETUP

The Wastewalker (O)

Greenscale hunter (H)

2 storm shards (S)

2 poisonscale myrmidons (M)

In this encounter, the adventurers finally meet face-to-face with the Wastewalker. They set up in the green outlined area of the encounter map. If they care to, they can attempt to negotiate with the ssurans shaman after he has been bloodied (see Roleplaying Past Encounters sidebar in the Chapter 1 adventure package). **Read:**

A whirlwind swirls in the darkened sky. Distracted by the looming storm, you fail to notice a group of ssurans until they are nearly on top of you. Flanked by three yellow-skinned ssurans is a black-scaled lizardfolk with deep purple eyes and a spiny back. His tail reaches nearly three humans in length. "You cannot escape me, arrrcanissstsss!"

Seemingly called to existence by their words, flying bits of obsidian coalesce into two human-sized lizard-shaped elements that pulse with lightning.

TACTICS

The Wastewalker tries to stay out of melee, protected by his myrmidon bodyguards. He targets the weakest character in an attempt to drop the heroes' numbers quickly. The shaman is primarily concerned with the "defilers" in the group—any arcane casters—and makes its intents known in broken Common.

The storm shards use their ranged attacks against the enemy's back line. The hunter darts across the battlefield to gain combat advantage for itself and another ally.

FEATURES OF THE AREA

Illumination: The midday sun struggles to penetrate the storm clouds, creating dim light in the area.

Boulders: The large boulders at the bottom of the map are 2 squares high. The small boulders are 1 square high. All rocks provide cover and require DC 10 Athletics checks to climb.

Settled Ash: The area outlined in yellow is a pile of settled ash from defiled plants.

Settled Ash

Single-Use Terrain

Ash from plants destroyed by defiling magic coats the ground. The slightest disturbance kicks up an obscuring cloud.

Standard Action

Requirement: You must be adjacent to a square of settled ash.

Check: Athletics check (easy DC) to raise a cloud of ash.

Success: The ash fills the air, obscuring vision.

Target: Each creature in a close blast 3

Attack: Level + 3 vs. Fortitude

Hit: The target is blinded until the end of your next turn.

Effect: The area of the blast is heavily obscured until the end of the encounter.

Slipsand: The blue pool near the characters' starting area is a glasslike patch of slipsand. A creature that enters a square containing slipsand must make a DC 13 Acrobatics check. On a failure, the creature falls prone and takes 5 damage from glass fragments.

2 Poisonscale Myrmidons (M)

Level 3 Soldier

Medium natural humanoid (reptile), lizardfolk

XP 150 each

HP 47; Bloodied 23

Initiative +5

AC 20, Fortitude 15, Reflex 14, Will 13

Perception +2

Speed 6 (earth walk)

TRAITS

Poison Strike

A poisonscale myrmidon gains a +2 bonus to damage rolls against an enemy taking ongoing poison damage.

STANDARD ACTIONS

⊕ Club (weapon) ♦ At-Will

Attack: Melee 1 (one creature); +10 vs. AC

Hit: 1d10 + 3 damage, and the target is marked until the end of the myrmidon's next turn.

Skills Athletics +9

Str 17 (+4)

Dex 15 (+3)

Wis 12 (+2)

Con 15 (+3)

Int 10 (+1)

Cha 8 (+0)

Alignment unaligned

Languages Draconic

Equipment turtle shell (light shield), club

Greenscale Hunter (H)

Level 4 Skirmisher

Medium natural humanoid (reptile), lizardfolk

XP 175

HP 54; Bloodied 27

Initiative +6

AC 17, Fortitude 15, Reflex 14, Will 13

Perception +8

Speed 6 (earth walk)

STANDARD ACTIONS

⊕ Spear (weapon) ♦ At-Will

Attack: Melee 1 (one creature); +9 vs. AC

Hit: 1d8 + 3 damage.

Sidestep Attack ♦ At-Will

Effect: The hunter shifts 1 square and makes a melee basic attack.

Skills Athletics +10, Nature +8

Str 17 (+5)

Dex 15 (+4)

Wis 12 (+3)

Con 14 (+4)

Int 8 (+1)

Cha 8 (+1)

Alignment unaligned

Languages Draconic

Equipment light shield, spear

2 Storm Shards (S)

Medium elemental magical beast

HP 44; Bloodied 22

AC 16, Fortitude 15, Reflex 17, Will 15

Speed 3, fly 3 (hover)

Immune disease, poison

Level 4 Artillery

XP 175 each

Initiative +6

Perception +4

Darkvision

TRAITS☀ **Static Storm** (lightning, thunder) ◆ **Aura 2**

Any enemy that ends its turn within the aura takes 3 lightning and thunder damage. Any immobilized enemy within the aura instead takes 5 lightning and thunder damage.

STANDARD ACTIONS⚡ **Thunder Strike** (thunder) ◆ **At-Will**

Attack: Melee 1 (one creature); +9 vs. Fortitude

Hit: 1d6 + 4 thunder damage, and if the target is bloodied, it falls prone.

⚡ **Shock Bolt** (lightning) ◆ **At-Will**

Attack: Ranged 10 (one creature); +9 vs. Fortitude

Hit: 1d6 + 4 lightning damage, and if the target does not end its next turn at least 4 squares from where it started its turn, it takes 3d6 + 6 lightning damage.

TRIGGERED ACTIONS⚡ **Storm Shatter** (lightning, thunder)

Trigger: The storm shard drops to 0 hit points.

Attack (No Action): Close burst 3 (creatures in burst); +9 vs. Fortitude

Hit: 2d6 lightning and thunder damage, and the target is pushed 3 squares and deafened (save ends).

◆ **Variable Resistance** ◆ 1/Encounter

Trigger: The haunt takes acid, cold, fire, lightning, or thunder damage.

Effect (Free Action): The haunt gains resist 5 to the triggering damage type until the end of the encounter or until it uses variable resistance again.

Str 15 (+4) Dex 18 (+6) Wis 14 (+4)

Con 14 (+4) Int 7 (+0) Cha 15 (+4)

Alignment chaotic evil Languages Abyssal

The Wastewalker**Level 3 Elite Controller****Ssurran Shaman (O)**

Medium natural humanoid (reptile), lizardfolk

XP 150

HP 94; Bloodied 46

Initiative +2

AC 18, Fortitude 15, Reflex 14, Will 16

Perception +9

Speed 6 (earth walk)

Saving Throws +2; Action Points 1

TRAITS☀ **Obsidian Shard** ◆ **Aura 3**

Any enemy that starts its turn within the aura takes 5 damage and is slowed until the end of its next turn.

STANDARD ACTIONS⚡ **Spear** (weapon) ◆ **At-Will**

Attack: Melee 1 (one creature); +8 vs. AC

Hit: 2d8 damage, and the shaman pushes the target 1 square.

⚡ **Storm Curse** (thunder) ◆ **At-Will**

Attack: Ranged 5 (one creature); +7 vs. Reflex

Hit: 2d6 + 2 thunder damage, and the target is dazed until the end of the shaman's next turn.

TRIGGERED ACTIONS⚡ **Elemental Eruption** (thunder) ◆ **Encounter**

Trigger: The shaman is first bloodied.

Attack (No Action): Close burst 2 (creatures in burst); +6 vs. Reflex

Hit: 2d6 + 2 thunder damage, and the target falls prone.

Skills Athletics +7, Intimidate +3, Nature +9

Str 12 (+2)

Dex 12 (+2)

Wis 17 (+4)

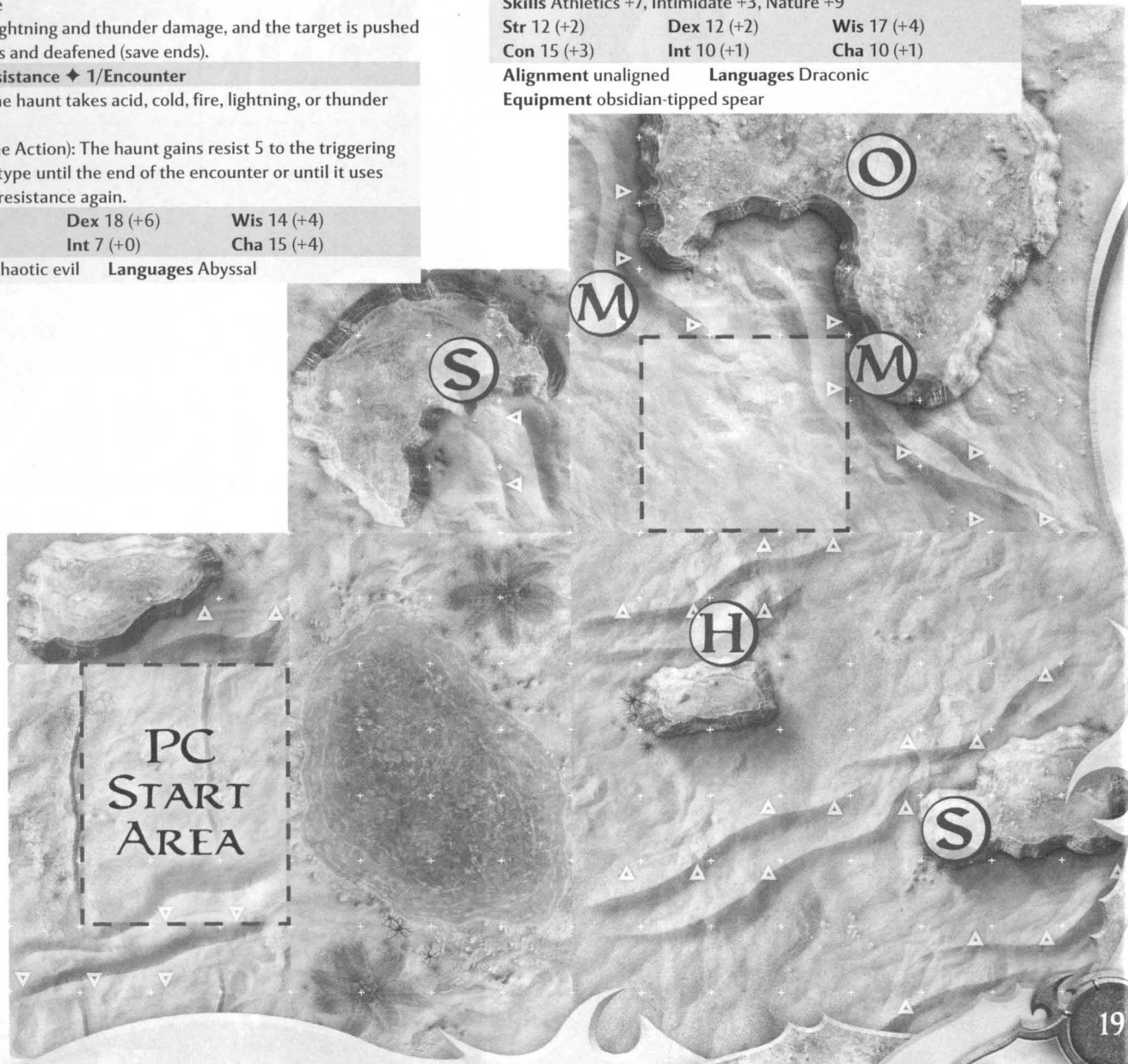
Con 15 (+3)

Int 10 (+1)

Cha 10 (+1)

Alignment unaligned Languages Draconic

Equipment obsidian-tipped spear





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**DUNGEONS
& DRAGONS**

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DUNGEONS & DRAGONS

ENCOUNTERS™

WELCOME TO ATHAS: A QUICK PLAYER'S PRIMER

The world of the *DARK SUN Campaign Setting* is unique in several ways. Many familiar trappings of the *DUNGEONS & DRAGONS* game are missing or turned on their heads. Athas is not a place of shining knights and robed wizards, of deep forests and divine pantheons. To venture over the sands of Athas is to enter a world of savagery and splendor that draws on different traditions of fantasy and storytelling. Simple survival beneath the deep red sun is often its own adventure.

Newcomers to Athas have many things to learn about the world, its people, and its monsters, but the following eight characteristics encapsulate the most important features of the *DARK SUN* campaign setting.

The World is a Desert: Athas is a hot, arid planet covered with endless seas of dunes, lifeless salt flats, stony wastes, rocky badlands, thorny scrublands, and worse. From the first moments of dawn, the crimson sun beats down from an olive-tinged sky. Temperatures routinely exceed 100 degrees by midmorning and can reach 130 degrees or more by late afternoon. The wind is like the blast of a furnace, offering no relief from the oppressive heat. Dust and sand borne on the breeze coat everything with yellow-orange silt. In this forbidding world, cities and villages exist only in a few oases or verdant plains. The world beyond these islands of civilization is a barren wasteland roamed by nomads, raiders, and hungry monsters.

The World is Savage: Life on Athas is brutal and short. Bloodthirsty raiders, greedy slavers, and hordes of inhuman savages overrun the deserts and wastelands. The cities are little better; each chokes in the grip of an immortal tyrant. The vile institution of slavery is widespread on Athas, and many unfortunates spend their lives in chains, toiling for brutal taskmasters. Every year hundreds of slaves, perhaps thousands, are sent to their deaths in bloody arena spectacles. Charity, compassion, kindness—these qualities exist, but they are rare and precious blooms. Only a fool hopes for such riches.

Metal is Scarce: Most arms and armor are made of bone, stone, wood, and other such materials. Mail or plate armor exists only in the treasuries of the sorcerer-kings. Steel blades are almost priceless, weapons that many heroes never see during their lifetimes.

Arcane Magic Defiles the World: The reckless use of arcane magic during ancient wars reduced Athas to a wasteland. To cast an arcane spell, one must gather power from the living world nearby. Plants wither to black ash, crippling pain wracks animals and people, and the soil is sterilized; nothing can grow in that spot again. It is possible to cast spells with care, avoiding any more damage to the world, but defiling is more potent than preserving. As a result, sorcerers, wizards, and other wielders of arcane magic are generally reviled and persecuted across Athas regardless of whether they preserve or defile. Only the most powerful spellcasters can wield arcane might without fear of reprisals.

Sorcerer-Kings Rule the City-States: Terrible defilers of immense power rule all but one of the city-states. These mighty spellcasters have held their thrones for centuries; no one alive remembers a time before the sorcerer-kings. Some claim to be gods, and some claim to serve gods. Some are brutal oppressors, where others are more subtle in their tyranny. The sorcerer-kings govern through priesthoods or bureaucracies of greedy, ambitious templars, lesser defilers who can call upon the kings' powers.

The Gods are Silent: Long ago, when the planet was green, the brutal might of the primordials overcame the gods. Today, Athas is a world without deities. There are no clerics, no paladins, and no prophets or religious orders. In the absence of divine influence, other powers have come to prominence in the world. Psionic power is well known and widely practiced on Athas; even unintelligent desert monsters can have deadly psionic abilities. Shamans and druids call upon the primal powers of the world, which are often sculpted by the influence of elemental power.

Fierce Monsters Roam the World: The desert planet has its own deadly ecology. Many creatures that are familiar sights on milder worlds have long since died out or never existed at all. Athas has no cattle, swine, or horses; instead, people tend flocks of erdlus, ride on kanks or crodlus, and draw wagons with inixes and mekillots. Wild creatures such as lions, bears, and wolves are almost nonexistent. In their place are terrors such as the id fiend, the baazrag, and the tembo.

Familiar Races Aren't What You Expect: Typical fantasy stereotypes don't apply to Athasian heroes. In many *DUNGEONS & DRAGONS* settings, elves are wise, benevolent forest-dwellers who guard their homelands from intrusions of evil. On Athas, elves are a nomadic race of herders, raiders, peddlers, and thieves. Halflings aren't amiable river-folk; they're xenophobic headhunters and cannibals who hunt and kill trespassers in their mountain forests. Goliaths—or half-giants, as they are commonly known—are brutal mercenaries that serve as elite guards and enforcers for the sorcerer-kings and their templars in many city-states.

DUNGEONS & DRAGONS ENCOUNTERS™

DARK SUN PLAY TRACKER: CHAPTER 1

Note: For this season of D&D Encounters, you must use one of the characters provided. You cannot bring your own character.

| | |
|------------------------|---------------------|
| CHARACTER NAME: | PLAYER NAME: |
|------------------------|---------------------|

| | |
|---|---|
| SESSION 1 PLAY | |
| Starting Gold ____ Gold Gained ____ Total Gold ____ Starting Renown ____ Renown Gained ____ Total Renown ____ | Notes (Including Treasure Gained) _____ |
| DM Name _____ | |

| | |
|---|---|
| SESSION 2 PLAY | |
| Starting Gold ____ Gold Gained ____ Total Gold ____ Starting Renown ____ Renown Gained ____ Total Renown ____ | Notes (Including Treasure Gained) _____ |
| DM Name _____ | |

| | |
|---|---|
| SESSION 3 PLAY | |
| Starting Gold ____ Gold Gained ____ Total Gold ____ Starting Renown ____ Renown Gained ____ Total Renown ____ | Notes (Including Treasure Gained) _____ |
| DM Name _____ | |

| | |
|---|---|
| SESSION 4 PLAY | |
| Starting Gold ____ Gold Gained ____ Total Gold ____ Starting Renown ____ Renown Gained ____ Total Renown ____ | Notes (Including Treasure Gained) _____ |
| DM Name _____ | |

| | |
|---|---|
| SESSION 5 PLAY | |
| Starting Gold ____ Gold Gained ____ Total Gold ____ Starting Renown ____ Renown Gained ____ Total Renown ____ | Notes (Including Treasure Gained) _____ |
| DM Name _____ | |

| | |
|---|--|
| END OF THIS CHAPTER | |
| Total Gold ____ Total Renown ____ | |
| Other Notes _____ | |
| Level your character to 2nd level. See your organizer or DM for your leveling information. | |

RENOWN POINT AWARDS

Many accomplishments are awarded only once per season. Check off those accomplishments as they are earned below. The amount of points earned for each accomplishment is available on the Renown Point Tracker and will be awarded by your DM. When you earn 10 Renown Points, you receive the **Delver Reward**. At 35 Renown Points, you qualify for the **Explorer Reward**. At 60 Renown Points, you qualify for the **Adventurer Reward**. Check with your organizer or DM for more details.

- | | | | | | | | | | | | | | | |
|---|--|--|--------------------------|--------------------------------|--------------------------|--------------------------|--------------------------------|--------------------------|--------------------------|----------------------------|--------------------------|--------------------------|--|--------------------------|
| Complete an Encounter 1/Session Hit a Milestone 2/Chapter Moment of Greatness 1/Chapter | Use the Reckless Breakage Rule Survive 10+ Sessions without Dying Take 50 Enemy Damage in 1 Session Complete All Quests | <table style="border: none;"> <tr> <td style="text-align: center; width: 20px;"><input type="checkbox"/></td> <td>Revive a Dying Adventurer Ally</td> <td style="text-align: center; width: 20px;"><input type="checkbox"/></td> </tr> <tr> <td style="text-align: center;"><input type="checkbox"/></td> <td>Hit for 15+ Damage vs. 1 Enemy</td> <td style="text-align: center;"><input type="checkbox"/></td> </tr> <tr> <td style="text-align: center;"><input type="checkbox"/></td> <td>Kill 3 Minions in 1 Attack</td> <td style="text-align: center;"><input type="checkbox"/></td> </tr> <tr> <td style="text-align: center;"><input type="checkbox"/></td> <td></td> <td style="text-align: center;"><input type="checkbox"/></td> </tr> </table> | <input type="checkbox"/> | Revive a Dying Adventurer Ally | <input type="checkbox"/> | <input type="checkbox"/> | Hit for 15+ Damage vs. 1 Enemy | <input type="checkbox"/> | <input type="checkbox"/> | Kill 3 Minions in 1 Attack | <input type="checkbox"/> | <input type="checkbox"/> | | <input type="checkbox"/> |
| <input type="checkbox"/> | Revive a Dying Adventurer Ally | <input type="checkbox"/> | | | | | | | | | | | | |
| <input type="checkbox"/> | Hit for 15+ Damage vs. 1 Enemy | <input type="checkbox"/> | | | | | | | | | | | | |
| <input type="checkbox"/> | Kill 3 Minions in 1 Attack | <input type="checkbox"/> | | | | | | | | | | | | |
| <input type="checkbox"/> | | <input type="checkbox"/> | | | | | | | | | | | | |

DUNGEONS & DRAGONS

ENCOUNTERS™

DARK SUN PLAY TRACKER: CHAPTER 2

Note: For this season of D&D Encounters, you must use one of the characters provided. You cannot bring your own character.

| | |
|------------------------|---------------------|
| CHARACTER NAME: | PLAYER NAME: |
|------------------------|---------------------|

| | |
|---|---|
| SESSION 6 PLAY | |
| Starting Gold ____ Gold Gained ____ Total Gold ____ Starting Renown ____ Renown Gained ____ Total Renown ____ | Notes (Including Treasure Gained) _____ |
| DM Name _____ | |

| | |
|---|---|
| SESSION 7 PLAY | |
| Starting Gold ____ Gold Gained ____ Total Gold ____ Starting Renown ____ Renown Gained ____ Total Renown ____ | Notes (Including Treasure Gained) _____ |
| DM Name _____ | |

| | |
|---|---|
| SESSION 8 PLAY | |
| Starting Gold ____ Gold Gained ____ Total Gold ____ Starting Renown ____ Renown Gained ____ Total Renown ____ | Notes (Including Treasure Gained) _____ |
| DM Name _____ | |

| | |
|---|---|
| SESSION 9 PLAY | |
| Starting Gold ____ Gold Gained ____ Total Gold ____ Starting Renown ____ Renown Gained ____ Total Renown ____ | Notes (Including Treasure Gained) _____ |
| DM Name _____ | |

| | |
|---|---|
| SESSION 10 PLAY | |
| Starting Gold ____ Gold Gained ____ Total Gold ____ Starting Renown ____ Renown Gained ____ Total Renown ____ | Notes (Including Treasure Gained) _____ |
| DM Name _____ | |

| | |
|---|--|
| END OF THIS CHAPTER | |
| Total Gold ____ Total Renown ____ | |
| Other Notes _____ | |
| Level your character to 3rd level. See your organizer or DM for your leveling information. | |

RENOWN POINT AWARDS

Many accomplishments are awarded only once per season. Check off those accomplishments as they are earned below. The amount of points earned for each accomplishment is available on the Renown Point Tracker and will be awarded by your DM. When you earn 10 Renown Points, you receive the **Delver Reward**. At 35 Renown Points, you qualify for the **Explorer Reward**. At 60 Renown Points, you qualify for the **Adventurer Reward**. Check with your organizer or DM for more details.

- | | | |
|--|---|---|
| <p>Complete an Encounter 1/Session</p> <p>Hit a Milestone 2/Chapter</p> <p>Moment of Greatness 1/Chapter</p> | <p>Use the Reckless Breakage Rule</p> <p>Survive 10+ Sessions without Dying</p> <p>Take 50 Enemy Damage in 1 Session</p> <p>Complete All Quests</p> | <p><input type="checkbox"/> Revive a Dying Adventurer Ally <input type="checkbox"/></p> <p><input type="checkbox"/> Hit for 15+ Damage vs. 1 Enemy <input type="checkbox"/></p> <p><input type="checkbox"/> Kill 3 Minions in 1 Attack <input type="checkbox"/></p> <p><input type="checkbox"/></p> |
|--|---|---|

DUNGEONS & DRAGONS

ENCOUNTERS™

DARK SUN PLAY TRACKER: CHAPTER 3

Note: For this season of D&D Encounters, you must use one of the characters provided. You cannot bring your own character.

| | |
|------------------------|---------------------|
| CHARACTER NAME: | PLAYER NAME: |
|------------------------|---------------------|

| | |
|---|---|
| SESSION 11 PLAY | |
| Starting Gold ____ Gold Gained ____ Total Gold ____ Starting Renown ____ Renown Gained ____ Total Renown ____ | Notes (Including Treasure Gained) _____ |
| DM Name _____ | |

| | |
|---|---|
| SESSION 12 PLAY | |
| Starting Gold ____ Gold Gained ____ Total Gold ____ Starting Renown ____ Renown Gained ____ Total Renown ____ | Notes (Including Treasure Gained) _____ |
| DM Name _____ | |

| | |
|---|---|
| SESSION 13 PLAY | |
| Starting Gold ____ Gold Gained ____ Total Gold ____ Starting Renown ____ Renown Gained ____ Total Renown ____ | Notes (Including Treasure Gained) _____ |
| DM Name _____ | |

| | |
|---|---|
| SESSION 14 PLAY | |
| Starting Gold ____ Gold Gained ____ Total Gold ____ Starting Renown ____ Renown Gained ____ Total Renown ____ | Notes (Including Treasure Gained) _____ |
| DM Name _____ | |

| | |
|---|---|
| SESSION 15 PLAY | |
| Starting Gold ____ Gold Gained ____ Total Gold ____ Starting Renown ____ Renown Gained ____ Total Renown ____ | Notes (Including Treasure Gained) _____ |
| DM Name _____ | |

| | |
|--|--|
| END OF THIS SEASON | |
| Total Gold ____ Total Renown ____ | |
| Other Notes _____ | |
| Congratulations on completing <i>Fury of the Wastewalker!</i> | |

RENOWN POINT AWARDS

Many accomplishments are awarded only once per season. Check off those accomplishments as they are earned below. The amount of points earned for each accomplishment is available on the Renown Point Tracker and will be awarded by your DM. When you earn 10 Renown Points, you receive the **Delver Reward**. At 35 Renown Points, you qualify for the **Explorer Reward**. At 60 Renown Points, you qualify for the **Adventurer Reward**. Check with your organizer or DM for more details.

Complete an Encounter 1/Session
 Hit a Milestone 2/Chapter
 Moment of Greatness 1/Chapter

Use the Reckless Breakage Rule
 Survive 10+ Sessions without Dying
 Take 50 Enemy Damage in 1 Session
 Complete All Quests

| | | |
|--------------------------|--------------------------------|--------------------------|
| <input type="checkbox"/> | Revive a Dying Adventurer Ally | <input type="checkbox"/> |
| <input type="checkbox"/> | Hit for 15+ Damage vs. 1 Enemy | <input type="checkbox"/> |
| <input type="checkbox"/> | Kill 3 Minions in 1 Attack | <input type="checkbox"/> |
| <input type="checkbox"/> | | <input type="checkbox"/> |

Event Name: _____ Event Code: _____
(This number was given to the organizer when the event was scheduled)

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

Date of Play: / /
Month Day Year

Start Time: :
Hour Minute

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

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

| Player Name | RPGA/DCI Number |
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| 1 | <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> |
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DUNGEON MASTER

DM Name: _____

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Event Name: _____ Event Code: _____
(This number was given to the organizer when the event was scheduled)

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

Date of Play: / /
Month Day Year

Start Time: :
Hour Minute

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

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| Player Name | RPGA/DCI Number |
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| 6 | <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> |

DUNGEON MASTER

DM Name: _____

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D&D Encounters: Dark Sun Level 3 Characters

DM or Organizer: Cut out the level up information below and hand it to each player before they begin Chapter 3 (Session 11). Also give level up information to players arriving after the start of Chapter 3.

BARCAN: LEVEL UP TO 3

Hit points 32 (bloodied 16, healing surge value 8)

Gain *searing sands* power (level 2 bonuses already added)

Searing Sands

Standard / Close Blast 3 / Encounter

Target each creature in blast; +7 vs. Reflex; 2d6 + 6 damage and until the end of your next turn you have concealment.

CASTRI: LEVEL UP TO 3

Hit points 33 (bloodied 16, healing surge value 8)

Gain *shadow wasp* strike power (level 2 bonuses already added)

Shadow Wasp Strike

Standard / Melee or Ranged Weapon / Encounter

Target one creature that is your quarry; +8 vs. Reflex (bone carrikal or ranged flint dagger) or +9 vs. Reflex (melee flint dagger); 2d8 + 5 damage (bone carrikal) or 2d4 + 5 damage (melee flint dagger) or 2d4 + 4 damage (ranged flint dagger).

JARVIX: LEVEL UP TO 3

+2 power points (4 total)

Hit points 32 (bloodied 16, healing surge value 8)

Gain *betrayal* power (level 2 bonuses already added)

Betrayal

Standard / Ranged 10 / At-Will

+7 vs. Will; you slide the target 1 square to a square adjacent to an enemy. The target then makes a melee basic attack as a free action against that enemy, with a +3 bonus to the attack roll. **Augment 1:** As above, and the target gains a +3 bonus to the damage roll. **Augment 2:** On a hit, you slide the target 3 squares to a square adjacent to an enemy. The target then makes a melee basic attack as a free action against that enemy, with a +3 bonus to the attack and damage rolls. The target is also dazed until the end of your next turn.

PHYE: LEVEL UP TO 3

+2 power points (5 total)

Hit points 39 (bloodied 19, healing surge value 9)

Gain *distracting strike* power (level 2 bonuses already added)

Distracting Strike

Standard / Melee Weapon / At-Will

Reach 2; +8 vs. AC; 1d10 + 5 damage and either you or an ally adjacent to the target marks it until the end of your next turn. **Augment 1:** *Effect:* The marked condition ends on allies adjacent to you, who can each shift 1 as a free action. **Augment 2:** Range becomes close burst 1 and targets each enemy in burst.

SHIKIRR: LEVEL UP TO 3

+2 power points (4 total)

Hit points 45 (bloodied 22, healing surge value 11)

Gain *mist weapon* power (level 2 bonuses already added)

Mist Weapon

Standard / Melee Weapon / At-Will

+8 vs. Reflex; 1d10 + 5 damage. **Augment 1:** As above, and if the target is insubstantial, it doesn't benefit from that quality against this attack and takes an extra 3 damage. **Augment 2:** 2d10 + 5 damage, and the target doesn't benefit from being insubstantial until the end of your next turn.

YUKA: LEVEL UP TO 3

Hit points 41 (bloodied 20, healing surge value 10)

Gain *stalking the prey* power (level 2 bonuses already added)

Stalking the Prey

Standard / Melee Weapon / Encounter

+9 vs. AC; if no allies are adjacent to the target, you gain combat advantage for this attack; 2d8 + 5 damage and you gain combat advantage against the target until the end of your next turn.

BARCAN

MALE HUMAN COSMIC SORCERER (VEILED ALLIANCE) / LEVEL 1 / GOOD

"What? Oh yes, I'll be there shortly. I'm just listening to the sky speak."

| ABILITY SCORES | MOD | DEFENSES | INITIATIVE | TRAINED SKILLS |
|----------------|-----|----------|--|----------------|
| STR 14 | +2 | AC 12 | +0 | ARCANA +5 |
| CON 10 | +0 | FORT 13 | SPEED (In squares) 6 | BLUFF +10 |
| DEX 11 | +0 | REF 11 | VISION normal | DIPLOMACY +10 |
| INT 10 | +0 | WILL 18 | LANGUAGES Common, Elven | HISTORY +5 |
| WIS 8 | -1 | | SENSES Passive Insight 14, Passive Perception 9 | INSIGHT +4 |
| CHA 20 | +5 | | | |

| | | | |
|--------------------------|----|--------------|-------------|
| HIT POINTS (Bloodied 11) | 22 | ACTION POINT | SECOND WIND |
|--------------------------|----|--------------|-------------|

| | | | | | | | |
|----------------|---------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|
| HEALING SURGES | value 5 | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
|----------------|---------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|

EQUIPMENT
Staff
Cloth armor
Adventurer's kit

OTHER EQUIPMENT

BACKGROUND

Barcan grew up as a privileged youth within the Noble District of Tyr, where he had access to all the education, training, and finishing of a nobleman. He resented this life, however, because he knew something burned inside him. He preferred the solitude of the starry night sky when his family was asleep. It called to him. One day on a late evening walk through the Warrens, he was mugged by a gang of Elven youths, but a tiefling named Jarvix approached him. Jarvix recognized the spark of the arcane in him and brought him to the Veiled Alliance. Since that night, he has not returned home, though he has joined his older sister, Phye.

APPEARANCE

Barcan is young and lanky with long, black hair he never bothers to care for. His clothes reflect his obsession with the night sky; he's sewn starbursts all over his dark blue tunic. He has outfitted his staff with the largest, clearest crystal he could find, but it's really just a piece of desert glass.

PERSONALITY TRAITS

Aloof, distracted, passive

Melee Basic Attack

Standard / Melee Weapon / At-Will

Requires staff; +4 vs. AC; 1d6 + 2 damage.

Arcing Fire

Standard / Ranged 10 / At-Will

+5 vs. Reflex; 1d8 + 7 fire damage. An enemy providing the target cover against this attack takes 5 fire damage.

Blazing Starfall

Standard / Area Burst 1 within 10 / At-Will

Target each creature in burst; +5 vs. Reflex; 1d4 + 7 damage and the burst creates a zone bounded by burning ground that lasts until the end of your next turn. Whenever an enemy within the zone leaves it, it takes 2 fire damage.

Burning Spray

Standard / Close Blast 3 / At-Will

Target each creature in blast; +5 vs. Reflex; 1d8 + 7 fire damage.

Excise from Sight

Standard / Ranged 10 / Encounter

+5 vs. Will; 1d10 + 7 psychic damage and you or 1 ally becomes invisible to the target until the end of your next turn. **Special:** You can take a minor action when you use this power to enhance it. If you do, slide the target 1 square on a hit.

Ray of the Moon

Standard / Ranged 10 / Encounter

+5 vs. Will; 2d6 + 7 cold damage and the target cannot shift and takes a -1 penalty to attack rolls until the end of its next turn.

Cosmos Call

Standard / Ranged 10 / Daily

+5 vs. Will; 2d8 + 7 psychic damage and choose one additional benefit.
1: The target takes ongoing 5 radiant damage (save ends). 2: The target is slowed (save ends). 3: The target is dazed (save ends).

OTHER ABILITIES*

Feats:

Arcane Reserves (see below),
Focusing Spellfury (see below).

Arcane Reserves:

+2 damage with at-will powers when encounter powers are expended.

Focusing Spellfury:

+2 damage after hitting multiple foes with an at-will power.

Soul of the Cosmic Cycle:

At the end of a short rest or an extended rest, you choose a cosmic phase from those described below and gain its benefits. The first time you become bloodied during an encounter, your phase immediately changes to the next higher-numbered phase (or back to the phase of the sun if you are in the phase of the stars). In ad-

dition, each time you use a daily arcane attack power, you can choose to change your phase to the next higher-numbered phase immediately after resolving the effects of the power.

1. *Phase of the Sun:* At the start of your turn, each enemy adjacent to you takes 2 fire and radiant damage. You also gain resist 5 cold.

2. *Phase of the Moon:* You gain a bonus to AC equal to the number of conscious enemies adjacent to you. You also gain resist 5 psychic.

3. *Phase of the Stars:* Whenever an enemy's attack misses you, you can teleport 2 squares as a free action. You also gain resist 5 radiant.

* Some character options not present on character sheet for brevity.

CASTRI

MALE ELF MARAUDER RANGER (GLADIATOR) / LEVEL 1 / UNALIGNED

"Hold him still. My blade would like to speak with him."

| ABILITY SCORES | MOD | DEFENSES | INITIATIVE | TRAINED SKILLS |
|----------------|-----|----------|--|------------------|
| STR 18 | +4 | AC 17 | +7 | ACROBATICS +7 |
| CON 11 | +0 | FORT 15 | SPEED (in squares) 8 | DUNGEONEERING +6 |
| DEX 16 | +3 | REF 15 | VISION low-light | NATURE +8 |
| INT 10 | +0 | WILL 11 | LANGUAGES Common, Elven | STEALTH +7 |
| WIS 12 | +1 | | SENSES Passive Insight 11, Passive Perception 13 | |
| CHA 8 | -1 | | | |

HIT POINTS (Bloodied 11) 23 ACTION POINT SECOND WIND

HEALING SURGES value 5

EQUIPMENT
Bone carrikal
2 flint daggers
Hide armor

OTHER EQUIPMENT



BACKGROUND

Growing up in the Warrens of Tyr was difficult. Each day was a fight for survival, stalking the streets at night with the elven gangs for quick and easy marks. That's how it was until you found your true calling in the arena as a gladiator. Unfortunately, your luck turned against you. Beaten to within an inch of your life, you were tossed from the city like a pile of rubbish. But that wasn't the end for you. An opportunistic slaver picked up your broken, dehydrated body and mended you, probably seeking a quick profit.

APPEARANCE

Caostri is slender and short, with nearly black skin baked from the sun-drenched arena. His armor is an amalgam of hides, presumably from the creatures he's defeated in his arena fights. His two weapons, a blood-caked carrikal axe and a razor-sharp flint dagger, provide a balanced yet aggressive arsenal to fall his prey.

PERSONALITY TRAITS

Callous, brusque, opportunistic

Melee Basic Attack Standard / Melee Weapon / At-Will

Requires bone carrikal; +6 vs. AC; 1d8 + 4 damage. *Brutal 2*: If you roll a 1 or a 2 on the damage die, reroll.

Melee Basic Attack Standard / Melee Weapon / At-Will

Requires flint dagger; +7 vs. AC; 1d4 + 4 damage.

Ranged Basic Attack Standard / Ranged Weapon / At-Will

Requires flint dagger; Ranged 5/10; +6 vs. AC; 1d4 + 3 damage.

Hunter's Quarry Minor / Nearest Enemy You Can See / At-Will

Once per turn, designate the target as your quarry. Once per round, when you hit your quarry with an attack, deal +1d6 damage. You can only deal this extra damage on 1 attack and only 1/turn. The *hunter's quarry* remains active until the end of the encounter, the quarry is defeated, or until you designate a different target as your quarry. You can only have one quarry at a time.

Throw and Stab Standard / Ranged Weapon / At-Will

Requires bone carrikal and flint dagger; +6 vs. AC; 1d4 damage. *Effect*: You charge an enemy.

Twin Strike Standard / Melee or Ranged Weapon / At-Will

Target 1 or 2 creatures; +6 vs. AC (bone carrikal or ranged flint dagger) or +7 vs. AC (melee flint dagger), two attacks; 1d8 damage (bone carrikal) or 1d4 damage (flint dagger).

Elven Accuracy Free / Personal / Encounter

Reroll an attack roll. Use the second result.

Disrupting Advance Standard / Melee Weapon / Encounter

+6 vs. AC; 2d8 + 4 damage and push the target 2 squares. The target and any of your enemies adjacent to the target at the end of the push are slowed until the end of your next turn.

Precise Assault Standard / Melee Weapon / Encounter

Effect: Before the attack, move your speed. You don't provoke opportunity attacks for leaving a square at the start of this movement. +8 vs. AC; 2d8 + 4 damage.

Isolation Strike Standard / Melee Weapon / Daily

Target 1 or 2 creatures; +6 vs. AC; 2d8 + 4 damage. If the target is not your quarry, push it 1 square. *Miss*: Half damage.

OTHER ABILITIES*

Feats: Improved Initiative (already added), Two-Weapon Defense (already added).

Fey Origin: Your origin is fey for purpose of effects that relate to origin.

Group Awareness: You grant non-elf allies within 5 squares of you a +1 racial bonus to Perception checks.

Wild Step: You ignore difficult terrain when you shift.

Running Strike: When you move 2 or more squares as a part of a standard action, get a +1 bonus to attack rolls on that action.

* Some character options not present on character sheet for brevity.

DUNGEONS & DRAGONS

ENCOUNTERS

JARVIX

MALE TIEFLING TELEPATHIC PSION (VEILED ALLIANCE) / LEVEL 1 / UNALIGNED

"Please, don't move your mouth at me. Speak in your mind, and I'll hear."

| ABILITY SCORES | MOD | DEFENSES | INITIATIVE | TRAINED SKILLS |
|----------------|-----|----------|---|----------------|
| STR 11 | +0 | AC 15 | +0 | BLUFF +4 |
| CON 10 | +0 | FORT 10 | SPEED (in squares) 6 | DIPLOMACY +9 |
| DEX 10 | +0 | REF 15 | VISION low-light | INTIMIDATE +8 |
| INT 20 | +5 | WILL 15 | LANGUAGES Common, Giant | PERCEPTION +10 |
| WIS 8 | -1 | | SENSES Passive Insight 9, Passive Perception 14 | |
| CHA 16 | +3 | | | |

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|--------------------------|----|--------------|-------------|
| HIT POINTS (Bloodied 11) | 22 | ACTION POINT | SECOND WIND |
|--------------------------|----|--------------|-------------|

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|----------------|---------|--|--|--|--|--|--|
| HEALING SURGES | value 5 | | | | | | |
|----------------|---------|--|--|--|--|--|--|

EQUIPMENT
Bronze dagger
Orb
Cloth armor

OTHER EQUIPMENT

BACKGROUND

Jarvix was orphaned at a young age, but exhibited affinity towards the Way (psionics). His strong mental abilities caused him to manifest fits of rage and depression, making him anti-social and ultimately resulting in his enslavement. He was freed from slavery when the sorcerer-king Kalak fell and drifted for a time in the streets of Tyr until his telepathy helped him stumble into the mind of a passing old sage. The sage was a member of the Veiled Alliance, and with all his courage, Jarvix approached him. He demonstrated his talents and the old man recognized the potential service he could provide the Veiled Alliance. Since that time, he has used his telepathy to seek out new recruits for the Alliance, and discovered Barcan while doing so.

APPEARANCE

Jarvix, unlike most other tieflings, only has a single horn. Perhaps this cosmetic flaw has something to do with his mental acuity as well. He wears a cowed cape to cover his deformity and the people of Athas, used to such extremes, seem to pay it no mind, even though he is gravely concerned about his appearance.

PERSONALITY TRAITS

Vain, paranoid, inspiring

Melee Basic Attack Standard / Melee Weapon / At-Will

Requires bronze dagger; +3 vs. AC; 1d4 damage.

Ranged Basic Attack Standard / Ranged Weapon / At-Will

Requires bronze dagger; Ranged 5/10; +3 vs. AC; 1d4 damage.

Ranged Basic Attack Standard / Ranged 10 / At-Will

See *mind thrust* below.

Mind Thrust Standard / Ranged 10 / At-Will

+5 vs. Will; 1d10 + 5 psychic damage. You can this power unaugmented as a ranged basic attack. **Augment 1:** Target hit takes a -3 penalty to Will defense until the end of your next turn. **Augment 2:** Target hit takes a -3 penalty to all defenses until the end of your next turn.

Dishearten Standard / Area Burst 1 within 10 / At-Will

Target each creature in burst; +5 vs. Will; 1d6 + 5 psychic damage and the target takes a -2 penalty to attack rolls until the end of your next turn. **Augment 1:** As above, and the target cannot make opportunity attacks until the end of your next turn. **Augment 2:** 2d6 + 5 psychic damage and the target takes a -3 penalty to attack rolls until the end of your next turn.

Infernal Wrath Minor / Personal / Encounter

You gain a +1 power bonus to the next attack roll against an enemy that hit you since your last turn. If you hit and deal damage, deal 3 extra damage.

Distract Minor / Ranged 10 / Encounter

Target 1 creature; the target grants combat advantage to the next creature that attacks it before the end of your next turn.

Send Thoughts Free / Ranged 20 / Encounter

You send a mental message of 25 words or less to the target. The target can respond in kind as a free action.

Excise from Sight Standard / Ranged 10 / Encounter

+5 vs. Will; 1d10 + 5 psychic damage and you or 1 ally becomes invisible to the target until the end of your next turn. **Special:** You can take a minor action when you use this power to enhance it. If you do, slide the target 1 square on a hit.

Mental Trauma Standard / Ranged 20 / Daily

+5 vs. Will; 3d8 + 5 psychic damage. **Miss:** Half damage. **Effect:** The target gains vulnerable 5 psychic (save ends).

OTHER ABILITIES*

Feats:
Discipline Adept (already added),
Ritual Caster (Comrades' Succor
and Create Campsite)

Fire Resistance:
Gain resist 5 fire.

Bloodhunt:
Gain a +1 bonus on attacks
against bloodied enemies.

* Some character options not present on character sheet for brevity.

PHYE

FEMALE HUMAN ENLIGHTENED ARDENT (NOBLE ADEPT) / LEVEL 1 / GOOD

"I have no need of your laws, for they are unjust and callous."

| ABILITY SCORES | MOD | DEFENSES | INITIATIVE | TRAINED SKILLS |
|----------------|-----|----------|---|----------------|
| STR 10 | +0 | AC 16 | +1 | ATHLETICS +4 |
| CON 12 | +1 | FORT 13 | SPEED (in squares) 5 | DIPLOMACY +9 |
| DEX 12 | +1 | REF 12 | VISION normal | HEAL +8 |
| INT 8 | -1 | WILL 16 | LANGUAGES Common, Elven | INSIGHT +10 |
| WIS 16 | +3 | | SENSSES | STREETWISE +9 |
| CHA 18 | +4 | | Passive Insight 20, Passive Perception 15 | |

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|--------------------------|----|--------------|-------------|
| HIT POINTS (Bloodied 14) | 29 | ACTION POINT | SECOND WIND |
|--------------------------|----|--------------|-------------|

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|----------------|---------|
| HEALING SURGES | value 7 |
|----------------|---------|

EQUIPMENT
 Iron longspear
 Chitin chainmail
 Adventurer's kit

OTHER EQUIPMENT

BACKGROUND

Phye never intended to become an adventurer. Yet she was not content living as the daughter of a petty noble either. When her brother, Barcan, disappeared unexpectedly, she convinced her father to let her search for him. She was trained in the art of combat after all. And it didn't take her long to uncover his trail. He isn't one to carefully cover his tracks. Once she found him, she and Barcan decided to journey together and see what the winds bring.

APPEARANCE

Phye is small, but very toughly built, especially for a noble. Her fiery red hair is naturally alluring, and since she has left her noble house, she has gotten several tattoos that cover her arms and back. She has a high tolerance for pain.

PERSONALITY TRAITS

Strong-willed, self-confident, passionate

Melee Basic Attack Standard / Melee Weapon / At-Will

Requires iron longspear; Reach 2; +3 vs. AC; 1d10 damage.

Focusing Strike Standard / Melee Weapon / At-Will

Reach 2; +6 vs. AC; 1d10 + 4 damage and 1 ally within 5 squares of you can make a saving throw. **Augment 1:** As above, and if the saving throw is vs. charm or fear effect, it gains a +3 power bonus. **Augment 2:** 2d10 + 4 damage, and each ally within 5 squares of you can make a saving throw.

Energizing Strike Standard / Melee Weapon / At-Will

Reach 2; +6 vs. AC; 1d10 + 4 damage and 1 ally within 5 squares of you gains 4 temporary hit points. **Augment 1:** 1d10 + 4 damage and 1 dying ally within 5 squares of you regains 4 hit points. **Augment 2:** 2d10 + 4 damage and you or 1 ally within 5 squares of you can spend a healing surge.

Psionic Shield Standard / Melee Weapon / At-Will

Reach 2; +6 vs. AC; 1d10 + 4 damage and 1 ally within 5 squares of you gains a +1 power bonus to all defenses until the end of your next turn. **Augment 1:** 1d10 + 4 damage and 1 ally within 5 squares of you gains a +3 power bonus to Will until the end of your next turn. **Augment 2:** 2d10 + 4 damage and each ally within 5 squares of you gains a +2 power bonus to all defenses until the end of your next turn.

Ardent Alacrity No Action / Close Burst 5 / Encounter

Triggered when bloodied by an attack; target each ally in burst; each target can use a free action to shift 1 square or move half his or her speed.

Ardent Surge Minor / Close Burst 5 / Encounter

Target you or 1 ally; the target can spend a healing surge and regains +1d6 additional hit points. In addition, target also gains a +1 bonus to all defenses until the end of your next turn.

Adept's Insight Free Action / Close Burst 1 / Encounter

When you or an ally makes an attack roll, saving throw, or skill check, you may add 1 to the roll. **Augment 1:** You instead add 1d4 + 1 to the roll.

Implanted Suggestion Standard / Melee Weapon / Daily

Reach 2; +6 vs. Will; 2d10 + 4 damage and the target is dazed (save ends). **Miss:** Half damage. **Effect:** The target is affected by your suggestion (save ends). Until the suggestion ends, whenever the target makes an attack, 1 ally adjacent to the target can make a melee basic attack against it as a free action after the target's attack is resolved.

OTHER ABILITIES*

Feats:

Mantle of Readiness (see below), Toughness (already applied).

Mantle of Clarity:

You and allies within 5 squares gain a +3 bonus against opportunity attacks and a +2 bonus to Insight and Perception checks.

Mantle of Readiness:

During surprise rounds and the first round of combat, you and allies within 5 squares gain a +2 bonus to speed.

* Some character options not present on character sheet for brevity.

SHIKIRR

MALE THRI-KREEN QUICK BATTLEMIND (WILDER) / LEVEL 1 / UNALIGNED

"I'd rather keep watch. I thought I saw something out in the darkness."

| ABILITY SCORES | MOD | DEFENSES | INITIATIVE | TRAINED SKILLS |
|----------------|-----|----------|--|----------------|
| STR 10 | +0 | AC 17 | +1 | ATHLETICS +8 |
| CON 18 | +4 | FORT 14 | SPEED (in squares) 6 | ENDURANCE +9 |
| DEX 12 | +1 | REF 11 | VISION low-light | INTIMIDATE +5 |
| INT 8 | -1 | WILL 15 | LANGUAGES Common, Thri-Kreen | |
| WIS 16 | +3 | | SENSES Passive Insight 13, Passive Perception 13 | |
| CHA 11 | +0 | | | |

HIT POINTS (Bloodied 16) **33** ACTION POINT SECOND WIND

HEALING SURGES value **8**

EQUIPMENT
 Stone trikal
 Bone wrist razors
 Mekillot scale armor

OTHER EQUIPMENT

BACKGROUND

Shikirr was separated from his clutch by human slavers at a young age, but escaped from the city-state of Nibenay in central Tyr. After his escape, he returned to his tribe's lands only to find no trace of the other thri-kreen. Undeterred, Shikirr set out in search of his tribe, but was captured by slavers near Tyr.

APPEARANCE

Shikirr has strange orangish markings covering most of his head and forelimbs, an unusual but not unique trait in Thri-kreen. One of his four arms was badly mangled in his escape from slavery, but it does not deter his ability to capably fight. He wields a trikal, a three-bladed polearm similar to a halberd.

PERSONALITY TRAITS

Loyal, anxious, persistent

Melee Basic Attack Standard / Melee Weapon / At-Will

Requires stone trikal; Reach 2; +6 vs. AC; 1d10 + 4 damage.

Melee Basic Attack Standard / Melee Weapon / At-Will

Requires bone wrist razors; +7 vs. AC; 1d4 + 4 damage. You can wear your wrist razors and still hold and wield other objects in your hands.

Ranged Basic Attack Standard / Ranged 10 / At-Will

See *mind thrust* below.

Battlemind's Demand Minor / Close Burst 3 / At-Will

Target 1 creature in burst; you mark the target until you use this power again or until the end of the encounter. **Augment 1:** Target 1 or 2 creatures in burst.

Blurred Step Opportunity / Personal / At-Will

When an adjacent enemy marked by you shifts, you shift 1 square.

Mind Spike Immediate Reaction / Melee 1 / At-Will

When an adjacent enemy marked by you deals damage on an attack against an ally and doesn't include you as a target, that enemy takes force and psychic damage equal to the damage its attack dealt your ally.

Thri-kreen Claws Standard / Melee 1 / Encounter

Target 1, 2, or 3 creatures; +6 vs. AC; 1d8 + 3 damage. You gain a bonus to the damage roll equal to the number of targets.

Speed of Thought Free / Personal / Encounter

When you roll initiative, you can move 3 squares. You can use this power even if you're surprised.

Wild Surge Standard / Ranged 10 / Encounter

+4 vs. Reflex; 1d8 + 4 psychic damage and your attacks against the target before the end of your next turn can score critical hits on rolls of 18 or higher.

Allies to Enemies Standard / Melee Weapon / Daily

+6 vs. AC; 2d10 + 4 psychic damage and the target makes a melee basic attack against a creature of your choice. *Miss:* Half damage.

Bull's Strength Standard / Melee Weapon / At-Will

Reach 2; +6 vs. AC; 1d10 + 4 damage and you push the target 1 square. **Augment 1:** Your reach increases by 1 for the attack. **Augment 2:** Attack becomes close blast 3, targeting each enemy you can see in the blast.

Twisted Eye Standard / Melee Weapon / At-Will

Reach 2; +6 vs. AC; 1d10 + 4 damage and until the end of your next turn, the target takes a penalty to attack rolls equal to the number of allies adjacent to it. **Augment 1:** When making an opportunity attack, you can use this power in place of a melee basic attack. **Augment 2:** 1d10 + 4 damage and the target is blinded until the end of your next turn.

OTHER ABILITIES*

Feat:
 Melee Training (Constitution; already added)

Multiple Arms:
 Once per turn, draw or sheathe a weapon as a free action.

Natural Jumper:
 You are always considered to have a running start when jumping.

Torpor:
 Only 4 hours a day needed for an extended rest.

* Some character options not present on character sheet for brevity.

DUNGEONS & DRAGONS ENCOUNTERS

YUKA

MALE MUL BRAWLING FIGHTER (WASTELAND NOMAD) / LEVEL 1 / UNALIGNED

“Keep on moving. The wastes will swallow you up if you stop.”

| ABILITY SCORES | MOD | DEFENSES | INITIATIVE | TRAINED SKILLS |
|----------------|-----|----------|--|----------------|
| STR 18 | +4 | AC 19 | +3 | ATHLETICS +9 |
| CON 14 | +2 | FORT 16 | SPEED (in squares) 5 | ENDURANCE +9 |
| DEX 16 | +3 | REF 16 | VISION normal | INTIMIDATE +5 |
| INT 10 | +0 | WILL 10 | LANGUAGES Common, Dwarven | STREETWISE +7 |
| WIS 10 | +0 | | SENSES Passive Insight 10, Passive Perception 10 | |
| CHA 10 | +0 | | | |

HIT POINTS (Bloodied 14) **29** ACTION POINT SECOND WIND

HEALING SURGES value **7**

EQUIPMENT
 Bone alhulak Adventurer's kit
 Obsidian short sword
 Id fiend scale armor

OTHER EQUIPMENT

BACKGROUND

Yuka is a creature of the wastes, born of the union of two nomads. When the last great silt storm hit the southern wastes, his family was taken from him and he did what they always said: travel north, trust no one, and you will find peace in the green forest.

APPEARANCE

Hardened by his life, Yuka looks ten years older than he is. Bald, like most muls, he lost most of his teeth in brawls over the years, and has fashioned his own wooden teeth as replacements. His back and chest are sand-scarred, bright red and hairless. He prefers his bone alhulak, a wooden pommel with a length of rope attached to a four-bladed grappling hook sharpened for deadly effect. His armor is made from the dark scales of a giant lizardlike terror known as an id fiend.

PERSONALITY TRAITS

Fearless, driven, intense

Melee Basic Attack Standard / Melee Weapon / At-Will

Requires bone alhulak; +7 vs. AC; 1d8 + 4 damage.

Melee Basic Attack Standard / Melee Weapon / At-Will

Requires obsidian short sword; +7 vs. AC; 1d6 + 4 damage.

Combat Agility Opportunity / Melee Weapon / At-Will

Triggered when an enemy provokes an opportunity attack from you; after the enemy completes its action, you shift up to 3 squares closer to the target and make an attack. +7 vs. AC; 1d8 + 4 damage and you knock the target prone.

Grappling Strike Standard / Melee Touch / At-Will

Requires one hand free; +7 vs. AC; 1d8 + 4 damage and you grab the target. The grab ends automatically at the end of your next turn. When making an opportunity attack, you may use this power in place of a basic attack.

Threatening Rush Standard / Melee Weapon / At-Will

+7 vs. AC; 1d8 damage and you mark each enemy adjacent to you until the end of your next turn. When charging, you can use this power in place of a melee basic attack.

Incredible Toughness No Action / Personal / Encounter

When you start your turn, you may end any ongoing damage or any one dazed, slowed, stunned, or weakened condition currently affecting you.

Serpent's Coil Standard / Melee Weapon / Encounter

+7 vs. AC; 1d8 + 4 damage and until the end of your next turn, the target takes a -3 penalty to attack rolls and you grab the target. The grab ends automatically at the end of your next turn.

Wasteland Fury Standard / Melee Weapon / Encounter

Effect: If you use this power when you're not adjacent to any of your allies, you can shift 1 square before or after the attack. +7 vs. AC; 1d8 + 4 damage. If you have combat advantage against the target, add 3 to the damage roll.

Unstoppable Advance Minor / Personal / Daily

This is a stance, and it lasts until the end of the encounter or until you choose to end it as a free action. Effect: Until the stance ends, whenever you hit any creature with a melee weapon attack, you push that creature 1 square and can shift 1 square to a square the creature vacated.

OTHER ABILITIES*

Feat:

Brawler Guard (already added)

Brawler Style:

When you wield a weapon in your primary hand and your off hand is free, gain +1 bonus to AC and a +2 bonus to Reflex (already added). Also, gain a +2 bonus to unarmed attacks and a +2 bonus to grab actions and moving a creature grabbed by you.

Combat Challenge:

Mark a target on an attack. That target takes -2 to hit allies other than you. Also, if the enemy is adjacent to you and shifts or attacks a target not including you, make a melee basic attack as an immediate interrupt.

* Some character options not present on character sheet for brevity.