

Shelter from the Storm

**WAR OF THE
BURNING SKY
4E**

ADVENTURE THREE



For Character Levels 7–9

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AN ADVENTURE FOR 7TH- TO
9TH-LEVEL CHARACTERS

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INTRODUCTION

BACKGROUND

On a rocky coastal spur on the far side of a remote swamp, on the southern tip of civilized lands, an old city was swept into the sea. An earthquake collapsed its coastline as volcanic geysers obliterated its people. All this happened centuries ago, and eventually people forgot the legends of curses and sought to inhabit the land again. A clan of wizards, remembering only that once the peninsula had been home to a mighty fire mage in ages past, established a school on the rocky coastline and brought slaves with them to tend to their needs.

Students came and went, headmasters came and went, and even slaves came and went until only free men lived on the now-verdant rock spur. The old school of Lyceum has become the anchor of a large town named Seaquen, home to a little over a thousand fishermen, craftsmen, and former students. Magic-users from around the world travel to Lyceum, and it is no longer a school simply for wizards, but for all those who practice the magical arts. Neither Lyceum nor Seaquen have ever known true danger.

Now, however, the once-small town of Seaquen is overrun with refugees, diplomats, spies, and heroes. War has erupted to the north as a Scourge burns its way outward from the Ragesian Empire, for the Ragesians seek to capture or kill any magic-user disloyal to their realm, and now thousands flock to Seaquen, seeing it as a beacon, a hope for safety and salvation.

Lyceum has proclaimed that it will fight the Scourge, and its current headmaster Simeon has called upon others to do the same. Unexpectedly,

Lyceum has found itself the rallying point for all the refugees fleeing the Scourge. Most seek safety in numbers, some want to help, and others desire an alliance. A few wish to put an end to Lyceum before it can become a thorn in Ragesia's side.

Among those coming to Seaquen are the heroes, bearing a message from Gate Pass, a neutral city besieged by Ragesia. At the same time they arrive, a fleet from the elvish nation of Shahalesti begins a blockade of Seaquen, trying to force Lyceum to ally with them. While the leadership of Lyceum struggles to handle the influx of refugees and volunteers, a secret plot to destroy the city is set into motion, supported by Ragesian spies but orchestrated by a distant and as-yet-unknown enemy.

Welcome to the third adventure in the *War of the Burning Sky* campaign saga. The heroes fought their way through a burning forest to shake pursuit after escaping a city under siege with a vital message, and now they arrive at what has become the rallying point for those opposing the Ragesian war of conquest. Here in the small coastal city of Seaquen they can find allies to help fight the Ragesians, or work toward other goals during this chaotic time of war.

But Seaquen is threatened by many foes, and the heroes are in a unique position to defend it during the rebellion's infancy. If they fail, Seaquen will be destroyed, and the chances for an alliance against the might of the Ragesian Empire will become slim.

ADVENTURE OVERVIEW

The heroes' journey to Seaquen takes them through the kingdom of Dassen, into a swamp patrolled by hostile soldiers and prowled by cannibal witches. The heroes rescue a fire mage named Katrina from the latter, who sees them as her route to power.

Once they reach Seaquen, Katrina gets the heroes invited to a council to share news and discuss the war effort. During this council, word comes that a fleet of Shahalesti ships of have arrived, and their representative — Shalosh, daughter of the Shahalesti ruler — interrupts the meeting, trying to convince the city to ally with the eladrin. Seaquen's leaders initially rebuff her, and in the following days the fleet blockades the peninsula while a persistent drizzle falls on the city from thick storm clouds.

The heroes have a chance to make friends and allies, help the thousands of refugees who currently have no shelter and dwindling food, and prepare Seaquen and its people for the coming war. Conflict erupts when an apparent Shahalesti assassination attempt fails against the town's leaders. A group of refugees with ships fall for the ruse and hastily attempt to retaliate, an attack that, if the heroes cannot stop it, will lure dozens of ships out of the safety of the Seaquen harbor and ruin any chance for diplomacy with the Shahalesti.

The true threat is not the Shahalesti, but the Ragesians, who have allied with a distant master of air magic from the Monastery of Two Winds. For weeks leading up to the climax of the adventure, the Ragesians have been collaborating with Lee Sidoneth, a druid well respected by the leaders of Seaquen, to prepare a magical storm. As the fleets sail to battle, the storm that has lingered for days intensifies to hurricane strength, forcing the people of the city to take shelter and potentially demolishing both the Seaquen and Shahalesti fleets.

The Ragesians responsible for creating the magical storm are hiding in an ancient tomb built into the lava tunnels and steam vents under the city. The heroes must fight their way into the dungeon and destroy the item controlling the storm, or else Seaquen will be destroyed, and with it the best hope of bringing the war to an end.

REQUIREMENTS

This adventure makes use of the rules from the *D&D 4E PLAYER'S HANDBOOK*®, the *D&D 4E DUNGEON MASTER'S GUIDE*®, and the *D&D 4E MONSTER MANUAL*®. Additionally, the *D&D 4E PLAYER'S HANDBOOK*® 2, the *D&D 4E ADVENTURER'S VAULT*™, and the *D&D 4E MONSTER MANUAL*® 2 provide useful expansions to provide even richer immersion into the world.

The adventure is designed to be played with a party size of five player characters (PCs) and a Dungeon Master (DM). The encounters and experience awards assume a party of 7th-level characters. If the adventure is run with a different party size or higher levels, the encounters will have to be adjusted to provide enough experience to advance the characters to 10th level and slightly beyond.

CHARACTER MOTIVATIONS

If the heroes have completed the first two adventures in the campaign saga, they most likely seek aid from Seaquen in order to break the Ragesian siege on Gate Pass. Although Seaquen itself lacks the might to accomplish this, the town is a growing nexus of political dealings and a gathering place for potential warriors and resistance fighters. They will want to keep Seaquen safe in order to win the favor of those here in power, and so the town can continue to act as a rallying point against Ragesia.

Characters might also come to Seaquen seeking allies for other reasons, such as to pursue an agenda against one of the nations involved in the war or to use the war as a means for gaining power. The characters might be spies sent by Ragesia, in which case — should their sympathy not be roused by the plight of the refugees — the final act would not be the heroes' fight against the stormbringers, but rather defending against an attack by Seaquen's true defenders, giving the storm time to do its work.

THE DUNGEON MASTER'S TOOLKIT

EXPERIENCE TRACKING AND TREASURE

Use the Experience Tracker table to mark the total amount of experience gained. As encounters and skill challenges are completed, the table provides a concise collection for you to track awards. The chart is colored by events that occur in an area. At the conclusion of the adventure, the heroes should be at 10th level.

This adventure awards treasure using the parcel system described in the D&D 4E DUNGEON MASTER'S GUIDE. No specific treasure parcels are detailed in this adventure. The Dungeon Master should consult with his players about their wish list items and make them available during play. Suggested parcel award locations are presented in the table below.

KEY TO THE TABLE

Encounters are listed with a number identifier (TE is Tactical Encounter, SC is Skill Challenge, MQ is major quest, and MQ is minor quest). Notice that more than three levels worth of experience can be awarded. Because of the sandbox nature of Seaquen, the heroes may not hit every encounter. Feel free to add your own side adventures to fill in any needed experience. Also, since this will

become a home base of sorts, unresolved threads in Seaquen can be dealt with later in the saga. There is about 13,000 extra XP, or 4–6 encounters' worth.

Parcels are listed next to the encounters where they are likely to be found. Each number is the level of a parcel; the number of parcels is equal to the count of numbers for the encounter.

<input checked="" type="checkbox"/>	Encounters	Level	XP	Parcels
<input type="checkbox"/>	SC-Dassen-1 Out of the Mountains	8	1,050	—
<input type="checkbox"/>	SC-Dassen-2 Eastern or Western Way	7	600	—
<input type="checkbox"/>	TE-Dassen-1 Ambush!	8	1,828	—
<input type="checkbox"/>	SC-Swamp-1 Navigating the Swamp	10	1,500	—
<input type="checkbox"/>	SC-Swamp-2 Sherayel Derathi	7	600	—
<input type="checkbox"/>	SC-Swamp-3 Naizelasa's Bargain	10	1,000	—
<input type="checkbox"/>	SC-Swamp-4 Goblin Truce	9	800	—
<input type="checkbox"/>	TE-Swamp-1 Blood in the Water	8	1,800	—
<input type="checkbox"/>	TE-Swamp-2 Witch Isle	9	2,100	7, 7, 7
<input type="checkbox"/>	TE-Swamp-3 Spies' Demise	7	1,700	—
<input type="checkbox"/>	TE-Swamp-4 Guard Duty	7	1,650	—
<input type="checkbox"/>	TE-Swamp-5 Shrieking Delve	7	1,600	—
<input type="checkbox"/>	TE-Swamp-6 Attercop Youth	7	1,600	—
<input type="checkbox"/>	TE-Swamp-7 The Boggy Ruin	9	2,400	—
<input type="checkbox"/>	TE-Swamp-8 Final Capture	10	2,700	8, 8, 8
<input type="checkbox"/>	SC-Seaquen-1 Finding Jess	9	2,000	—
<input type="checkbox"/>	SC-Seaquen-2 The Sunken Temple	9	400	—
<input type="checkbox"/>	SC-Seaquen-3 Rat Search	9	1,200	8, 8
<input type="checkbox"/>	SC-Seaquen-4 Unity Temple	10	1,500	—
<input type="checkbox"/>	TE-Seaquen-1 Ragesian Ambush	9	2,128	—
<input type="checkbox"/>	TE-Seaquen-2 Hideout	8	1,800	7, 7, 7
<input type="checkbox"/>	TE-Seaquen-3 Mugging	8	1,900	—
<input type="checkbox"/>	TE-Seaquen-4 Etinifi	8	1,750	7, 7, 7, 7
<input type="checkbox"/>	SC-Ship-1 Finding Lee	9	800	—
<input type="checkbox"/>	TE-Ship-1 Assassins	9	2,450	—
<input type="checkbox"/>	TE-Prison-1 Biomanced Creatures	9	2,225	9, 9, 9
<input type="checkbox"/>	TE-Prison-2 Mimic	3	800	—
<input type="checkbox"/>	TE-Prison-3 Skeletons	9	2,280	—
<input type="checkbox"/>	TE-Prison-4 Skum	5	1,050	—
<input type="checkbox"/>	TE-Prison-5 Lee Sidoneth	11	3,050	—
<input type="checkbox"/>	TE-Tomb-1 Alerted!	11	3,000	—
<input type="checkbox"/>	TE-Tomb-2 Guards	7	1,600	—
<input type="checkbox"/>	TE-Tomb-3 Damius	9	2,000	—
<input type="checkbox"/>	MQ-Swamp-1 Naizelasa	10	2,500	—
<input type="checkbox"/>	MQ-Swamp-2 Goblin Truce	5	1,000	—
<input type="checkbox"/>	MQ-Seaquen-1 Dianoom	8	350	—
<input type="checkbox"/>	MQ-Seaquen-2 Ragesian Case	9	2,000	—
<input type="checkbox"/>	MQ-Seaquen-3 Lee Sidoneth	8	350	—
<input type="checkbox"/>	MQ-Seaquen-4 Tidereaver's Tears	8	350	—
<input type="checkbox"/>	MQ-Seaquen-5 Muster	8	350	—
<input type="checkbox"/>	MQ-Seaquen-6 Wayfarer Auditions	8	350	—
<input type="checkbox"/>	MQ-Seaquen-7 Paradim Dogwood	9	2,000	—
<input type="checkbox"/>	MQ-Council-1 Meeting	10	500	—
<input type="checkbox"/>	MQ-Council-2 Impressed	10	500	—
<input type="checkbox"/>	MQ-Council-3 Shaloshah	10	500	—
<input type="checkbox"/>	D. Master's Chamber	—	—	8, 8, 8, 9, 9
<input type="checkbox"/>	E. Tomb	—	—	9, 9, 9
<input type="checkbox"/>	Conclusion	—	—	8, 8, 9, 9
Total XP Available			65,611	

For example, TE-Swamp-2 suggests awarding a total of three 7th-level treasure parcels. No DM should feel required to follow these guidelines slavishly.

A WORD ABOUT SKILL CHALLENGES

Skill challenges are prominent throughout this adventure. In order to make them simpler to read, the skill lines have a standard format.

A skill line takes the form:

Skill DC ## (result of a successful check, number of checks allowed, cost of failure)

For example,

Athletics DC 10 (1 success, no max, fail/healing surge)

This means that a hero can make an Athletics check against DC 10. If the check is successful, it counts as one success towards the skill challenge. This check can be made any number of times and a failed check counts as a failure against the challenge and the hero making the check loses a healing surge.

Primary skills are printed in a group. Secondary skills follow, also in their own group.

The important thing to remember is that if there is no designation of failure, that skill use does not contribute to the three failures of the challenge itself.

The “cost of failure” section may look different for different challenges. The table at right explains the most common entries.



“Cost of Failure” Text	Explanation
fail/healing surge	The check counts as a failure and the hero loses a healing surge.
fail/group healing surge	The check counts as a failure and all heroes in the party lose a healing surge.
fail	A failure with no healing surge loss.
—/healing surge	Not a skill challenge failure, but the hero loses a healing surge. This is applied to secondary skills.
—	Not a skill challenge failure. This is applied to secondary skills.
fail/healing surge* — Skill	The check counts as a failure and the hero loses a healing surge, but there is a secondary skill use that changes the consequence. The secondary skill that helps will be marked with an “*” as well.

ACT ONE: JOURNEY TO SEAQUEN

Before the heroes reach Seaquen, they must travel 420 miles from the edge of the Innenotdar forest to the Sour Lake swamp and then another 100 miles through the swamp itself.

This act is very linear, as the heroes must travel to Seaquen along a very controlled path. On the way they will discover more about Dassen, the focal point of Adventure Four, *The Mad King's Banquet*.

TWO-RANGE PASS

SETUP

The heroes must traverse twenty miles through a treacherous mountain pass. They have no mounts and the terrain is mostly difficult so it will take them two days to get through to the Thornwood valley in Dassen. If the seela are still alive, Tiljann senses the need to make new winter gear and helps the heroes prepare for their journey by scavenging from the rest of the village and making new garments.

The travel through the pass is not meant to be overly challenging and, depending on your players' play style, it can be abstract with your narration driving the journey, or it can be a mixture of encounters and skill checks to satisfy the combat-minded. Feel free to modify the challenge to your needs. It is recommended that heroes using healing surges should have a difficult time regaining them. Any healing surges lost during combat can only be regained by making a DC 8 Endurance check against each one, so a character that used four surges must make four Endurance checks to regain them.

- ◆ **Winter Hobgoblin Guard:** The encounter counts as three successes. A dilapidated bridge across a wide fissure is guarded by two winter hobgoblin soldiers and three winter hobgoblin warriors. They are not focused intently on the bridge and could be passed by without incident by stealth. To avoid a confrontation, have the heroes roll DC 14 Stealth checks. If more than half the party fails, the hobgoblins detect the party and a fight begins. See Encounter TE-Dassen-1 for monster stats. The hobgoblins will flee after the first one is bloodied or killed.

- ◆ **The Lost Patrol:** This encounter counts as four successes. A storm has begun and the winds whipping through the pass are particularly strong. A nearby cave presents some shelter, but it is also the final resting place of a number of Dasseni soldiers that were caught in a similar situation years ago. The cave is a shadow-touched and when the soldiers died, they became chillborn zombies (see the D&D 4E MONSTER MANUAL) with an unfulfilled task to protect the pass. Have each hero make a DC 14 Religion check. If more than half fail, the zombies rise to fight. Otherwise, their souls can be put at peace and can be buried normally. Allow for one zombie per hero.

- ◆ **Wolfpack:** This encounter counts as three successes. A worg and a three dire wolves (see the D&D 4E MONSTER MANUAL) scramble along the slopes, feeding on the hardy mountain goats, foxes, marmots, and rabbits that live in the area. A DC 19 Nature check detects tracks and other signs leading to a cave warren made out of glacial ice. If the party succeeds, they avoid an encounter.

- ◆ **Lookout Tower:** This encounter counts as two successes. A lookout tower on the north slope promises an excellent view of the path ahead. The door is locked with an Arcane Lock (DC 28) and must be defeated. If the heroes gain entrance, they discover an upper path that avoids about two miles of the treacherous terrain below. Once everyone is set to go, read the following:

You leave the scorched and rapidly cooling forest to face a winter that seems fiercer than before. The only road that leads south has been untouched for forty years and is in disrepair. At first the travel is easy, but the full fury of winter poses great danger within the Two-Range Pass where the Hetkonn and Tundra Mountains meet. Ice has broken great chunks of rock that now lay across the road. Fissures twenty feet wide reveal craggy ledges that split and crumble at the lightest pressure, and a constant icy wind races northward like smoke through a chimney.

SC-Dassen-1 Out of the Mountains

Level 8 Skill Challenge • XP 1,050

Complexity: 3 (8 successes before 3 failures)

The heroes must navigate through the treacherous Two-Range Pass to reach the Thornwood valley below.

Primary Skills Acrobatics, Athletics, Nature, Perception

Secondary Skills Endurance, Heal, Nature, Perception

Time Each roll represents about a half day of travel time.

Victory The heroes make it to a village at the edge of the Thornwood Forest and are granted a full day to rest and resupply before they are attacked.

Defeat The heroes make it to the village but lose 1 more healing surge from their efforts and are immediately ambushed.

Acrobatics DC 14 (1 success, no max, fail/group healing surge* — Endurance)

The heroes navigate a stretch of treacherous ground, dodging and weaving between falling rocks, mini-avalanches, dangerous ledges and other hazards along the way. This is a group check. One character leads, while the others assist: apply a +2 bonus for each successful Aid Another check.

Athletics DC 14 (1 success, no max, fail/group healing surge* — Endurance)

The heroes use brute force to plow through snow and ice, jump over chasms, and trudge through difficult terrain. This is a group check. One character leads, while the others assist: apply a +2 bonus for each successful Aid Another check.

Nature DC 14 (1 success, no max, fail/group healing surge* — Endurance)

The heroes' ability to find game sustains the party and knowledge of mountain passes and snowfalls carefully charts a course through safer paths. This is a group check. One character leads, while the others assist: apply a +2 bonus for each successful Aid Another check.

Perception DC 19 (1 success, no max, fail/healing surge)

Using all senses, the hero finds subtle clues about dangerous areas and safer paths to blaze a trail the others can follow.

Endurance DC 19 (0 success, 2 times per challenge, —)

* Immediate Interrupt: When a check fails that causes the loss of a healing surge, the character may make an Endurance check to avoid losing the surge and adding the failure.

Heal DC 19 (0 success, no max, —)

Immediate Interrupt: When a check fails that causes the loss of a healing surge, the character may make a Heal check to avoid losing the surge. The failure is still counted.

Nature DC 14 (0 success, no max, —)

The hero detects signs of dangerous ground, weak ice, or some other mountain hazard. On a successful check, the next primary skill check gains a +2 bonus. The use of Nature as a secondary skill does not count as a success or failure toward the completion of this challenge.

Perception DC 14 (0 success, no max, —)

The hero detects signs of dangerous ground, weak ice, or some other mountain hazard. On a successful check, the next primary skill check gains a +2 bonus. The use of Perception as a secondary skill does not count as a success or failure toward the completion of this challenge.

THORNWOOD VALLEY

Nestled between the river and the forest, the once-prosperous town of Cornerwood stands as reminder of the trade route between Gate Pass and Dassen, lost to the burning Fire Forest. For forty years, the town's steady decline has birthed desperation and despair for the 500 or so inhabitants unable to leave. The population is divided into three classes: nobility, commoners, and thugs, with thugs comprising about half the population.

Depending on the skill challenge result, the heroes either encounter an ambush staged by a group of winter hobgoblins or gain a brief respite before they travel onward.

As you come to the end of the pass, a valley opens before you. Although winter's grip is still strong, a river carves a small running stream through sheets of ice that extend from its normal banks. A few fisherman can be seen about a mile in the distance with a squad of armed men nearby. Beyond that, a copse of trees obscures the main walls of a town. Smoke rises from chimneys and you occasionally hear a hint of habitation, the ring of steel on an anvil, a muffled shout, and even the whicker of horses.

(Failed skill challenge) As you come closer, the armed men notice your arrival and two of them mount a pair of horses and ride towards you, waving their swords. Moments later you hear a shout as you see the rest of the men begin to move in your direction.

The soldiers have noticed some winter hobgoblins ready to spring on the heroes.

TACTICAL ENCOUNTER

TE-Dassen-1: Ambush! (page 54)



After the ambush is concluded, the soldiers finally arrive to help with any cleanup. Impressed with the heroes' abilities, the whole guard is polite and cordial to the party. Proceed to the Aftermath section.

(Succeeded skill challenge) As you come closer, the armed men notice your arrival and two of them mount a pair of horses and ride towards you. Armed with crossbows and swords, they stop about 100 feet away, with bolts pointed directly towards you. The other soldiers are approaching on foot in the distance. With a half-snarl, one of the horsemen speaks, "What brings ye to Lord Rego's lands? Speak quickly for we are meager of time and temper!"

AFTERMATH

Though gruff, the soldiers are not really intent on starting a fight. If the heroes politely answer questions about their travels, the men quickly become curious about their story. No one has come down from the mountain pass in their memory, after all, and legends have grown about the horrible monsters living there. The party is invited to the town and escorted to the "best inn" the soldiers know.

The best inn in town is the sad, barely adequate husk of a once-grand inn: the Palatial. The loss of trade from Gate Pass, the pending invasion of the Ragesians, and the exceptionally long winter have all taken their toll on what was a well appointed and beautiful hotel. The Palatial's large rooms are now nearly bare, and the food is passable at best. The Palatial still caters to the wealthier members of society, but the locals are certainly not as wealthy as they once were. There is bitterness in almost every conversation.

In town, the heroes can buy horses to speed up the travel to Seaquen.

EASTERN WAY

A road winds along the edges of the Thornwood Forest and the Tundra Mountains through a little-traveled area of Lord Rego's lands. The journey is difficult because of the weather and the non-human life that tends to congregate at the wood's edges or in the hills leading to the mountains. This journey is handled through the skill challenge "Eastern or Western Way" (see page 6).

Special: Each success during the skill challenge results in an event that develops knowledge about Dassen, listed in the order shown. Many of these events add context for meetings and happenings in Adventure Four, *The Mad King's Banquet* but might provide springboards for adventures of their own.

- ♦ **Event 1:** The heroes reach a small town that sits atop a hill called Brightstaff Commons. It is poor because of the harsh winter, but the people are very content. Hot springs well up on a nearby hill and the party spends an evening in relative luxury from the hot baths; attention is lavished upon them.

The town is named after an artifact called the Brightstaff, a powerful healing object. About ten years ago, an adult red dragon named Cinder took the staff and the dwarven clerics who guarded it back to its lair in the mountains, in place of destroying the town and everyone in it. Though grateful for the dwarves' sacrifice, the townsfolk feel guilty over the imprisoned clerics and hope that the heroes might come back some day to help defeat the creature. (Cinder may help save King Steppengard in Adventure Four).

- ♦ **Event 2 (Shared with "Western Way"):** Quincy Felthuf is a knight of Lord Rego and is patrolling the road. He offers to have a meal with the heroes and listens intently to their tales of adventure, only scoffing with a sneer at their intention to go to Seaquen. He shares a hatred of Lyceum with Lord Rego.

The duke requested the school's aid years ago to help prevent a sorcerer from tapping into the power of an air primordial trapped on the peak of a mountain. The school declined to help and the sorcerer, named Lsi Pu, completed the binding ritual. He gained the fury of a storm that he unleashed on

Rego's castle and lands. After a two-week reign of terror, Lsi Pu suddenly released the creature and disappeared, leaving behind a devastated duchy that was once Dassen's strongest. (Lsi Pu is an anagram of Pilus. The megalomaniac Pilus, in his early years as a sorcerer, was attempting to control the elements and eventually find immortality. Pilus lost control of the elemental creature described in the story and nearly died.)

- ♦ **Event 3:** Off in the distance a rumbling roar is heard coming from the hills. Soon after, a large creature with the body of a lion and the wings of an eagle shoots towards the sky as if it is pouncing. It seems to play for awhile and then abruptly starts to descend to a hilltop where a dwarf wearing a magnificent silver mantle and silver skullcap stands. His hands are outstretched and are holding a rectangular device.

A DC 19 Perception check reveals the object's size is similar to the Dianoem the heroes carry. Before anyone can reach him, though, the dwarf climbs onto the beast's back and takes wing. Anyone making a DC 15 Nature check recognizes the creature to be a sphinx of some sort. A DC 20 Nature check provides the normal sphinx lore (see the D&D 4E MONSTER MANUAL), which seems to be at odds with this creature's behavior. (The heroes will meet the dwarf Kelkin Thravanvost, a wizard who uses the Dianoem to control the sphinx, in Adventure Four).

- ♦ **Event 4 (Shared with "Western Way"):** The heroes travel into Lady Namin's land and are met with lukewarm enthusiasm. Refugees to Seaquen have been problematic for Namin. She is partial to Shahalesti and does not like to see Ragesians fleeing into her lands. The heroes are almost constantly followed by two knights along the road.

If spoken to, the knights reply that the Dasseni have no interest in Seaquen or refugees, and they are simply making sure the heroes don't decide to stay in the area. The heroes occasionally pick up conversations from the two that relate to Lady Namin's unrequited love for King Steppengard. She carries a torch for him even though he is happily married and

has eighteen children to continue the line. She certainly wants to be a queen, but there is little chance of it.

- ♦ **Event 5 (Shared with "Western Way"):** The duchy of Megadon is actively hostile to anything related to Seaquen. Lord Megadon has banned all sea travel and trade with the town, and actively harasses non-citizens, assessing a tax of 10 gp per head to travel on the Prince's Way, which starts at the Nasham River and traces through Iz, Namin, and Rego, and finally into Timor.

In the inns and taverns along the way to the river, the citizens speak favorably of Megadon and his incredible wealth, which he often shares. They are aware that Steppengard is mustering troops to defend Dassen, but they trust Megadon's assessment that Ragesia is not really much of a threat. Most bemoan Steppengard's latest tax increase and some wish Megadon, who is next in line for the throne, was their King.

- ♦ **Event 6 (Shared with "Western Way"):** Traveling through Dene is relatively safe until anyone wants to eat or find shelter. Food and lodging costs double normal as the beautiful Lady Dene, who is friendly to Seaquen, believes price gouging is a fine way to fill her coffers.

Lady Dene's army is the weakest in Dassen, and the refugees' gold helps fund mercenaries to fill out the ranks if the Ragesians invade. As the heroes get closer to the swamp, they will frequently discover shallow graves near the roadside where starving emigrants ended their journey prematurely.

WESTERN WAY

The Churnett River is a long icy trail that cuts through the Thornwood Forest and ends at the city Trenalath, which is Lord Rego's seat. The Prince's Way travels north and south from there through the other lands to meet at a ferry across the Nasham River in Megadon. The journey is difficult at first, but then becomes almost routine once the heroes reach the Prince's Way. This journey is handled through the "Eastern or Western Way" skill challenge, below.

Special: Each success during the skill challenge results in an event that develops knowledge about Dassen, listed in the order shown. Many of these events add context for

meetings and happenings in Adventure Four, *The Mad King's Banquet*, but might provide springboards for adventures of their own.

- ♦ **Event 1:** A group of wizards from the Duchy of Timor are encountered along the river as it passes through the Thornwood. They are protecting any caravans and travelers along the way at the express instructions of Lady Timor herself. While the wizards accompany them, they learn of Lady Timor's fear of Ragesian assault and preference towards supporting the Resistance and Seaquen.
- ♦ **Event 2:** This is the same as the Eastern Way Event 2.
- ♦ **Event 3:** This is the same as the Eastern Way Event 4.
- ♦ **Event 4:** The aging Lord Iz himself, a human 50 years old, greets the heroes as they pass into his duchy. He is surrounded by burly well-armed men who are more barbarian than civilized, yet are very polite and well-groomed. Iz understands the hardships the Ragesians face and wants to leave an impression that the travails suffered by them are shared by his own people. He believes fully that the Divine Right of Kings places a great burden on nobility, and he takes the mantle of leadership with great humility. If the heroes impress him with a DC 19 Diplomacy check, he will give them a good meal and his blessing for the rest of the journey. Any hero with lost healing surges regains one.
- ♦ **Event 5:** This is the same as the Eastern Way Event 5.
- ♦ **Event 6:** This is the same as the Eastern Way Event 6.

SC-Dassen-2: Eastern or Western Way

Level 7 Skill Challenge • XP 600

Complexity 2 (6 successes before 3 failures)

The heroes proceed toward Seaquen from Cornerwood.

Primary Skills Athletics, Bluff, Diplomacy, Nature, Streetwise

Other Skills Endurance, Heal

Time Each roll represents about 2 days' travel time.

Victory If the heroes succeed, they navigate through Dassen and reach the town of Vidor at the edge of the the swamp. Any healing surges lost during the challenge are regained after an extended rest.

VIDOR STREETWISE CHECK RESULTS

DC 10 “Lots of refugees coming through. Lots of mages. Too many, I think; brought lots of black cats with them. Lots of bad luck in one place. Folks who can afford a boat through the swamp have already left. One crazy redhead, she just hired a couple of burly guys as bodyguards and walked into the swamp! Bah! Swamp’s dangerous. Guess she had a death wish. Too bad, too; she was the prettiest thing I ever seen in this town.”

DC 15 “Sometimes mages — rejects from that wizard school probably — get lost in the swamp and go crazy, start eating folks who get lost in the fog. Don’t trust any lights you see at night.”

DC 25 “Two weeks ago, I overheard a big orc talking to a woman that stank of blood and swamp sweat. She must’ve been a witch, and sure as hell I’d swear that orc was one of them Inquisitors from Ragesia. A few of the folks in the tents went missing that night.”

Defeat If the heroes fail, they make it to Vidor, but do not recover any healing surges lost in this skill challenge until they reach Seaquen.

Athletics DC 14 (1 success, no max, fail)

The heroes cross snowy drifts and icy roads, frozen streams and snow-packed fields to speed their journey toward Seaquen.

Bluff DC 18 (1 success, no max, fail)

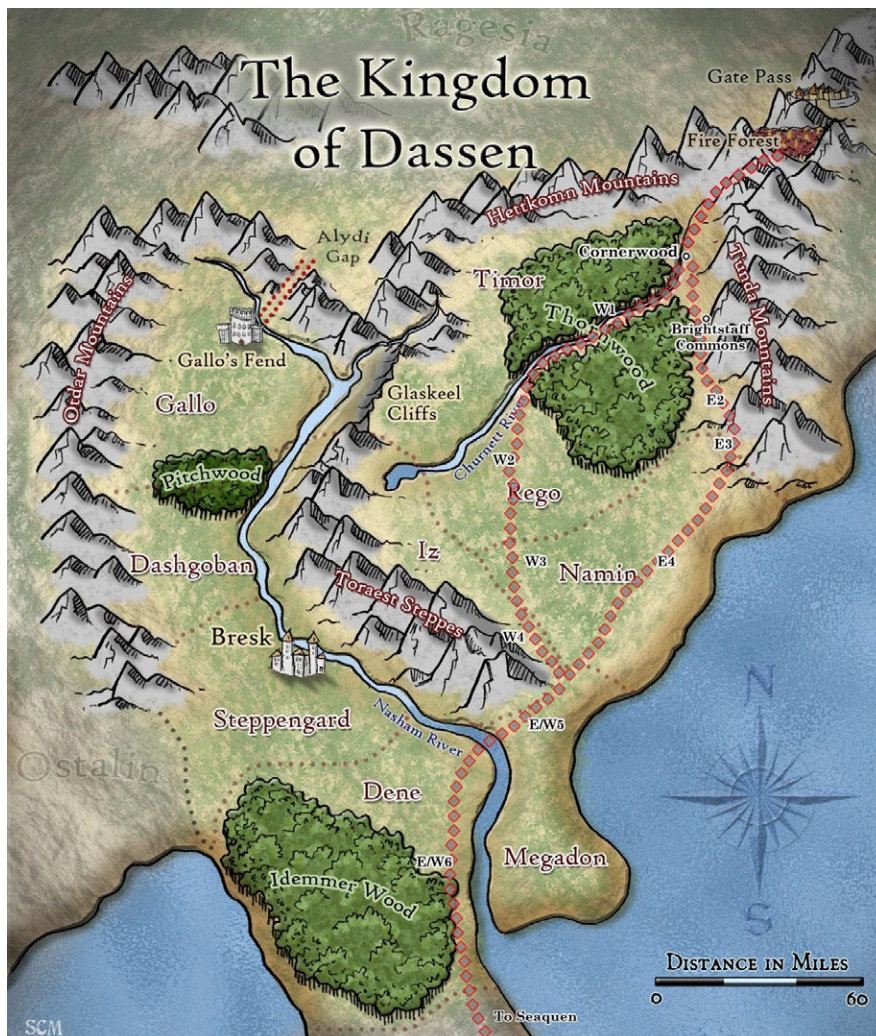
The hero wheedles and cajoles his way into obtaining cheap lodging, avoiding brigands or highwaymen or charming the local tax collector to reduce his collection percentage.

Diplomacy DC 14 (1 success, no max, fail)

Realizing Dasseni people respond best to civil discourse, the hero uses sound argument and polite conversation to obtain protection in dangerous areas, and to obtain lodging and price reductions on goods and services.

Nature DC 8 (1 success, no max, fail)

The heroes study terrain and identify wintry hazards. He uses his innate ability to sense direction to lead the group through a snowstorm, bypass wolf hunting grounds, and navigate consistently in a southward direction. A failure with this check triggers an encounter.



Streetwise DC 18 (1 success, no max, fail)

The hero relies on rumors and conversations to obtain news of the road ahead, the cheapest places to eat and sleep, and any dangers that might be faced in the wilderness areas.

Endurance DC 13 (0 successes, all must attempt each turn, —/healing surge*)

Every hero must perform an Endurance check every turn to resist frostbite, catching a cold or fever, twisted ankles, and other inconveniences. Failing this check does not count as a failure against the skill challenge. Those protected by the Endure Elements ritual automatically succeed this roll. A maximum of 3 healing surges can be lost this way.

Heal DC 16 (0 successes, no max, —)

* A hero who does not participate in a skill check for a turn can choose to perform a Heal check to counter the loss of a healing surge. A failed Heal check does not count as a failure against the skill challenge.

VIDOR

Vidor is the last town before Seaquen, and between the two are several days of travel through rough, boggy terrain.

Population: 65; another 40 refugees live in tents around the outskirts. The people of Vidor are all human with the exception of one dwarf. The refugees are all human.

Inns: None, but one towns person is selling deerhide tents for 15 gp for those who want to camp out.

Taverns: There is no formal tavern, since Vidor is so small, but Grimfran’s Goods has an outdoor garden in the back that serves as the meeting place for the town as well as a makeshift restaurant. In recent years, a patio has been built: some tables and chairs sit underneath an awning, and non-residents are charged 1 sp each to sit. Drink prices are triple normal and food is double. The selection is slim, as it depends on what the general store has available.

Supplies: Grimfran’s Goods sells general

merchandise, including food and supplies. All prices are double normal, and Grimfran has only one or two of any item not clearly useful in farming or fishing (if he has any at all); simple weapons and short swords are the only weapons. There is no armorsmith, but a lame carpenter who lives on the outskirts of town can make wooden shields. There is no ostler.

Some unique items are available:

- ◆ Map of the swamp — 5 gp.
- ◆ Rowboat (seats two Medium-sized creatures) — 100 gp.
- ◆ Oar or pole — 5 gp each.
- ◆ Alligator-tooth necklace (purported to ward off wild animals) — 25 gp.
- ◆ Portage of a rowboat 15 miles to end of the road (two men per rowboat) — 5 gp.

Though most in the town are dishonest and out for their own good, they do not exaggerate the swamp's perils.

The townsfolk are getting rich exploiting refugees, but they are disgruntled because normal trade is disrupted and they cannot spend their new-found wealth.

A few small groups of poorer refugees live in tents outside town, asking for money or help, though the heroes are too dangerous-looking for them to try to rob. None are very interested in traveling in the rain — a weak storm has been going on for a week, and shows no signs of passing.

While in town, the party might hear some rumors, as shown on the previous page.

THE ROAD AHEAD

The maps of the swamp (no two of which agree exactly) indicate that after Vidor is about 15 miles of safe road, then 30 miles of marsh with only scattered patches of dry land, before a final 5 miles of marsh road to the tip of the

peninsula where Seaquen lies. Traveling along the coast is discouraged, since tides will likely get the group mired in impassable terrain. The town has no seaworthy boats, so avoiding the swamp entirely is all but impossible, and even then, there are rumors of a hostile fleet prowling the coast.

TRAVEL PLANS

Whether they decide to go through the swamp interior or along the coast, the heroes should buy rowboats, oars, and poles (the water is often so shallow that boaters must use poles to push the boat along the bottom) — one boat will hold three heroes. Several workshops are busily hammering away at new rowboats, and the owner of the boat shop, Leto Moore, proudly states that he's sold a hundred already since refugees started pouring in. To entice the party to buy from him — and not the lame



carpenter down the road, “who only knows how to make doors,” Leto calls to them as they pass by, “Free keg for every three boats you buy. I’ll even throw in the beer for free!”

THE SWAMP

This adventure assumes the heroes travel through the swamp instead of risking the coastline. If the heroes travel along the coast, simply transpose the swamp encounters to the coastline instead of the interior.

Traversing the swamp (or following the coastline) is the last part of the heroes’ journey. As they get closer to Seaquen, the Ragesian spy network becomes more noticeable.

SC-Swamp-1: Navigating the Swamp

Level 10 Skill Challenge • XP 1,500

Complexity 3 (8 successes before 3 failures)

The heroes proceed toward Seaquen from Vidor.

Primary Skills Acrobatics, Athletics, History, Nature, Perception

Secondary Skills Endurance, Heal

Time Each roll represents about a third of a day of travel time.

Victory If the heroes succeed, they navigate through the swamp, losing no additional healing surges.

Defeat If the heroes fail, they make it through the swamp but lose an additional healing surge.

Special There are programmed events that occur in the swamp. They occur on the following rolls:

1st Roll: Event 1: First Night

3rd Roll: Event 2: Spies’ Demise

6th Roll: Event 3: Shahalesti Blockade (if it hasn’t already been triggered by the roll after the second failure)

The first roll after the second failure: Event 3: Shahalesti Blockade (if it hasn’t already been triggered by the 6th roll)

Acrobatics DC 13 (1 success, no max, fail/healing surge* — Heal)

The hero guides the group over shifting bogs, quicksand, slimy patches, and decaying vegetation to forge ahead towards their goal.

Athletics DC 13 (1 success, no max, fail/healing surge* — Heal)

The hero forces a way through tangled vines, deep mud, thick brush, and fallen trees. He blazes a path through brute force towards the group’s destination

History DC 18 (1 success, no max, fail)

The hero recalls details of the area through experience or learning that includes ruins, natural light phenomena and battlefields that

act as landmarks in the seeming monotonous terrain. Each success moves the group closer to the eastern edge of the swamp.

Nature DC 8 (1 success, no max, fail)

The hero relies on his ability to study terrain and identify swamp hazards and his sense of direction to lead the group through fog banks, bad air, and watery mazes.

Perception DC 18 (1 success, no max, fail/healing surge)

The heroes look for safe paths, avoid hazards and spot clear areas to travel.

Endurance DC 13 (0 successes, all must attempt each turn, —/healing surge*)

Every hero must perform an Endurance check every turn to resist contracting trenchfoot, infected insect bites and leeches, twisted ankles and other inconveniences. Failing this check does not count as a failure against the skill challenge. Those protected by the Endure Elements ritual automatically succeed this roll.

Heal DC 13 (0 successes, no max, —)

* A Hero who does not participate in a skill check for a turn can choose to perform a Heal check to counter the loss of a healing surge.

The ally’s skill check attempt is still counted as a failure for the skill challenge. A failed Heal check does not count as a failure against the skill challenge.

SWAMP EVENT 1: FIRST NIGHT

TACTICAL ENCOUNTER

TE-Swamp-1: Blood in the Water (page 56)



AFTERMATH

Any remaining witches will surrender and bargain with the heroes to live. The witches have imprisoned a red-headed woman at their camp; if the heroes are merciful, they will guide them to her in exchange for their lives, knowing that the camp’s undead guardians may help them escape. If the heroes agree, they are taken half a mile from their position to the outskirts of the witches’ base.

If the heroes would rather kill the survivors, they wail and plead, “Please, we only do the bidding of Nelebekus! Mercy! Mercy to the oppressed!” If this still does not sway the heroes, one witch will display a prominent brass key, pulled from a chain around her neck, and ask the heroes for mercy in exchange for all the witches’ treasure. If this still doesn’t work, let the heroes do what they wish and move on.

THE WITCHES’ LAIR

If the heroes decide to find the witches’ lair later, a DC 14 Nature check uncovers a trail near the island that leads them directly to it. If they take a water route, a narrow channel widens out to a pond with a broad, low island in the distance.

You follow the track past sedges and forbs for about a half mile. The light rain hazily mutes the bright purple irises that rise above the lower grasses. Pink and white water lilies dot the area and a full chorus of insects buzzes dully around your head.

A pond with an island in the center opens before you. Five rickety structures stand on the island and a crumbling, uneven fence marks the small yard that defines the habitation. Many bare-branched trees, some with boats propped against them, surround the compound and a number of rafts and skiffs bob lazily against a ramshackle pier.

On the landward side to your left is another small pier with two old canoes next to another small shack.

If the heroes enter the pond, they find it a murky mess that has patches of water lillies and swampvine peeking out beneath the surface. It runs about eight feet deep with a slushy bottom of detritus and mud that can be entangling. Swimming is difficult because of the submerged flora and costs double the normal move rate.

There are no signs of activity on the island from a distance. No light emanates from any of the huts and flies buzz around two mounds of bones near one of the shacks. Anyone looking closely at the boats from the water notice that some of them contain skeletons of their occupants. A DC 14 Perception check (don’t forget about the effects of a light drizzle) shows that the skeletons seem positioned in the boats rather than left behind to rot.

If the party is noisy, Katrina hears them and bangs against the shack walls to gain their attention (Perception DC 12). The heroes can land on the island easily enough, but if they come within 2 squares of the fence on foot, they activate the skeletons that guard the area. If Tiljann is with the group, she can fly through the compound without activating the fragile skeletons and the skeletal husks, but will activate the bonemound skeletons if she flies over their squares.

TACTICAL ENCOUNTER

TE-Swamp-2: Witch Isle (page 58)

**AFTERMATH**

The locked shacks can be opened with the brass keys the witches carry. A DC 19 Thievery check will also bypass the lock (the hinges are on the outside and the wood is old). Katrina is found in shack three, one of the sturdier locked shacks, and is grateful for her rescue.

Shack One: The first shack stinks from the rancid fat that clings to the sides of a cauldron. Many refugees have been boiled to provide ingredients for the witches' potions. Brass vials, glassblowing implements, and bizarre tools are scattered across numerous shelves. A strange ritual book made of humanoid skins details a number of evil rituals. Eight glass globes about the size of a grapefruit are placed on one part of a ledge. These are *tidereaver's tears* (see Appendix B, page 48). Katrina's gear is also found here, consisting of mundane and magical items, especially two wands and some gloves.

Just behind the shack is a pile of armor and weaponry in various states of completeness, rust, and damage. One mundane item per hero can be "purchased" through Make Whole rituals. All the components needed can be found in the area.

Shack Two: The second shack is the witches' sleeping quarters. The stench of death is strong here and when the heroes investigate, they find a maggot-covered body chained to one wall. Tiesling bite marks cover him and his entrails are completely missing.

A small table stands in a corner with a sack of gold. The coinage is tainted Shahalesti gold worth one 7th-level treasure parcel, and appears to have been in circulation for some time.

In the top drawer is a bloodstained map written in Rellanic script that traces a route

from the swamp to what appears to be the fish market in Seaquen. On one side is a description of a half-elf named Nelebekus, while the other is a scrawled ledger of alchemical items and their prices. Some other papers that also appear to be from Nelebekus describe some items he needs.

A note in the same drawer scrawled by one of the witches has a question written on it: "Check with Nelebekus — Is 'Katrina' a Ragesian spy?"

Under each bed can be found half-chewed bones and body parts and coffers containing a total of three 7th-level treasure parcels.

Shack Three: Read the following.

A red-haired woman is curled up in a dry corner of the third shack. She is gagged and chained and appears to be relatively healthy despite her week-long captivity. When the gag is finally removed, she smirks and says in a cocky, husky voice, "Good. I've been waiting for you guys. Hope none of you died on my account."

If asked her name, the woman says with a bit of a lilt and a lot of bravado, "Katrina, of Gate Pass, student of all things sorcerous." If the heroes encountered Rantle from the Adventure One, *The Scouring of Gate Pass*, her mannerisms mimic her brother's exactly.

ABOUT KATRINA

Katrina is a complex character who will be with the heroes for the duration of this adventure. Please consult her treatment in Appendix D, page 52, for more details. For now, the heroes' first encounter with her will be more or less ordinary. As a help to play her personality, consider her to resemble the legendary movie star Mae West in both speech and manner.

Katrina's first order of business after being released is to find her "things," a red robe and some equipment she uses. If the heroes have already taken the items, she will see the robe and laugh confidently while reaching for the item, "Now, now — adventurers are supposed to loot their *dead* foes. If you want to take *my* things, something will have to change!" If the heroes challenge her to a fight, though, she backs down and with a condescending huff states, "I am not so petty as to kill someone over money. I could be a great help, though, and you seem to need it. Better than towing along a liability, don't you think?"

Katrina will search Shack One even if the heroes retrieved her gear, to make sure she obtains all the *tidereaver's tears* globes. If the heroes have already taken them, she searches awhile and then impatiently asks if the party found any globes with blood in them. If questioned about their nature, Katrina will say she knows only that the witches were making them for Ragesian spies. If they are taken to Lyceum, she continues, the mages there may be able to understand their nature and determine their uses. These items are an important plot device, so make sure they are brought along.

SWAMP EVENT 2: SPIES' DEMISE

Traveling along, the heroes meet a group of Ragesian spies.

A strangely familiar screech is heard in the sky above you. It sounds like a Ragesian wyvern like you encountered back in Gate Pass.

This should create some concern from the heroes. A Ragesian wyvern should not be so far south. This is a critical encounter because it prepares the heroes to face the coming hurricane by means of a magical mishap.

TACTICAL ENCOUNTER

TE-Swamp-3: Spies' Demise (page 60)

**AFTERMATH**

The heroes discover more *tidereaver's tears* among the Ragesians. Though most of them are broken and the heroes have inhaled the fumes, they seem fine, except for the strange blue glow they experienced during the fight. Each character who was hit by a lightning power gains the *tidereaver's infusion* (see the sidebar). Any living Ragesians may be questioned, but they have little information to impart. ADC 23 Intimidate check obtains information they were told to meet someone named Nelebekus at a place called the "Royale." Among the belongings of the wyvern rider is a note:

"Farthal, Your journey will be dangerous, but you further Ragesia's glory.

The druid's orb and its control rod are in the proper hands. Use the locator to find the entrance and then stay there until everything is done. See the destruction, gain its surrender, and return. We will be waiting.

"Guthwulf"

TIDEREAYER'S INFUSION

Effect: Being dealt lightning damage causes the character to glow with a vivid blue light and he cannot be pushed, pulled, or slid while glowing. Ranged attacks against the character ignore any lightly obscuring effects because of the glow. The effect lasts until the end of the character's next turn.

Effect: A character can travel through strong winds or water currents as though traveling through calm air or water.

Effect: A character retains the effects of *tidereaver's infusion* for one month.

The commander does not reveal any details of the note and nothing which appears to be a “locator” is on him or with his belongings (the soldiers were to receive it from Nelebekus).

If the heroes treat the soldiers reasonably well, any survivors struck by lightning will gain respect for the heroes and, at the DM’s discretion, be available as allies in the final fight against Lee Sidoneth (since they also have the *tidereaver’s infusion*). See page 88.

SWAMP EVENT 3: SHAHALESTI BLOCKADE

The drizzle today is about the same as yesterday, and the sky is about as dreary. You are walking along a slightly elevated part of the swamp and you notice many signs of refugee traffic in the muddy ground. Suddenly, a horn sounds behind the trees to the west about two hundred feet away. You hear someone shout, in Common, “Stop!”

If the heroes stop, a squad of Shahalesti soldiers and a knight of the Solei Palancis approach. A DC 14 Perception check detects two Shahalesti scouts positioned in the trees, their longbows trained on the party. If they don’t, the call will be repeated and more soldiers will arrive.

If Tiljann is with the party and the heroes have revealed the Shahalesti involvement in the forest fire to her, the seela takes to the air and screeches with rage. She flits about but restrains herself from attacking the Solei Palancis knight that approaches them.

When the knight comes within twenty feet of the heroes, and they look ready to talk and not fight, he stops and speaks.

“By the right and privilege of the Shining Lands of Shahalesti and at the pleasure of Lord Shalaadel and his court, you are herewith informed of the invocation of Sherayel Derathi. What do ye have to declare within these lands?”

Anyone making a DC 8 Diplomacy or History check knows the Sherayel Derathi (see Appendix E) allows a Shahalesti knight to search and seize contraband and weapons and just about anything else he pleases. To invoke it here should start an interesting conversation. If the heroes request a written copy of the knight’s orders, he can give them one.

SC-Swamp-2: Sherayel Derathi


Level 7 Skill Challenge • XP 600

Complexity 2 (6 successes before 3 failures)

Primary Skills Bluff, Diplomacy, Intimidate, Streetwise

Secondary Skills History, Intimidate

Victory If the heroes succeed, Thalán is convinced that none of the heroes are Ragesian spies. The heroes automatically succeed if they produce Torfendar’s *badge of the Solei Palancis*, which they may have recovered in the Fire Forest of Innenotdar.

Defeat If the heroes fail, Thalán believes the heroes are Ragesian spies. Proceed to TE-Swamp-4: Guard Duty (page 62). 

Special With each success, the heroes learn one new fact or rumor from the list below, in sequence.

- 1 The knight is named Thalán and he is detached from the warship *Osprey* that is currently sailing to Seaquen to offer an alliance.
- 2 Thalán’s mission is to ensure that no hostile forces enter into Seaquen. It is a gesture of good will that the Shahalesti protect Seaquen from Ragesian spies and terrorists.
- 3 The Shahalesti have orders to blockade Seaquen by sea and land until the city agrees to ally with Shahalesti.
- 4 A Shahalesti force of seventeen ships are coming to blockade Seaquen’s harbor. Admiral Telshanth has orders directly from Lord Shaaladel.
- 5 The blockade will cripple any ship trying to leave Seaquen, and any attack on the fleet will be met with overwhelming force.
- 6 The primary envoy to the leaders of Seaquen will be Lord Shaaladel’s daughter, Shallosa.
- 7 If the heroes succeed with only one failure or zero, Thalán confides that the alliance will benefit Shahalesti far more than the refugees or Seaquen. If pressed further, Thalán professes ignorance of the actual details.

Bluff DC 19 (1 success, no max, fail)

The hero feigns indignation and convinces the knight that they are on the same side.

Diplomacy DC 14 (1 success, no max, fail)

The hero beseeches the knight to examine the party members and accept their story as true. This check gets easier to make during the skill challenge. Add a bonus equal to the number of current successes to the roll. When a Diplomacy check is rolled the first time, let the players know that future Diplomacy checks will likely get easier.

Streetwise DC 14 (1 success, no max, fail)

The hero uses fast talking and street skills to confuse the knight. He cleverly restates the orders and twists them to show the knight has overstepped his authority.

History DC 19 (0 success, 1 maximum, —)

The hero recalls nuances and limits of the Sherayel Derathi and a success grants a +2 bonus to all future rolls in the skill challenge.

Intimidate DC 19 (0 success, 1 max, —)

The hero demonstrates through subtle and overt action that the party is much stronger than the knight assumed. The intimidation grants a +2 bonus to all future rolls in the skill challenge.

FURTHER SWAMP ENCOUNTERS

After so many days of gloomy weather and endless water-filled bogs, solid ground becomes increasingly common. Abandoned skiffs, boats, and rafts increase in frequency and you pass a few other groups that have made it through the swamp. One Ragesian refugee named Kor-Natheron has even started a business buying such craft for a few coppers each, apparently in anticipation of an exodus west at a later time.

The skies are still overcast, though. The drizzle has not diminished since the swamp adventure began and does not seem to be ending soon. You notice that the ground begins to rise higher than the waterline and a line of trees in the distance marks the end of the marshland and the beginning of the outskirts of Seaquen.

The following encounters occur after the heroes reach Seaquen.

THE SHRIEKING DELVE

Level 10 Skill Challenge; 1,000 XP

Naizelasa, a female adult green dragon living in the swamp after being forced out of the Idemmer Wood to the north, has recently laid a clutch of eggs. One of her eggs was stolen by a daredevil refugee, Nathan Lowduke, who is currently looking for a buyer in the developing black market of Seaquen. For several days now the southern shore of the mire has echoed with the horrible shrieks of the mother dragon.

Naizelasa knows that she cannot risk going to Seaquen, where she would be surely attacked by

scores of mages, but she weeps for her lost child. One night she attacked a ship of refugees arriving from Sindaire, tore long gashes in the sails, and demanded they find her lost egg or on her next outing she would begin destroying ships.

The heroes might become interested in Naizelasa when they learn that she possesses an ancient artifact, the *lyre of building*, which Seaquen could use to quickly create shelters for the thousands of refugees streaming in.

Naizelasa's lair is a deep lake — the Shrieking Delve — six miles southwest of Seaquen, a body of amazingly clear water surrounded by a wide ring of unused and demolished buildings in dozens of different architectural styles. The dragon spends her day watching over her eggs or sleeping, and surfaces at night to wail and play her lyre, creating buildings which she tears down in rage before sunrise.

STRIKING A BARGAIN

Like most green dragons, Naizelasa loves to negotiate, especially if she thinks she might become bloodied or worse in a fight. Her primary motivation is to retrieve her egg. The heroes should perform Monster Knowledge checks before confronting her (See the D&D 4E MONSTER MANUAL for more details).

The skill challenge below grants the heroes the chance to find the egg and strike a beneficial bargain regarding the lyre.

SC-Swamp-3: Naizelasa's Bargain

Level 10 Skill Challenge • XP 1,000

Complexity 2 (6 successes before 3 failures)

Primary Skills Bluff, Diplomacy, History, Insight, Religion

Secondary Skills None

Victory If the heroes succeed, they bargain to find and return the egg in exchange for borrowing the *lyre of building* for a month. The bitter mother demands to be brought the thief, whom she will hold as collateral until the lyre's return. A skeptical hero who knows a green dragon's generally deceptive nature nevertheless feels confident that Naizelasa will honor this part of the bargain. The thief, Nathan Lowduke, is somewhat notorious amid the criminal element in the refugee camps, so locating him should pose the heroes no trouble. He needs a bribe of at least 5,000 gp to willingly go to the dragon. Other ways of convincing him are left to the players' imagination. If the heroes act honorably with Naizelasa, eventually they may be able to convince her to help defend

Seaquen; for example, perhaps they explain that the Ragesians are likely to encroach on the swamp where Naizelasa's children will be born.

Defeat If the heroes fail, Naizelasa tires of the inept negotiation and decides to vent her frustrations. Proceed to TE-Swamp-5: Shrieking Delve (page 64).

Bluff DC 19 (1 success, 2 maximum, fail)

The hero exaggerates the party's ability to find the thief. A failed check on this skill prevents it from being used again and one success is removed from the current total.

Diplomacy DC 14 (1 success, 4 max, fail)

The hero eloquently describes the benefit of keeping peace with Seaquen and not delivering on the dragon's threat, explaining that Seaquen will look favorably on territorial rights when the young ones are born.

History DC 14 (1 success, 2 max, fail)

The hero remembers hearing stories while traveling through Dene regarding the dragon's earlier days, and uses that information to sway her into considering less violent means of retrieving the egg.

Insight DC 19 (2 successes, 2 max, fail)

The hero appeals to Naizelasa's pain and frustration regarding the egg, and empathizes with her plight.

Religion DC 19 (1 success, 1 max, fail)

The hero appeals to the dragon god's doctrine of wealth-building and how a good outcome with Seaquen (for example, forbearing from destroying its ships) meets this goal. Failure garners a retort that the draconic god also demands vengeance for every slight.

Quest Experience: If the heroes manage to locate Nathan and the egg, and retrieve the *lyre of building* from Naizelasa, reward them a Level 10 Major Quest Award of 2,500 XP.

ATTERCOPS AND CYPRESS TREES

A ship from Ostalin has become mired after it edged too close to the shore ten miles away on the south coast of the peninsula. One of its crew, Drimma, made his way through the swamp and can provide directions to the ship. The ship is a freight courier named *Milsoven* and was delivering exotic animals to one of Lyceum's instructors, Banahman Vett. Vett is worried that the cargo might be ruined if it isn't retrieved quickly. He offers a stingy reward of 20 gp per creature on the manifest returned to him.

Another instructor, a dwarf named Dougan, also has cargo on the ship and will pay to obtain it. If Dougan is contacted before Banahman is consulted, the dwarf will embarrass Vett into offering 1,200 gp.

Banahman is a head professor at the school, so getting on his good side may be important. Also, as detailed later, he unknowingly has had contact with some of the spies who will threaten the city. Even recovering one creature will win his favor.

Unfortunately, someone on the *Milsoven* did not follow proper procedures when feeding the creatures and some of them escaped, overrunning the crew and turning the ship and the cypress marsh around it into their new home. These creatures are attercop pouncers, thick-bodied hunting spiders with an animal cunning like that seen in wolves and hyenas. Attercop pouncers are capable of incredible jumps and often will jump and overrun fleeing foes, giving the rest of the pack a chance to catch up. Originally bred deep underground, these creatures were to be sold to refugee druids and rangers as exotic animal companions, providing a sizable profit to Banahman Vett.

This encounter is divided into three parts.

TACTICAL ENCOUNTER

TE-Swamp-6: Attercop Youth (page 65)

TACTICAL ENCOUNTER

TE-Swamp-7: The Boggy Ruin (page 67)

TACTICAL ENCOUNTER

TE-Swamp-8: Final Capture (page 69)

DEVELOPMENT

Sixteen attercop pouncers (12 youths and four adults) prowl a watery swamp ruin near the ship, and have set up nests in cypress trees around the crumbling walls. Four crew members have been cocooned and implanted with eggs. Also aboard the ship are a digester with a glass muzzle, a girallon, a pegasus, a couple of crates with twelve stirges total, and a pair of krenshar. There were originally thirty creatures total (these seventeen plus thirteen attercop pouncers), but one of the spiders was killed by the crew.

AFTERMATH

If the heroes rescue the crew and capture or kill all the spiders, they become famous in the city. The captain is dead, so they might even be able to salvage the *Milsoven*, although

uses for the ship are beyond the scope of the campaign saga. If the heroes do not deal with the attercop pouncers, in the coming months their hunting territory slowly spreads, until it becomes difficult to travel through the swamp without being attacked.

TERRITORIAL GOBLINS

Level 9 Skill Challenge; 800 XP

A tribe of amphibious goblins called the Severed Head Tribe claims the swamp between Seaquen and Vidor as their home. While the heroes were fortunate enough to avoid crossing them already, they might have seen signs of their presence.

The goblins are not particularly evil, just territorial, and they have attacked and killed a fair number of refugees streaming into the region. Already Seaquen is running low on food, but the goblins are becoming fat on food stolen from refugees and trade caravans. They have a *decanter of endless water* set up in the center of their village as a fountain, right beside the well-tended guillotine they use for all their holy day festivals.

At some point, the heroes might attempt to clear out the goblin tribe or to negotiate with their leader Ogatar the Toad in order to gain the goblins' support. Unfortunately, Ogatar is afraid that the wizards of Lyceum will come to kill him, and the paranoid goblin flees into the swamp when his scouts report the heroes' approach.

The chieftain's embarrassed wife Hessilen can negotiate in Ogatar's stead, but lacks the support of the tribe to enforce any deals.

SC-Swamp-4 Goblin Truce

Level 9 Skill Challenge • XP 800

Complexity 2 (6 successes before 3 failures)

Primary Skills Bluff, Diplomacy, Insight, Nature

Secondary Skills None

Victory If the heroes succeed, Hessilen works out a favorable accord that dictates a precise stretch of terrain through which travelers and caravans may pass. The heroes will supply a variety of minor magical trinkets, a private cook for the chieftain to produce "exotic foreign foods," and the death of the three witches H'andrea if this hasn't already been accomplished. If the heroes suffered no failures in the challenge, Hessilen will give Seaquen the *decanter of endless water* to help provide for the refugees, in exchange for permission for her tribe to enter the city without being accosted.

Before the treaty can be put into effect, the heroes must locate Chieftain Ogatar, who has gone into hiding. The chieftain can be tracked with a DC 19 Nature check, but his familiar is in contact with all the toads in the swamp, who alert him by fierce bursts of croaking whenever the heroes get near his position. This makes it nearly impossible to catch him by surprise. This can be played as another skill challenge or you can create a tactical encounter.

If the heroes succeed in taking Ogatar to his wife, they will have made the lands around Seaquen much safer.

Defeat If the heroes fail, Hessilen is not convinced a truce is in the tribe's best interest and the party is overrun by swarms of goblins. Each member loses 2 healing surges, is looted and stripped down to his small-clothes, and sent back to Seaquen in shame.

Alternately, play out the battle using the tactical information below. The goblins will choose to knock the heroes unconscious and send them to Seaquen in shame (as above) instead of killing them should this occur.

Bluff DC 14 (1 success, no max, fail)

The hero plays the role of an emissary of a large force from Seaquen tasked with wiping out the whole tribe, or fabricates reasons that help convince Hessilen to consider a truce.

Two successes in a row with this skill adds a +3 bonus to the next Diplomacy check.

Diplomacy DC 14 (1 success, no max, fail)

The hero espouses the benefit of a treaty, including support and military training, or even trade with Seaquen.

Insight DC 19 (1 success, no max, fail)

The hero recognizes Hessilen's fears and speaks directly to them during negotiations.

Nature DC 14 (1 success, no max, —)

The hero uses his knowledge of goblin society and attitudes to deliver pleasing arguments in favor of a treaty.

Quest Experience: If the heroes negotiate a truce, reward them a 5th-level Major Quest Award of 1,000 XP.

If the heroes decide to fight their way through the goblins, the tribe consists of:

- ♦ 60 Goblin Cutters (Level 1 Minion) — normal non-combatants.
- ♦ 20 Goblin Warriors (Level 1 Soldier) — Warriors
- ♦ 10 Goblin Sharpshooters (Level 2 Artillery) — Hunters
- ♦ 2 Goblin Hexers (Level 3 Controller) — Priests
- ♦ 6 Goblin Skullcleavers (Level 3 Brute) — Battle leaders
- ♦ 1 Goblin Underboss (Level 4 Elite Controller) — Tribe champion
- ♦ 1 Chieftain (goblin underboss)
- ♦ 1 Wife (goblin hexer)

After any initial attack, the goblins' preferred tactic is to rally and pursue their foes, ambushing them en masse at night. They have very little treasure, but a great supply of food.

INTERMISSION

DUNGEON MASTER'S SOURCEBOOK

The second act sets the stage for the political situation in Seaquen and offers clues that drive the later acts. Beyond the obvious problems inherent with the huge influx of refugees, the Ragesians have infiltrated the town with a number of spies.

The approach is two-pronged: one group creates a public diversion that consumes the town's attention and resources while another group prepares to wreak havoc in secret. The first group, a cell of White Wyrms troublemakers, stirs up a disturbance while Inquisitor Damius works with Lee Sidoneth to create the hurricane that will destroy the town.

The activities in this part of the adventure are free-form and can be approached from many angles. Though complex, Act Two should establish the following:

- ◆ The town is a powderkeg where declining resources and a failing governmental structure threaten the town's stability.
- ◆ The Ragesians are capitalizing on the seaport's woes to buy time to deliver a crippling blow to the nascent resistance.
- ◆ The heroes are on the cusp of becoming important to the hopes of the Lands and their actions should be noticed.

ADVENTURE PRINCIPALS

The main players in the plot are mentioned here as well as a few others. These snapshots paint a broad brush about the motivations and loyalties of each NPC. Individual encounters provide more detail as needed.

CITY LEADERS

- ◆ **Magistrate Lorb Vortberd**, a dwarf, is rumored to have been a pirate once and is very adept at managing the guilds and service industries of Seaquen in normal times. Of late, the refugee problem has created higher rates of crime and unrest (especially regarding food and supplies) and the normally smiling leader has begun to bare some teeth. He is normally long-tempered, but he cares for the town and is frustrated over the current events.

LYCEUM

- ◆ **Simeon Gohanach** is the headmaster of Lyceum, and although many feel he does not know how to properly handle the refugee influx, he has convinced most people that he does at least know how to manage a war.
- ◆ **Kiernan Stekart** is the head of the academy's new War Department. The dwarf is a no-nonsense instructor who has garnered the respect of all the students. Though primarily a defensive mage in practice, his tactical and strategic acumen is exceptional.
- ◆ **Banahman Vett** is a half-elf instructor. Though not an important character in the political life of the town, the party may be affected by his activities. If the PCs have not completed the Attercops and Cypress Trees encounter (page 12), then Banahman may meet with them and hire their services while they are in town.
- ◆ **Dougan Rambausen** is a dwarven wizard at Lyceum. He is an expert in artifacts and their properties. He will be extremely interested in the Dianoem the heroes may have received in *Adventure One, The Scouring of Gate Pass*.
- ◆ **Lee Sidoneth** is Torrent's old mentor. Dressed as a monk, with piercing eyes and a dark tan, this balding man is instantly likeable. His warm eyes and simple smile belie his power as a hydromancer and protector of the Seaquen seaport. Sadly, he is also sympathetic to the Ragesian cause and believes that Seaquen must be destroyed in order to save the most possible lives in the upcoming war. Many clues will present themselves in the adventure that hint at his darker agenda.

WAYFARERS

- ◆ **Sheena Larkins** is a middle-aged, somewhat overweight dark-skinned half-elf woman is the guildmistress of the Wayfarers. She is not involved in the activities of Seaquen, but represents the neutrality of the Wayfarers in political matters. Her official concern is providing

aid and comfort for refugees, which she accomplishes through free theater shows. She has designated Giorgio as the emissary for the Cirque. Sheena cannot currently leave Seaquen by teleportation, so she has told Giorgio to work with the Lyceum mages in finding a solution.

- ◆ **Giorgio** is the official emissary for the Wayfarers. Unfortunately, he is also an assassin for Lee Sidoneth. This human is a flamboyantly-dressed, staff-carrying braggart whose swagger is apparent in everything from his walk to his talk. The players will meet him if they audition for the Wayfarers and then later at the war council. Giorgio is also delaying research on the Burning Sky by sowing seeds of doubt in the mages' ideas. He hopes to buy more time for Lee Sidoneth's plans.

REFUGEES

- ◆ **Commander Xavious Foebane** is a dwarven warlord from Dassen. He has gotten the attention of Seaquen by searching the refugee camps for able-bodied and experienced warriors who could join a military defense of the town. Xavious is a grand strategist and is intrigued by Leska's interest in Gate Pass. He is sure there is more to the invasion than just a strategic goal.
- ◆ **Pickens Frankart** is a human from Dassen with followers who believe Lyceum is trying to keep them homeless so they can be easily controlled. He is unaware that his friends are leaders in a fledgling crime syndicate created by Cernaban Gremman and Makung Shaftobem (below). Both crime lords are using him as a diversion and propaganda tool to further their agendas.

Pickens, a huge, smiling bald man with more charm than intelligence, does not respond well to reason or logic. He is convinced of his beliefs, he works to convince others, and he does his best to help refugees make new homes and protect themselves from common thieves. He never drinks, but he loves fancy things that he can't afford.

- ◆ **Laurabec Adelsberg** is a half-elf paladin from Sindaire. A tall, slender woman with short brown hair waving gently in a constant wind and green eyes with the intensity of an eagle's, Laurabec is one of the new celebrities of Seaquen, easily noticed for the giant eagle she rides. She is trying to maintain harmony among the refugees, but is not interested in taking control herself. She believes the religious strife that has surfaced can be settled by founding a pantheistic temple in the town, but the idea is not popular with the local priesthoods. She is a member of the Order of the Aquiline Cross.
- ◆ **Cernaban Gremman** is a portly halfling who came from Sindaire with three ships and forty loyal thugs and scoundrels who now serve as his bodyguards. He owns a secretive brothel that is linked to the disappearance of a number of refugee women.
- ◆ **Makung Shaftobem** is a male half-elf fighter from Ostalin who is working with Cernaban to create a new crime syndicate. He dreams of becoming the admiral of a pirate fleet and is actively involved with creating a clutch of hippogriffs for his men to fly on. To this end, he has sent a number of his wizards and warlocks to help Paradim Dogwood. He is also a bit headstrong and will use his fifty mercenaries and three ships to attack the Shahalesti after the assassination plot unfolds in Act Four.

OTHERS

- ◆ **Brutus/Nelebekus and Setalis**, two Ragesian half-orc brothers, have agreed to betray Seaquen to their homeland. They are in contact with other spies throughout the town, and it is Brutus who poses as the half-elf Nelebekus and purchases the *tidereaver's tears* from the swamp witches.
- ◆ **Paradim Dogwood** is a human wizard specializing in polymorph and transmutation. There is a shop on the south harbor named Majestic Creations where Paradim performs his body-altering magic changes using biomancy fluids. He is currently creating hippogriffs for Makung and changing women into special attractions for the brothel owned by Cernaban. He is also creating Shahalesti eladrin duplicates for Lee Sidoneth. Paradim is a strange person whose body is adorned with unnatural protrusions and alterations, from teeth on his cheeks and tentacles on his arms to what appears to be a half-formed eye on the back of his hand that glows whenever it senses magic.
- ◆ **Jezska** is a lesser assassin devil summoned at great cost by the Ragesians to find the party and retrieve the military case taken from Gate Pass. The devil has contributed to the chaos in the city by organizing the White Wyrms terrorists. She is using the group as spies to find the PCs and has added some anti-Lyceum sentiment into the town's thinking.

SHAHALESTI

The Shahalesti appear in Act Three.

- ◆ **Shalosa** is the daughter of the Shining Lord Shaaladel of Shahalesti. She has come to offer an alliance with Seaquen against Ragesia. She is at odds with her father's edict of taking governorship of Seaquen, but will be the perfect diplomat during the war council events. She wants to protect her homeland and she does not think the world is divided strictly into friends and enemies, so she hesitates to support the draconian measures her father requires. Additionally, Shalosa is surprised that one of her people, Faquaniel, is nowhere to be seen.
- ◆ **Admiral Telshanth** is the fleet admiral and though not important to the players, his name is feared by the people. He has orders to blockade Seaquen by sea and land, until the city agrees to ally with Shahalesti.
- ◆ **Faquaniel** is a spy sent to Seaquen months ago to prepare the town for the idea of a Shahalesti alliance. She was captured by the Inquisitor Damius and is now a prisoner.

WAR NEWS

Over the weeks spent in Seaquen, news of the war in the north filters into the town through Sending rituals and new refugees. As encounters occur, pepper them with occasional tidbits of things happening in the farther parts of the Lands. Any news the heroes don't hear in Act Two they should hear while they wait for the council meeting.

- ◆ In Gate Pass, the war wizard Gabal, believed to have gone into hiding, emerged once the city council let the Ragesian Inquisitors inside the walls. While Gate Pass soldiers kept the Inquisitors busy, Gabal and his students assaulted the Ragesian camps outside the gates. Reported losses for the Ragesians were nearly two thousand in one day. One of the Inquisitors, however, managed to locate Gabal and dispel his fire protection, and a mighty fire-breathing dragon incinerated the mage.
- ◆ In the aftermath, the Second Ragesian Army, commanded by General Ashok Danava and aided by the Third Army, breached the first district gate of Gate Pass. The Shahalesti are believed to be providing supplies to Gate Pass, forcing Ragesia to turn from siege to assault.
- ◆ The First Ragesian Army, led by General Magdus, Coaltongue's successor, has ceased hostilities because of bad weather. The army now roams the eastern plains of Sindaire, pillaging towns to feed its troops.
- ◆ A fleet from Ragesia is sailing for the capital of Sindaire, and the leaders of Seaquen suspect the First Ragesian Army will link up with the fleet in the coming weeks.
- ◆ The Third Ragesian Army, led by General Revulus, is preparing to march south to Dassen after assisting at Gate Pass, but bad weather has halted it for now.
- ◆ Meanwhile, the Fourth Ragesian Army attacks Shahalesti around the northern edge of the Otdar Mountains.
- ◆ Leska seems to be splitting her forces, an odd choice, because although Ragesia's armies are winning all of their battles, they cannot hope to occupy any territory. They seem simply to be cutting swaths of destruction across the land.
- ◆ Shahalesti has sent out diplomatic envoys to each country in the region, looking for help against what will eventually become a two-front war when Gate Pass falls. King Steppengard of Dassen, who seems to think Ragesia is not an enemy, rebuffed them.
- ◆ Ragesian garrisons in Sindaire have begun fighting with locals after attempting to round up mages per Leska's orders.

- ◆ Ostalin is relatively unaffected by war so far.
- ◆ There is no word of what has happened to the hundreds of mages captured by the Scourge.

INVOLVING THE HEROES

Seaquen is a small city that needs heroes, but it does not actively seek them, nor is its current situation helpful in gathering them.

The seaport's crowded condition and the wet, dreary weather make nearly everyone irritable. Businessmen are more interested in a quick sale than haggling, and innkeepers and tavernmasters are quick to eject troublemakers. The refugees have suffered greatly in their exodus and have become hard; many have killed to reach Seaquen, and few consider newcomers to be anyone important. The heroes will have to make their own mark to be noticed or languish in obscurity like the rest.

Some events and activities may help get them noticed:

- ◆ **The Dianoem:** The heroes can gain an early audience at Lyceum if they present the artifact to Dougan Rambausen at the Lyceum.
- ◆ **The Ragesian Case:** Simeon will see the heroes and the case without delay.
- ◆ **Tiljann:** Tiljann will know of the Wayfarers and will search them out in her quest to learn more of Etinifi the bard's fate. She figures the well-traveled troupe may have a tale or two regarding him.
- ◆ **Lee Sidoneth:** Torrent's mentor is an easy first choice to visit. He can provide access to Simeon, but visiting him will alert the Ragesians to the heroes' presence in town.
- ◆ **Magistrate Lorb Vortberd:** Each morning the town criers announce the need of services both menial and dangerous to be performed for some small recompense. The dwarven magistrate of Seaquen, Lorb Vortberd, is seeking the able-bodied to help with various problems within the city. The heroes can certainly make a name for themselves by helping out.
- ◆ **Xavious Foebane's Militia:** Recruiters for Xavious are spread throughout the city and frequent the bars and taverns. The heroes will run into them often and will be invited to join in the daily musters in defense of the city.
- ◆ **Wayfarer Auditions:** The Cirque is looking for replacement performers to replace several who were lost recently.

A new play is being rehearsed, and the troupe will welcome those with some performing skill to fill the vacancies.

- ◆ **Divine Duty:** Any heroes of a divine nature will be called upon by various people they meet to contact their order in town, or register with the magistrate to be called into service if the need arises.

CRYSTIN AND HADDIN

If Crystin and Haddin made it to Seaquen, they part company with the heroes.

Crystin's visions lead her to work with Laurabec Adelsberg to build the Pantheistic Temple, and the heroes may encounter her again on Seaquen's streets. Haddin has decided to stop dominating her.

Unless Haddin underwent a change of heart, he takes advantage of the opportunity to dominate new victims, which leads him to present himself to some seedier members of Cernaban Gremman's crime network. He becomes responsible for influencing kidnapped women in Cernaban's brothel so they do not try to escape. There's no proof of this, however, no matter how suspicious the heroes become.

RANDOM UNREST

The town is tight on resources, and Ragesian agents are busily taking advantage of the fact. Reports of thefts, brawls, and even murders are depressingly common. The weather is miserable: the sun has not been seen for four months, so moods are sour and tempers are short. In addition, about once a week, the town criers post a list of missing people. If the heroes start this adventure at less than 7th level, many of these situations could lead to small-scale adventures that will gain them some experience.

About once a week, provide a random encounter of about 5th or 6th level that ties into the White Wyrms' activities. Feel free to use stat blocks from any source you desire to create the encounter and have it tie into common terrorist themes: bomb blasts, mayhem in the streets, an assassination, or some such. They should be easy to run and keep the party tuned to the threat of an Inquisitor they saw in the swamp that is still out and about.

Skill challenges herein that mention running an encounter can be used to initiate one of these home-grown combat encounters.

THE RAGESIAN CASE

The most likely outcome of Adventure One, *The Scouring of Gate Pass*, sees the heroes gain possession of the Ragesian case and commit to delivering it to Lyceum. But it's also possible the Shahalesti spy Shealis Amlauril retained the case, while offering to update Lyceum regarding it. Here is how to play events if the case is not in the heroes' possession.

Sometime before this adventure (while the heroes are traversing the Fire Forest of Innenotdar), Simeon is contacted by a Shahalesti wizard named Clathan via a Sending ritual about the Ragesian case that he received from Shealis. In this event, Simeon will know about the heroes before he even meets them.

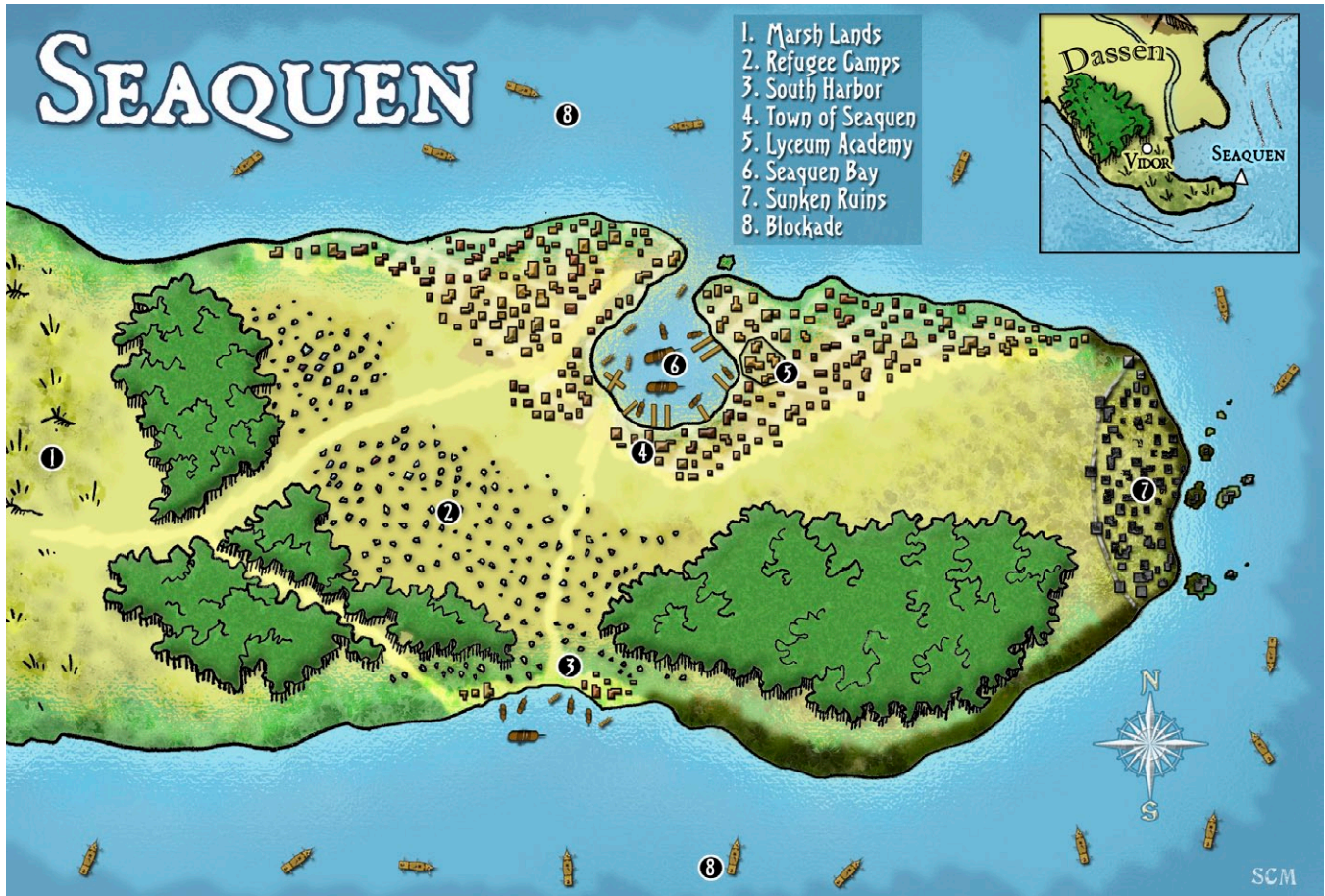
The first time the heroes make it to the Lyceum (whether it's to deliver the Dianoem, research the *tidereaver's tears*, or some other reason), Simeon will find out they are on the campus and will have them brought to him.

He will thank them for their efforts, tell them that Clathan is working on the case, and explain that there has been ongoing contact. Simeon does express a little concern that he

hasn't heard from Clathan in the last two weeks, but he does remember a previous collaboration between them took three years to resolve. He is more anxious about the time-sensitive nature of the case's contents than he is about the wizard's research.

When Shaloshia arrives at the council, she has the case with her and one of her guards places it in Simeon's hand along with a note from Clathan saying he thinks it is best to let Lyceum have it. He also mentions Shealis' thanks to the heroes for their help. At some point, Shaloshia will mention the sincerity of the Shahalesti offer as represented by her delivery of the case. She mentions that a group of heroes who may be in Seaquen right now were instrumental in obtaining the information and the Shahalesti are showing their good faith in putting it in Lyceum's hands. Katrina will be impressed when the Shahalesti princess mentions the party in front of the council.

After the council is finished, Simeon will summon the heroes to his office. Run the "Ragesian Case" encounter on page 22.



THE SEAQUEN GAZETTEER

SEAQUEN AT A GLANCE

Seaquen is a large-sized town built near the site of a long-forgotten city that lies half in the sea. It would normally be an insignificant port of call, but the magical school, Lyceum, was founded here. Lyceum draws diverse individuals from all the cultures of the Lands to a place where they may study the arcane and learn from one another in a quiet environment far from the bustle and distractions of the greater cities.

- ◆ **Population:** 1,500; at present, another 3,000 or so refugees live within a few miles of the town center. The citizens of Seaquen are mostly human. A sizable elf and half-orc population represents about a quarter of the city, with dwarves and orcs filling out most of the rest. A small number of half-elves and gnomes are also present.
- ◆ **Government:** A town magistrate acts as a governor for the town. He presides over a city council consisting of individuals

representing each ward and district.

- ◆ **Defense:** Seaquen has a few ships for waterborne defense and a meager militia for use on land.
- ◆ **Inns:** The fishing town has a number of inns of varying quality. All of them are currently full and require at least quadruple the normal cost of a room in order to secure lodging. Some of the notable ones from undesirable to excellent are: Cypress Comfort, The Seaside, Harbor Docks, and Lyceum House.
- ◆ **Taverns:** Seaquen seems to have a drinking establishment on nearly every block, especially near the harbor. For example: The Bilge Pump (dangerous), Seafoam (cheap and dirty), Hemingway's (smarmy), and Enchanted Draughts (well-heeled). Lately, one tavern located near the ancient ruins, the Royale, is gaining popularity based on excellent fare and martial dueling matches.
- ◆ **Supplies:** The town traditionally relies on imports for food and merchandise and a number of shops are clustered

around the southwestern part of the harbor area. Lately, fewer material goods are making it in, and even food is becoming scarce. The heroes may purchase items at a premium — double the normal cost (a successful DC 15 Diplomacy check will reduce the price to 1½ times normal).

- ◆ **Temples:** With the refugee situation, a number of small temple shrines and tents have popped up outside the town proper. A few temples within Seaquen are found on the southeastern side of the harbor, near Lyceum. The largest temple is to the god of the seas and is open continuously.

DAILY LIFE

The streets around the harbor are generally busy during the day and predominantly comprised of female refugees seeking wares and food to take back to the camps in the evening. At the same time, the able-bodied male refugees travel west from the camps to forage the swamp's edge for food and game.

Three times each day, a rotating group of Lyceum adepts act as town criers, relaying

news and advertisements along the harbor, the marketplace at the end of the swamp road near the harbor, and on the road to South Harbor.

At the southernmost curve of the bay, Seaquen's few temples open their doors from sun-up to about nine PM. A small worship event occurs almost daily at each temple; the temple of the sea god, the town's official deity, hosts a large blessing service at the beginning of each week. During the day, most temples are manned by a faithful volunteer while the presiding cleric and others are out and about seeking new converts. The religious leaders of Seaquen used to be relatively cordial to each other before the influx of refugees. That is no longer the case and the sects are to the point of being obdurate at best, fractious at worst.

LAW AND ORDER

A militia of about fifty men try to keep the peace on a daily basis, roaming the streets in pairs. The wet weather makes it difficult for many illegal activities to be seen from any distance, so it is not uncommon for a mugging or theft to occur within a hundred feet of a potential witness and still never be noticed.

The local militia questions people on the streets after sunset, and if they do not have a place to stay, they are asked to leave. Hostile persons of unusual combat prowess are reported to the magistrate so that elite town guards can handle the situation.

DISTRICTS

NORTH COAST DISTRICT

Old neighborhoods with a population of about a thousand people dot the shoreline. Most of them are anglers, sailors, and their families. Small docks string out into the sea, and dozens of horns and bells sound up and down the coastline. Public opinion is divided — many dislike Ragesia and appreciate the attention their town is receiving, but few like the chaos the refugees have brought with them or the implicit threat that eventually Ragesia will come looking.

HARBOR DISTRICT

Many warehouses, inns, and businesses surround the north harbor. Students of Lyceum magically excavated this bay over decades, and

most buildings here are adorned with carved stone decorations designed by artistic mages. The harbor is currently full, and further ships are being redirected to the South Harbor. Two squat, magically illuminated lighthouses overlook the entrance to the harbor, one on either side.

In the harbor's center floats the Wayfarers' Theater, a massive galleon painted gold and red, with banners streaming dramatically from its masts.

LYCEUM

The walled compound of Lyceum lies amid several steep hills along the North Harbor. A few hundred students and teachers live here, plus numerous common laborers and guards. Visitors undergo a rigorous security screening before being allowed on campus grounds.

SUNKEN RUINS

An old city predating Seaquen lies on the east coast, and its ruins stretch from the shore to a half mile off the coast. The place has long since been plundered, although a few people have set up bathhouses amid the ruins that have not yet fallen into the sea. Numerous rocky crags steam with naturally warm water, and at low tide, the coastline is blanketed with steam from caves that are normally submerged.

REFUGEE CAMPS

Several thousand refugees live in three main clusters. The northern camp is home mostly to Dasseni and Sindairese refugees, while the other two consist primarily of Ragesians, with some Ostaliners.

- ◆ Dasseni refugees — approximately 400 humans and dwarves, most from the Dassen lands of Lady Timor. They recognize the authority of Xavious Foebane, a veteran of Dassen's army who is looking to pick a fight with the Ragesians. Conditions here are the best among all the refugee camps.
- ◆ Sindairese refugees — 400 humans, half-orcs, and gnomes who have long opposed Ragesia's control over their nation. Splintered into numerous groups divided by race and religion, the Sindairese refugees include numerous clerics and druids who are all hostile to one another. Laurabec Adelsberg is

trying to maintain harmony, but is not interested in taking control herself. One group, the Monks of Echoed Souls, led by Dreams No Sorrows, are particularly persecuted since their people, from distant Shahalesti, were already refugees in Sindaire.

- ◆ Ostaliner population — along the south shore, about 200 humans and half-elves and a few refugees. Most are sailors or merchants looking to profit during the war. Makung Shaftobem is the leader of 50 mercenaries who fled Khagan Onamdamm's suspicious paranoia. The Khagan grew displeased with Makung's former commander and had him executed, along with the company's hippogriff steeds. They have three ships, and there are rumors they are pressuring other captains to ally with them.
- ◆ Ragesian refugees — nearly 2,000 humans and half-orcs, with a few of other races. Most of them fled frantically with very few provisions, and so they live in terrible conditions in tents, lacking skills that are needed or wanted in Seaquen. A handful of refugees are from Gate Pass. The townsfolk and other refugees avoid the the camp, fearing that Inquisitors may be hiding. There are no clear leaders among these refugees.

SOUTH HARBOR

Once a home mostly to fishermen and a few farmers who took advantage of the strong winds to construct windmills to pump water, today the South Harbor is overrun by ships, many of them simply sitting off shore with no place to dock. The wealthiest refugees are found here, and there is a booming home-building industry. A prominent house is the mansion of the portly Cernaban Gremman, who arrived from Sindaire with three ships and forty loyal thugs and scoundrels who serve as his bodyguards.

THE SHAHALESTI FLEET

In Act Three, a fleet of seventeen Shahalesti warships sit anchored a half mile off the coast of the peninsula, spaced about a half mile apart. Fully crewed and perfectly provisioned, each contains enough mages and skilled warriors to lay waste to a quarter of the town.

ACT TWO: SEAQUEN TALES

As this act begins, the heroes will be attacked by another group of Ragesians who are discovered transporting supplies near the forest at the edge of the swamp. A glimpse of an Inquisitor will also be caught, but he teleports away (with a flash of flame) before being captured.

TACTICAL ENCOUNTER

TE-Seaquen-1: Ragesian Ambush (page 71)



Before delving too deep into the core of this act, take time to read the material in the Intermission section, above, which provides some general story direction while the heroes are finding their way in the town. This act is free-form with the exception of the general encounters that act as springboards and always happen. The heroes may choose to pursue any avenue they desire. Overall, the events in this act take place over a two to three week period. Not all the encounters need to be done, but many of them introduce secrets, characters and attitudes that are important in later acts. As soon as the heroes are settled with lodging and an extended rest, present them with Someone Is Looking For You (see below) as their first encounter in town.

GENERAL ENCOUNTERS

- ◆ **Someone Is Looking for You:** Identifies an old enemy that has ties to Ragesian interests. Underscores the threat of Ragesian influence and reveals there is another group of Ragesians hidden somewhere and in possession of a strange machine.
- ◆ **Tiljann's Quest:** Reveals that Etinifi came to Lyceum about four decades ago to research ancient myths with a special attention to the Wavering Maiden, the Trilling Stone and the Aquiline Heart (see the *War of the Burning Sky Player's Guide*). He disappeared on an expedition to the Ruins.

LYCEUM ENCOUNTERS

- ◆ **The Dianoem:** Garners trust and favor with a good friend of Lyceum's headmaster, Simeon. The heroes

learn that Simeon frequently visits Commander Xavious.

- ◆ **The Ragesian Case:** The heroes discover the "Scourge" may be more than a round-up of magic users.
- ◆ **Lee Sidoneth:** Torrent's old mentor and a friend of Simeon. He can arrange a meeting with Simeon within two days. He has some strange friends: Brutus, Setales, and Paradigm Dogwood. The heroes may perceive a connection between the swamp witches and Lee.
- ◆ **Tidereaver's Tears:** The *tears'* magic is a mixture of primal, arcane and divine power and cannot be duplicated. Only two globes remain after the testing is complete.

TOWN ENCOUNTERS

- ◆ **Arson Swarm:** Solving this mystery can lead the heroes closer to the Fire Tomb. This encounter also contains clues about the tomb and the old city.
- ◆ **The Muster:** Xavious explains the need to search for the Torch of the Burning Sky, and discusses his ideas regarding troops and magic users in a general war setting.
- ◆ **Wayfarer Auditions:** Sheena Larkin is able to tell the heroes more about the burning sky and how it started the night Emperor Coaltongue died.
- ◆ **Unity through Diversity:** Laurabec is trying to get disparate religions to think about common themes. Her efforts, with the heroes help, can reduce the tensions between the refugees and the townsfolk of Seaquen.

OPTIONAL ENCOUNTERS

- ◆ **The Royale:** The heroes can take their ease at a boisterous tavern and might track a Ragesian spy here.
- ◆ **Rabble Rouser:** The vocal, opinionated Pickens Frankart just wants to help, but he's being deceived.
- ◆ **Order of Echoed Souls:** If the heroes talk to these Sindairese monks, they may gain an ally for a later adventure.

- ◆ **Biomancy and Brothelhouses:** The disturbing answer to a troublesome mystery lies in just what the "body sculptor" Paradigm Dogwood is doing.

GENERAL ENCOUNTERS

SOMEONE IS LOOKING FOR YOU

Level 8 Skill Challenge; 2,000 XP

As the heroes wander in the area, one of Xavious Foebane's militiamen approaches them and speaks.

"Someone's looking for you. A week ago a woman accompanied by a couple of men asked me to keep a lookout for you, and gave exactly your descriptions. A short blond woman with an accent I couldn't place, but she was really nice. She said her name was Jess and that someone named Buron had news and she should be contacted immediately."

The man's name is Darren, and he doesn't know where Jess is, but she asked him to leave a note at a particular home if he saw the group. Darren doesn't know, however, that Jess is a lesser assassin devil summoned by Guthwulf to find the heroes if the perfidious devil Kazyk failed his task (see *Adventure Two, The Indomitable Fire Forest of Innenotdar*).

At Guthwulf's urging, Jess, whose real name is Jezska, has allied with a group called the White Wyrms who are just starting to organize and begin a terror campaign similar to the one started in Gate Pass. Jezska has offered her help to the group in return for their help to capture and turn the heroes over to the Ragesians. Jezska uses the name Jess for no good reason other than perpetrating a minor deception for its own sake — she's a devil, after all.

Darren reveals the house's location if asked and will also drop off a note if the heroes decide to see who picks up the message. If the heroes are both clever and circumspect, they can find out more about Jezska in the following skill challenge. If they don't pick up the challenge, Jess and her companions will confront the party some time before the war council in Act Three.

SC-Seaquen-1 Finding Jess**Level 9 Skill Challenge • XP 2,000**

Complexity 5 (12 successes before 3 failures)

Beginning Skills Stealth, Streetwise**Primary Skills** Arcana, Insight, Intimidate,

Perception, Religion, Stealth, Streetwise, Thievery

Secondary Skills Bluff, Diplomacy**Victory** If the heroes succeed, they discover the White Wyrms' lair; the terrorists are surprised and can be fought when they are weakest.**Defeat** If the heroes fail, they discover the White Wyrms' lair, but the terrorists know about the heroes' search and have prepared an ambush for them. If the heroes don't pursue Jess, she stalks the party and attacks them. She doesn't care if the case is with them or not; she believes attacking the heroes is a good start for the White Wyrms' reign of terror.**Special** At any time during the challenge, if a check succeeds by 10 or more, count 2 successes rather than 1. This challenge may continue for a few days, but at the beginning of a new day, each hero must succeed a DC 10 Streetwise check. If any one hero fails the check, apply one failure against the challenge as townspeople begin to talk about their experiences with the party's investigation.

Each skill check takes about an hour to complete. On the first successful check, the heroes learn that the people they seek are connected to a group called the "White Wyrms." This opens the Arcana, Insight, and Perception skills for use in the challenge. If a White Wyrms sympathizer is located, the rest of the primary skills are opened. The discovery of a sympathizer does not require that the party confront him; he may be shadowed to help speed the process of finding the hideout.

Stealth DC 19 (1 success, no max, fail)

The hero eavesdrops on the citizenry and gain information about dissenters and recruiters for rebellious activities and the places they frequent. A successful check locates a White Wyrms sympathizer.

Streetwise DC 19 (1 success, no max, fail)

The hero uses fast talking and street skills to find someone who knows more about the White Wyrms and their activities. A successful check locates a White Wyrms sympathizer.

Arcana DC 19 (1 success, no max, fail)

White Wyrms spellcasters' movements and habits can be determined by observing how and where they ply their magical trade. The hero tracks the purchase of reagents needed for spells useful to terrorists and narrows down

the lair's probable location.

Insight DC 14 (1 success, no max, fail)

The hero draws upon previous experience with the White Wyrms and finds new information about Jess, the men, or the area of town and places where they are frequently seen.

Intimidate DC 14 (1 success, no max, fail)

Through direct confrontation and a show of force, the hero extracts information about the White Wyrms' activities from a sympathizer. This could be a direct confrontation or a compatriot could be intimidated. A direct confrontation has the potential to signal an automatic failure of the challenge. If the hero fails the check by 10 or more or rolls a natural 1 on the check, it counts as 3 failures.

Perception DC 14 (1 success, no max, fail)

The White Wyrms' organizing activities within the town leave clues to their possible hideout. Marks and codes found on walls of sympathizers or enemies can be seen.

Stealth DC 19 (1 success, no max, fail)

The stealthy hero gains more information from a sympathizer.

Streetwise DC 19 (1 success, no max, fail)

The streetwise hero gains more information from a sympathizer.

Thievery DC 19 (1 success, no max, fail)

The hero uses a sympathizer's information to engage in subterfuge, pickpocketing, and a break-in or two to discover more about the White Wyrms base location.

Bluff DC 19 (0 success, 1 maximum, —)

The hero pretends to sympathize with the White Wyrms or to know more about them than he really does. A success grants a +2 bonus to all future rolls in the skill challenge until one of the rolls results in a failure, which ends the bonus.

Diplomacy DC 19 (0 success, 1 max, —)

The hero articulates the threat the White Wyrms pose to Seaquen's stability, making citizens more open to helping the heroes and granting a +2 bonus to all future rolls in the skill challenge.

AFTERMATH

If the heroes decide to invade the hideout, the White Wyrms turn out for a fight.

TACTICAL ENCOUNTER

TE-Seaquen-2: Hideout

Heroes who ignore Jess's threat will find her helping the White Wyrms with a terrorist act.

TACTICAL ENCOUNTER

TE-Seaquen-3: Mugging (page 75)



If the heroes inform the magistrate about the hideout before the end of the day, the local militia takes care of routing the cell.

Because of their help, Simeon and Vorb allow the heroes to question Jezska. The snarling, frantic prisoner is kept inside a reinforced amber glass cell etched with silver and surrounded by a Forbiddance ritual. She reveals that an Inquisitor named Damius has provided funds and equipment through shipping and caravans to help a number of Ragesian patriots start the White Wyrms terrorist group while posing as "refugees."

MINI SKILL CHALLENGE

The heroes may interrogate using DC 22 Bluff, DC 19 Intimidation, or DC 17 Religion checks, requiring 4 successes before 3 failures. If the skill challenge succeeds, Jezska reluctantly reveals that the strange equipment in the hideout is a second shipment of odd items, and another group of Ragesian spies has taken the earlier delivery elsewhere. She has no knowledge of where the other group is, but there are at least a dozen people since that is how many came to retrieve the supplies.

After the heroes' and Simeon's interrogators get as much information as they can, the headmaster orders the devil executed publicly to show the town that Lyceum is protecting them from danger. One man, Pickens Frankart, stands in the crowd and scoffs at Simeon:

"And how many more will be killed in the name of security? How much control will Lyceum wield now?"

Many in the crowd wonder the same thing, but Simeon calms them down by asking those who spoke if they want to take care of the devil in their own homes.

If the heroes convince Simeon to spare the devil's life (DC 19 Diplomacy check), Jezska is dismissed back to the Nine Hells. She will thereafter feel that she owes the heroes a favor, and if she is ever summoned by the party she will agree to serve for up to nine days to repay the debt.

After Jezska's fate is completed, Simeon assigns Dougan Rambaussen to determine the equipment's nature. The inquisitive dwarf gladly accepts the task.

TILJANN'S QUEST

Level 9 Skill Challenge; 400 XP

Tiljann's uniqueness makes her an instant sensation amongst the populace. Word of her arrival soon reaches Lyceum's Head of Student Affairs, the well-known bard Gilver Fern. Having known Etinifi, he leaves the compound to find the questing seela.

Tiljann has once again created a following while you track through the muddy streets. Normally wary children are enthralled by her beauty and ability to fly, which she does occasionally to squeals of delight. While doing a mid-air flip and flicking droplets of water upon the fascinated children, an eerily-familiar melody drifts above the youthful chatter — the song! Tiljann stops, upside down, ears turned toward the source and eyes darting, wide-eyed.

The volume increases and a small gnome appears, dressed in summer green with a garland of flowers wreathed about his head and singing with a steady voice. In moments, Tiljann and the gnome are standing together with hands held as they recount Anyariel's sacrifice. When the verse is done, the two are smiling broadly and the gnome declares "Oh! To see another seela! After so many years!"

Gilver and Tiljann spend the next hour sharing stories of the heroes' activities in the forest, Etinifi and the Song of Forms. The gnome can teach the song to anyone who meets the requirements if needed in the future.

As Tiljann relates her quest, Gilver recalls the last time he saw Etinifi. The seela bard had discovered something while researching old myths and went to the ruins to seek the remains of a temple called the Aquila. A font was purported to offer amazing healing, and he believed that its waters could solve the seela's and the forest's problems.

Although certainly submerged, the description of the temple in ancient texts suggests that its design could be watertight. Etinifi left early one morning with a map in hand and some magical items to help him breathe under water. He never returned.

If the heroes decide to follow Etinifi's steps, reveal the details of the myths (found in the *War of the Burning Sky Player's Guide*) and run the skill challenge to find the temple and the encounter afterwards.

SC-Seaquen-2 The Sunken Temple

Level 9 Skill Challenge • XP 400

Complexity 1 (4 successes before 3 failures)

Primary Skills Athletics, History, Nature, Perception, Religion

Secondary Skills Dungeoneering

Victory If the heroes succeed, the underwater temple is found in an intact state.

Defeat If the heroes fail, The temple is still found, but the font is guarded by more biomantic aberrations.

Athletics DC 14 (1 success, no max, fail)

The hero is able to swim deeper and faster than the others and is able to find traces of the city. His diving helps to find the temple.

History DC 14 (1 success, no max, fail)

The hero's recollection of how a city is generally designed helps him to pick the best spot to search for the temple.

Nature DC 14 (1 success, no max, fail)

Studying the ancient maps and observing the peninsula's natural features helps the hero determine the most likely places where the temple may be.

Perception DC 19 (1 success, no max, fail)

The hero notices architectural features, destroyed statues, and other ornaments that indicate which quarter the party is currently searching, and where they should search next.

Religion DC 19 (1 success, no max, —)

Grants a +2 bonus to all further Nature and Perception checks. The hero knows the of a temple to Aquila and helps the others to look for ruins that fit its general design. Subsequent rolls reveal the ruins layout as being religious or not.

Dungeoneering DC 19 (0 success, 1 max, —)

Grants a +2 bonus to all further Nature and Perception checks. The hero places a few landmarks in the water that helps him understand the ruined city's basic design. This helps the search process.

TACTICAL ENCOUNTER

TE-Seaquen-4: Etinifi (page 77)



AFTERMATH

After the creatures are defeated, Tiljann searches through the temple remains, paying careful attention to the stories written on the walls. Next to one which talks about the Aquiline Heart, she sees a fey mark next to it that only the seela use. The story talks about the the heart's location being where the souls of the dead gather in storm and drop a black rain upon the

land. This excites her, for finding Etinifi's mark is a sign that he may still be found. Tiljann's quest now diverges from the heroes and she leaves the party to pursue hers. She will stay at Lyceum with Gilfer as she gathers information on how to follow Etinifi's trail. A couple of days later, she joins the Wayfarers in order to learn the skills she needs to track the near-mythical seela bard.

LYCEUM ENCOUNTERS

THE DIANOEM

Level 8 Minor Quest: 350 XP

You wait at the main receiving chamber just inside the gate. The stone-faced and inscrutable secretary, named Histion, listens carefully to your presentation until you are finished, and then announces, "Please make yourselves comfortable. The master Rambausen is not disposed to seeing anyone, but he may make an exception for envoys of Erdan Menash. In any case, you will be here for four or five hours before he even considers an audience. You cannot leave, or he will not see you. My second will make a run to the market for if you need a repast." The secretary then walks out into the compound and moves with as formal a bearing as he can muster — while avoiding muddy puddles — towards the eight-story central tower. You begin your long wait...

Heroes who make a DC 14 Perception check notice something going on outside.

Not even five minutes pass when a commotion outside comes to your attention. A gruff voice and a simpering, indistinct reply are coupled with heavy footsteps, watery splashes and a jangle of tiny bells. The footsteps come right to the entryway.

There is only a moment to react. Heroes who don't make the Perception check above are alerted only when Master Dougan bursts into the receiving chamber.

A loud slam of hand upon wood precedes an explosive opening of the outside door. The door hits the outside wall and rocks back towards a small but solid dwarf who bats it away with irritation. Eyes blazing, he surveys the scene before him, his fingertips twitching in time with his flaring nostrils. "I'm Master Dougan," he snarls. "Shew me what ya got!"

When the heroes present the artifact to him, Dougan inspects it carefully and begins to smile and then starts to laugh. Histion cowers behind the dwarf, babbling almost incoherently about decorum and propriety and mud on the floorboards. The dwarf stops in mid-cackle, turns to face the secretary and growls loudly, sending the squealing secretary into the yard. The short wizard's robe then shudders and shakes, making the bells on its tassels jingle as his gales of laughter brighten the dreariness of the day. He turns again to the heroes and invites them to his office.

Dougan's personality is bright and joyful. He clearly plays a role of the typical gruff dwarf, but is jovial and tender within the confines of his study. He is complimentary and polite and even his colloquial speech pattern is replaced with an informal high-bred form. If asked about Erdan Menash's relationship to the wizard, Dougan explains that the half-orc funded a number of adventuring expeditions beneath Gate Pass and they became good friends. As Dougan studies the device, he mutters meaningfully and hums to himself in a semi-satisfied way. Finally, he says:

"The device is nearly complete, but a critical junction of the phlux capacitor is missing. I have some tools and supplies that I ordered from Ostalin aboard a ship called the *Milsoven* that could repair it, but it is currently mired at the swamp's southern edge after running aground in this dratted fog. My good friend, but don't ever tell him that, Professor Banahman Vett has some animals on board and has just posted an ad to hire a party to retrieve them. Since he's so willing to spend money, I figure if I put in a good word for you, you'll get preferential treatment and land the job and I can get the supplies."

Dougan offers up to 200 gp to retrieve a case of tools in a sandalwood box and four strips of a metal called cold-pressed talinum — heroes who make a DC 10 History, Streetwise, or Thievery check recall that talinum is mined in the mountains next to the city of Yen-Ching and is not often seen in Dassen. The wizard writes a letter to Professor Vett, signs it and hands it to the heroes.

"Here, take this note. It recommends you and tells him not to be so stingy in his reward. That should get his blood boiling!"

An observant hero will notice that the note is signed "Simeon Gohanach." If questioned about the signature, Dougan just laughs.

AFTERMATH

Returning with the parts from the ship brings huge smiles to Dougan and he quickly gathers the items and thanks the party. He cheerfully pays their reward and casually mentions that he would love to show Simeon the new tools, but he demurs.

"The headmaster is too busy drumming up support with Commander Xavious. He wanted to consult with him about this artifact. By the way, the commander talked to me yesterday and saw the Dianoem. He wondered how I acquired it, so I told him and now he wants to see you!"

Dougan is willing to talk about Seaquen for a while, but doesn't say anything more about the Dianoem — he's waiting until he can confirm his preliminary conclusions. A bell peals to signal a class change and the dwarf cordially but forcefully ushers the heroes out the door.

THE RAGESIAN CASE

Level 9 Major Quest: 2,000 XP

You follow Simeon, Dougan, and Kiernan, who eagerly but carefully take the case into Simeon's laboratory and place it on a table. You stand about five feet away while the men begin to unravel the locks and wards. Ten minutes later the case is open and the heavy book that was inside sits on a simple pedestal within an arcane circle. The three professors delicately open the tome, breathe an audible sigh when nothing untoward happens, and then begin to turn the pages.

"Supernal," grunts Dougan, "but it's all scrambled."

"But not a double cipher. It looks like something I'd do if I was overconfident," replies the headmaster.

Ten minutes more, and a sweat-soaked Simeon turns around to face you. Dougan and Kiernan both move away from the pedestal and sit on a couple of stools next to a bench of glassware.

Simeon speaks tiredly, "The book is written by Kreven, the second in command of the Inquisitors. It appears Leska herself fixed her seal of approval on its contents. It makes

reference to the 'Scourge,' and hundreds, or even thousands of 'disloyal' mages gathered together. The text is jumbled a bit and I can't be sure without more study, but I think there is more to this 'Scourge' than just the name; it seems Kreven talks about it doing something.

"The second half concerns itself with myths and legends about something called a 'trillith.' I don't recall ever encountering that name before, but I'm an arcanist, not a cleric. May I... I mean, may we examine this for a while?"

If the heroes agree to leave the case with Simeon, award the quest XP. Simeon invites the heroes to return to Lyceum whenever they need, and tells them to enjoy a brief rest while they can. As soon as the town's situation stabilizes, Simeon says, he can probably find something useful for them to do.

If the party retains the book, the professors understand, but try to convince them that there is still a lot to be deciphered which may be vital to stopping Regesia's advance.

LEE SIDONETH

Level 8 Minor Quest: 350 XP

An island on the north side is connected to the shore with a long boardwalk that crosses the choppy sea. At the walkway's end, the path splits, with a set of soggy wooden stairs descending down to a dock below, and a hewn rock staircase rising to the island's top and ending at the entrance to Lee's home. The main door is slightly ajar and a small parchment secured above its handle says in Common, "Welcome. Enter freely. I am usually in the back, tending to Lula."

The heroes enter a large house with numerous rooms at odd levels that trace the rocky island terrain. They hear voices in the back and if they are quiet may hear a snippet or two of conversation. A successful DC 19 Perception check reveals the following:

"...her will still continues. See that the elixirs are given out, but I need a dozen more to finally see this complete. You have time to go back to the swamp and trade to them..."

The rest of the conversation is lost as the heroes hear breakers crashing against the rocks. If the heroes do not go to find Lee, he appears about a minute later and realizes he

has company. If Torrent is around, he smiles broadly and strides quickly to embrace her. He acts as the perfect host and offers the party some snack food and drinks. Lee then politely excuses himself and returns about a minute later with Brutus, Setalis, and a strange person whose body is adorned with unnatural protrusions and alterations ranging from teeth on his cheeks and tentacles on his arms to what appears to be a half-formed eye on the back of his hand that glows whenever it senses magic. This is Paradim Dogwood, a loose-lipped wizard specializing in polymorphing and enchanting. He hails from Ostalin and runs a new shop on the South Harbor.

Lee tries to usher the three men out without introduction, but if Torrent is there, she stands up and introduces herself to them. A hero who read the note in the witches' hovel in the swamp may make a DC 17 Perception check to notice Brutus' similarity to H'Andrea's handwritten description of Nelebekus.

The three strange fellows leave the house and Lee turns his attentions back to the heroes. Once he is gone, Lee gladly addresses whatever the heroes have come for. If Torrent is with them, he wants to hear all about her journey, and promises to arrange a meeting between the group and Headmaster Simeon early the next morning. While talking, a bell chimes and Lee suggests that while they are chatting, they follow him to feed "Lula." He ushers the party to the back of the house where it opens into a large tidal pool where a large pink and yellow squid swims along its bottom. A few rocks and chairs are there, and Lee invites the heroes to sit — Lee will continue to converse while he takes care of his companion.

If the heroes discover that Lee is up to something, award the quest XP.

RETURN TRIPS

Whenever the heroes return to Lee's home, there is always unusual activity occurring. If asked, the druid claims that he is busy with Lyceum business as it tries to fully quantify the Ragesian threat.

He gives his best effort to help out visitors however he can so as not to appear suspicious, and he has a good sense of humor about the danger they're in.

After the Shahalesti fleet arrives in Act Three, he will be opposed to rushing to confront the eladrin armada, saying a fight will help no one, when in truth he just wants to wait until the

hurricane is ready to be unleashed.

Lee is not an evil person, and does not enjoy causing harm. However, he is allied with the Ragesians, and sees Seaquen as an enemy that needs to be defeated. He is very disciplined, and will not risk breaking his cover to warn innocents or friends to flee before the hurricane strikes.

TIDEREAPER'S TEARS

Level 8 Minor Quest: 350 XP

If the heroes don't offer a *tidereaper's tears* globe for study, Katrina will mention having them examined, and Lyceum mages will take a globe and begin tests. The results will not be known until the storm in Act Four, when Simeon learns the devices are a mixture of divine, primal, and arcane power that allow one to become a force of nature for a time, thereby becoming one with the elements. The overall effect is the ability to withstand a fire because the character becomes fire, a storm can be withstood because the creature becomes a storm as well. Unfortunately, only two of the globes remain.

Award the quest XP when the characters give the tears over for study.

TOWN ENCOUNTERS

ARSON SWARM

Level 8 Skill Challenge: 1,050 XP

This mystery is one that plays on the town's prejudices, and actually shows that people are paranoid and jump to conclusions very easily. The truth is that the magic of the Fire Tomb and some discarded items from Lyceum have seeped into the lower sewers and tunnels around Seaquen and infused a few creatures with elemental fire.

Because the weather has been so poor and food supplies in the wild have been depleted, a colony of fiery rats has begun to make greater incursions into the larders and cellars of the populace, and starting fires as a result. Of course, Lorb Vortberd sees a conspiracy in everything and absolutely believes that the White Wyrms are involved.

The heroes' Perception skills should come in handy and using Aid Another when investigating the first ruined house should help the players formulate a new theory of what is happening. How Lorb eventually responds to this mundane answer against his conspiratorial ideas will probably be quite amusing.

CLUES FOR THE FIRE TOMB

When the Fire Tomb becomes the focus of the adventure in Acts Four and Five, Simeon or the heroes can make a connection that the fiery rat events were clustered in one area of town and that might be a clue to the tomb's location. You may even grant a few automatic successes when trying to find it.

WAR NEWS

Waiting in line for an audience with Lorb is a good location to relate some of the news of the war. Someone waiting in line could strike up a conversation with the party.

Responding to the crier's call for help to catch an arsonist, you find yourselves in a short line outside of Magistrate Lorb Vortberd's office. Water drips from the unglutted roof near where you stand and everyone waiting seems to grumble about the weather. The line moves quickly although as nearly everyone ahead of you leaves within a minute or so after entering. Finally, you find yourselves before a well-dressed dwarf with split beard and bright eyes that sit deep beneath a furrowed brow. He sits forward with hands placed firmly on his cleared desk, examining you carefully. He finally speaks, his voice is low and strained, as if he is holding back a deep anger.

"Well, at least you are trying to do something right about things around here; never had this trouble before you all came in. By Thraxton's beard, you should all have been rounded up and questioned before ever getting off the ship or leaving the swamp. But the council won't let me and now I have to clean up the mess they're making. Those idiots should be the first one's locked away — especially that eagle-rider, Laurabec. Thinks she can make all the problems go away with a big temple. Hah! Religion has caused all this... idiot woman." He slides back in his chair with a sigh. "Here's the problem..."

Once just a problem in the South Harbor, a number of north coast houses have recently been damaged by fire. Lorb is certain the White Wyrms are responsible, to destabilize Seaquen and neutralize the resistance. He offers two 8th-level treasure parcels as a reward to find the "filthy Ragasian barnacle-scruff," as well as deputization within an expanded police force he is building. The last fire happened the previous evening and the heroes may find something that was missed.

SC-Seaquen-3 — Rat Search**Level 9 Skill Challenge • XP 1,200**

Complexity 3 (8 successes before 3 failures)

Primary Skills Diplomacy, Nature, Perception, Streetwise**Secondary Skills** Arcana, Dungeoneering, Thievery**Partial Victory** If the heroes make no more than 6 successes before 3 failures, the arson rat problem is discovered by another group. The town's tensions are reduced, but the heroes are not rewarded.**Victory** If the heroes succeed, relief passes through the town and especially the Magistrate at the discovery of the cause of the fires. An order to seal all crevices and tunnels in basements and floorboards is announced by an extra edition of the town criers and the tension within the town is considerably reduced. The heroes receive their reward and are presented with a deputy's badge, which they may refuse. The pay is 1 gp per week of duty to keep the peace in the refugee camps for about two hours of work a day. The heroes are told to report to Xavious Foebane for further orders regarding their assignments. If the heroes refuse the deputization, Lorb understands but is not happy about it. He recommends they see Xavious and speak with him further before they fully commit to declining.**Defeat** If the heroes fail, the rats are not discovered and the fires continue, increasing the town's tension and sporadic violence begins to increase.**Diplomacy DC 14** (1 success, 1 max, fail)

The hero gathers information through talk with the police and other officials about the previous fires, allowing the party to investigate other locations for clues. This skill opens the Dungeoneering skill for use as the heroes will have expanded their ability to examine the other buildings' remains.

Nature DC 14 (1 success, no max, fail)

The hero notices tracks and spoor of a swarm of vermin, probably rats, near the burned area. Successful use of this skill opens all the other skills. Subsequent use narrows the swarm's location. If this is the eighth success, run encounter TE-Seaquen-4 immediately.

Perception DC 19 (1 success, no max, fail)

The hero discovers subtle clues of an animal swarm at the fire's origin. Successful use of this skill opens all the other skills. Subsequent uses of Perception allow the heroes to home in on the swarm's location.

Streetwise DC 19 (1 success, 3 max, fail)

The hero approaches possible witnesses who report the following:

First success: No suspicious people were seen around the houses when the fires started*Second success:* Many people remember seeing the small flicker of fireflies in the gloomy darkness on the nights a fire occurred. This opens all the other skills in this challenge.*Third success:* Some neighbors remember dealing with an excessive number of rats around the time of an arson incident.**Arcana DC 19** (1 success, 1 maximum, fail)

Where the vermin's tracks are found, the hero finds traces of faint fire-type magic, which triggers a memory regarding an ancient tomb of a powerful fire mage said to exist beneath Seaquen.

Dungeoneering DC 14 (1 success, 1 max, fail)

Small cracks and crevices are found near the burned buildings bearing scorch marks. These tunnels appear to have animal tracks around them.

Thievery DC 24 (1 success, 1 max, fail)

The hero finds a locked basement room in one ruin that contains the remains of a number of rats that appear to have been burned.

THE MUSTER

Level 8 Minor Quest: 350 XP

A retired commander in the Dassen military, Xavious Foebane has gotten Seaquen's attention by scouting through the refugee camps to find able-bodied and experienced warriors who could make up a military defense for the town. The grey-bearded dwarf resides in a small stone fort atop a clear-cut hill when he is not busy looking for recruits, directing training drills, or planning potential defense and offense against Ragesia.

There are daily musters in the field surrounding the fort, where Commander Xavious endeavors to see which warriors have the devotion to regularly report to duty. Usually less than a hundred men show up. Commander Xavious has his subordinates work a few of them through training exercises, although it is with little enthusiasm since he knows most of his troops do not take their duty seriously, and if they were attacked a hundred would do little to stand against the Ragesians.

During the drills, Pickens Frankart stands along the outside of the camp, spouting complaints that Xavious' friendship with Simeon makes him a puppet of Lyceum, and

the troops are just a way to extend the arm of the school into total power.

If the heroes visit and impress Commander Xavious with their understanding of the wider threat posed by the Ragesians, or they are deputized by Vorb Lotberg, he invites them into his home to converse. He explains his plans to defend Seaquen and how to use magic users in a broader war. He also complains about

CONQUEST

Any number of players can participate in a game of Conquest. The rules are complicated and flexible, and can handle all sorts of situations.

Each round, players make opposed History checks. The player with the smallest force has no special bonus, but a force that is twice as large gains a +2 bonus. If it is four times as large the bonus is +4, with an extra +2 for each doubling thereafter.

If the game goes beyond two rounds, for each round thereafter a player has the ability to bolster his forces with economics, politics, and propaganda. This grants a +2 bonus for each of the following skills the player is trained in: Bluff, Diplomacy, Insight, Religion, and Streetwise. Likewise, a particularly clever gambit can grant a +2 bonus, at the dungeon master's option.

Each turn, the winner of the check may have one opponent suffer a "Loss," or he can remove one of his own Losses. For every 5 points over the others' rolls, one additional Loss can be inflicted, either to the same foe or to another one, or another winner's Loss can be removed. For each Loss a player has, he takes a -2 penalty on his History checks. Once a player's total modifier is 20 points or more below the next lowest player, that player loses. The last player remaining is the victor, although players can choose to end the game in a draw.

A player can choose to Aid Another, representing an alliance, although any alliance provides no guarantee that the "ally" will not simply use his position to harm the aiding player and inflict a Loss. A player can also choose to attack recklessly, gaining a +4 bonus on his check, but automatically taking a Loss at the end of the round.

More advanced versions of the game split large companies or armies into distinct units, so the player makes a separate check for each unit he possesses.

Frankart and his rantings, defending his friendship with Simeon.

After the core of the meeting is finished, Xavious will offer to play a game of Conquest (see sidebar on previous page), a board game meant to represent military engagements on different scales.

For the first game, Commander Xavious offers to let a hero play Ragesia, while he takes Dassen. Ragesia's size grants a +10 bonus to the check, but Xavious has a +14 modifier to History checks, and is trained in Diplomacy and Insight to gain a bonus for later rounds. If he wins, he smiles and says it will not be that easy for the real fight.

Over the course of the rest of the campaign, Commander Xavious will slowly develop a very detailed board that represents the whole region, using intelligence from scouts and refugees to revise his calculations of troop strength and commander skill. If one of the heroes is interested in Conquest, Xavious will challenge him again on a grand scale before the start of Adventure Eight, *O Wintry Song of Agony*.

WAYFARER AUDITIONS

Level 8 Minor Quest: 350 XP

If any characters among the heroes have the right temperament and prerequisites to join



the Wayfarers, encourage them to visit the Wayfarers' Theater.

At the main dock, a red and yellow striped tent is positioned along its edge, providing a dry spot from the incessant sprinkle. Outside the tent is a flamboyantly-dressed man in an eclectic and colorful vest, pants, and feathered hat. He is holding a large quarterstaff adorned with ribbons and kerchiefs, planting it before

him in a suggestive announcement of his virility. His voice is loud and boastful as he swaggers back and forth at the entrance.

"Ladies and gentlemen! The **grand Cirque** is **pleased** to announce **open auditions** for that **magnum opus**, the **grandest** of all myths, the time-honored story of our **very lives**, *The Spectacular Trial of Toteth Topec!* The **grand Cirque** is seeking **exceptional** singers, acrobats, athletes, and dramatists to participate in this **momentous performance**. Come! Will you be **famous**?"

Anyone who desires to audition is ushered into the tent where a boat is moored. The barker introduces himself as Giorgio as he ushers them to board and soon the heroes are on the theater ship where they are directed down a set of stairs into the theater. At the very

back are two people, Guildmistress Sheena Larkins and her tobacco-smoking bodyguard Hawkins Dorian. Throughout the auditions, Sheena speaks only to Giorgio and Hawkins laughs remorselessly at anyone who presents himself as a serious artist.

Any heroes who decide to audition should pick a skill from Acrobatics, Athletics, Bluff, or Insight to use in the performance. Encourage the players to devise a performance and be merciless with Giorgio's critique — Giorgio's so pompous he's almost likeable (he's certainly not an obvious villain), so really ham it up.

As a general guideline, if the skill check beats DC 15, the performance is good enough to earn a spot in the production of *The Spectacular Trial of Toteth Topec* (with compensation of 1 gp for each of the twenty performances the character will be expected to participate in). A DC 25 performance is excellent and earns the character a major role, giving him access to the Wayfarers' Theater ship at any time (and compensation of 5 gp per show).

If Tiljann is still with the party, she will audition after all the heroes and sing and fly above the stage, performing a moving interpretation of Anyariel's death. Giorgio cries at the beauty of her performance and bombastically declares it to be the **high point** of his **life**. From the back, Sheena declares she is impressed and Hawkins is uncharacteristically

THE WAYFARERS

The Wayfarers' Cirque is looking for performers to replace a few of their members who died tragically as a result of teleporting. The theater ship — an ornate galleon adorned with streaming banners atop its masts and a swirling red and gold paint job on its hull — has been sitting in Seaquen's harbor for nearly a month, having sailed here once word spread of the Scourge. The troupe's Guildmistress, Sheena Larkins, has chosen to stay in Seaquen for two reasons. The first is the problem with teleportation, which the Wayfarers rely on heavily as they rove from place to place; even their galleon is capable of traveling this way, and Sheena is willing to lend her aid to Lyceum in any way possible to solve it. The second reason is to help keep Seaquen from falling into chaos. If Sheena can keep most of the refugees entertained until the town's civil problems are resolved, she will be contributing to the war

effort without seeming to take a side.

If the heroes care to ask, they learn that the teleport problems appeared on the day Emperor Coaltongue was allegedly assassinated. In the following weeks, a few daring Wayfarers defended themselves with magical fire resistance, then tried teleporting. They were able to safely travel short distances (though even those were singed a bit), but the first time one of them tried to travel more than a few hundred feet, he never returned and is presumed to have perished in flame.

Although the entire ship can teleport, the Wayfarers know enough not to risk it, and have disabled that function for safety's sake. The interior of the ship is far larger than its exterior would indicate, and belowdecks is a small theater that seats one hundred, where the Wayfarer Cirque hosts auditions and practices for new plays.

silent. Tiljann is given a lead role on the spot.

After the auditions, Sheena thanks the heroes for auditioning and offers a small snack on the deck for their trouble. The guildmistress makes herself available to talk and answer any questions about the Wayfarers, relaying much of the information found in Appendix A (page 46). Any news of the war that has not yet been revealed can also be mentioned here.

UNITY THROUGH DIVERSITY

Level 9 Skill Challenge: 2,000 XP

With refugees hailing from four different countries, it is inevitable that religious strife will develop. Splinter sects once comfortable in different nations now squabble over the true meaning of their faith, and priests are downright hostile in their efforts to convert people to join new local temples.

You slosh through the puddles of the refugee camp to a single tent with a small corral beside it. A huge eagle lounges underneath a wooden frame with a canvas top, seemingly resting, but with one eye open that tracks your movements as you come closer. It looks miserable in the drizzle, with a chain connected to one of its claws and a large sign written in common “Keep away. Dangerous creature.” As you approach the tent entrance, the eagle suddenly speaks! You hear it say in Common, “Stop! Announce yourself and your intentions for audience with the divine Laurabec!” Before you can even reply, a strange three-bladed polearm pushes through the tent opening, followed by a short half-elven woman. She points to the eagle and says, “Takasi, stop that!” Even in the wet weather, her chainmail gleams, looking like feathers layered on top of each other. Her eyes are intense and her ruffled short brown hair seems to move as if in a constant wind.

“Pay my steed no mind. He is out of sorts from the restrictions imposed on him by the Magistrate. Vortberd may be the law in this



town, but he is taking his power...” The half-elf stops abruptly and seems to compose herself. “Sorry. I am Laurabec Adelsburg. How may I be of service?”

Laurabec Adelsburg is working to keep the various religious groups from falling upon each other, but she is too unwilling to take a position of authority. The fact that she is a member of the Order of the Aquiline Cross — itself a somewhat paradoxical sect — makes it difficult for her to effect real change. The heroes have a chance to reduce the amount of strife, if not truly bring about peace.

There are eight major groups, ranging from a handful of zealous exiles who worship a god of sorcery, to nearly two hundred frightened Ragesian followers of a god who protects the weak. None of them is evil, but that does not mean they easily get along. Each is trying to establish its own power base, and it should

take at least a week to become familiar enough with the particulars of the conflict to have a chance to sway minds.

Laurabec, respected though she is for her heroism and defense of less fortunate refugees, has an unpopular idea, and will approach any divine heroes seeking suggestions. As long as people are being reasonable, she is thrilled to talk with them and is understanding of different outlooks. She is confident she has seen enough trouble in her life to know when people are being difficult for no good reason, and does her best to educate them gently, knowing she will catch more flies with honey.

THE PANTHEIST TEMPLE

Laurabec envisions a single, pantheist temple which welcomes people of different cultures and viewpoints and exposes people to all the religious beliefs in Seaquen, letting each person choose how to worship. The priests would rather gain prestige by running their own temples, and the idealistic Laurabec does not know how to turn her idea into reality. She still wants each religion to have its own shrine, but thinks her idea complements a town

that already has Lyceum, an academy that promotes studying diversity.

If the heroes want to help, they must convince the leaders of the eight feuding sects to go along with the plan. Laurabec will gladly accompany them, making the appropriate introductions and helping the heroes familiarize themselves with the beliefs and needs of each group, but she is not a politician and leaves diplomacy to the party. This is a good opportunity to let the heroes learn about the religions in the campaign saga or hear any war news that they’ve still managed to miss out on.

This skill challenge runs a bit differently than a normal one. Each of the eight priests in town is a skill challenge inside of the greater one and a success in one is a success in the overall challenge. It is recommended that you consider weaving these skill challenges in between other plot threads that include combat, so that not all the challenges are completed in a row.

SC-Seaquen-4 — Unity Temple**Level 10 Skill Challenge • XP 1,500**

Complexity 3 (8 successes before 3 failures)

Primary Skills Streetwise. Before the heroes have an audience with each religious official, they can find out rumors and facts about them. A successful check often reveals helpful hints about how to best approach each negotiation.

Secondary Skills Various, based on the religious official the heroes visit.

Partial Victory If the heroes succeed with 6 successes before 3 failures, the other temples acquiesce to Laurabec's idea, not wanting to be left out. The heroes can ask for one minor favor from each of the temples they convinced to join in unity, as below. The heroes are treated to a banquet and asked to seek the *lyre of building* in the Shrieking Delve, also as below.

Victory Laurabec celebrates the heroes' victory by hosting a banquet for all the temple leaders in an upstairs room at Enchanted Draughts. Thereafter the heroes can ask for a minor favor from each temple in town about once a month. These favors can range from a ritual casting, to borrowing a minor magic item, or something similar. The banquet turns into a planning session, after which the heroes learn about an artifact called a *lyre of building* possessed by a green dragon in the Shrieking Delve. The temple leaders strongly suggest the heroes find it.

Defeat If the heroes fail to succeed here, the temples end up coming to an awkward peace after the hurricane strikes. but the heroes have no role in bringing them together and gain no XP from the detente.

► Ragesian Philosophers**God of Knowledge**

Sturkatan, male human cleric

Diplomacy DC 19 (1 success; no max; fail)

The hero uses his diplomatic skill to show the value of a pantheistic temple.

History DC 8 (1 success; 2 max; fail)

The hero learns Sturkatan carries an old manuscript of philosophy which he admires greatly. A copy can be found in Lyceum; reading it grants a +2 bonus to Diplomacy and Religion checks as the hero can anticipate Sturkatan's philosophical arguments.

Religion DC 14 (1 success; no max; fail)

The hero uses his religious skill to show areas in the faith that embrace diversity and unity.

Streetwise DC 14 (1 success; no max; fail)

The hero learns the priest loves stories and opens the History skill. Second time: Rumors say Sturkatan abandoned several of his traveling companions, but when he lost a book on the road he went back for it, braving Ragesian patrols. The book is an old manuscript of the ancient philosophy, and he never parts with it. This knowledge opens the Thievery Skill.

Thievery DC 19 (1 success; 2 max; fail)

If the hero manages to steal and read the book, he gains a +2 bonus to all future Diplomacy and Religion checks as the hero can anticipate philosophical arguments. A second thievery check allows the hero to replace the book after having read it, relieving Sturkatan's extreme worry about having lost it. Failing either Thievery check by more than 5 causes two failures, however, as Sturkatan catches the thief in the act and becomes furious.

► Ragesian Hospitalers**God of Healing**

Seperimus, female half-orc paladin

This religion is at odds with the Aquiline Cross and Laurabec's name cannot be mentioned. If it is, the heroes suffer a –2 penalty to all checks for the duration of the challenge

Diplomacy DC 19 (1 success; no max; fail)

The hero uses his diplomatic skill to show the value of a pantheistic temple.

Heal DC 8 (1 success; no max; fail)

The heroes' sincere help with patients in the crowded hospital influences Seperimus' thoughts.

Insight DC 14 (1 success; no max; fail)

The hero relates parables to Seperimus that convinces her the hero understands the problem.

Religion DC 19 (1 success; no max; fail)

The hero uses his religious skill to show areas in the faith that embrace diversity and unity.

Streetwise DC 14 (1 success; no max; fail)

The hero learns the priestess is swayed most easily by deeds, not words.

► Ragesian Savages**Goddess of Strength**

Jrestaki, female half-orc barbarian

If the heroes approach the priestess first or last, a successful Diplomacy or Religion check counts as 3 successes.

Diplomacy DC 14 (1 success; no max; fail)

The hero uses his diplomatic skill to show the value of a pantheistic temple.

Religion DC 14 (1 success; no max; fail)

The hero uses his religious skill to show areas in the faith that embrace diversity and unity.

Streetwise DC 14 (1 success; no max; fail)

The hero learns the barbarian priestess is very prideful and is offended easily. Jrestaki will respond best if she is approached as the first or last priest to be petitioned.

► **Ragesian Druids****Goddess of Pilgrimages**

Lequeris, male human druid

A druid negotiator gains a +2 bonus on all skill checks. Bringing a cat into Lequeris' presence provides a +2 bonus on all checks.

Diplomacy DC 14 (1 success; no max; fail)

The hero uses his diplomatic skill to show the value of a pantheistic temple.

Nature DC 14 (1 success; 2 max; fail)

The hero's knowledge of the primal view of the world shows how a pantheistic temple could help involve the faith.

Religion DC 14 (1 success; no max; fail)

The hero uses his religious skill to show areas in the faith that embrace diversity and unity.

Streetwise DC 14 (1 success; no max; fail)

The hero learns the head druid, Lequeris, is partial to other druids and has a cat companion.

► **Dasseni Dwarves****God of Ancestors**

Tresk D'Torhen of clan Diamondseeker, male dwarf cleric

A dwarf negotiator gains a +2 bonus on all skill checks. Bringing a goat he may sacrifice for an oracle provides a +2 bonus on all checks. If any hero can recite his lineage to three generations (great-grandparents), he gains a +2 bonus to all checks.

Diplomacy DC 14 (1 success; no max; fail)

The hero uses his diplomatic skill to show the value of a pantheistic temple.

Dungeoneering DC 14 (1 success; no max; fail)

The hero's knowledge of underground adventuring impresses Tresk.

History DC 8 (1 success; 2 max; fail)

The hero learns of Tresk's love of history and impresses him with stories of other times when differing religions banded together to solve problems.

Religion DC 14 (1 success; no max; fail)

The hero uses his religious skill to show areas in the faith that embrace diversity and unity.

Streetwise DC 14 (1 success; no max; fail)

The hero learns that Tresk is partial to other dwarves and loves history. He particularly loves to hear long lineages of families and is always asking about finding goats to sacrifice for his oracles.

► **Seaquen Locals****God of Seas**

Urdal, male human cleric/wizard

If the negotiator worships the God of Seas, all the checks are made with a +2 bonus.

Acrobatics DC 8 (1 success; no max; fail)

The hero impresses the priest with acrobatic feats.

Diplomacy DC 14 (1 success; no max; fail)

The hero uses his diplomatic skill to show the value of a pantheistic temple.

Nature DC 8 (1 success; 1 max; fail)

The hero's sensitivity to keeping the temple near the shore helps build a bond of trust.

Religion DC 14 (1 success; no max; fail)

The hero uses his religious skill to show areas in the faith that embrace diversity and unity.

Streetwise DC 14 (1 success; no max; fail)

The hero learns that the Seaquen natives are distrustful of the refugees and would prefer to see them out of the main city. The priest is also adamant about building any temple along the coast, preferably the south coast, where the locals don't have to see an influx of refugees in the town.

► **Sindairese Exiles****God of Sorcery**

Eshele, female elf sorcerer, and a council of five other elves

A negotiator who is an arcane spellcaster provides a +2 bonus to all skill checks. A negotiator trained in Arcana has a +1 on all Arcana checks. Heroes bringing a bear to the meeting gain 2 automatic successes.

Arcana DC 14 (1 success; no max; fail)

The hero impresses the council with knowledge of sorcery and religious views that mesh with it.

Diplomacy DC 14 (1 success; no max; fail)

The hero uses his diplomatic skill to show the value of a pantheistic temple.

History DC 14 (1 success; 1 max; fail)

The hero's sensitivity and knowledge of the Sindairese exile engenders faith in the council.

Streetwise DC 14 (1 success; 1 max; fail)

The hero learns that the council is not very religious, but dwells heavily on arcane subjects. They are very partial to sympathizers of the exiled group and honoring Sindairese traditions, even considering the presence of a bear to be good luck. (A DC 12 Streetwise check locates a druid who will loan his bear animal companion for a day for 5 gp.)

► **Ostaliner Mercenary Chaplain****God of Battle**

Arick, male human warlord/paladin

An Ostaliner negotiator gains a +2 bonus. If Arick is instead challenged to a friendly melee combat, the outcome of the battle determines the outcome of the challenge (see Arick's stat block on the next page).

Athletics DC 8 (1 success; no max; fail)

The hero impresses the chaplain with feats of athleticism.

Diplomacy DC 19 (1 success; no max; fail)

The hero uses his diplomatic skill to show the value of a pantheistic temple.

Dungeoneering DC 14 (1 success; no max; fail)

The hero's knowledge of the Ostaliner mind set leads him to suggest that the temple should be built in a defensible position.

History DC 14 (1 success; no max; fail)

The hero's knowledge of history and its connection to religious thought impresses Arick.

Nature DC 8 (1 success; 1 max; fail)

The hero's knowledge of flying creatures helps build a bond of trust.

Religion DC 19 (1 success; no max; fail)

The hero uses his religious skill to show areas in the faith that embrace diversity and unity.

Streetwise DC 14 (1 success; no max; fail)

The hero learns Arick was once a hippogriff rider and is enthralled by aerial combat and stories about hippogriffs and wyverns. He also is a student of war and is very concerned about the defensibility of the town and how religions can help provide both physical and mental defenses.

Arick (A)**Level 9 Soldier • XP 400**

Medium natural humanoid (human)

Initiative +5; **Senses** Perception +5**HP** 93; **Bloodied** 46**AC** 25; **Fortitude** 24, **Reflex** 20, **Will** 22**Saving Throws** +1 bonus from Human

Perseverance

Speed 5☞ **Greatsword** (std; at-will) ◆ Weapon

+16 vs. AC; 1d10+8 damage.

☞ **Javelin** (std; at-will) ◆ Weapon

+16 vs. AC; 1d6+8 damage or

Thrown 10/20; +16 vs. AC; 1d6+8 damage

☞ **Viper's Strike** (std; at-will) ◆ Weapon

+16 vs. AC; 1d6+8 damage. If the target shifts before the start of Arick's next turn, Arick gains an opportunity attack as a free action.

✔ **Holy Strike** (std; at-will) ◆ Radiant, Weapon

Weapon

+16 vs. AC; 1d10+8 radiant damage. If the target is marked by Arick, Arick adds +1 damage to the damage roll.

✔ **Thunder Smite** (std; enc) ◆ Thunder, Weapon

Weapon

+16 vs. AC; 2d10+8 thunder damage, and the target is knocked prone. If the target is marked by Arick, Arick's attack scores a critical hit on an attack roll of 19 or 20.

☞ **Godly Wrath** (minor; daily)

Close Burst 1; Arick and each adjacent ally adds +3 to damage rolls until the end of the encounter.

▶ **Divine Challenge** (minor; at-will, 1/rnd) ◆ Radiant

Radiant

A creature within 5 squares can be marked. If Arick is not included in the marked creature's attack, it takes a –2 penalty on its attack rolls and takes 6 radiant damage in the round.

Arick must attack or end his turn adjacent to the marked creature or the mark ends. Using Divine Challenge on another creature ends the current mark.

Alignment Good; **Languages** Common**Skills** Endurance +8, Intimidate +12, Religion +9**Str** 20 (+9) **Dex** 12 (+5) **Wis** 13 (+5)**Con** 13 (+5) **Int** 10 (+4) **Cha** 16 (+7)**Equipment** greatsword, javelin, plate armor**OPTIONAL ENCOUNTERS****THE ROYALE**

The relatively wild areas on the eastern shore and just off the coast provide an easy place for would-be heroes to practice their skills against each other. While mages duel each other at Lyceum, warriors or even entire parties looking to show off their talents meet here once a week, swapping stories and occasionally getting up the nerve to fight each other after having many drinks. The recently built Royale caters to this need and provides an interior arena for “persons of uncanny combat prowess.”

Three stories tall, the Royale is slowly establishing a pecking order, with only the more dangerous or esteemed warriors being allowed onto the lavish upper floors. Meanwhile, in the fields and forest surrounding the tavern, numerous obstacle courses are being developed, and dozens of rumors of drama and romance circulate through the clientele. The whole compound is scattered with walled and well-guarded hot springs, some intended for private bathing, others for more salacious activities.

Sadly, though, most of the patrons of the Royale are inappropriately sure of their own superiority. Not one has seen as much danger as the heroes, and many of them come across simply as poseurs enjoying that they can pretend to be accomplished warriors. Most importantly, no one is motivated to actually do anything other than drink and live out his own little drama here.

Magistrate Vortberd regularly sends official observers who make sure any restless sparring does not develop into blood sport. If the heroes befriend either Xavious Foebane or Laurabec Adelsburg from the refugee camps, they may come here to recruit allies. During the course of this adventure, it is unlikely that anything the heroes do can rouse the patrons of the Royale to action, but it could be a source of cohorts, new heroes, or magic items.

The Royale is the only known haunt of Brutus in his persona as Nelebekus. If the heroes search for Nelebekus, a DC 25 Streetwise check reveals a man who can point him out in a crowd. If seen, Brutus will play it cool and claim that he has been approached before by people using that name. He tries to bluff his way out of the situation, but if that fails, he will teleport away in a fiery flash (and arrive in the Fire Tomb).

The hurricane in Act Four reminds the patrons that they are in danger in this conflict, and many of them begin to look for ways to help. By two weeks after the hurricane, the Royale is all but empty, although whenever a group of adventurers comes back from a mission for Seaquen, they will often stop in for a toast at the tavern where they started.

RABBLE ROUSER

Pickens Frankart is an outspoken critic of Lyceum. He's been spending his ample free time playing to people's paranoia that the school wants to take advantage of them, using arguments that have been fed to him by two close “friends” who happen to be not only members of the White Wyrms but also Ragesian spies using Pickens as a mouthpiece to foment more unrest within the town. Vorb Lotberg, Xavious, and Simeon all complain about Frankart and the heroes may choose to seek him out.

Pickens does not respond to reason or logic. He is convinced of his beliefs — or rather, that what he's been told is true — and works to convince others, while doing his best to help refugees make new homes and protect themselves from thieves. Pickens never drinks and loves fancy things that he can't afford.

If the heroes find a way to stop the White Wyrms, this act prevents Pickens from convincing the Seaquen fleet to take up a hopeless battle against the Shahalesti at the end of Act Four (see page 38).

THE WHITE WYRMS

Originally conceived as a combined thieves' guild and pirate fleet, the two founders, a Sindairese halfling crime lord named Cernaban Gremman and an Ostalin naval scoundrel named Makung Shaftobem, have been heavily influenced by Ragesian spies and Inquisitor Damius's generous funding to accelerate the network's growth.

Now the White Wyrms are attempting to destabilize the political situation in Seaquen and destroy any chance of unity. Through carefully planned murders, kidnappings, and other high-profile activities, the Ragesians hope to focus Seaquen's police activity on the terrorist group and not the true threat, which lies in the Fire Tomb below. Neither Cernaban nor Makung know the full extent of the plan: they believe that Inquisitor Damius is providing them funds and equipment to drive Seaquen into a truce with Ragesia.

ORDER OF ECHOED SOULS

One small group of monk refugees from Sindaire has settled in an isolated forest clearing away from the rest of the refugees. Led by Dreams No More, a middle-aged bald woman with dark skin and hands callused from making crystalline wind chimes, this group contains the last survivors of the Order of Echoed Souls.

One of the monks of the order, Three Weeping Ravens, will likely accompany the heroes throughout Adventure Five, *Mission to the Monastery of Two Winds*, and the history of the order is closely tied to Adventure Seven, *The Trial of Echoed Souls*. In brief, the order was originally based in northern Shahalesti but a tragedy drove the monks out of their homeland, and they abandoned their temple. The survivors settled in Sindaire, where they lived for several decades. Then, soon after rumors began to spread of Coaltongue's death, the First Ragesian Army attacked their lands for unknown reasons.

About forty monks or family members survive, and any erudite characters may be interested in visiting and speaking with them. They keep to themselves, and only Three Weeping Ravens speaks to outsiders so that others may be spared that frustration.

Slowly, however, he comes to like the people of Seaquen and eventually volunteers to help on one of the missions Lyceum is sending adventurers on.

If asked about the tragedy that befell the temple, the monks are uncomfortable. The closest they come to an explanation is, "Imagine all the small evils you have done, and all the evils ever committed by those you have met. Imagine that your soul contained nothing but that evil. Would you want to speak of it?"

BIOMANCY AND BROTHELHOUSES

Level 9 Major Quest: 2,000 XP

Cernaban Gremman is not behind the abduction of young women around the town, but they are finding their way to a secretive brothel he owns. The road here is a convoluted one. There is a shop on the south harbor named Majestic Creations, owned by Paradim Dogwood, whom the heroes might have run into when they visited Lee Sidoneth. Paradim is something like a mad scientist, prone to rambling and exotic claims of brilliance, such as that his ancestors created the owlbear.

He offers to create custom animals for those who can pay. He effectively can create any aberration, animal, or magical beast of Level 5 or less, although his creations never have an Intelligence score above 2. A few mages visit him for unique pets, and he is busy working for Makung Shaftobem to create new hippogriffs for the captain's soldiers.

His base price is 1,800 gp for a creature of Level 3 or less. The cost increases to 3,000 for Level 5 creatures, 7,500 gp for Level 7 creatures, and 12,500 gp for Level 9 creatures. Designing and growing a creature takes him one day per 1,000 gp of the price. He does not

guarantee the creature's obedience, although he assures customers that all creatures he designs can be trained as easily as a dog or a horse.

Paradim performs permanent physical alterations on customers, altering flesh, appearance, and even race or sex for 1,000 gp + 1,000 gp per character level, and a painful two-day submersion in biomancy fluid. Two people who underwent the change report being thrilled with the results, one a half-orc man who became a human, the other a human woman who wanted to grow fur, a tail, and cat-ears. The changes can be reversed if the creature willingly submits to a Remove Affliction ritual. Otherwise, they are as permanent as a magical wondrous item.

Paradim's shop is full of cages of animals for raw materials, and large tanks filled with yellow-green fluid that his creations grow in, although the ones in his storefront are merely for display. A small crew of other Ostaliner mages assists him, and guards — provided courtesy of Cernaban and Makung's budding syndicate — ensure no one gets into the underground laboratory.

Paradim's customers include Lee Sidoneth and the Ragesian spies hiding in the Fire Tomb. Another customer, the operator of Cernaban's brothel, commissioned "special attractions," so he had a few women abducted and altered to fit the brothel's clients' twisted fantasies. For any of these reasons, Paradim deserves to be found out and brought to justice.

If the heroes do discover Paradim's more depraved practices, award the quest XP. If they don't, one of the mages of Lyceum eventually does. A few days after the adventure ends, the mages piece together clues from the Ragesians, then raid his lab and capture Paradim. Feeling the heat, Cernaban turns over the head of his brothel, claiming he had no idea that such horrible things were occurring in one of his places of business.



ACT THREE: WAR COUNCIL

When the heroes achieve 9th level, their deeds have been noticed by enough prominent people that they are invited to attend a council meeting where the leaders of Lyceum and prominent members of the town and the refugee camps meet to discuss news and plan how to respond to Ragesia's threat. Diplomats from Dassen, Sindaire, and Ostalin are present, and the heroes will have an opportunity to speak to the council and request aid for Gate Pass, or address whatever reason brought them to Seaquen.

THE WAR COUNCIL

Headmaster Simeon calls a gathering of a dozen or so prominent people from the town for a war council. They arrive one by one through the constant drizzle, and polite students greet them at the entrance to the Aurad Tower, drying off the visitors with a drying cantrip while simultaneously employing Arcana:

Detect Magic checks to provide a modicum of security. Guests are then escorted to a fifth floor lecture hall with a vast curving window that looks out across the harbor.

Once everyone has arrived, Simeon appears and ushers everyone to an adjacent classroom that resembles an operating theater — a comfortable yet small area for discussion, surrounded by balconies where students would normally look down and watch an instructor demonstrate the intricacies of a particular spell. The room is well lit, and the Head of the War Department, the dark-haired dwarf Kiernan Stekart, places a short rod carved of veined black stone on the table in the center of the room. He assures them no one can endanger them here as long as they remain within 20 feet of the rod. He then steps to the side of the room, where stands a shield guardian (see the D&D 4E MONSTER MANUAL) constructed to look like a gnarled stone treant.

Aside from the heroes, the war council is attended by Headmaster Simeon Gohanach, Head of the War Department Kiernan Stekart, Magistrate Lorb Vortberd, Lee Sidoneth, Commander Xavious Foebane, Laurabec Adelsburg, and Wayfarer representative Giorgio, plus Dassen ambassador Kiefer Numhaut, Sindaire ambassador Cranston Snord, and Ostalin ambassador Kazha Lonam, plus Katrina and perhaps Torrent and Haddin Ja-Laffa if they have made it this far with the heroes.

When everyone is present, Simeon encourages them all to sit, while he remains standing to present an introduction. Simeon is casual, folksy, and dressed as though ready for manual labor, in a common vest and work pants — at least, his clothes would be common if not for the subtle runes embroidered into them with threads of precious metals.

“Ladies and gentlemen, you’ll pardon me if I’m brief. Our enemies are many, and we know their eyes are constantly watching. We don’t have much time for this meeting, so, even though I encourage each and every one of us to have our time to speak, I need to ask that we not get too bogged down in discussions of minutiae and other small things.

“We have a great task ahead of us, and it is a task that we do not do simply to protect ourselves, but to save the lives of all our families, brother, and sisters. The new emperor of Ragesia, Leska, who proudly calls herself the Supreme Inquisitor, has set her armies to conquer all our nations. Everyone is in danger, from lowliest warrior to mightiest mage. I have vowed as my duty that I will fight against this Scourge from Ragesia, but I don’t know much about how to run a war.

“What I do know, though, is that we all have knowledge and skills that will be valuable in this fight. I hope that you will trust me to lead this fight against tyranny, and I will trust you to give me your best wisdom and aid so that we may be victorious.

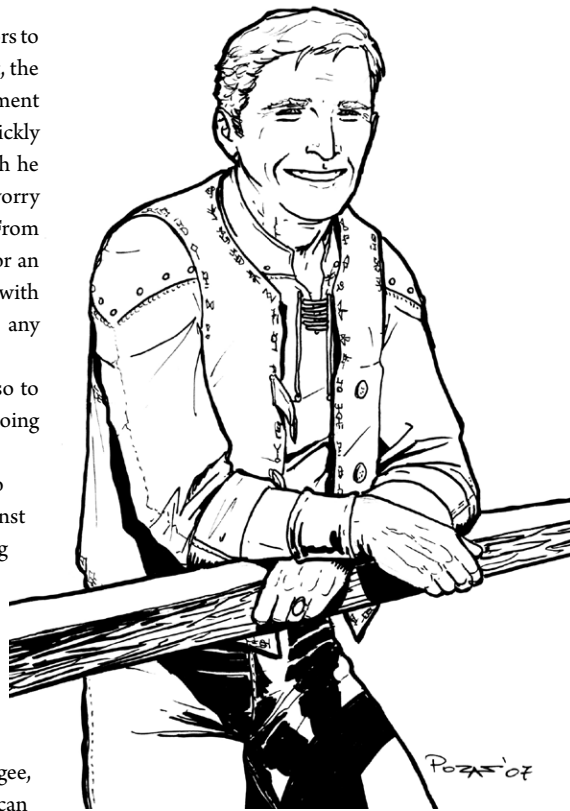
“Our goal is to stop the Scourge, to drive back the armies of the Ragesian Empire, to dethrone Leska, and to ensure our families and homelands are safe. Now, I hope you all have some idea how to do that. My ears are open.”



Simeon sits and directs each of the visitors to speak in turn. Meanwhile, Kiernan Stekart, the quiet dwarf in charge of the new Department of War, remains vigilant, and will act quickly to put down any actual violence, although he expects tempers to flare and does not worry about simple yelling or even threats. From time to time Simeon will glance to him for an assessment, and Kiernan, keenly familiar with Lyceum's resources, will curtly provide any information requested.

Each of the visitors takes a minute or so to present his or her concerns and insights, going in the following order unless interrupted.

- ◆ **Magistrate Lorb Vortberd** is here to bring up a long list of grievances against the refugees, who he says are bringing chaos and crime to Seaquen. He is in favor of recruiting as many able-bodied refugees as possible to form a new, broader police force and get things under control in a hurry. In particular, he wants to systematically question every refugee, so that those who appear suspicious can be taken into custody. On the matter of alliances with other nations, he is very wary of any arrangement that forces Seaquen to answer to another power.
- ◆ **Lee Sidoneth**, charged with maintaining the security of Seaquen's harbor, weighs in on naval affairs. At Simeon's request, he explains that the north harbor is so crowded that they are sending refugee ships to the south harbor. There aren't adequate docks for all the new ships, but Lee thinks it is probably best that most of them anchor in the harbor anyway, so they can move quickly in case of an attack. His advice is to wait and assess Seaquen's strengths, rather than rush to action. As he sits down, he casts a sneering glance at the ambassador from Ostalin, saying, "Some war-mongers might disagree with me, but they are motivated by the flow of gold into their coffers, not the flow of refugees into the safety of our defensible city."
- ◆ **Commander Xavious Foebane**, an aged dwarf and respected retired commander from Dassen, wants Seaquen to forge alliances with any and every nation that is willing to take a stand against Ragesia. He has a diverse array of ideas to take advantage of Seaquen's substantial



magical resources, such as lending mages to military units of numerous nations. This both helps those armies outwit the Ragesians and provides some protection against betrayal. He has identified various military objectives which would best be handled by a small band of highly mobile experts, saving large armies for holding back enemy armies.

The most important mission of all these, in Xavious's mind, is locating the Torch of the Burning Sky, and he believes that Leska has already begun searching

for it, which is why she has spread her armies so widely. He already has in mind a group that he trusts to accomplish the mission; he served with them in Dassen, and with the support of some of Lyceum's mages they would be able to easily go anywhere and do anything to retrieve this most valuable weapon of war. Unfortunately, these elite warriors serve Dassen's King Steppengard, and Seaquen would have to convince Steppengard to lend them.

- ◆ **Laurabec Adelsburg**, the eagle-riding holy warrior, speaks for longer than anyone else, and during her speech Magistrate Vortberd slowly grows more irritable.

Laurabec is less concerned with broad military matters and more worried that the thousands of people who have come to Seaquen with a desire to make a difference in the war might manage only to tear the city apart. It is clear that Ragesia is partially to blame, she says, citing the rise of the White Wyrms. However, just as many problems are the result of inadequate food, water, and shelter; bitter religious and cultural differences; a perception that Seaquen and Lyceum view the refugees as outsiders and pawns, rather than vital allies; and the clear fact that more than a few people are here just looking for an opportunity to profit from the war.

Laurabec speaks unofficially on behalf of the refugees, and she requests that someone pay more heed to the local affairs, since it will take weeks

GAME MASTERING A TWELVE-PERSON CONVERSATION

The purpose of this scene is not to let the heroes dictate the policies of the war; they're still outsiders in the eyes of those in charge, and they will have to earn that power by proving their loyalty and competence. Rather, this scene is meant to provide the heroes with a sense that great events are brewing, and that they have the opportunity to make a difference. It also establishes numerous key NPCs who play a role, either later in this adventure or later in the campaign saga.

Try to keep this scene flowing, so that many ideas are presented. To make it easier to run, only one NPC talks at a time and expresses their views, unless one of the heroes interrupts

and asks a question of someone else present. If the heroes have worked with some of the representatives in earlier encounters, they will probably already know the representative's opinions, so you can gloss over those parts quickly. Even if your players aren't the sort to be excited by lots of talking, Katrina's insistence upon painting the party as great heroes should prove amusing, and Laurabec will look to the heroes as a group of fellow refugees to support her against Magistrate Vortberd's open disdain.

As soon as things start to either get slow or get really heated, have Shalosh and the Shahalesti arrive to raise the stakes and present an opportunity for the heroes to take over.

anyway before any military actions can be coordinated. She starts to go into specifics, but Magistrate Vortberd interrupts her.

Vortberd thinks Laurabec is coddling potential hostiles, and is confident stricter laws are needed that will get things under control. The refugees, he points out, have come to Seaquen, after all, and should follow Seaquen's rules. Simeon is more willing to listen to Vortberd, whom he trusts from experience, saying he does not want to devote Lyceum's students to helping refugees when they could be training for war.

- ◆ **Giorgio**, the flamboyant Wayfarer, walks slowly around the table, thumping his staff on the floor with every stride, and he simmers with unbridled enthusiasm. He presents the Wayfarers' knowledge about the dangers of teleportation, and says that they are working to find a solution. In hushed tones, he hints at what amazing mobility the Wayfarers could provide them if the Cirque were willing to violate its long-standing neutrality. Then, with a smile, he says that the guildmistress, Sheena Larkins, is willing to do just that, if Lyceum can prove it has a real chance to win.

Before sitting, Giorgio produces a ticket for each person present, with the following bombastic speech:

"These are for a performance in one week of *The Spectacular Trial of Toteth Topec*, which you've **no doubt** heard will be premiering at the **Wayfarers' Theater** in a few days. Though there **will** be other performances before the night of **your** tickets, the **ageless beauty** that is Guildmistress Larkins wants to be **certain** we have everything **perfect** before we show it to **you**, the city's **most respected** citizens, and those **dignitaries** visiting from similarly **respected** nations. Think of the **symbol** it will be, for all of you to attend a **show** together. I **dare say** it may be **wholly disastrous** to morale if **even one** of you fails to attend!"

- ◆ **Katrina** arrived with the heroes, and now she presents them as the greatest resource available to the war effort. She extols their victory over a Ragesian Inquisitor and reminds everyone that



they are already a thorn in the Empire's side, so much so that the Inquisitors sent not one but two children of hell to track them down. She explains that she too has faced an Inquisitor and defeated him, and that her brother Rantle, whom she spoke to recently via a Sending ritual, is a vital member of the resistance in Gate Pass.

After this, she lets the heroes speak for themselves, although she is not above expressing amazement at their "heroic deeds" and occasionally prompting them for details about what they have faced and what they suspect the Ragesians may have wanted with the case.

Kiernan advises that they not discuss the case with so many people around, and if the heroes have not already shown it to the Headmaster, Simeon assures them that he wants look at it after the meeting, before the group leaves.

- ◆ **Dassen Ambassador Keifer Numhaut.** This tall, blond human says that King Steppengard is displeased that Seaquen's rallying call has brought so many refugees through his lands, making his kingdom a target for Ragesia. While Dassen is not above lending its support if there is a legitimate reason, for now the King believes it wiser to make a pact of neutrality with Leska, and leave Seaquen to its own fate.

Simeon says he will talk to the ambassador at length, and show him information that he believes makes it clear Ragesia will accept no neutrality.

- ◆ **Sindaire Ambassador Cranston Snord**, an aged gnome, says that his nation's people want to resist Ragesia, but the politicians cannot pledge their support to Seaquen and risk drawing Leska's ire. He suggests that if Seaquen could defeat Ragesia in a notable battle, it might be enough to make a difference.

As for the Torch of the Burning Sky, Cranston says that he is sure he knows where it is; it's just impossible to reach.

"The evening that the Old Dragon, Coaltongue, was slain," he says, "a storm of fire opened up in the heavens over his castle, a place called Korstull, a canyon in a broad field. Now everything there is dead, burned by months of fire that rains from the sky. Sometimes the dead wander forth from the storm. I don't know how anyone could survive that and find the Torch, nor do I know why anyone would expect to."

- ◆ **Ostalin Ambassador Kazha Lonam**, a slender half-elf with sharpened black fingernails and voluminous robes that probably conceal weapons, is sourly sarcastic. Her nation is only interested in lending its aid if it will profit them, but she presents their desires as generous. She says, with a self-important air:

"The inestimable Khagan Onamdamin, generous monarch of Ostalin, deeply regrets that his neighbors might be endangered by the Ragesian armies, but is willing to lend his elite, fierce armies if his neighbors are reasonable. Ragesia intends to conquer your entire nation. Would it not be reasonable to trade us one-third of your land, so that you may keep the rest from the greedy, cruel Ragesians?"

This starts a heated bout of bickering, which is a good time for the Shahalesti to make their appearance.

Quest Experience: For enduring this negotiation, reward the heroes 500 XP as a quest bonus. If they come up with some interesting ideas or make a good impression, reward them another 500 XP.

THE SHAHALESTI ENVOY

In the midst of people's discussions, the door to the classroom swings open. A human mage takes two steps in before being hurled back out of the room. The thrum of a telekinetic thrust shakes the room. Everyone turns to see that Kiernan was responsible for knocking the interloper back, his hands raised from recent spellcasting.

Simeon looks at Kiernan and says, "That was Johund you just attacked!"

Kiernan shrugs. "He should have announced himself properly," he replies.

When the shaken but still frantic Johund is brought into the room, he exclaims that a small group of visitors has just flown over the walls, and they're heading up right now. There are seven, he says, and they carry the flag of Shahalesti, a revelation which raises another infuriated uproar in the room.

Simeon calls for everyone to calm down, saying diplomats should meet their guests politely, but that at the same time everyone should be ready for a fight. He then stands and leads everyone into the adjacent lecture hall just as the Shahalesti envoy enters on the far side.

All the Shahalesti are dressed in silver armor and blue cloaks, and stand tall and bright with straight blond hair and straight swords at their hips. Their leader is a fantastically beautiful eladrin woman whose eyes shine like the sun on the bluest sea. Two eladrin men stand close to her like bodyguards, and one in the center holds a flag ceremoniously, while the rest of the fey warriors watch warily.

The Shahalesti leader sees the group pouring out of the classroom and says, "I would have waited. I didn't intend to frighten you."

If none of the heroes take charge of the situation, Simeon does and asks who she is; the woman introduces herself as Shalsha, daughter of the Shining Lord Shaaladel of Shahalesti. She has come to offer an alliance with Seaquen against Ragesia.

Neither the Shahalesti nor any of the members of the war council will initiate a battle, but if the heroes do, Shalsha and her allies start on the defensive. Simeon and Kiernan quickly subdue the heroes, not wanting overeager warriors to start an international incident.



"Shahalesti sends a fleet. Seventeen of our ships sail now to this peninsula, surrounding it from all directions to protect it from hostilities. By this we show our devotion to the fight, and — so my father believes — we prove that it is our nation who should lead that fight.

"We invite you to join with us in the war against Ragesia. Many potential allies have found their way to your city, and so we have come here to meet them. However, we will not risk betrayal on any scale, nor would it be wise for you to risk it. So we ask that you hand over control of Seaquen to the Shahalesti fleet, so that we may begin checking the purity of your allies' spirit. Admiral Telshanth will serve as provisional governor of Seaquen—"

Hearing this, the Dassen ambassador shouts that his nation will not simply hand over territory upon request, and within moments, the other ambassadors begin to clamor as well. The Shahalesti offer, it seems, has not gone over well.

Simeon calms the group down and then says that he can certainly recognize a threat, and that, if Shahalesti truly wants an alliance, they can learn to share like everyone else — he won't be a part of handing Seaquen or its people over to anyone.

Shalsha is unsurprised, but as she breaks from the script she has prepared she shows genuine concern. She says that Telshanth has his orders, that the fleet will remain, and that Shahalesti will prevent travel by sea into or out of Seaquen. She consents to speak to her father and seek a compromise, but she says that such a thing cannot be accomplished quickly.

At that, the ambassadors demand that the eladrin leave. To salvage what progress he can, Simeon agrees, asking Shalsha and her retinue to go. The heroes should have a chance to talk to anyone they want before the eladrin leave, and though they are in no position to forge an alliance, they could lay groundwork for one or, if they're not careful, worsen Seaquen's rivalry with Shahalesti.

Quest Experience: If the heroes do something dramatic with regard to the Shahalesti, be it working toward an alliance, vowing to resist Shahalesti oppression, or attempting to seduce Shalsha, reward them a minor quest award of 500 XP.

THE SHAHALESTI OFFER

When the shock of the dramatic entrance wears off, Shalsha requests the floor, which Simeon grants, and she proceeds to speak. While reciting her memorized speech, she hesitates occasionally; clearly uncomfortable with a few elements of the plan her father has laid out. She is not willing to defy her father, however, and stands by his commands.

"I come with an offer of safety and salvation for your city, and those who shelter here. As you know, Shahalesti is the shining jewel of civilization, and now the armies of Ragesia attack us. For every loss we suffer, the progress of all nations suffers. We are the only power strong enough to drive back the fires of Ragesia, but even in the face of our greatness, victory is not assured.

"My father, Lord Shaaladel, knows that some of the nations whose ambassadors stand in this very hall would wish to see Shahalesti fall, for they don't realize that in so doing they wish their own doom. Even the most trustworthy here can admit that it is difficult to have faith in the leaders of other nations when the most they can do is send a few diplomats to the banner of Seaquen.

AUDIENCE WITH THE COUNCIL

Eventually, after dealing with the Shahalesti, the council calms down and tables discussion of the eladrin demands as they continue with the meeting. Simeon calls on the heroes and Katrina to come forward and address the assembly.

Katrina speaks up almost instantly, repeating her ringing praises of the heroes, and entreats the council members to consider who has benefited from the party's great deeds (nearly everyone!), what wonderful allies the heroes have been, and how lucky Seaquen is that it can rely on the heroes going forward. She then yields the floor.

After the heroes make any requests (call for easy to moderate Diplomacy checks if you wish), the council requests a private conference and the heroes are ushered out the door.

After about ten minutes, Simeon comes out to greet them. If the heroes entreated the council to aid Gate Pass, the headmaster says that he wishes he could send aid, but Lyceum has to find allies before it can make a difference. Though Lyceum has mages in abundance, such folk do not do well when marched in platoons to war; they must rely on cunning and strategy. However, Simeon says that Commander Xavius has a hunch Gate Pass is more important than a mere stepping-stone to

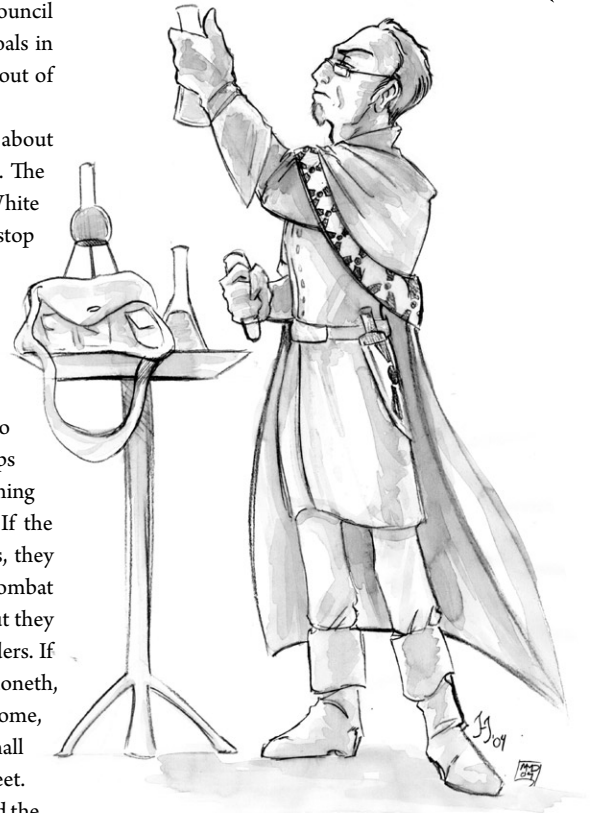
Shahalesti, so for now Simeon and the council consider learning more about Leska's goals in Gate Pass — and driving the Ragesians out of the city — to be a top priority.

In the meantime, Simeon is worried about the concerns brought up in the council. The Ragesians are wreaking havoc with the White Wyrms and any help they can provide to stop them would be appreciated.

THE WEEK BEFORE THE SHOW

One week elapses before the final acts begin. The heroes should be able to keep themselves busy in Seaquen, perhaps searching for the White Wyrms or finishing unresolved encounters from Act Two. If the heroes decide to find the White Wyrms, they could round up a few cells, each a small combat with an average Encounter Level of 3, but they will be unable to find any of the ringleaders. If the heroes then decide to talk to Lee Sidoneth, he will have disappeared from his home, having left a note saying he is on a small mission of importance to the Seaquen fleet.

The Shahalesti blockade has galvanized the town and many problems and arguments that existed before the council meeting have been set aside in light of the greater threat, so the incidence of violence and other crime in and



around Seaquen seems to have slowed.

It is, quite literally, the calm before the storm....

ACT FOUR: THE STORM

The heroes have been invited to a special performance at the Wayfarers' Theater, and hopefully they are fans of theater, because assassins scheme to murder many of Seaquen's leaders before the final curtain, and the heroes may be the only chance to stop them.

THE PLAN

Lee Sidoneth has brought to Seaquen a *hurricane orb*, an item created by Pilus of the Monastery of Two Winds. It can control the weather in a specific area, and the plan is to use the orb to summon a hurricane over the city. Wind, rain, and storm surges will destroy most of the buildings in the city and kill a great number of refugees whose only shelters are tents. Also, it just so happens that a large detachment of the Shahalesti fleet is anchored in the path of the storm. Lee and the Ragesians will be content to devastate Seaquen and demolish the Shahalesti ships, but they have further plans meant to cripple Seaquen's fleet and decapitate the resistance's leadership.

LURE THE SHIPS OUT BY TREACHERY

Lee Sidoneth is making the most of an amazing stroke of luck and has convinced the Wayfarer Giorgio to teleport the Wayfarers' Theater during a performance for everyone who was at the war council, a move which will incinerate the ship and everyone in it. By also framing the Shahalesti, Lee hopes this act will provoke at least some of Seaquen's captains to head out into open water to fight.

Lee has paid Paradim Dogwood to transform a half-dozen abducted refugees into perfect images of Shahalesti seamen. The victims were burnt to death and will be secretly rowed in a similarly scorched boat to a spot near where the Wayfarers' Theater is anchored. When the theater vanishes in a burst of flame, it will appear that the Shahalesti were killed trying to get off the ship in time.

Lee recognizes that the plan is complicated and has a fair chance of failure, but his main goal is ravaging Seaquen with a powerful hurricane. Killing Simeon, destroying two enemy fleets, and ruining the best chance for an alliance among the nations opposing Ragesia is just icing on the cake.

THE THEATER

You arrive at the Wayfarers' Theater by ferry a little before noon. Simeon and Kiernan are in the boat and motion you over. After you exchange pleasantries, Simeon suggests you come back to Lyceum after the show is finished. Apparently Dougan has determined the nature of the witches' globes and he is excited to share his discovery. The boat arrives at the ship and Guildmistress Sheena Larkins is there to greet you, standing under a parasol held by her bodyguard Hawkins.

You step onto the rain-slicked deck and are hurried down a spiral staircase to the theater itself, a space easily four times as large as the ship itself. Dozens of lanterns light the theater, and lenses over the stage focus spotlights on a curtain stitched with a pattern of fire. Ushers costumed as monsters and angels place you in a magical circle that dries your wet clothes, then guide you to your seats.

The theater seats one hundred, and the heroes, being relatively unimportant as dignitaries go, have seats in the very back row, where they can still hear the occasional rumble of thunder overhead through the closed hatch to the main deck. A character trained in Arcana sees the walls are awash in various subtle magics that are as much a part of the ship as the cracks in its wood grain. Barely visible in shadows cast by lanterns are relief carvings that suggest countless archetypes of fiction. There are no windows, and when the lights dim and the music of unseen performers seems to seep out through the walls, it is easy to believe that the world is no longer the same.

This, in a way, is true. The deck hatch is actually a portal to a demiplane where the actual theater resides, and it contains numerous unseen pathways that only the Wayfarers know. As vast as the theater is, much more lies unseen and inaccessible beyond the walls.

Simeon and the more important invitees are in the front row, but Katrina is sitting in the back row with or near the heroes. She talks quietly to whichever hero she likes or dislikes the most, even after the show starts, which earns her a few angry shushes.

THE SPECTACULAR TRIAL OF TOTETH TOPEC

The Wayfarers' show is a visual spectacle with songs, acrobatics, and pyrotechnics, relating an old Ragesian myth with a modern, political twist. The tale concerns an ancient orc druid named Toteth Topec, who supposedly learned that the world was in danger of being torn apart at its very elemental foundations. It is a sequel of sorts to the myth of the Aquiline Heart (detailed in the *War of the Burning Sky Player's Guide*), and is full of action, magic, betrayal, and great heroism.

ATTENDING THE PLAY

The heroes received tickets to a special performance for visiting diplomats and Seaquen council members. If they don't wish to attend, Katrina will try to bring them, saying it will be good for their image to show solidarity with the city. Simeon might ask them to attend as a favor, or Kiernan could ask them to serve as bodyguards and watch for danger. Tiljann is also excited to play in the show and requests the heroes attend.

Alternately, Crystin Ja-Nafeel, the seeress whom the heroes might have brought along since the end of Adventure One, could tell them of a vision, saying, "I saw a ship painted with flames, where a great story was being told. You were there, and the storytellers recognized you as heroes."

Use whichever hook has the best chance of engaging the heroes without tipping them off. Players are naturally paranoid, but if they call in overwhelming reinforcements there is less opportunity for drama. If your group likes outwitting foes instead of having dramatic combats in the pouring rain atop a galleon rocked by stormy waves, let them call in the cavalry to deal with Giorgio and his crew.

If the heroes do not attend the play, after the hurricane they hear that Katrina realized something was amiss and alerted Kiernan, and the two of them saved the day in an amazing and stunning display of arcane prowess that far surpassed even what the Wayfarers were performing in terms of entertainment value. Katrina laments that the heroes hadn't come along and seen the real show.

PRELUDE

Starting at the back of the theater and cascading forward, lantern flames flicker and vanish, drawing your attention toward the spot-lit stage. When only a handful of lanterns remain, violins, cellos, and a tinny drumroll sound from the walls, seeming to come from nowhere. The last lanterns are snuffed, the curtain slowly crawls to the forty-foot high ceiling, and then even the spotlights die, fading like the setting sun, white to orange to blood red. The drum rises to a crescendo and then goes silent just as a man strides onto stage, a spotlight snapping him into view.

He hurries across the stage and casts a furtive glance to the audience. You recognize the actor, under layers of magic and illusion, as Giorgio the Wayfarer. He plays the role of the ancient orc geomancer Toteth Topec, clad in a white traveling robe of ancient times. Then, from the shadows of the theater's ceiling, a serpent dives like a pearly lightning bolt, snapping its jaws just as Toteth dodges out of reach. Violinists play a cry of fright that seems to emanate from the walls. The geomancer somersaults to his feet and pulls a long black staff from under his robe. The snarling serpent rises into the air, snarling in rage, its tail whipping past Toteth like the trough of a iridescent wave.

Just when the dragon's tail is almost out of reach, Toteth leaps and grasps the tail one hand, holding his long club of a staff in the other. Drums sound, horns cheer, and the audience gasps as, flying through the air, Toteth clammers up the beast's back, fights off its thundering bites, digs his hand into the monster's eye, and cracks out one of the dragon's teeth with a ferocious swing of his staff. The wyrm bucks and vanishes into the shadowed sky, and Toteth flips and rolls twenty feet to the ground, stones cracking where his hands and feet strike.

The audience stands and applauds, and so begins *The Spectacular Trial of Toteth Topec*.

There are five acts to the play. The heroes should have a chance to talk quietly or keep an eye on anyone they think might be suspicious, and you can punctuate these periods with synopses of the events of the act. If the heroes are not very interested, you can skip to the end of Act Two, where Toteth Topec is pulled into the underworld.

ACT ONE

Singing and cartwheeling primitives at the far end of the world celebrate Toteth Topec as a great hero, for he has saved their town from a dragon, but the geomancer does not care. He travels to find great magic, to find immortality.

His journeys carry him to many foreign lands where he fights strange beasts, all the while pursued in the shadow by the opaline dragon. He befriends three mages along the way, each helping him at a different leg of his journey with their control over flames, winds, and sea, but ultimately Toteth travels alone in a great desert, under the searing sun.

Demons assault him, heat drives him mad, and he sees a vision of the Stormchaser Eagle crashing to the earth before him. Feathers burst across the theater, floating through the air, and when people grab them out of the air they see that they're not illusions. Then everyone looks up to see Toteth passed out, and the dragon hovering over him.

But before it can strike, a beautiful, dark-skinned woman in green robes finds Toteth, falls across his body, and prays for help. Light beams from the heavens, and the dragon flees again to the shadows. As the stage fades to darkness, the woman carries Toteth to her home, and a deep percussive thrum shakes the theater, like the beating of a massive heart.

There is a two-minute musical intermission, during which Katrina, apparently not a fan of theater, scoffs at the heavy-handed allusions. If the party does not get her meaning, she explains, somewhat impatiently, that the dragon *obviously* represents Ragesia, the air mage Ostalin, the fire mage Dassen, the water mage Shahalesti, and Toteth, an earth mage, Sindaire. The woman in green is meant to represent Seaquen, coming to aid Dassen.

The representation of the elements is a fairly common motif for the nations of the region, whereas the original myth says only that four mages helped Toteth. The costume choices in the Wayfarers' production, Katrina says airily, are *clearly* intended to show many nations working together against Ragesia.

Still, she is impressed at the level of detail put into the illusions. She smirks and tucks a feather into her sleeve. Anyone trained in Arcana realizes that nothing magical has taken place on stage up to this point.

ACT TWO

Toteth wakes in fits, light and dark represent many passing months as the woman tends to him. As he heals a romance forms between them, and the healing montage ends with a flamboyant love song and mock battle between Toteth and his love's in-laws so he can marry her. The battle is interrupted at the funniest moment by a tremor, and people in the audience actually cringe in fear as the stage seems to crack and intense winds blow out of the deep. Toteth realizes the world is still in danger, and he recalls the vision he had of the Eagle. He sets out to find a way to save the woman he loves, leaving her behind, not realizing she is pregnant.

Another montage shows his incredible journey, as he faces riddling fairies, battles giant spiders, and braves a cursed pyre filled with evil spirits to find a gem that can seal the world. Interspersed during the odyssey are images of his love, growing slowly more pregnant, until finally she gives birth. When she does, she is visited by the other three mages who aided Toteth in Act One, and they bless the child, swearing to go join the geomancer's quest so he can come home soon.

They travel through the aftermath of the various monsters and challenges Toteth has defeated, the ease of their journey a humorous counterpoint to the geomancers'. But then they find him, and see him standing atop a shining peak, fighting the dragon of bright shadows. Toteth holds the gem high, trying to capture the dragon's soul so he can take its power to heal the world, but the dragon is stronger. It bites him in half and the stage goes dark, the only thing visible is the gem, which falls and shatters.

During the next intermission, Katrina begins to spoil the rest of the plot, saying that Toteth has trapped his own spirit in the mountain, but the other characters don't realize the significance of what they saw, so they try to track down and kill the dragon. The dragon kills them at the end of the third act, and it seems like the whole thing is a tragedy. But then the geomancer's daughter, Eshu, grows into womanhood, and she vows to destroy the dragon and complete her father's work.

A female audience member angrily taps Katrina on the shoulder and tells her to stop spoiling the play. While the two women begin

their exchange, have the heroes make DC 14 Perception checks to notice that a person has emerged from one of the walls behind them and is climbing the spiral staircase to the main deck. It appears to be Giorgio, dressed in traveling clothes, with his staff slung along his back. He's wiping blood off his hands with one of his expensive-looking kerchiefs.

If no one makes the Perception roll, a scream of "Murder!" is heard at the stairs and an actress covered in blood is pointing upwards. The heroes briefly see a shadowed form reaching the top and disappearing onto the deck. A split second later, the hatch thumps shut. Katrina shoves the woman she is talking to out of the way, hissing with fright that the heroes must follow her, and quickly!

TACTICAL ENCOUNTER

TE-Ship-1: Assassins (page 79)



AFTERMATH

If the heroes are defeated, Giorgio may get a chance to teleport the Wayfarers' Theater, killing everyone on board — this would effectively end the campaign. If you'd rather continue the campaign, mages arrive from the

theater belowdecks and eventually overcome the surviving enemies, then tend to the heroes. If the heroes did not kill Brutus and Setales, the two are both found dead, killed by some poison or acid that also destroyed their tongues. Laurabec Adelsberg is among the passengers on the ship, and she congratulates the heroes on their heroism as she tends their wounds.

Whatever the outcome, with the battle done, the Wayfarers direct their ship back to shore. Winds are picking up, and the sea is starting to get choppy. Since the heroes are immune to strong winds because of the inhaled *tidereaver's tears*, they may notice that everyone else is struggling with the wind and they themselves are not (Insight DC 19).

The Wayfarers explain what Giorgio was trying to do, and they are shocked that he would have betrayed them. If Giorgio is captured or killed, Simeon will be able to extract information out of him to find out what the plot was, but he must go back to Lyceum to use the necessary rituals. The other conspirators don't know anything other than what the assassination plot required them to do, which includes the fact that the Shahalesti corpses were a trick and that Lee Sidoneth

orchestrated the whole event. They don't know about the Ragesians in the Pyromancer's tomb at all. Simeon asks the heroes to go with Kiernan and a few other mages to look for Lee, and return to Lyceum with the murderous druid — preferably alive.

REACTIONS IN SEAQUEN

Over the next few hours, as the storm turns from rain to heavy rain and strong winds, rumors spread through the town saying that the Shahalesti tried to kill Simeon, Xavious, Laurabec, and so on. People are up in arms, agreeing that even if they don't like each other they can all agree the Shahalesti are enemies. Makung Shaftobem, Ostaliner mercenary and aspiring admiral, sends word to all the ship captains he can find instructing them to rally and attack. Pickens Frankart, the well-loved rabble-rouser, gets fully behind the idea and quickly stirs up popular support.

While the rebel fleet outnumbered the Shahalesti, most of Seaquen's crews are not trained for battle, especially not in stormy seas. Fighting now is stupid at best, suicidal at worst.

If the heroes have done a good job calming people down until now, and particularly if they



have defeated the White Wyrms (see page 20) or actually befriended Pickens or Makung, they can dissuade the rebels from attacking during the storm. Otherwise, several hours later (about an hour before sunset), Makung gives the order to attack.

Three dozen ships of various sizes sail out from South Harbor and assault the blockading Shahalesti ships along the south shore. While the rebels board and conquer one of the eladrin ships through sheer force of numbers, the other nearby Shahalesti vessels converge, and volleys of spells set the rebel fleet to panic. A messy naval battle ensues, while the storm intensifies to hurricane strength.

SEEKING THE EYE OF THE STORM

The heroes may scour the town looking for Lee, but his home is abandoned and no one saw him leave — because he swam to his destination. While town guards and Lyceum mages keep the search up for several hours, eventually the storm gets too strong and everyone begins to take shelter. It should now be obvious to the heroes that something strange is going on (no check required), because the storm does not impede their movement, while everyone around them is continually buffeted by the storm.

The heroes should soon reach Lyceum, where the windows have all been knocked out and most of the students and faculty are hiding. Simeon, Dougan, and Kiernan are in the classroom theater, which is in the center of the tower and has no windows. Dougan has news that the *tidereaver's tears* are an advanced type of Endure Elements ritual, where the affected character becomes a part of the element he is intended to endure. They cannot duplicate it because of its unique mixture of divine, primal, and arcane magic, and even if they knew how to make it, they do not have the moral will to make the needed sacrifice. The mages assume

the heroes' resistance to the storm is a residue of their encounter in the swamp, which may coincidentally make them the only ones who can stop Lee's mad plan.

The main problem is finding him. Simeon has interrogated or used a Final Hours ritual on Giorgio and discovered the whole plot. He also found out from Giorgio that Lee has a shelter in the ruins of a tomb, although he does not know where it is; Giorgio had overheard a conversation between Brutus and Setalis regarding the tomb when they were traveling to the ship; they promised Giorgio he would be taken there after the assassinations. So Lee is almost certainly hidden in the Pyromancer's tomb, wherever that is, and the hurricane needs to be stopped. The rest is up to the heroes.

SC-Seaquen-2 — Finding Lee

Level 9 Skill Challenge • XP 800

Complexity 2 (6 successes before 3 failures)

Primary Skills Arcana, Dungeoneering, History, Insight, Nature

Victory If the heroes succeed, they find the prison entrance to the fire tomb.

Defeat If the heroes fail, they know the general location of the tomb and can travel there, but they each lose a healing surge before they find the prison entrance to the fire tomb.

Special If the heroes succeeded in a partial or complete victory on the "Arson Swarm" encounter in Act Two, remind the heroes about the rats and award them two successes towards this challenge because they can narrow the tomb's location to a specific area.

Arcana DC 19 (1 success, 2 maximum, fail)

The hero gains evidence of the magical source of the storm. He leverages the knowledge to help find its approximate origin. Second success: The hero discerns that the storm will have an eye over its origin point.

Dungeoneering DC 14 (1 success, 1 max, fail)

If the heroes went on Tiljann's quest, apply a +5 bonus to the roll. The hero studies the

old records of the ruins and gleans clues by examining various maps that, taken together, show voids that may house the tomb.

History DC 14 (1 success, no max, fail)

Discussions with and searching through Lyceum's library begins to reveal possible locations for the Pyromancer's tomb.

Insight DC 19 (1 success, no max, fail)

The hero makes relationships from all the sources of information to arrive at a possible origin location for the storm.

Nature DC 14 (1 success, 3 max, fail)

The hero tracks the storm's movement, noticing the hurricane's movement patterns.

Second Success: The hero estimates the size and locates the probable center of the storm based on wind movements. *Third Success:* The eye of the storm is above the old flooded prison.

AFTERMATH

Once the skill challenge is complete, Simeon explains that the storm is far too intense for anyone but the heroes to make it there in time, so they will have to go alone (barring any ingenious ideas, like carrying a flailing ally and holding onto him so the wind doesn't carry him away, or stuffing someone in a *bag of holding*). He mentions that the center of the storm will probably be marked by an area of relative calm about a hundred feet across. He wishes the party luck in apprehending the villain.

LEE'S STATUS

Lee is near the Fire Tomb, where he set the *hurricane orb* to create the deadly hurricane. Now the hurricane is at full strength, with winds powerful enough to knock a grown man flat; Lee doesn't want to be too close to the Ragesians, just in case someone manages to fight their way through the storm.

He swam to a small ruined island not far from the entrance to the Fire Tomb, where he waits, reveling in the power of the storm but keeping an eye out for trouble.

ACT FIVE: THE PYROMANCER'S TOMB

Ages ago, a mage now remembered only as the Pyromancer created a tomb for himself under the peninsula Seaquen lies upon, tapping the power of a natural rift to the Elemental Chaos to power the tomb's defenses. No one has seen the tomb in centuries, but treasure hunters have sought it, and proprietors of steamy bathhouses on the peninsula are thankful for its presence.

The Ragesian Inquisitors, with their expansive libraries of magical lore, located the tomb, and when they snuck into Seaquen to prepare for its destruction, they established a base there. Lee Sidoneth has provided them with the magic necessary to keep the place habitable, as well as the *hurricane orb*, which they are using to destroy the town above.

The Fire Tomb lies a hundred feet beneath a prison from the old city that was destroyed in an earthquake. The prison is now flooded; the Ragesians used dwarven excavation rituals to tunnel down to the Fire Tomb and are using a magical device similar to the one used at Gabal's school to hold the water at bay.

The Ragesians have purchased biomancy equipment from Paradim Dogwood and some modest furniture and have carted it all down into the tomb, expecting to stay at least a few weeks. By the time the heroes find them, the Ragesians have conjured the hurricane, and so now they wait, expecting to see no one except Lee, who visits intermittently to renew the storm. In three days they will emerge, survey the town, deliver a message to High Inquisitor Kreven, and then meet up with a ship that will give them their new orders.

Because of the storm, only the heroes who were exposed to the contents of the *tidereaver's tears* can make it out to the prison.

THE SUNKEN PRISON

The heroes find the eye the storm, centered over the remains of an old prison that has partially collapsed into the sea.

FEATURES OF THE PRISON

The following features are common to the prison

Illumination: Darkness.

Shallow Water: Knee deep to waist deep

and represented by very light to light blue water (see rooms C, D, E, F and G). Medium characters can wade through it, treating it as difficult terrain. Small characters must swim using Athletics checks. The water is considered to be calm.

Deep Water: Represented by the darkest water (see the lower part of room H and rooms K and L). The water is calm and all characters must swim in order to make any progress. A pocket of air is always available on the ground level rooms (rooms B–J).

Swimming: Any creature swimming in water has concealment against attacks made by land-dwelling creatures. Creatures with the aquatic keyword can see swimming creatures normally. Creatures can use water's concealment to hide.

Doors: All the interior doors are rotted and crumbling, offering no cover. A hero can push his way through a "closed" door, destroying it, by spending one extra square of movement.

Furniture: Any furniture still present in the prison is in a state of advanced decay, and none of it is usable for cover or concealment.

A. RUSTY GATE

The path ends at a rusty gate that stands motionless, half open. An embossed metal placard beside the gate reads, "Carcer Tevensum," the ancient name for "Teven's Prison."

Beyond the gate is what looks like a narrow courtyard, a high cliff on the west, north, and southern sides, and rusty guard railings — broken and useless in places — line the eastern side. Beyond the railings the ground drops twenty feet to the surface of the sea, which is choppy.

A hundred feet away to the east, the sky is dark again, and lightning crackles nearly constantly over craggy islands and the ruins of the old sunken city that stretch away from the coast until the storm swallows them. Along the eastern edge of the courtyard, nine stone pillars rise ten feet, and are capped by gargoyles that leer down at the sea.

As the heroes enter the courtyard and get their bearings, they realize this is the roof

of a building. A staircase leads down from the northern end of the roof, stopping at a cobblestone and sand shore where strong waves crash in from the sea.

The damaged ground slopes sharply down, and the water is waist deep at the point marked B, where the heroes can find the door that leads into the prison.

B. PRISON ENTRANCE

This is the back entrance to the prison, where supplies were once brought in. The front entrance further up the cliffs has long since been collapsed under rubble. The doorway is dark, and stone gargoyles loom ominously overhead. Just inside the door, a rusted gate has been torn off its hinges, and it scrapes back and forth along the ground as waves lap into the next room. There is no light inside the prison.

C, D, & G. LOADING DOCK, JANITORIAL, AND STORAGE

The water is waist deep here. Beyond the main gate is what appears to be the general receiving area for the prison. A hallway leads west, two doorways flanking it, although the doors themselves are practically rotted away. A nearly completely destroyed rotted door leads north, and a wide doorway with another damaged gate hangs open to the south.

The room to the south is the storage area; the room to the north, seen through the ruined door, has shelves along the back wall.

TACTICAL ENCOUNTER

TE-Prison-1: Biomanced Creatures (page 82)



AFTERMATH

Characters searching the storage room discover humanoid remains and three 9th-level treasure parcels. The remains are those of a Ragesian spellcaster who blundered into his own trap. His companions laid him here temporarily and have refrained from looting the body.



E. GUARD ROOM

A step at the threshold leads up to the old guard office and contains another of Paradim's biomantic creations.

TACTICAL ENCOUNTER

TE-Prison-2: Mimic (page 84)



F. TRAP ROOM

This room holds the mechanism that controls the spear trap in the hallway. By pulling a lever here (a move action), a hero can deactivate or reactivate the trap.

H. PRISON CELLS

This is a wing of the prison with largely intact cells and rusting bars. The devastation of the ancient earthquake has warped and broken many of them so no cell is actually a prison anymore. The Ragesians have gathered a number of undead creatures here as a trap for unwary explorers. The water is only waist deep at the entrance, but the ground dips southward, and the far end of the room is deeper than a man's head, with only about a foot of breathing room at the top.

TACTICAL ENCOUNTER

TE-Prison-3: Skeletons (page 85)



I, J, AND K. LOBBY AND LIVING QUARTERS

When the heroes enter this room, they attract the attention of creatures who lurk in the downstairs lobby. The skum, another of the biomancer's creations, swim up and grapple a victim, one holding him down under the water so the others can claw and bite him to death.

TACTICAL ENCOUNTER

TE-Prison-4: Skum (page 86)



L. PROVISIONS

This room is dimly lit by a fiery glow coming from a 5-foot-wide hole in the ground, and the water is noticeably warmer here. A large pulley has been set up in this room, aligned so it can be used to hoist things up and down the shaft. The shaft descends one hundred feet but is nearly smooth, as though it was excavated with magic. It leads to the Fire Tomb.

A DC 22 Perception check detects a pair of thin wires crossing the entrance to the shaft.

NEW ITEM

Hurricane Orb Level 20

Wondrous Item 21,000 gp

The orb is an 8-inch sphere of black glass etched with unusual curving silver patterns that suggest clouds and wind. The sphere is held in an oval wooden setting, carved with images of two gods blowing storms from their lips. A silver wand is beside it.

Power (Daily) Standard Action. Spend 5 healing surges. You change the weather in the local area to create a hurricane. It takes 10 minutes for the effects to manifest. You can call forth wind and rain and change the temperature appropriate to hurricane of the area you are in. The *hurricane orb* must be activated near a large body of water. The weather is changed within a 3-mile radius from the orb's location. This effect lasts for 24 hours.

Special The power can be maintained by spending 2 healing surges each 24-hour period. Each orb is attuned to a silver control wand and can only be activated, and the resulting hurricane controlled, by use of the wand.

If someone enters the shaft without disabling the alarm (Thievery DC 20), the wires break and release a thunderstone from another wire further down. This stone plunges to the bottom of the shaft, falls into the Fire Tomb, and sends out a loud boom that alerts the Ragesians.

THE FIRE TOMB

When the Pyromancer created his tomb, he used power from the Elemental Chaos to make the area very resistant to scrying. In effect, the entire tomb is a part of the Elemental Chaos, so a View Location ritual fails, and other scrying must defeat the equivalent of a Forbiddance ritual performed by a 30th-level caster.

The following features are common to the tomb:

Illumination: Darkness.

Ceilings: The ceilings are 8 feet tall. Large creatures suffer a –2 penalty to their defenses in the close quarters.

Temperature: The air in the tomb is about 110 degrees, and the air is hazy with heat and steam. Creatures are lightly obscured with respect to each other if they are more than 8 squares apart. A magic field similar to the Endure Elements ritual is in place, so all creatures in the tomb are protected.

Spell Changes: All spells with the Fire keyword do maximum damage in the tomb. All spells with the Cold keyword do half damage.

Doors: Unless otherwise noted, the doors in the tomb are made of stone. A DC 30 Strength check allows a character to break one down. The doors have the following defenses AC 10, Reflex 10, Fortitude 25, and 35 hp.

A AND B. STEAM TUNNEL AND MAGMA FLOW

The bottom of the shaft from the prison opens into the ceiling of a steam tunnel. Some magic effect holds the water at bay so that only a few drips fall through the ceiling; these quickly turn to steam.

A river of lava cuts the chamber in two. The source of the lava is visible down the south tunnel — a massive upright warding circle in the stone wall, its runes glowing with intense heat. It looks solid, but somehow flames are visible beyond it, and a slow flow of lava seeps out at the bottom edge of the ring, as if it were a seal holding back the heat from a particularly inhospitable part of the Elemental Chaos.

If the Ragesians have been alerted to the heroes' arrival, run the tactical encounter.

TACTICAL ENCOUNTER

TE-Tomb-1: Alerted! (page 89)



C. TOMB ANTECHAMBER

A stone door leads to the entrance to the main tomb, a triangular room with two doors flanking a stone dragon head that snarls out of the west wall. The dragon's mouth is open as if it is about to breathe fire, and a permanent zone of darkness conceals what is inside. The Ragesians have not explored it. Three bedrolls lie near one wall, a card table near the other.

The Ragesians are awake and armed in case someone finds them during the hurricane. The antechamber is cooler than the steam tunnel, so that door is closed. The doors to the laboratory are also closed to block the screams of the people the Inquisitor tortures.

If the heroes did not alert the Ragesians when coming down the tunnel from the prison, run the tactical encounter

TACTICAL ENCOUNTER

TE-Tomb-2: Guards (page 91)



D. MASTER'S CHAMBER

Originally this room held treasure the Pyromancer wanted with him in eternity, but the Ragesians sold most of it to pay the witches H'andrea for the *tidereaver's tears*. Normally Damius the Inquisitor sleeps here in a bed, brought in at great difficulty.

On the desk sits an 8-inch sphere of black glass etched with unusual curving silver patterns. The sphere is held in an oval wooden setting, carved with images of two gods blowing storms from their lips. This is the *hurricane orb*, for which Lee has the control wand.

Destroying the orb doesn't stop the storm, because the effect is already underway. The control wand can still be used to stop the storm, even if the orb itself is destroyed.

Treasure: Damius has squirreled away three 8th-level and two 9th-level treasure parcels.

E. TOMB

Through the mouth of the dragon in the antechamber is a small room with a door at the far end, its edge traced by glowing red runes that read, in Barazhad, "The spirit of the Pyromancer Damatarion shall destroy those who disturb his body's rest."

The door is bound by an Arcane Lock ritual (DC 35), and anyone who tries to open the door or fails to disarm the trap, triggers a lethal

rain of lava. The runes flare angrily and lava begins to drip from the ceiling.

Lava Rain

Level 9 Elite Blaster • XP 800

Hazard

Hazard The lava rain becomes active when triggered. Thereafter, it attacks every round on its initiative for four rounds, completely filling the chamber. Only a little lava reaches the antechamber. When the chamber is completely full, the lava vanishes and the trap magically reloads 5 minutes later.

► Perception

DC 28 The character detects the holes in the ceiling.

► Additional Skill: Nature or Dungeoneering

DC 24 The character recognizes the danger of the holes as a trap.

Initiative +3

► Trigger

When the door is opened or a Thievery check fails.

► Attack

Standard Action; Close Burst 3

Targets All creatures in burst

Attack +12 vs. Reflex

Hit 3d8+4 fire damage and ongoing 5 fire damage (save ends).

Miss Half damage.

► Countermeasure

♦ Make a DC 22 Acrobatics check as an immediate interrupt before the lava rain's attack. With a successful check, the character takes half damage if the lava rain hits and no damage if it misses.

The wall of the inner tomb is surrounded by sheets of brass filled with flowing lava. If the heroes manage to break in, the Pyromancer's sarcophagus bears a powerful curse (see Damatarion's Curse, below).

Damatarion's Curse

Level 16 Elite Blaster 2,800 XP

Trap

Trap The sarcophagus is set to trigger a powerful curse on the person who touches it, causing him to combust in a flash of radiance and searing flame.

► Perception

DC 25 The character notices runes traced along the lid and casket that indicate its magical properties.



► **Arcana**

DC 30 The character understands the runes significance. The character can only make this check after the Perception check has succeeded.

Initiative +16

► **Trigger**

A character disturbs the trapped object.

► **Attack**

Standard Action; Close Burst 3

Target All creatures in the burst

Attack +18 vs. Fortitude

Hit 4d10+6 fire and radiant damage and ongoing 10 fire and radiant damage (save ends). Each target takes a –2 penalty to each of its saving throws to end the damage effect.

Miss half damage

► **Countermeasures**

An adjacent character can attempt to ruin the runes and disrupt the magic with a DC 30 Arcana check.

A creature who manages to heave open the sarcophagus (Strength DC 19) finds a withered corpse draped with once-fine clothing

and jewelry. There are three 9th-level treasure parcels within.

F. LABORATORY

In the northwest corner of this room is a large tank full of green biomancy fluid, in which is growing a biomantic skum. Several other tanks are stacked against the wall, and a shelf on the east wall contains biomancy craftsman tools, plus texts detailing various monstrous anatomies and the techniques of biomancy.

The shelf also holds a *bottle of air*, which the Ragesians use when they want to get up to the surface.

The west wall has two pillars of flowing magma, floor to ceiling, which somehow do not fill up the room.

G. TORTURE CHAMBER

Damius the Inquisitor, who, with Lee, is in charge of the hurricane operation, uses this room, once the burial place of the craftsmen who built the tomb, as his private torture chamber. Just as sometimes his men need to rough up the prisoners, he sometimes needs to

torture them, having no real agenda except to enjoy their suffering.

When the heroes arrive, unless he is alerted, Damius is full in the grip of joy as he tortures an elf woman. Her body is covered with small scars, the result of numerous magically healed cuts. Damius may attempt to use the woman as a hostage.

TACTICAL ENCOUNTER

TE-Tomb-3: Damius (page 92)



H. HOSTAGE CELLS

This steamy chamber contains four iron cells in the darkest corner. The northernmost chamber holds a white stone monolith, a foot square and six feet high. Machinery similar to that found in the White Wyrms' hideout stands along the back wall.

The pillar is composed of an alchemically-crafted stone called opalite and is the focus for a powerful magical beacon. Any creature teleporting to or from any place within 10 miles

of Seaquen is drawn here if the teleport distance is more than half a mile. Massive objects (such as the Wayfarers' Theater) cannot fit, and so travel to their destination normally.

The machinery is replicated from an artifact connected to the Aquiline Heart. Leska provides it to allow quick restoration and healing to the Inquisitor and his men. Fed by energy from the magma flow, the machine provides the equivalent of an extended rest in 30 minutes, allowing all daily and encounter powers to be fully recharged.

The cell is warded with an Eye of Alarm and a trap that stuns and knocks out victims. This serves as a trap for mages foolish enough to try to teleport to Seaquen. Even those warded with powerful enough anti-fire magic to survive the Burning Sky find themselves trapped and unable to cast spells. Most are Wayfarers, although a few powerful mages have fallen prey to this too.

Mage's Clutch

Level 16 Blaster • 1,400 XP

Trap

Trap some text

► Perception

DC 25 The character notices a magical circle around the monolith.

► Arcana

DC 30 The character understands the runes' significance. The character can only make this check after the Perception check has succeeded.

Initiative +16

► Trigger

A character teleports into the circle.

► Attack

Standard Action; Melee

Target One creature

Attack +18 vs. AC

Hit 2d6+3 damage, and the target is stunned (save ends). *First failed save:* The target is knocked unconscious (save ends). Each target takes a –2 penalty to each of its saving throws to end the effect.

► Countermeasures

- ◆ An adjacent character can attempt to ruin the runes and disrupt the magic with a DC 22 Arcana check.

The cell's bars are stained with scorched blood. Most of the old prisoners were interrogated, then tossed into the lava.

There are two prisoners, kept for Damius's and his guards' pleasures. One is an apprentice mage named Teymour who teleported in with a Wayfarer. The other is the woman being tortured, Faquaniel, a Shahalesti spy who had planned to infiltrate Seaquen and lay the groundwork for the arrival of the fleet. She likewise teleported in with an ally, but both the prisoners' allies were killed since they were too dangerous to keep alive. Their gear has been sold off in town.

The prisoners are thankful to be rescued, having suffered days of torture. After the first few sessions, the Inquisitor even stopped asking questions, and just did it for sport. Faquaniel, however, has a vital piece of information. A few hours earlier, she saw a man (who by her description the heroes should recognize as Lee) come in and say he was taking "the control wand, in case he had to change the weather in a hurry." This should tip off the heroes that they need to find Lee and get this "control wand" from him if they want to stop the storm.

If the heroes interrogate any remaining Ragesians, they learn what is left for them to do. In particular, they have to find Lee Sidoneth and get the control wand from him; they may also want to track down Paradim Dogwood and deal with him. The apprentice mage, named Mareri, will ask the party to take him to the machinery. If asked why, he explains he learned its capabilities after observing Damius using it to heal himself after a teleport a few weeks back.



He knows how Damius controlled it and offers to heal them all. If they accept, Mareri tells them to step into the circle, flips a few switches and incants a strange formula, and the party is transported into a strange demiplane:

You are on a barge on a large lake moving toward a lone island where a magnificent palace lights up the night. As if in a dream, you disembark when it reaches the shore and walk along a thousand-foot gilded skywalk to the palace. Gold and ebony statues of dragons leer down from the jagged awnings like gargoyles, seemingly staring at you. The palace is lavish as you pass through the corridors — nothing is denied to the palace occupants and the grandeur is a thin veneer over the decadence that you feel and see.

You arrive in the audience chamber, where the Inquisitors' object of worship, Leska herself, stands in all her regal majesty. She is adorned with dozens of primitive shamanistic charms and amulets. Her face lies hidden behind a skeletal mask, long dark gloves conceal her hands, and regal crimson robes float around her body as if even gravity yields to her power. Only the flesh of her neck, jaw, and mouth is exposed, and her blood-red lips hint at a face filled with cold, scornful detachment.

"Take my blessing," she says, and the spectral empress touches each of you with a coldness that sears your soul. "The power of the Scourge shall refresh and sustain you. Your life at the mortal cost of others is a small price for the final reward. Their sacrifice is now your strength."

After she has "blessed" each of you, Leska stands back and surveys you with an imperious air that makes you feel like you are little more than property to be tossed aside, but then, for a moment, her regal bearing drops in surprise and she gasps, "What?" The moment of shock is forever frozen, for the vision disappears and you are staring back at Mareri, fully refreshed.

The heroes can then leave (probably crept out), fully charged (as though they've had an extended rest) and ready to take Lee out. When they climb up the tunnel and get back to the prison, they can still hear the hurricane overhead, thundering even louder than before.

THE STORM KING

To make sure no one can trace the hurricane back to the Monastery of Two Winds, Lee needs to make sure both the heroes and the Ragesians are silenced, and that the *hurricane orb* is removed from the scene after the hurricane does its work. He is waiting at the entrance to the prison to finish off anyone who comes out.

As the heroes near the exit to the prison, they can notice that the storm, if anything, seems to have grown more intense. The water is choppy even inside the prison, and it sounds like the stones of the building are moaning, wind cutting through every old crack. It looks like outside the prison the water will be rough and stormy.

TACTICAL ENCOUNTER

TE-Prison-5: Lee Sidoneth (page 87)



DEVELOPMENT

When Lee is reduced to 0 hp or below, just before falling unconscious he drops the control wand and cries out, "Master, let your winds destroy them!"

An intense howling wind fills the air, and Lee's body is torn to pieces, disintegrating into dust. Lee screams until his voice and body are carried away into the storm, which is growing stronger by the moment. The eye vanishes overhead, and strong winds buffet the group. As Lee is fully obliterated, his clothes and gear fall to the ground. If no one manages to grab the control wand and deactivate the storm, in two rounds the winds rise to hurricane strength in the eye, and then to tornado strength two rounds thereafter. The hurricane shrinks to a precise, annihilating cyclone centered on the heroes.

The instant someone grabs the control wand and wills the storm to stop, the winds go still. Thunder still rumbles, but the rain slowly dies, and then the lightning. Over the next ten minutes the storm clouds fade, and the cool starry night emerges.

If the heroes somehow prevent Lee from calling down Pilus's vengeance, the hydromancer is still himself annihilated, as a unique contingency prepared by the distant air mage disintegrates Lee's body to keep him from being interrogated. The control wand lies on the top of the hollow pile of his clothes.

MESSENGER OF GENTLE WINDS

When the heroes are returning from defeating Lee and the Ragesian forces, above the fading winds of the storm comes the steady flap of giant wings. Takasi, Laurabec's giant eagle mount, glides past the group then turns and lands before them. He drops Laurabec's ransour from his beak, and bows his head in grief.

While the heroes were busy trying to stop the masters of the storm, the holy warrior Laurabec was trying to save people from it. She flew into the storm, pulling people swept out to sea to safety, fighting to save as many lives as possible. Eventually, though, she was swept off her mount by hurricane force winds, and her body was carried out to sea. She managed to carry thirty people to the safety of a rocky island off the south shore, where they rode out the storm in a rough cave.

Takasi tells heroes that the storm is fading all across the city, but many were lost to it, including his friend and master. A few ships that were not in harbor were destroyed, and most of the Shahalesti fleet was destroyed, and those that weren't were crippled and are now crawling away.

Takasi says that their heroism would have made his master proud, since they saved thousands of lives. Then he says that, with his master gone, he goes to die. Spreading his wings he bids them good luck on their quest, and flies west, vanishing into the horizon.

CONCLUSION

The city of Seaquen is devastated, but in this time of trial its people unite to defend each other. With incontrovertible evidence that far-away Ragesia is a serious threat, Seaquen joins the war effort. It will take a long time to rebuild, but the heroes have little time to rest. Word has come that the winter storms over southern Ragesia have faded, clearing the way for the Third Ragesian Army to march into Dassen. There is also news that the King of Dassen has survived an assassination attempt. Simeon thinks the heroes should go to the paranoid king and use their new-found fame to convince him to ally with them, and to hold off the Ragesian army.

For the next week, the sky is clear, and the weather is beautiful. Everyone in Seaquen recognizes the heroes and wants to thank them for saving their lives. They find homes hospitable, drinks free, and favors easy to request. This is not to say that things are easy for them, or that they have no enemies: there may still be spies in Seaquen, and so to keep the city safe the mages of Lyceum co-opt the teleportation beacon and *hurricane orb*, hoping to figure out how to control them and use them for defense.

Simeon and Lorb Vortberd sends the heroes to Lee Sidoneth's island to see if there is any clues about the "master" that Lee mentioned while dying. The island is storm-damaged and little is left except for a few items in a lower-level lab that is flooded.

The heroes find two 8th-level and two 9th-level treasure parcels among the wreckage and a small case containing a letter with instructions from someone named "Cai." The letter mentions that the "masters' army" is continuing to grow and that the new code word to approach the "mount" is "Eshu." The letter strongly hints at the existence of a book of biomantic secrets that was to be delivered to a mage named "Paradim." It also states that the "new creations" are best suited to wintry climes, and that their touch is capable of disrupting spells and making it difficult to cast off new ones, making them effective against the Lyceum mages and the Shahalesti.

The heroes have a few days to digest this information as they prepare to travel to Bresk, the capital of Dassen, during which time Simeon rallies as many students as necessary to craft any magic items they need, letting them get practically any item they can afford. If the heroes happen to be behind the curve regarding how much wealth they should have at their level, this is a fine time for the grateful city, through the Lyceum, to offer them the items as gifts, which will coincidentally bring them up to the proper amount.

Simeon will call on the heroes after a week elapses to meet and discuss their next move. If the heroes are continuing with the campaign saga, the meeting is detailed in the next adventure, *The Mad King's Banquet*. 🐉

APPENDIX A: THE WAYFARERS

Travelers of a thousand lands. Performers of ancient legends and living myths. Those who are above borders.

The Wayfarer Cirque has turned its humble beginning as a haven for traveling actors and mages into a near monopoly on a vital service in international travel and trade: teleportation.

From their base — a teleporting galleon known as the Wayfarers' Theater — the Wayfarers operate in every country. Their reputation as tremendously entertaining performers gains them warm welcomes in all major ports, but their elaborately costumed theatrical productions are only the public front for a fabulously expensive network of elite couriers, freight deliveries, and expert guides to the most dangerous places in the world.

Every Wayfarer must be a talented acrobat or performer and possess some level of magical skill. Most importantly, however, each Wayfarer must refuse to be beholden to any government, choosing instead to submit to the Cirque's strict control over the affairs of its own members. Should one Wayfarer raise the ire of an influential noble, a city, or an entire nation, other members of the Cirque will take and punish their own rather than risk having their entire business destroyed.

Wayfarers are required to pay the Cirque a fee for each teleportation ritual they provide, even to friends and allies. Because of this fee, Wayfarers usually charge for their services except in extreme circumstances. In exchange, the Cirque offers its members use of its many hidden teleportation circles, protection and rescue in times of trouble, and can practically ensure business. Those who need to get somewhere quickly know they can trust the Wayfarers. Those who join the Cirque merely to learn their secrets and then use the knowledge only for themselves are tracked down, and their punishment is fierce indeed.

THE WAYFARERS' OATH

The Wayfarers want to maintain their near-monopoly on teleportation-for-hire, and so new members of the Cirque must pledge not only loyalty but also to pay the Cirque the appropriate fee every time they teleport someone. Wayfarers are not required to charge for their services, as long as the Cirque gets its money.

A Wayfarer must speak to one of the Cirque leaders at least once a month and submit to a Discern Lies ritual, then report how many times he has provided teleportation services to others. A Wayfarer who fails to hand over the mandated commission is put on probation, and is not allowed to make any profit from teleportation for a month. A Wayfarer is not required to pay for teleportation used when his or an ally's life is at stake, but when rescuing strangers the Wayfarer is still required to pay. The Cirque does not want to be viewed as a philanthropic organization.

A Wayfarer who regularly shirks his responsibility is stripped of his powers quite violently. Stories tell of a trained undead monstrosity that the head of the Cirque keeps in the Wayfarers' Theater ship, which sucks the life from those who transgress against their oath until they have no more power than an apprentice wizard. The former Wayfarer is then placed in an oubliette for one year, removing from him even the freedom to travel by conventional methods.

Cirque Teleportation Fees

Linked Portal — 20 gp
Reverse Portal — 300 gp
Planar Portal — 1,000 gp
True Portal — 5,000 gp

WAYFARER BENEFITS

A Wayfarer gains access to the *wayfarer's step* power as a bonus power. This power cannot be replaced with any other power and is available as long as the Wayfarer is in good standing with the Cirque. A Wayfarer is also taught the location sigils of every teleportation circle it has available, which number in the hundreds. Cirque teleportation circles are all 16 squares large (a 4×4 area), and are permanent.

Wayfarer's Step

You create a doorway before the target and he steps through, reappearing somewhere else nearby.

Wizard Utility 2 ♦ Arcane, Teleportation

Standard Action; Daily

Ranged 10

Target You or one ally

Effect Teleport the target creature 5 squares.

Special This spell can only be learned from the Wayfarers.

PARAGON PATH

WAYFARER CIRQUELISTE

"The destination is more important than the journey, so skip the journey!"

Prerequisite: Trained in Arcana and either Acrobatics or Athletics.

The game of life is one that is always moving: living beings transition continually between the stages of birth, childhood, adulthood, and death. The most meaningful moments, though, tend to come in short bursts, followed by long periods of more ordinary living, and the time it takes to journey from one meaningful event to the next is nothing less than a crime: a theft, by time, of opportunities that exist within the finite span of life.

As an arcanist, you have always sought to be momentous at all times. Now you can make creatures travel and skip through space, permitting them more important moments in time. On your path as a Wayfarer cirqueliste, terrain no longer hinders and all your means of travel become more effective; you leap and climb farther and faster than before, and even your stride lengthens.

Your enemies have learned to fear your control of space, for you can control their movements as easily as you control yours. You are aware that the easiest path to victory is to move, whether you move yourself or something else.

Even as you control space, you know that time is still your master. But you cheat it here and there, and fill life with more importance than fate has decreed, and so you celebrate what you are given and willingly share it with others upon the grand stage of the world.

WAYFARER CIRQUELISTE PATH FEATURES

Traveler (11th level): When you take two move actions in a round, you move across difficult terrain as if it were normal and you do not provoke opportunity attacks.

Winking Step (11th level): When you spend an action point to take an extra action, you may teleport 5 squares before or after the action.

Unanchored Transport (16th level): When you use an encounter or daily power with the teleportation keyword, you do not need line of sight to the teleport destination.

Keep Away

With a flick of your wrist and a shout, your enemy winks out of this plane and is trapped in another.

Wayfarer Cirqueliste Attack 11 ◆ Arcane, Implement, Teleportation
Standard Action; Encounter

Ranged 10

Target One creature

Attack INT or CHA vs. Fortitude

Hit 2d6 + INT or CHA modifier damage, and the target disappears into a demiplane and cannot take actions nor be targeted (save ends). The spell can be canceled by the caster as a free action. When the target returns, it reappears in the same space it occupied if it is currently unoccupied. Otherwise, it reappears in the nearest unoccupied space of its choice.

Group Jump

Your allies are transported out of harm's way.

Wayfarer Cirqueliste Utility 12 ◆ Arcane, Teleportation

Standard Action; Daily

Area Burst 2 within 10

Target Each ally in burst

Effect You teleport each ally in the burst 5 squares.

Everywhere at Once

You wink in and out of this world, traveling short distances and appearing next to your foes, striking each one before you go to the next one.

Wayfarer Cirqueliste Attack 20 ◆ Arcane, Implement, Teleportation

Standard Action; Daily



Close Blast 5

Target Each enemy in the blast

Attack INT or CHA vs. AC

Effect You teleport to an adjacent space to the target

Damage 1[W] + INT or CHA damage.

Effect After the attack, you teleport to another target that has not been attacked. When all the attacks against your enemies are completed, you teleport back to your starting position.

APPENDIX B: NEW MAGIC

MAGIC ITEM

Tidreaver's Tears Level 9

This glass sphere appears to be filled with blood, and it leaks constantly, though the drips soon evaporate. Your hands likewise drip blood while you hold it.

Level 9

Price 4,200 gp

Wondrous Item

Power (Daily) Standard Action. When held in a hand, the bearer can, for an hour a day, travel through strong winds or water currents as though traveling through calm air or water.

Special If a *tidreaver's tears* fumes are inhaled, and the character receives lightning damage in the same round as the inhalation, the character gains the *tidreaver's infusion*.

Tidreaver's Infusion

Effect A hit by a weapon or power with the lightning keyword causes the creature to glow with a vivid blue light and negates lightly obscuring effects against ranged attacks. Additionally, the creature cannot be pushed, pulled, or slid, unless he is swimming or flying. The effect lasts until the end of the character's next turn.

Effect A character can travel through strong winds or water currents as though traveling through calm air or water.

Effect A character retains the effects of *tidreaver's infusion* for one month.

RITUAL

DUELIST'S ETIQUETTE

Level 1

Component Cost 5 gp plus 2 healing surges

Market Price 100 gp

Category Warding

Key Skill Arcana (no check)

Time 10 minutes

Duration 1 hour

The ritual's area (6×6 squares) is traced with a faintly glowing line of energy. The ritual creates a subtle defensive barrier against magical attacks, magically muting all damage from spells and summoned creatures in the area of effect. Any creature reduced to 0 hp within the spell's area is automatically knocked out. Whenever a creature enters the warded area, it must consciously choose to accept this restriction, or else the spell ends. If at any time a creature inside the area wishes to no longer abide by the duelist's etiquette, he can spend a standard action to concentrate and end the ritual. All creatures in the area of effect are immediately aware the ritual has ended. This ritual is primarily used to ensure that spell duels are not fatal, without forcing mages to hold back their strongest powers.

FEAT

SPELLDUELIST [ARCANE]

You have studied the art of spell dueling, perhaps under the famed evoker Gabal in the small school he maintains in Gate Pass, or at the Lyceum academy in Seaquen.

Prerequisite: Arcane power source

Benefit: You gain a +2 bonus to Bluff checks. You may negate an opportunity or immediate action triggered by you, including a readied action. Make an opposed Bluff vs. passive Insight check before the action occurs. If you win, the action is negated — it is not expended and has no effect — otherwise, the action occurs normally. You may use this feat in an encounter a number of times equal to your INT modifier (minimum 1), but no more than once per round. This feat may be used only to negate actions by creatures; it cannot be used to negate actions by traps or hazards.

Special: This feat is a prerequisite for the Spellduelist paragon path, which will be introduced later in the saga.

APPENDIX C: LYCEUM ACADEMY

The Lyceum compound is surrounded by a low stone wall, and consists of a half dozen class buildings and dormitories on a hill near Seaquen's north harbor. Most of the buildings are built of moss-coated gray stone, with wide covered walkways and broad fields filled with trees that droop with golden moss. The central tower — an eight-story, sixty-foot diameter pillar of weathered stone and thick windows called the Aurad Tower — is used for major events, such as the council the heroes will attend, and contains the offices of the professors. However, all the professors have their own homes along the north shore.

Twenty upperclassmen (spellcasters of 8th level), forty underclassmen (5th level), and seventy apprentices (1st level) attend the school, which is presided over by Headmaster Simeon Gohanach. Faculty members include:

- ♦ Kiernan Stekart (Unaligned male dwarf wizard 15). Head of the Department of War, in charge of academy defense.
- ♦ Fogo Henning (Unaligned male gnome wizard 12). Instructor.
- ♦ Banahman Vett (Unaligned male half-elf wizard 14). Instructor.
- ♦ Cloin Vemeir (Unaligned male human warlock 12). Instructor.
- ♦ Pristina Whitehair (Good female human wizard 11). Instructor.
- ♦ Tika Shayam (Unaligned female human druid 10). Instructor.
- ♦ Dougan Rambausen (Good male dwarf wizard 17). Instructor.
- ♦ Brighton Cooper (Lawful Good male human warlock 7). Instructor.
- ♦ Deacon Theal (Unaligned male half-orc sorcerer 7). Instructor.
- ♦ Gilver Fern (Unaligned male halfling bard 14). Head of student affairs.
- ♦ Ogoth Who-Wears-No-Mask (Unaligned male orc cleric 7). Ex-Inquisitor, consultant.
- ♦ Lee Sidoneth (Unaligned male human druid 12). Harbormaster, friend of the faculty.

Students study all manner of magic, though there is an emphasis on arcane magic. There is good library containing histories, magical treatises, mythology and alchemical systems along with cultural and political works. One section donated by Dougan is devoted to mathematics and engineering.

SPELLDUELING

Most students learn the Spell Duelist's Etiquette ritual, as the school pays a few silver pieces for someone to cast it every time there is a spell duel. Pristina Whitehair is the school's top spelduelist and she is always willing to set up a friendly combat.

Pristina Whitehair (P)

Level 11 Artillery • XP 600

Medium natural humanoid (human)

Initiative +8; **Senses** Perception +5

HP 85; **Bloodied** 42

AC 25; **Fortitude** 21, **Reflex** 25, **Will** 22

Speed 6

⊗ **Dagger** (std; at-will) ♦ Weapon

+14 vs. AC; 1d4+6 damage or

Thrown 5/10; +16 vs. AC; 1d4+8 damage.

⊙ **Force Missile** (std; at-will) ♦ Arcane, Force, Implement

Ranged 20; +15 vs. Reflex; 2d4+10 force damage.

✓ **Lyceum Summoning 9** (minor; daily) ♦ Arcane, Implement, Summoning

Ranged 10; summons a Medium flyer in an unoccupied square. The flyer has a Speed 8 (hover), HP 42, AC 27, Fort 21, Ref 27, Will 22; Attack: Standard Action: Shift 3 squares and attack, Melee 1, targets 1 creature, +21 vs. Reflex, 1d19+10 damage and the target is marked until the end of Pristina's next turn; Opportunity Attack: Melee 1, targets 1 creature, +21 vs. Reflex, 1d10+10 damage and the target is marked until the end of Pristina's next turn.

✓ **Mind Fake** (std; enc) ♦ Arcane, Illusion, Implement, Psychic

Ranged 10; +21 vs. Will; 2d6+10 psychic damage, and Pristina is invisible to the target (save ends).

▶ **Cancel Spell** (imm int. optional, when hit by an arcane spell; enc)

Pristina adds a +5 defense bonus against the spell attack. If successful, the spell does no harm. Spells with the reliable keyword are also expended.

▶ **TriPLICATE Image** (minor; daily) ♦ Arcane, Illusion

Personal; three duplicate images appear in Pristina's space. She gains a +6 AC bonus. Each time an attack against her misses, one image disappears and the AC bonus decreases by 2.

Alignment Good; **Languages** —

Skills Arcana +15, History +15, Insight +10, Stealth +13

Str 13 (+6) **Dex** 16 (+8) **Wis** 11 (+5)

Con 13 (+6) **Int** 20 (+10) **Cha** 14 (+7)

Equipment dagger

Tactics Pristina's duels are well-liked by the students, since she almost always starts off by casting *triplicate image* then following up with *mind fake*, turning the arena into a visually interesting location in the target's mind that gives her cover. Often this is something elaborate, like a forest gully filled with dozens of caves she can hide inside, tall bushes and cascading waterfalls providing concealment. She is particularly fond of making the area of the illusion not match the actual area of the arena, which has tricked many mages into accidentally wandering outside the ring and being disqualified, or searching for her inside the illusion while she stands on the outside.

Her general tactic is to separate herself from her foe with illusions, then spend a few rounds with a summoned monster before assaulting her foe with *force missiles*.

Lyceum Upperclassman (U)**Level 8 Artillery • XP 350**

Medium natural humanoid

Initiative +6; **Senses** Perception +6**HP** 66; **Bloodied** 33**AC** 20; **Fortitude** 21, **Reflex** 24, **Will** 22**Speed** 6⊗ **Dagger** (std; at-will) ◆ Weapon

+15 vs. AC; 1d4 damage or

Thrown 5/10; +15 vs. AC; 1d4+2 damage.

⊙ **Magic Missile** (std; at-will) ◆ Arcane, Force, Implement

Ranged 20; +13 vs. Reflex; 2d4+4 force damage.

✓ **Lyceum Summoning 5** (minor; daily) ◆ Arcane, Implement, Summoning

Ranged 10; summons a large warrior in an unoccupied square. The warrior has Speed 6, HP 33, AC 20, Fort 21, Ref 24, Will 22; Attack: Standard Action, Melee 1, targets 1 creature, +13 vs. Reflex, 2d6+4 damage; Opportunity Attack: Melee 1, targets 1 creature, +13 vs. Reflex, 2d6+4 damage and all enemies adjacent to the summoned creature are marked by the summoned creature.

▶ **Cancel Spell** (imm int. optional, when hit by an arcane spell; enc)

The Lyceum upperclassman adds a +5 defense bonus against the spell attack. If successful, the spell does no harm. Spells with the reliable keyword are also expended.

Alignment Unaligned; **Languages** Common**Skills** Arcana +13, Bluff +10, Stealth +11**Str** 11 (+4) **Dex** 15 (+6) **Wis** 15 (+6)**Con** 12 (+5) **Int** 18 (+8) **Cha** 12 (+5)**Equipment** dagger**SPELLDUELING HEROES**

Magic-users among the heroes will be pressured by mages at the school to duel with them. The rules of spelldueling are straightforward. The battle occurs in a 30-ft. radius, marked off by the spell duelist's etiquette. A judge outside the area tells the duelists when to start, and the duel is resolved like a normal combat, albeit a nonlethal one where the final attack that reduces a character to 0 hp or less knocks him unconscious. A mage loses if he falls down twice, if three of his spells are countered or disrupted, if he leaves the arena ring, or if he fails to cast a spell for three consecutive rounds.

No spells can be active when the duel begins. Familiars and animal companions are allowed, but non-spellcasters are usually not allowed to participate. A coin toss lets the winner decide where to hold the duel, though etiquette demands that each duelist begins with roughly equal footing.

While this is mostly just idle practice and

sport, a character who is consistently the winner of spell duels will develop a reputation, and may become the target of adoration from younger students, and challenges from older students. Mages are usually prohibited to only competing against one opponent a day, but a duelist may accept an offer to duel from a pair of mages two levels lower than him, or four mages four levels lower than him. Most of the students at Lyceum have no practical combat experience, and they tend to use spells that they think are interesting rather than those that will decisively end a battle.

Should any of the heroes be successful over the course of several spell duels, Katrina decides smugly to show off her power, and she begins to make a name for herself as well, participating in duels with several students at once, taking them down with her burning spray and arcing fire. Then, once she has established a suitable reputation, she challenges a hero, and throws the fight as dramatically and convincing as she can.

APPENDIX D: ALLIES

KATRINA

DESCRIPTION

This woman of fiery red hair and slender curves holds herself with a sultry air of practiced overconfidence. She dresses as if she is the iconic fire sorcerer, wearing a red robe with extravagantly flowing sleeves, a tight belt with spell components, and long leather boots. A bulky velvet glove covers her left hand, and with the heavy sleeve it nearly hides the silvery gauntlet and metal guard that protects her forearm.

HISTORY

Four years ago Katrina parted ways with her brother and found herself in the employ of Ragesia, specializing in offensive magic so Inquisitors could practice counterspelling. She has a passing familiarity with many high-ranking Inquisitors, and has even met Emperor Coalongue and Supreme Inquisitor Leska on several occasions. She does not mention any of this however, since she has been sent on a mission by the Ragesians to spy on Lyceum and, when the time is right, betray the school of mages.

But Katrina is not particularly interested in promoting the Ragesian agenda. She simply wants to survive this war, and preferably to come out ahead in the end. Her time among the Inquisitors has made her callous and somewhat Machiavellian, but she still recalls

her childhood with her brother, and his constant desire to be a hero like those in bad minstrel stories. She does not realize it, but she is looking for someone to show her the way.

Left to her own devices, she will insinuate herself into the top echelon of the resistance, and will eventually betray Seaquen. If the heroes can put up with her, however, and point her in a nobler direction, she may be willing to admit her involvement with the Ragesians, and provide vital information to turn the tide of battle. This can be an ongoing theme with Katrina's character, but does not come up heavily until Adventure Nine, *The Festival of Dreams*.

For now, Katrina wants the party to trust her and wants them to know that she thinks they are important and have a major role to play. When they reach Seaquen, Katrina plans to act as a sort of publicity agent for the heroes, gaining *dignitas* by association with them. She knows what will impress the resistance leaders and does her best to promote the heroes as suitably "heroic."

PERSONALITY

In front of a crowd, Katrina is full of bravado and drawls out her sentences with a cutting effect. Men especially are beneath her obvious intellect and beauty and they are merely playthings to help her get her way. She calls any man "boy," and teases him with pats on the cheek, arm or rear when attempting to persuade him. No matter what, her comparison

of a man's skills and attributes are always in comparison to her obviously superior ones and it is clear that her "toy" is only given the privilege of helping her at her whim, not his.

WHEN PRESENTED RANTLE'S SCROLL CASE

If the heroes remember Rantle's request from Adventure One, *The Scouring of Gate Pass*, and present Katrina the scroll case he gave them, she reads the note eagerly, then is noticeably disappointed when she realizes that Rantle is not coming as she expected. From then on, she sees the party as tools to help complete her plan.

IN COMBAT

Katrina is impulsive, overconfident, and smart enough to pretend that those are weaknesses. Out of combat she pretends to be vain and invincible, but when actually endangered her tactics are intended to get herself out of danger as quickly as possible. If facing more foes than she can handle, she uses *spellduelist's counterspell* and *phoenix flight*, and then uses *burning downdraft* on those in the path of her escape, and flees. When she chooses to go on the offensive, however, she does her best to keep foes away from her, either by killing them with *arcing fire* and *burning spray*, or defensively setting up *triplicate image*. She will use *flamewall* to damage those adjacent to her when she is bloodied.

Katrina (K)**Level 10 Artillery • XP 500**

Medium natural humanoid

Initiative +10; **Senses** Perception +11**HP** 78; **Bloodied** 39**AC** 20; **Fortitude** 21, **Reflex** 27, **Will** 25**Resist** 10 fire**Speed** 6☑ **Dagger** (std; at-will)

+17 vs. AC; 1d4+1 damage. Thrown 5/10; +17 vs. AC; 1d4+5 damage.

☑ **Force Missile** (std; at-will) ◆ Arcane, Force, Implement

Ranged 20; +15 vs. Reflex; 2d4+3 force damage.

✓ **Arcing Fire** (std; at-will) ◆ Arcane, Fire, Implement

Ranged 10; +15 vs. Reflex; 1d8+3 fire damage. Enemies providing cover for the target take 3 fire damage.

↵ **Burning Spray** (std; at-will) ◆ Arcane, Fire, Implement

Close Blast 3; targets all creatures in blast; +15 vs. Reflex; 1d8+3 fire damage.

↵ **Burning Downdraft** (std; enc) ◆ Arcane, Fire

Close Blast 3; +13 vs. Fortitude; 2d8+3 fire damage, and the target is knocked prone.

✦ **Flamewall** (std; enc) ◆ Arcane, Conjunction, Fire, Implement

Area Wall 8 within 10; Effect: Katrina conjures a wall of contiguous squares that lasts until the end of Katrina's next turn. The wall can be no more than 1 square high.

Creatures entering or starting their turn in the wall take 1d8+3 fire damage damage.

▶ **Phoenix Flight** (minor; daily) ◆ Arcane, Polymorph

Katrina changes into a fiery phoenix and gains a fly speed equal to Katrina's speed, and can hover until the beginning of her next turn.

▶ **Spellduelist's Counterspell** (imm int, when targeted by a spell; rchg ☞☞)

Katrina adds a +6 power bonus to her defense against the spell targeting her. If it misses, no damage or conditions are applied and the spell is expended as if it had succeeded.

▶ **Triplicate Image** (minor; daily) ◆ Arcane, Illusion

Personal; three duplicate images appear in

Katrina's space. She gains a +6 AC bonus. Each time an attack against her misses, one image disappears and the AC bonus decreases by 2.

Alignment Unaligned; **Languages** Common, Elven, Giant**Skills** Arcana +13, Bluff +13, Insight +11, Thievery +15**Str** 13 (+6) **Dex** 21 (+10) **Wis** 12 (+6)**Con** 12 (+6) **Int** 16 (+8) **Cha** 16 (+8)

APPENDIX E: THE SHERAYEL DERATHI

Lord Shalaadel and the Court of the Shining Land of Shahalesti,
To All who shall see these Presents, Greeting:

Be It Known, that in pursuance of an Act of the Shining Court and its most gracious Lord, Shalaadel, passed on the first day of the year of Palancis Pising, I have Commissioned, and and by these presents do commission, the most gracious Knight Solei Palancis, Chalan, and his guard, hereby authorizing said Knight and the other officers and guards thereof, to subdue, seize, and take any unarmed Dasseni vessel or caravan or other nationality, public or private, which shall be found in the sovereign limits of the Shining Land, or elsewhere on the high seas, or within the waters of the Dasseni dominions, or any portion of Dasseni territory or the Shining Land or any other land of which said commissioned persons travel, and such captured conveyance, with her apparel, magic, and appurtenances, and the goods or effects which shall be found on board the same, together with all the Dasseni persons and others who shall be found acting upon, to bring within some port of the Shining Land; and also to retake any vessel, goods, and effects of the people of the Shining Land or such that are inimical to its continued survival, in order that proceedings my be had concerning such capture or recapture in due form of law, and as to right and justice shall appertain.

The said Chalan is further authorized to detain, seize, and take all vessels and effects, to whomsoever belonging, which shall be liable thereto according to the law of nations and the rights of the Shining Land as a power at war, and to bring the same within some port of the Shining Land, in order that due proceedings may be had thereon.

This commission to continue in force during the pleasure of Lord Shalaadel.



Given under my hand and seal of the Shining
Land of Shahalesti and the Shining Court
by the Lord Shalaadel.

Shalosha, Secretary of State.

APPENDIX F: TACTICAL ENCOUNTERS

ENCOUNTER TE-DASSEN-1: AMBUSH!

Encounter Level 8 (1,828 XP)



PAGE 5

SETUP

A tribe of winter hobgoblins has followed the party as it travels through their territory. They attempt to surprise them from behind at the mouth of the pass.

The men will take a few minutes to get to your location.

(Perception DC 15) While unsure of the Dasseni soldiers' intent as they run towards you, you are more sure of an unnatural clink of armor and the movement of many creatures behind you.

If the heroes are unaware of the hobgoblins, the hobgoblins receive a surprise round.

- ♦ 2 winter hobgoblin mundunugu (M)
- ♦ 6 winter hobgoblin warriors (W)
- ♦ 2 winter hobgoblin soldiers (S)

Winter Hobgoblin Warrior (W)

Level 8 Minion • XP 88

Medium natural humanoid (goblin)

Initiative +6; **Senses** Perception +6; low-light vision

HP 1; a missed attack never damages a minion.

AC 22; **Fortitude** 20, **Reflex** 18, **Will** 18

Speed 5

☞ **Club** (std; at-will) ♦ Weapon

+11 vs. AC; 6 damage.

▶ **Resilience** (imm reac, when the winter hobgoblin suffers an effect that a save can end; enc)

The winter hobgoblin warrior makes an immediate saving throw against the effect.

▶ **Troop Training**

The winter hobgoblin warrior gains a +2 bonus to AC when any hobgoblin ally is adjacent to it.

Alignment Evil; **Languages** Common, Goblin

Str 19 (+8) **Dex** 14 (+6) **Wis** 14 (+6)

Con 15 (+6) **Int** 11 (+4) **Cha** 10 (+4)

Equipment club

Winter Hobgoblin Mundunugu (M)

Level 9 Controller • XP 400

Medium natural humanoid (goblin)

Initiative +10; **Senses** Perception +8; low-light vision

HP 97; **Bloodied** 48

AC 23; **Fortitude** 20, **Reflex** 23, **Will** 21

Speed 6

☞ **Quarterstaff** (std; at-will) ♦ Weapon

+14 vs. AC; 1d8+2 damage.

☞ **Sling** (std; at-will) ♦ Weapon

Ranged 10/20; +14 vs. AC; 1d6+2 damage.

Load Free.

✓ **Crystalline Crush** (std; rchg ☞☞☞) ♦ Cold, Weapon

Requires quarterstaff; +14 vs. AC; 2d10+6 cold damage damage, and the target is dazed until the end of the winter hobgoblin mundunugu's next turn.

✓ **Freezing Jinx** (std; rchg ☞☞) ♦ Cold

Ranged 10; +11 vs. Fortitude; 2d4+4 cold damage, and the target is slowed (save ends).

✓ **Icy Footing** (std; rchg ☞☞) ♦ Cold

Ranged 5; +13 vs. Fortitude; 2d8+5 cold damage, and the target slides 3 squares.

▶ **Chillborn Flesh**

A creature that hits the winter hobgoblin mundunugu with a melee attack is slowed until the end of the hitting creature's next turn.

▶ **Resilience** (imm reac, when the winter hobgoblin suffers an effect that a save can end; enc)

The winter hobgoblin mundunugu makes an immediate saving throw against the effect.

Alignment Evil; **Languages** Common, Goblin

Skills Arcana +15, Athletics +11, History +15

Str 15 (+6) **Dex** 14 (+6) **Wis** 18 (+8)

Con 17 (+7) **Int** 22 (+10) **Cha** 15 (+6)

Equipment quarterstaff, sling with 10 stones

Winter Hobgoblin Soldier (S)

Level 6 Soldier • XP 250

Medium natural humanoid (goblin)

Initiative +6; **Senses** Perception +5; low-light vision

HP 71; **Bloodied** 35

AC 22; **Fortitude** 18, **Reflex** 16, **Will** 16

Speed 5

☞ **Longspear** (std; at-will) ♦ Weapon

Reach 2; +13 vs. AC; 1d10+4 damage, and the target is marked until winter hobgoblin soldier's next turn.

✓ **Icy Clutch** (minor; at-will) ♦ Cold

+11 vs. Fortitude; the target is immobilized (save ends)

▶ **Resilience** (imm reac, when the winter hobgoblin suffers an effect that a save can end; enc)

The winter hobgoblin soldier makes an immediate saving throw against the effect.

▶ **Troop Training**

The winter hobgoblin soldier gains a +2 bonus to AC when any hobgoblin ally is adjacent to it.

Alignment Evil; **Languages** Common, Goblin

Str 19 (+7) **Dex** 14 (+5) **Wis** 14 (+5)

Con 15 (+5) **Int** 11 (+3) **Cha** 10 (+3)

Equipment longspear

TACTICS

The mundunugu stand at opposite sides of the combat area and use their ranged powers to control the heroes' movements while the soldiers and warriors attempt to overrun the party's defenders and leaders. The winter hobgoblins try to keep close together to benefit from their *troop training* and use their reach weapons to deliver an *icy clutch* to a wounded hero.

FEATURES OF THE AREA

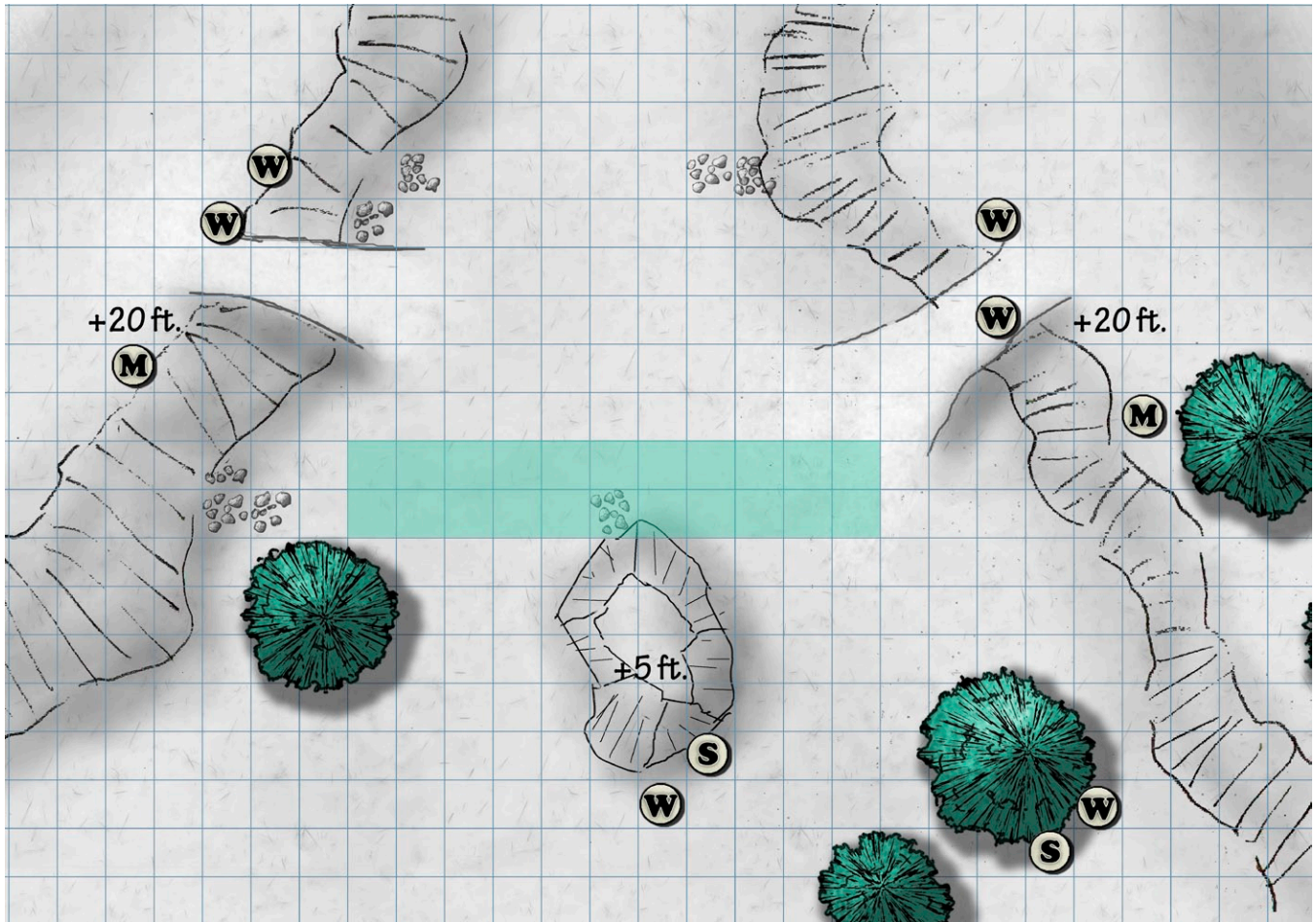
Snow Drifts: The snow along the pass is not deep enough to impede movement unless marked as difficult terrain.

Small Trees: Traveling through the trees is difficult terrain. The trees provide cover.

Cliffs: The cliffs rise 20 feet and are sheer and icy. A DC 30 Athletics check is needed to

climb them.

Rockslide Rubble: The rubble in the area is difficult terrain.



ENCOUNTER TE-SWAMP-1: BLOOD IN THE WATER

Encounter Level 8 (1,800 XP)

PAGE 9

SETUP

Three cannibal witches (all calling themselves H'andrea) live in the swamp and have been recruited by Ragesian spies to make potions that allow a person to resist the environmental effects of a hurricane. A primary ingredient is fresh humanoid blood, so the witches are always looking for prey. The heroes begin their rest upon an island within the witches' territory. The witches plan a simple ruse, with the druid conjuring an obscuring mist to help hide the cleric and herself while the wizard travels to the opposite side of the island. Two crocodiles wait beneath the wooden log, ready to do the druid's bidding.

H'andrea the Druid may make some noise as she moves through brush to issue instructions to the crocodiles.

A light fog mixes with the drizzle during the middle of the evening, and from the north a raft's light comes dimly into view. A solemn Aquiline Cross hymn emanates from the boat. Torrent stops a moment from the camp's setup and listens, then adds her clear voice to the singing from the raft. As the boat makes its way into clearer view, you see humanoid skulls hanging from poles on the raft's bow and stern, and two tiefling women who are clearly not refugees guiding the structure.

(Perception DC 19) Behind you, from the other side of the island, you hear a rustle in the bushes.

- ◆ H'andrea the Wizard (W)
- ◆ H'andrea the Cleric (C)
- ◆ H'andrea the Druid (D)
- ◆ 2 swampstaint crocodiles (S)

H'ANDREA'S SONG

Respond O ye to subtle voice, learning.
To infinite intent, align thy works.
O let the lens of purity find you
And cleanse your soul in the magic water
of life.

H'andrea the Wizard (W)

Level 9 Artillery • XP 400

Medium natural humanoid (tiefling)

Initiative +6; **Senses** Perception +5; low-light vision

HP 73; **Bloodied** 36

AC 19; **Fortitude** 22, **Reflex** 26, **Will** 20

Resist 10 fire

Speed 6

☑ **Quarterstaff** (std; at-will) ◆ Weapon
+16 vs. AC; 1d8+1 damage.

✓ **Dancing Lightning** (std; rchg Ⓝ) ◆ Arcane, Lightning

H'andrea makes a separate attack against three different targets; Ranged 10; +14 vs. Reflex; 1d8+5 lightning damage.

↶ **Quarterstaff of Storms** (free; daily)

H'andrea may deal 1d8 lightning and thunder damage to every creature in a close blast 3 when resolving the *dancing lightning* power.

✦ **Cloud of Daggers** (std; at-will)

Area 1 within 10; +14 vs. Reflex; 1d6+5 force damage.

✦ **Fire Burst** (std; enc) ◆ Arcane, Fire, Implement

Targets all creatures; area burst 3 within 20; +14 vs. Reflex; 3d6+5 fire damage. Miss: Half damage.

▶ **Infernal Wrath** (minor; enc)

H'andrea adds a +1 bonus on her next attack against a target she just hit in the current turn. +5 damage is dealt on the new attack.

▶ **Bloodhunt**

H'andrea adds +1 to her attack roll against bloodied foes.

Alignment Evil; **Languages** Common, Elven, Goblin, Supernal

Skills Arcana +14

Str 12 (+5) **Dex** 15 (+6) **Wis** 12 (+5)

Con 13 (+5) **Int** 20 (+9) **Cha** 8 (+3)

Equipment brass key, quarterstaff

Description Chubby-faced with short brown hair and polished horns, this tiefling witch leans her feeble body on a twisted staff. A flaming lantern swings from a crook at the top of the staff.

H'andrea the Cleric (C)

Level 8 Controller • XP 350

Medium natural humanoid (tiefling)

Initiative +5; **Senses** Perception +8

HP 87; **Bloodied** 43

AC 22; **Fortitude** 20, **Reflex** 19, **Will** 24

Speed 6; see also *swamp walk*

☑ **Quarterstaff** (std; at-will) ◆ Weapon
+13 vs. AC; 1d8+2 damage.

✓ **Dazing Strike** (std; at-will) ◆ Fear, Weapon
Requires quarterstaff, +10 vs. Will; 1d8 damage, and target is dazed (save ends).

✓ **Word of Command** (std; rchg ⓃⓃ) ◆ Psychic

Ranged 10; +12 vs. Will; 3d8+5 damage, and the target is immobilized until the end of H'andrea's next turn.

↶ **Staggering Staff** (std; enc) ◆ Weapon

Requires quarterstaff; Close Burst 1; +12 vs. Reflex; 1d8+4 damage, and the target is knocked prone. Miss: Half damage and the target is not knocked prone.

↶ **Succor** (std; rchg ⓃⓃ)

Close Burst 5; up to 3 allies in burst gain a +2 bonus to attack rolls and damage rolls until the end of their next turn.

▶ **Divine Aid** (imm int, when affected by a condition; rchg Ⓝ)

H'andrea removes the condition imposed upon her.

▶ **Infernal Wrath** (minor; enc)

H'andrea adds a +1 bonus on her next attack against a target she just hit in the current turn. +5 damage is dealt on the new attack.

▶ **Second Wind** (std; enc) ◆ Healing

H'andrea spends a healing surge, regaining 21 hp. She also gains a +2 bonus to all defenses until the start of her next turn.

▶ **Bloodhunt**

H'andrea adds +1 to her attack roll against bloodied foes.

▶ **Swamp Walk**

H'andrea moves at normal speed through difficult swamp squares.

Alignment Evil; **Languages** Common, Draconic, Elven, Supernal

Skills History +10, Insight +13, Religion +10

Str 15 (+6) **Dex** 12 (+5) **Wis** 18 (+8)

Con 15 (+6) **Int** 12 (+5) **Cha** 16 (+7)

Equipment brass key, quarterstaff

Description Strands of bone-white hair hang across the face of this emaciated tiefling woman, her skin seeping black ichor from countless sores. A trembling gray cloak hugs her hideous form, and green water oozes from her mouth.

H'andrea the Druid (D)

Level 8 Controller • XP 350

Medium natural humanoid (tiefling)

Initiative +6; **Senses** Perception +8

HP 87; **Bloodied** 43

AC 20; **Fortitude** 20, **Reflex** 22, **Will** 24

Speed 6, see also swamp walk

☑ **Dagger** (std; at-will) ◆ Weapon

+13 vs. AC; 1d4 damage. Thrown 5/10; +13 vs. AC; 1d4+2 damage.

✓ **Achilles' Heel** (std; enc) ◆ Primal

+12 vs. Fortitude; 3d10+4 damage, and the target is knocked prone. *Miss*: half damage. *Effect*: Until the end of the encounter, if the target moves more than half its speed in a single action it falls prone at the end of its movement.

✓ **Crocodile Thrash** (std; rchg ☐☐☐☐) ◆ Beast Form, Primal

One or two creatures; +12 vs. Reflex; 1d8+4 damage, and the target slides 2 squares.

✓ **Shifting Sand** (std; enc) ◆ Primal

Ranged 10; +12 vs. Fortitude; 2d8+4 damage, and the target and each enemy adjacent to it is knocked prone.

☞ **Blackheart Mist** (std; enc) ◆ Necrotic, Zone

Area Burst 2 within 10; +12 vs. Fortitude; 2d8+4 necrotic damage, and the target is slowed (save ends). *Effect*: A zone of darkness is created that lasts until the end of the encounter. The zone blocks line of sight for any creature without darkvision.

▶ **Infernal Wrath** (minor; enc)

H'andrea adds a +1 bonus on her next attack against a target she just hit in the current turn. +5 damage is dealt on the new attack.

▶ **Bloodhunt**

H'andrea adds +1 to her attack roll against bloodied foes.

▶ **Swamp Walk**

H'andrea moves at normal speed through difficult swamp squares.

Alignment Evil; **Languages** Common, Elven, Supernal

Skills Nature +13, Stealth +11

Str 11 (+4) **Dex** 14 (+6) **Wis** 18 (+8)

Con 15 (+6) **Int** 12 (+5) **Cha** 13 (+5)

Equipment 4 daggers, brass key, *tidereaver's tears*

Description Black-haired and wide-eyed, this slender tiefling witch drips blood as she emerges from the swamp. She wears human-skin hide armor, and carries a bloody glass sphere in her right hand and a long dagger in her left.

Swamptaint Crocodile (S)

Level 8 Soldier • XP 350

Large natural beast (reptile)

Initiative +8; **Senses** Perception +5; low-light vision

HP 91; **Bloodied** 45

AC 24; **Fortitude** 25, **Reflex** 21, **Will** 19

Speed 6; swim 8

☑ **Bite** (std; at-will)

+15 vs. AC; 1d8+5 damage, and the target is grabbed (until escape). While grabbing, the swamptaint crocodile cannot use its bite, but can use snap shut.

✓ **Snap Shut** (std; at-will) ◆ Necrotic

Make a melee attack against an already grabbed creature, +15 vs. AC; 3d10+5 necrotic damage *Miss*: Half damage.

Alignment Unaligned; **Languages** —

Skills Stealth +12

Str 20 (+9) **Dex** 17 (+7) **Wis** 12 (+5)

Con 19 (+8) **Int** 2 (+0) **Cha** 11 (+4)

TACTICS

Wizard: The wizard will attempt to stay out of the fray, using a crocodile as a shield if necessary. She will use *cloud of daggers* on heroes attacking the cleric. If she advances into the fray, she will use *sword of storms* to do even more damage. She will use *fire burst* if the cleric is in trouble or while the witches are retreating.

Cleric: The cleric uses *word of command* against an obvious arcane caster, and then will stride into a battle using *dazing strike*. She will use *staggering staff* if surrounded (at which the druid will send a crocodile to defend her) and *swamp walk* to safety so she can use her *second wind* if needed.

Druid: The druid attempts to keep from being discovered as long as possible. She will use *blackheart mist* on the heroes at range, and then order a crocodile to attack the party from behind. She uses *shifting sand* against the first hero to come towards her and then move around to best use *Achilles' heel* afterwards.

Crocodiles: If the druid is not commanding them, these behave as normal crocodiles.

Bloodied: When all three witches are below 20 hp, the survivors will beg for mercy. Proceed to the aftermath.

FEATURES OF THE AREA

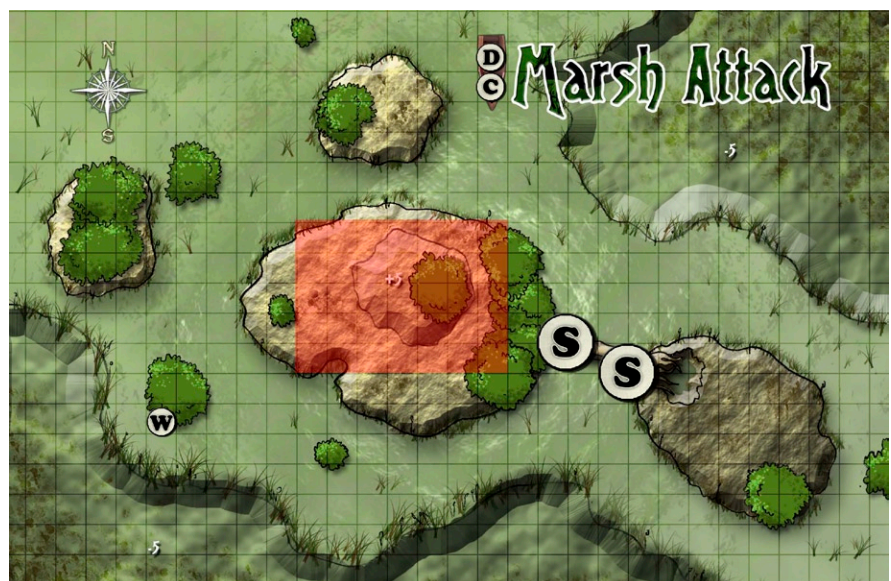
Bog: The islands are surrounded by 2-foot-deep shallow bog, which counts as difficult terrain. This can be traversed by boat.

Waterway: The water farther from the islands is 5 feet deep and can be swum through; attempting to walk through water squares on the bottom requires 4 squares of movement for every square traversed.

Small Trees: Traveling through a tree square is difficult terrain. A tree square provides lightly obscured concealment and cover for attackers. Trees can be climbed using normal climb rates to a height of 10 feet.

Fallen Tree: One massive tree has fallen over, forming a bridge between two islands. Its crown is difficult terrain. Crossing it without falling 5 feet into the bog below requires a DC 13 Acrobatics check. Crossing it at half speed adds a +5 bonus to the roll.

Light Drizzle: Any creatures more than 3 squares apart are lightly obscured with respect to each other. Apply a -2 penalty to attack rolls and non-sound-based Perception checks.



ENCOUNTER TE-SWAMP-2: WITCH ISLE

Encounter Level 9 (2,100 XP)

PAGE 9

SETUP

The cannibal witches' home is found on an island protected by the undead remains of their victims.

- ◆ 2 bonemound skeletons (B)
- ◆ 2 skeletal husks (H)
- ◆ 12 fragile skeletons (S)

Bonemound Skeleton (B)

Level 7 Skirmisher • XP 300

Large natural animate (undead)

Initiative +8; **Senses** Perception +3; darkvision**HP** 79; **Bloodied** 39**AC** 18; **Fortitude** 20, **Reflex** 19, **Will** 16**Immune** disease, poison; **Resist** 10 necrotic;**Vulnerable** 10 lightning, 5 radiant**Speed** 6☑ **Raking Bones** (std; at-will)

+12 vs. AC; 1d8+5 damage.

⚡ **Bone Blast** (std; rchg ☑☑☑) ◆ Necrotic

Close Burst 2; +8 vs. Reflex; 2d6+5 necrotic damage, and the target is pushed 1 square and knocked prone. Miss: half damage only.

▶ **Discorporate Move** (move; at-will)

The bonemound skeleton can shift 6 squares and move through other creatures' squares. The bonemound skeleton makes a +2 vs. Fortitude attack against creatures it moves into. On a hit, the target is knocked prone.

▶ **Speed of the Dead**

Opportunity attacks made by the bonemound skeleton gain a +2 bonus to attack rolls and add +1d6 damage.

Alignment Unaligned; **Languages** —**Str** 18 (+7) **Dex** 17 (+6) **Wis** 10 (+3)**Con** 15 (+5) **Int** 2 (–1) **Cha** 3 (–1)

Description A swirling mass rises out of a pile of bones, its body grinding and clacking as it shifts and slides.

Lore A character knows the following with a successful Religion check.

DC 15 Bonemound skeletons move quickly like miniature whirlwinds and can slide and slip around any obstacle.

DC 20 Bonemound skeletons are made from the angry whispers of the forsaken dead. Often found in piles of bone, they rise with a vengeance and attack the living for forgetting them. They have a weak will and are poorly defended against such attacks. They never seem to appear during a storm.

Skeletal Husk (H)

Level 7 Brute • XP 300

Medium natural animate (undead)

Initiative +3; **Senses** Perception +4; darkvision**HP** 96; **Bloodied** 48**AC** 17; **Fortitude** 21, **Reflex** 16, **Will** 17**Immune** disease, poison; Resist 10 necrotic;

Vulnerable 5 radiant

Speed 4☑ **Swipe** (std; at-will) ◆ Necrotic

+10 vs. AC; 2d8+5 necrotic damage.

✂ **Weakening Wallop** (std; rchg ☑☑☑) ◆ Necrotic

+10 vs. AC; 2d8+5 necrotic damage, and the target is weakened (save ends).

⚡ **Explosive Expiration** (when reduced to 0 hp; when reduced to 0 hp) ◆ Necrotic

Close Burst 1; 4d6+4 necrotic damage, and the target is weakened and blinded (save ends both).

▶ **Uncertain Rite**

A critical hit scored against a skeletal husk reduces it to 0 hp.

Alignment Unaligned; **Languages** —**Str** 19 (+7) **Dex** 10 (+3) **Wis** 13 (+4)**Con** 16 (+6) **Int** 2 (–1) **Cha** 1 (–2)

Description Though largely skeletal in appearance, this abomination still has flesh wrapped around it. Its face is frozen in a rictus of pain and its killing wound oozes and festers with a strange black ichor.

Lore A character knows the following with a successful Religion check.

DC 15 Skeletal husks are formidable undead that strike with powerful blows and produce a flesh-killing ooze from their own rotting torso. Their remaining flesh bursts when destroyed.

DC 20 Skeletal husks are the intermediate stage of a necromantic ritual to create skeletal guardians. As the body decays, the husk gathers necrotic energy from around it and oozes it through its fatal wound. The energy is normally gathered by necromancers for other rituals. Husks are filled with necrotic energy and discharge it with each hit. Since the ritual is incomplete, its body is unstable and may fall apart on a particularly good blow.

Fragile Skeleton (S)

Level 7 Minion Controller • XP 75

Medium natural animate (undead)

Initiative +3; **Senses** Perception +3; darkvision**HP** 1; a missed attack never damages a minion.**AC** 21; **Fortitude** 19, **Reflex** 22, **Will** 19**Immune** disease, poison**Speed** 6☑ **Bony Claw** (std; at-will)

+12 vs. AC; 5 damage.

▶ **Combat Tactics** (imm reac, when missed by a melee attack; at-will)

The fragile skeleton shifts 1 square.

▶ **Flanking Press** (free, when a target is flanked by 2 or more fragile skeletons)

Slide the flanked target up to 2 squares as a free action. The fragile skeleton may shift into the vacated square as a free action.

Alignment Unaligned; **Languages** —**Str** 15 (+5) **Dex** 16 (+6) **Wis** 14 (+5)**Con** 13 (+4) **Int** 3 (–1) **Cha** 3 (–1)

TACTICS

Skeletal Husk: The skeletal husks stride right into combat with their weakening wallops. They are not intelligent enough to continue attacking the same target if another target strikes it, so the last character who makes a successful blow is chosen for the next attack. The husks move towards a target even if it draws an opportunity attack.

Bonemound Skeleton: The bonemound skeleton does not appear unless a character comes within 1 square of the mound. The creature takes 1 round to coalesce and is insubstantial until the start of its next turn. It uses *bone blast* and *discorporate move* almost to the exclusion of everything else. Once it chooses a target, it ignores all others even if it takes greater damage.

Fragile Skeleton: The fragile skeletons take every opportunity to use *flanking press* and, if possible, *combat tactics*. If the bonemound skeletons have not been activated, they will maneuver the heroes to trigger them. The fragile skeletons are semi-intelligent and will act accordingly, though they are still prone to clustering in order to use their special attacks.

FEATURES OF THE AREA

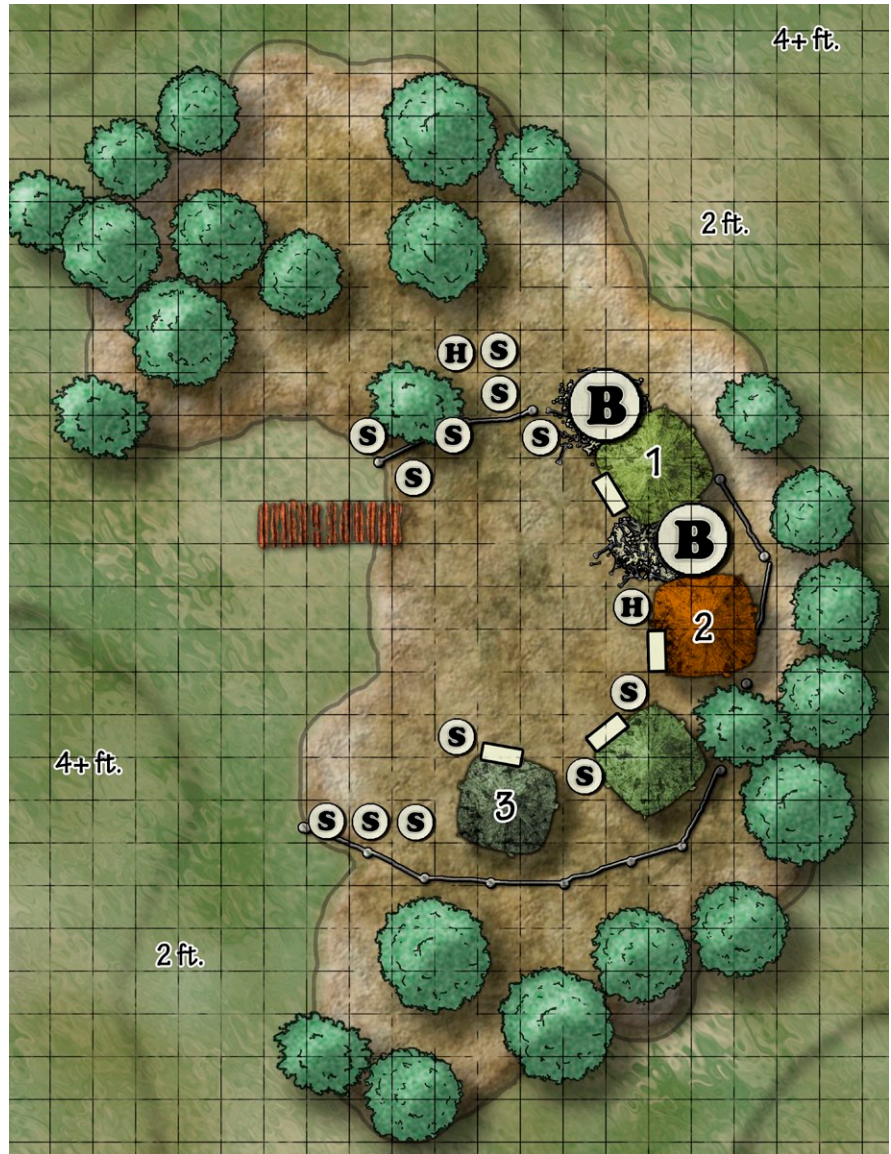
Pond: The island is surrounded by a 2- to 8-foot-deep shallow bog, which counts as difficult terrain. The bog can be traversed normally by boat. Swimmers in more than 4 feet of water may encounter swampvine and become entangled: roll a DC 7 Strength check at the start of each character's turn to maintain his normal swim speed. If he fails, his speed is halved for the turn.

Small Trees: Tree squares are difficult terrain. A tree square provides concealment (lightly obscured) and cover with respect to attackers. Trees can be climbed using normal climb rates to a height of 10 feet.

Light Drizzle: Creatures more than 3 squares apart are lightly obscured with respect to each other. Apply -2 penalty to attack rolls and non-sound-based Perception checks.

Shacks: Each shack is about 10 feet on a side and in poor condition. The numbered shacks are locked — Shack Three holds a struggling Katrina — the other smells horrible and is piled full of valueless, rotting bric-a-brac.

A hero can collapse a shack wall with a DC 25 Strength check. A hero can climb on a shack roof with a DC 19 Acrobatics check; climbing to a shack roof takes 5 squares of movement. None of the skeletons will attack a hero on a roof, but while climbing the hero will draw opportunity attacks as normal.



ENCOUNTER TE-SWAMP-3: SPIES' DEMISE

Encounter Level 7 (1,700 XP)

PAGE 10

SETUP

A squad of Ragesian spies is resting on a tiny island in the swamp. A wyvern and its commander are helping them navigate through the maze of bogs and fens.

This combat is designed to create a special event: to shock the heroes who have inhaled the *tidereaver's tears* gas fumes (at the start of combat). The wyvern's *shocking scream* and the commander's +2 *lightning battleaxe* will cause a temporary body change that allows the heroes to withstand the effects of a hurricane.

When the heroes approach the camp, read:

You wade through foot deep water in a thicker part of the mire and come to a small clearing. Cypress trees and rushes ring a pond with a small island about forty feet away that barely rises above the waterline. A sour smell that has a coppery hint scent beneath it fills the air. Four half-orc Ragesians stand on the island, next to a single black gum tree whose scraggly branches lift skyward searching for sunlight. One of the half-orcs holds a broken orb similar to those seen in the witches shack in his hand and points to a half-opened bag on the ground with more broken orbs. A wyvern stands in shallow water about forty feet from them, intently peering into the murk.

The heroes may attempt to surprise the Ragesians.

If the heroes try to avoid combat, roll Stealth vs. Perception checks to allow them to sneak away. If the party succeeds, they escape, but the Ragesians will meet them again at the next skill challenge check, possibly surprising them instead.

- ◆ 4 Ragesian infiltrators (I)
- ◆ 1 Ragesian wyvern (W)
- ◆ 1 Ragesian wyvern commander (C)

Ragesian Infiltrator (I)

Level 6 Lurker • XP 250

Medium natural humanoid (half-orc)

Initiative +6; **Senses** Perception +3; low-light vision

HP 56; **Bloodied** 28

AC 22; **Fortitude** 19, **Reflex** 20, **Will** 16

Speed 6

☞ **Dagger** (std; at-will) ◆ Weapon
+12 vs. AC; 1d4+6 damage. Thrown 5/10; +12 vs. AC; 1d4+6 damage.

☞ **Short Sword** (std; at-will) ◆ Weapon
+12 vs. AC; 1d6+6 damage.

☞ **Shortbow** (std; at-will) ◆ 2H, Load Free, Weapon
Ranged 15/30; +11 vs. AC; 1d8+6 damage.

✓ **Walking Wounded** (std; daily) ◆ Martial, Weapon
+9 vs. Fortitude; Hit: 1d6+6 damage, and the target is knocked prone. The target continues to fall prone any time it moves more than half its speed in a single action until the end of the encounter. *Miss*: Half damage.

▶ **Evasive Reaction** (imm int, when an attack hits the Ragesian infiltrator; enc)
The attacker rerolls the attack and applies the second result.

▶ **Sneak Attack** (when the Ragesian infiltrator has combat advantage; 1/rd)
The Ragesian infiltrator can choose to add +2d6 damage when an attack hits.

Alignment Unaligned; **Languages** Common, Giant

Skills Intimidate +7, Thievery +11

Str 16 (+6) **Dex** 16 (+6) **Wis** 10 (+3)

Con 14 (+5) **Int** 9 (+2) **Cha** 9 (+2)

Equipment dagger, kit, leather armor, light shield, short sword, shortbow with 20 arrows, 2 *tidereaver's tears*

Ragesian Wyvern Commander (C)

Level 8 Soldier (Leader) • XP 350

Medium natural humanoid (half-orc)

Initiative +5; **Senses** Perception +5; low-light vision

HP 87; **Bloodied** 43

AC 24; **Fortitude** 21, **Reflex** 21, **Will** 19

Speed 5

☞ **Lightning Battleaxe** (std; at-will) ◆ Lightning, Weapon
+17 vs. AC; 1d10+5 lightning damage (critical 15+2d6 lightning damage). See also battleaxe burst.

☞ **Short Sword** (std; at-will) ◆ Weapon
+15 vs. AC; 1d6+3 damage.

✓ **Commander's Inspiring Strike** (std; at-will) ◆ Martial, Weapon
+15 vs. AC; 1d10+3 damage, and an ally adjacent to the target makes a melee basic attack.

✓ **Surprise Attack** (std; enc) ◆ Martial, Weapon
+15 vs. AC; Hit: 1d10+3 damage. An ally within 5 squares of the Ragesian wyvern commander makes a basic attack with +3 bonus and combat advantage as a free action against a target it can attack.

✓ **Guide the Charge** (imm int, when an ally charges; enc) ◆ Martial
Add 3 to the ally's damage roll, and the ally's target is pushed 2 extra squares. The ally can shift 2 squares to remain adjacent.

▶ **Battleaxe Burst** (imm int, when the commander hits a target with his lightning battleaxe, daily) ◆ Lightning, Weapon
Close Burst 2. The target and each enemy in the burst takes 1d6 lightning damage.

Alignment Unaligned; **Languages** Common, Giant

Skills Athletics +8, Intimidate +9

Str 17 (+7) **Dex** 14 (+6) **Wis** 13 (+5)

Con 15 (+6) **Int** 16 (+7) **Cha** 10 (+4)

Equipment +2 *lightning battleaxe*, heavy shield, chain armor, short sword

Ragesian Shocker Wyvern (W)**Level 8 Skirmisher • XP 350**

Large natural magical beast (mount, reptile)

Initiative +7; **Senses** Perception +6; low-light vision**HP** 90; **Bloodied** 45**AC** 22; **Fortitude** 22, **Reflex** 19, **Will** 18**Speed** 4, fly 8 (hover); see also *flyby attack*☑ **Bite** (std; at-will)

Reach 2; +13 vs. AC; 1d8+5 damage.

☑ **Claws** (std; at-will)

Can be used while flying; +13 vs. AC; 1d8+5 damage, and the target is knocked prone.

☑ **Sting** (std; at-will) ◆ **Poison**

Reach 2; +13 vs. AC; 1d6+3 damage, and the Ragesian shocker wyvern makes a second attack against the same target. Second attack: +11 vs. Fortitude; ongoing 10 poison damage (save ends).

☑ **Flyby Attack** (std; at-will)

The Ragesian shocker wyvern flies up to 8 squares and makes a melee basic attack during that movement. The target is not granted an opportunity attack when Ragesian shocker wyvern moves away.

⚡ **Shocking Scream** (minor; rchg ☞) ◆

Lightning

Close Blast 4; +11 vs. Reflex; 1d6+3 damage, and the target is dazed until the end of the Ragesian shocker wyvern's next turn.

Alignment Unaligned; **Languages** —**Str** 22 (+10) **Dex** 16 (+7) **Wis** 15 (+6)**Con** 18 (+8) **Int** 2 (+0) **Cha** 8 (+3)**TACTICS**

On the first round, the wyvern takes flight and attempts to reach the heroes and use *shocking scream*. It prefers to stay in the air if it can. It uses *flyby attack* and rakes with its claws or delivers a sting depending on the tactical situation. The wyvern will use *shocking scream* whenever it recharges. It flies out of sight when it reaches 20 hp or less.

Two Ragesian infiltrators use their shortbows if they can, while the commander and the other infiltrators charge the heroes. The commander uses his powers to help the infiltrators and will use *battleaxe burst* as soon as possible.

The Ragesians will attempt to surrender if they appear to be losing, but (to ensure that the heroes have the chance to save the day later in the adventure) not until all the heroes have been exposed to an attack with the lightning keyword.

FEATURES OF THE AREA

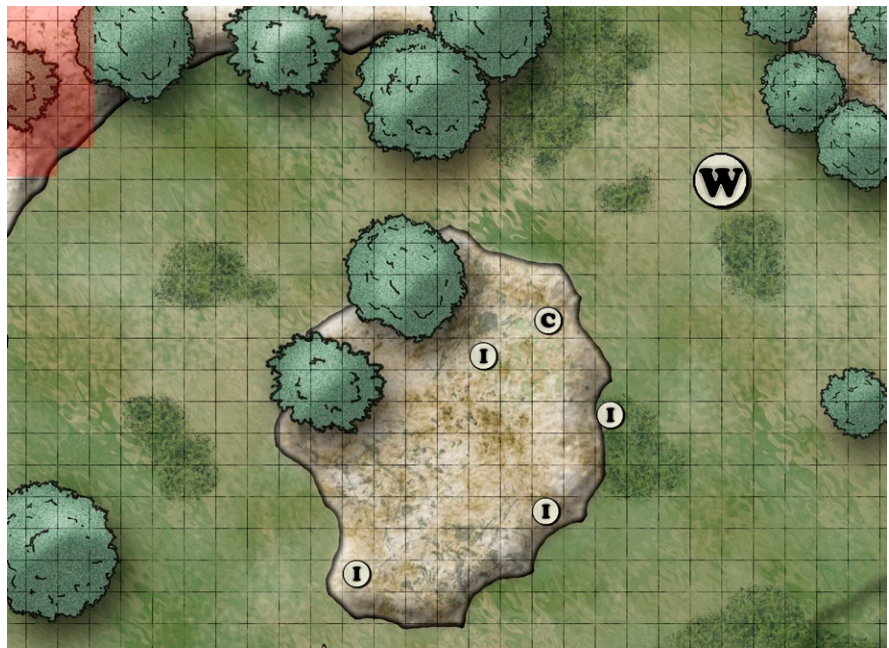
Lightning Strikes: Any creature hit by a weapon or power that deals lightning damage glows with a vivid blue light until the end of its next turn. Unless the creature is swimming or flying he cannot be slid, pushed, pulled, or knocked prone while glowing. Ranged attacks against the creature ignore any lightly obscuring concealment, such as light drizzle.

Swampvine: Any character ending his movement in a swampvine space is slowed until the end of his next turn.

Pond: The island is surrounded by a 1-foot-deep shallow pond, which counts as normal terrain. It cannot be traversed by boat.

Small Trees: Tree squares are difficult terrain. A tree square provides concealment (lightly obscured) and cover with respect to attackers. Trees can be climbed using normal climb rates to a height of 10 feet.

Light Drizzle: Creatures more than 3 squares apart are lightly obscured with respect to each other. Apply –2 penalty to attack rolls and non-sound-based Perception checks.



ENCOUNTER TE-SWAMP-4: GUARD DUTY

Encounter Level 7 (1,650 XP)

PAGE 11

SETUP

- ◆ 2 Shahalesti scouts (S)
- ◆ Thalan (T)
- ◆ 3 Shahalesti bodyguards (B)

Shahalesti Scout (S)**Level 6 Artillery • XP 250**

Medium fey humanoid (eladrin)

Initiative +7; **Senses** Perception +8; low-light vision**HP** 57; **Bloodied** 28**AC** 18; **Fortitude** 16, **Reflex** 18, **Will** 16**Saving Throws** +5 against charm effects**Speed** 6

☑ **Short Sword** (std; at-will) ◆ Weapon
+13 vs. AC; 1d6+1 damage.

☑ **Shocking Arrows** (std; at-will) ◆ Lightning, Weapon

Requires longbow; Ranged 20/40; one or two attacks for 2 damages. +13 vs. AC or Reflex (whichever is lower); 1d10 damage plus 1d6 lightning damage. Effect: The Shahalesti scout can make the attacks against the same target or different ones.

✦ **Baleful Burst** (std; at-will) ◆ Force

Area Burst 1 within 20; +11 vs. Fortitude; 1d10+4 force damage, and the target is knocked prone.

► **Fiery Fey Step** (move; enc)

The Shahalesti scout can teleport up to 5 squares, taking 1 point of fire damage for each square teleported. The Shahalesti scout is granted a +5 fire damage bonus on melee attacks until the start of its next turn.

Alignment Unaligned; **Languages** Common, Elven

Skills Arcana +11, History +11**Str** 12 (+4) **Dex** 18 (+7) **Wis** 11 (+3)**Con** 15 (+5) **Int** 16 (+6) **Cha** 14 (+5)**Equipment** 2 short swords, chainmail, longbow**Thalan (T)****Level 9 Soldier • XP 400**

Medium fey humanoid (eladrin)

Initiative +12; **Senses** Perception +5; low-light vision

Solei Palancis Courage aura 5; Shahalesti allies succeeding on a saving throw in the aura gain 5 temporary hp.

HP 91; **Bloodied** 45**AC** 23; **Fortitude** 19, **Reflex** 23, **Will** 20**Saving Throws** +5 against charm effects**Speed** 6; see also *Shahalesti step*

☑ **Longsword** (std; at-will) ◆ Weapon
+16 vs. AC; 1d8+1 damage. Add +1 damage when used 2H

☑ **Longbow** (std; at-will) ◆ Weapon
Ranged 20/40; +16 vs. AC; 1d10+4 damage. 2H, Load Free

☑ **Magic Missile** (std; at-will) ◆ Arcane, Force, Implement
Ranged 20; +14 vs. Reflex; 2d4+4 force damage.

✓ **Flaming Sphere** (std; enc) ◆ Arcane, Conjunction, Fire, Implement
Ranged 10; +14 vs. Reflex; 2d6+4 fire damage. Conjures a sphere in an unoccupied space and attacks an adjacent target. Creatures starting their turns next to the sphere take 1d4+4 fire damage. The sphere lasts for a full turn. *Standard Action*: make another flaming sphere attack. *Move Action*: move the flaming sphere up to 6 squares. *Sustain Minor*: the sphere persists.

► **Fiery Fey Step** (move; enc)

Thalan can teleport up to 5 squares, taking 1 point of fire damage for each square teleported. Thalan is granted a +5 fire damage bonus on melee attacks until the start of its next turn.

► **Fly** (move; daily) ◆ Arcane

Thalan gains a fly speed of 8 until the end of Thalan's next turn. *Sustain Minor*: the flight capability persists.

► **Haste** (move; enc) ◆ Arcane

Thalan can make an extra basic attack or move at double Thalan's speed until the end of Thalan's next turn.

► **Mageknight of Solei Palancis** (minor; daily)

Effect: Thalan gains a +1 bonus to attack rolls and +1d4 damage to damage rolls. If the attack hits, the target can be marked by Thalan. This effect last until the end of the encounter.

Alignment Unaligned; **Languages** Common, Draconic, Elven

Skills Arcana +13, Diplomacy +9, History +13**Str** 10 (+4) **Dex** 18 (+8) **Wis** 13 (+5)**Con** 11 (+4) **Int** 18 (+8) **Cha** 10 (+4)

Equipment *badge of the Solei Palancis*, flaming sphere, longbow, longsword

Description A few strands of blonde hair peek out from this Shahalesti's blue cloak. He carries a sword at his hip and a bow on his back, but any armor is hidden under loose robes and he carries himself like a scholar, not a warrior.

Shahalesti Bodyguard (B)**Level 6 Soldier • XP 250**

Medium fey humanoid (eladrin)

Initiative +5; **Senses** Perception +4; low-light vision**HP** 72; **Bloodied** 36**AC** 22; **Fortitude** 20, **Reflex** 19, **Will** 18**Saving Throws** +5 against charm effects**Speed** 6

☑ **Longsword** (std; at-will) ◆ Weapon
+13 vs. AC; 1d8+4 damage. Add +1 damage when used 2H

✓ **Protective Swing** (std; rchg ☑☑☑) ◆ Weapon

+13 vs. AC; 2d8+3 damage, and the target is marked until the end of the Shahalesti bodyguard's next turn.

► **Fiery Fey Step** (move; enc)

The Shahalesti bodyguard can teleport up to 5 squares, taking 1 point of fire damage for each square teleported. The Shahalesti bodyguard is granted a +5 fire damage bonus on melee attacks until the start of its next turn.

Alignment Unaligned; **Languages** Common, Elven

Skills Arcana +9, History +9**Str** 16 (+6) **Dex** 14 (+5) **Wis** 12 (+4)**Con** 16 (+6) **Int** 12 (+4) **Cha** 12 (+4)**Equipment** chain shirt, longsword

TACTICS

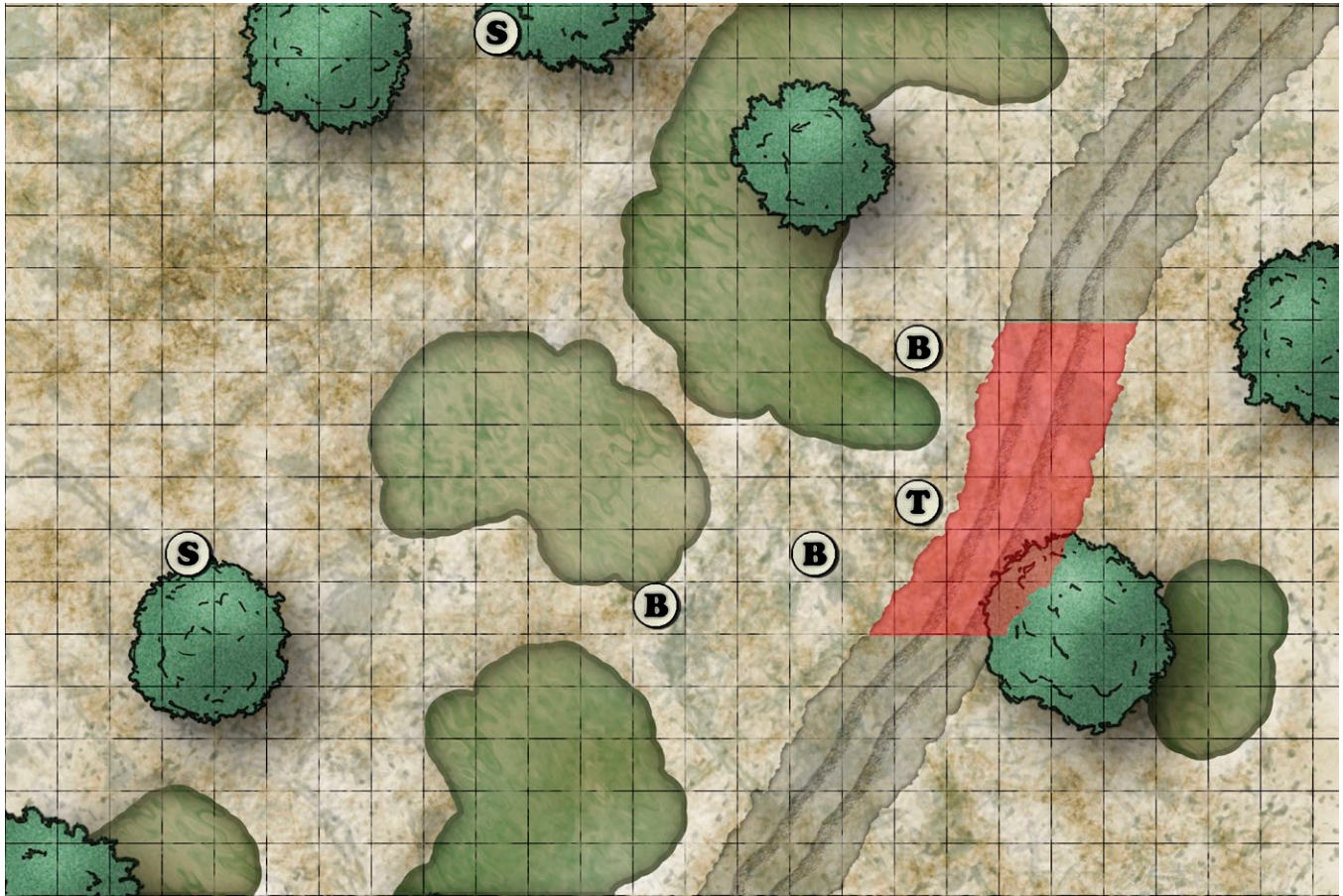
The scouts fire shocking arrows from the trees to corner any strikers or controllers, while the bodyguards go after any defenders to keep them busy. Thalan uses his magic missile while flying to and concentrates on one enemy at a time, relying on his allies to watch him and step in if he gets in trouble.

FEATURES OF THE AREA

Lightning Strikes: any creature hit by a weapon or power that deals lightning damage glows with a vivid blue light until the end of its next turn. Unless the creature is swimming or flying he cannot be slid, pushed, pulled, or knocked prone while glowing. Ranged attacks against the creature ignore any lightly obscuring concealment, such as light drizzle.

Small Trees: Tree squares are difficult terrain. A tree square provides concealment (lightly obscured) and cover with respect to attackers. Trees can be climbed using normal climb rates to a height of 10 feet.

Light Drizzle: Creatures more than 3 squares apart are lightly obscured with respect to each other. Apply –2 penalty to attack rolls and non-sound-based Perception checks.



ENCOUNTER TE-SWAMP-5: SHRIEKING DELVE

Encounter Level 7 (1,600 XP)

SETUP

Naizelasa is tired of inept negotiation and decides the heroes need to become her next meal.

The dragon snorts a cloud of green poison and shuffles as if adjusting herself to get more comfortable, her tail sweeps back and forth quickly. "Fools," she draws, "You think to trick me into believing you are capable of finding my child? I doubt you have the stones or the intelligence, and it is clear the best part of you dribbled down your mother's legs!"

Naizelasa begins her attack.

◆ Naizelasa (N)

Naizelasa (N)

Level 12 Solo Controller • XP 3,500

Large natural magical beast (dragon)

Initiative +13; Senses Perception +9; darkvision

Tail Swish aura 1; If the dragon is not flying, all squares within the aura are difficult terrain to all creatures other than the dragon.

HP 620; **Bloodied** 310; see also bloodied wailAC 28; **Fortitude** 25, **Reflex** 26, **Will** 25

Resist 20 poison

Saving Throws +5

Speed 8, fly 12 (hover), overland flight 15; see also *flyby attack*

Action Points 2

☑ **Bite** (std; at-will) ◆ Poison

Reach 2; +17 vs. AC; 1d10+6 damage, and ongoing 5 poison damage.

☑ **Claw** (std; at-will)

Reach 3; +17 vs. AC; 1d8+6 damage.

☑ **Double Attack** (std; at-will)

Naizelasa makes two claw attacks.

☑ **Flyby Attack** (std; at-will)

Naizelasa flies up to 8 squares and makes a bite attack during that movement. The target is not granted an opportunity attack when Naizelasa moves away.

☑ **Sweeping Tail** (imm reac, when an adjacent enemy does not move on its turn; at-will)

+16 vs. Reflex; 1d8+7 damage, and the target is knocked prone.

☑ **Come to Me** (minor 1/rd; at-will) ◆ Charm, Gaze

Ranged 10; +16 vs. Will, the target slides 2 squares.

☞ **Bloodied Wail** (free, when first bloodied; enc) ◆ Poison

Naizelasa's poison breath recharges, and she uses it immediately.

☞ **Frightening Bearing** (std; enc) ◆ Fear

Close Burst 5; targets enemies; +16 vs. Will; the target is stunned until the end of Naizelasa's next turn. Afterspell: The target takes a -2 penalty to attack rolls (save ends).

☞ **Poison Breath** (std; rchg ☐☐☐☐) ◆ Poison

Close Blast 5; +16 vs. Fortitude; 1d10+6 poison damage; the target takes ongoing 5 poison damage, and is slowed (save ends both).

Afterspell: The target is slowed (save ends).

Alignment Evil; **Languages** Common, Draconic**Skills** Bluff +21, Diplomacy +16, Insight +19,

Intimidate +16

Str 16 (+9) **Dex** 22 (+12) **Wis** 17 (+9)**Con** 20 (+11) **Int** 16 (+9) **Cha** 20 (+11)

TACTICS

Round 1: Naizelasa maneuvers to get at least 2 heroes in range of *frightening bearing*, blasts away with it, and then uses *come to me* to move a hero into the enchanted swampvine or into a cluster where she can then spend an action point and use her breath weapon.

Round 2: Naizelasa takes wing and does a flyby attack on one character while doing another luring gaze to move someone into the swampvine. She lands within reach of another character and spends another action point to bite. She then hopes someone adjacent doesn't move so she can tail sweep them.

Round 3: While her offensive powers recharge, Naizelasa makes a double attack if possible and then takes wing, using *come to me* to move another character into the swampvine.

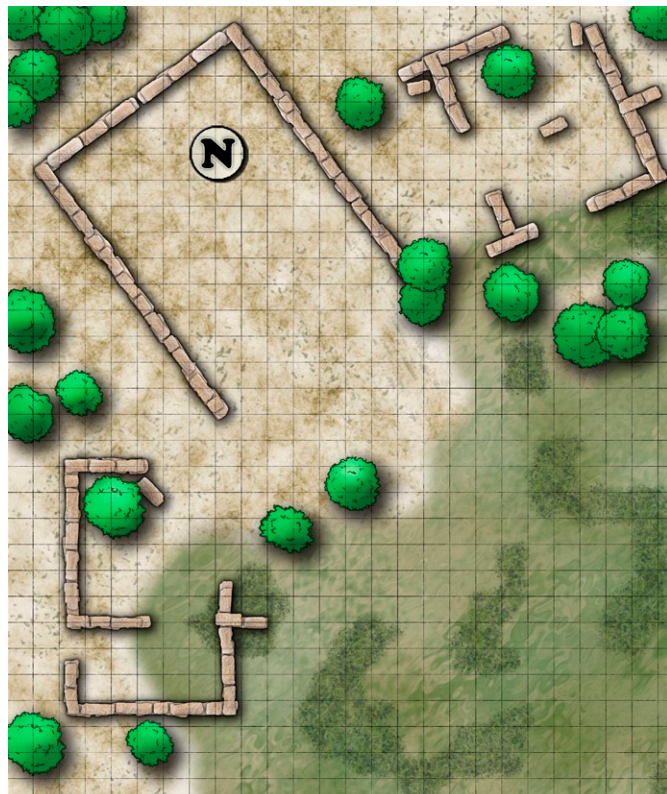
Round 4+: Naizelasa uses *flyby attack* and recharge items as needed. She tries to control the more dangerous threats with *come to me*.

FEATURES OF THE AREA

Swampvine: Any character ending his movement in a swampvine space is slowed until the end of his next turn.

Skunk Cabbage: Living creatures beginning their turn in the skunk cabbage are distracted by the smell and grant combat advantage to all enemies until the end of their next turn. The dragon is unaffected by this.

Ledges: Ledges to the second story of the old building are 15 feet high and require a DC 22 Athletics check to climb.



ENCOUNTER TE-SWAMP-6: ATTERCOP YOUTH

Encounter Level 7 (1,600 XP)

PAGE 12

SETUP

The attercop youth roam the outskirts of an old ruin where other creatures lair along with the adults. This part of the ruin is occupied by a hexing creeper as well.

Following the traces of webbing left by the attercops, you press on through the muddy trail that eventually opens into an ancient ruin. A large pyramidal shadow can be seen in the distant gloom and crumbling low walls of a number of buildings stand amidst years of untended growth. Cypress and gum trees covered with vines thrust upward through the foundation of an old road, and the rubble of collapsed roofs and upper floors dots the landscape. Skittering along the wall tops, two young-appearing attercops seem to be moving into a position to strike.

- ◆ 5 attercop pouncer youths (Y)
- ◆ 1 hexing creeper (H)

Attercop Pouncer Youth (Y)

Level 7 Lurker • XP 300

Medium natural beast (spider)

Initiative +3; **Senses** Perception +4; darkvision**HP** 61; **Bloodied** 30**AC** 17; **Fortitude** 20, **Reflex** 18, **Will** 16**Vulnerable** 10 psychic**Speed** 8, climb 6 (spider climb)☑ **Bite** (std; at-will, see also *poison bite*)

+12 vs. AC; 1d8+5 damage.

✓ **Pouncing Knockdown** (move; at-will)

Move at least 2 squares from the starting position, moving directly to the nearest square from which to attack the enemy. +10 vs.

Reflex; 1d4 damage and the target is knocked prone. This does not provoke an opportunity attack.

✓ **Poison Bite** (free; rchg ☑☑) ◆ **Poison**

May only be used after a successful bite; +8 vs. Fortitude; 1d6 poison damage and target is slowed (save ends). First failed save: target is immobilized (save ends).

▶ **Hunter's Advantage**

If the attercop pouncer youth is adjacent to an enemy, all other attercop pouncers have combat advantage against that enemy.

▶ **Soft Fall**

The attercop pouncer youth ignores the first 20 feet when determining damage from a fall.

Alignment Unaligned; **Languages** —**Skills** Athletics +8, Stealth +11**Str** 11 (+3) **Dex** 17 (+6) **Wis** 13 (+4)**Con** 13 (+4) **Int** 3 (−1) **Cha** 5 (+0)**Description** Attercops are thick-bodied hunting spiders with an animal cunning like that seen in wolves and hyenas.**Lore** A character knows the following with a successful Nature check.**DC 20** Attercop pouncers are easily charmed and are trainable as pets.

Hexing Creeper (H)

Level 8 Artillery • XP 350

Medium natural humanoid (plant)

Initiative +8; **Senses** Perception +11; blindsight 10**HP** 71; **Bloodied** 35**AC** 20; **Fortitude** 20, **Reflex** 20, **Will** 18**Speed** 6 (forest walk; swamp walk), swim 6☑ **Claw** (std; at-will)

+15 vs. AC; 1d8+5 damage.

☑ **Lightning Orb** (std; at-will) ◆ **Lightning**

+13 vs. AC; 1d8+5 lightning damage

✓ **Dread Vine Lash** (std; at-will) ◆ **Lightning**

Ranged 10; +13 vs. AC; 1d8+5 lightning damage

✳ **Acid Cloud** (std; rchg ☑☑) ◆ **Acid**

Area Burst 1 within 10; +11 vs. Fortitude; 1d6+4 acid damage, and the target takes ongoing 5 acid damage and is blinded (save ends both).

▶ **Malleable Vegetation**

The hexing creeper can move through cracks and other openings greater than 1 inch without penalty, it can squeeze through a 1 inch opening.

Alignment Unaligned; **Languages** —**Skills** Stealth +13**Str** 18 (+8) **Dex** 18 (+8) **Wis** 14 (+6)**Con** 17 (+7) **Int** 2 (+0) **Cha** 10 (+4)**Description** A strange monster made of vines that are twisted into a humanoid form.**Lore** A character knows the following with a successful Nature check.**DC 15** Hexing creepers are created when an evil druid dies from lightning in a wilderness location touched by the Shadowfell.**DC 20** A hexing creeper's abilities are often fed by the lightning that created it.

TACTICS

The attercops are very hungry and will use their hunter's advantage. They will also climb the low walls in order to pounce. When a character is knocked down, the pouncer will stay on top of him and bite. When bloodied, a pouncer will move towards the small hovel area and squeeze into it for protection. There is only one entrance to the hovel.

The hexing creeper is concealed behind a wall with a large crack in it. It will not move until a character is within 5 squares of its location and then it will squeeze through the crack and begin its attack.

FEATURES OF THE AREA

Rubble: Areas of rubble are difficult terrain.

Low Wall: A low wall is 3–5 feet tall. The wall provides concealment and possible cover. Climbing a low wall requires a DC 15 Athletics check and costs 4 squares of movement. The top of a low wall is difficult terrain.

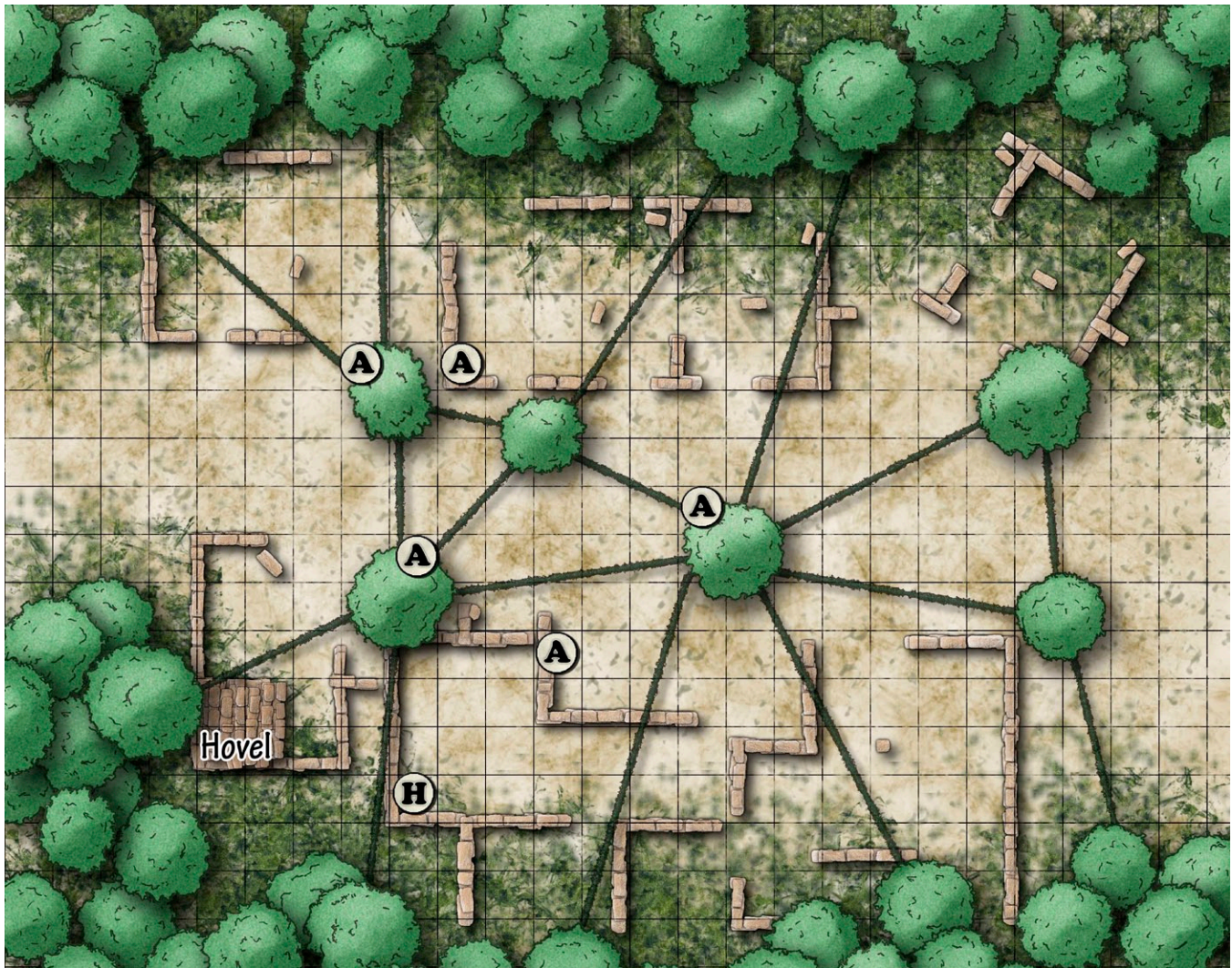
Hovel: A Medium character must squeeze through the ruin entrance. Once inside, the ceiling is low, only 5 feet, so any melee attacks suffer a –1 penalty to avoid hitting the ceiling.

Small Trees: Tree squares are difficult terrain. A tree square provides concealment

(lightly obscured) and cover with respect to attackers. Trees can be climbed using normal climb rates to a height of 10 feet.

Light Drizzle: Creatures more than 3 squares apart are lightly obscured with respect to each other. Apply –2 penalty to attack rolls and non-sound-based Perception checks.

Vines: A vine can be climbed normally and a character can swing in a two square burst around the vine. Swinging from one vine to another requires a DC 15 Acrobatics check. A character attacking while swinging takes a –2 penalty to attack rolls, but adds a +2 bonus to damage.



ENCOUNTER TE-SWAMP-7: THE BOGGY RUIN

Encounter Level 9 (2,400 XP)

PAGE 12

SETUP

The pyramid ruin is crawling with attercops!

The shadowy pyramid comes into view and you see a few more attercops running along the stairs that lead upwards. A large statue of an elven warrior leans at a dangerous angle over the ancient road which is submerged about two inches. The area is largely clear of trees around the pyramid's base, except for an encroachment on the right, and the water is filled with swampvine and bullrushes. A larger attercop appears out of the inky darkness of a doorway to the stair's right side.

When the encounter begins, have the players place their heroes in the red-screened area on the map.

- ◆ 4 attercop pouncer youths (Y)
- ◆ 2 attercop pouncer adults (A)
- ◆ 1 bog brute (B)

Attercop Pouncer Youth (Y)

Level 7 Lurker • XP 300

Medium natural beast (spider)

Initiative +3; **Senses** Perception +4; darkvision**HP** 61; **Bloodied** 30**AC** 17; **Fortitude** 20, **Reflex** 18, **Will** 16**Vulnerable** 10 psychic**Speed** 8, climb 6 (spider climb)☑ **Bite** (std; at-will, see also *poison bite*)

+12 vs. AC; 1d8+5 damage.

✓ **Pouncing Knockdown** (move; at-will)

Move at least 2 squares from the starting position, moving directly to the nearest square from which to attack the enemy. +10 vs. Reflex; 1d4 damage and the target is knocked prone. This does not provoke an opportunity attack.

✓ **Poison Bite** (free; rchg ☞☞) ◆ Poison

May only be used after a successful bite; +8 vs. Fortitude; 1d6 poison damage and target is slowed (save ends). First failed save: target is immobilized (save ends).

▶ **Hunter's Advantage**

If the attercop pouncer youth is adjacent to an enemy, all other attercop pouncers have combat advantage against that enemy.

▶ **Soft Fall**

The attercop pouncer youth ignores the first 20 feet when determining damage from a fall.

Alignment Unaligned; **Languages** —**Skills** Athletics +8, Stealth +11**Str** 11 (+3) **Dex** 17 (+6) **Wis** 13 (+4)**Con** 13 (+4) **Int** 3 (−1) **Cha** 5 (+0)

Description Attercops are thick-bodied hunting spiders with an animal cunning like that seen in wolves and hyenas.

Lore A character knows the following with a successful Nature check.

DC 20 Attercop pouncers are easily charmed and are trainable as pets.

Attercop Pouncer Adult (A)

Level 9 Controller • XP 400

Medium natural beast (spider)

Initiative +3; **Senses** Perception +5; darkvision**HP** 93; **Bloodied** 46**AC** 19; **Fortitude** 22, **Reflex** 20, **Will** 18**Vulnerable** 10 psychic**Speed** 8, climb 6 (spider climb)☑ **Poison Bite** (std; at-will) ◆ Poison

+12 vs. AC; 1d8+5 poison damage and the target takes ongoing 5 poison damage (save ends).

✓ **Web Spinner** (minor 1/rnd; at-will)

Ranged 3; +11 vs. Reflex; the target is restrained until the end of the attercop pouncer adult's next turn.

▶ **Hunter's Advantage**

If the attercop pouncer adult is adjacent to an enemy, all other attercop pouncers have combat advantage against that enemy.

▶ **Scuttle** (move; at-will)

The attercop pouncer adult shifts 3 squares.

▶ **Soft Fall**

The attercop pouncer adult ignores the first 30 feet when determining damage from a fall.

Alignment Unaligned; **Languages** —**Skills** Athletics +9, Stealth +12**Str** 11 (+4) **Dex** 17 (+7) **Wis** 13 (+5)**Con** 13 (+5) **Int** 3 (+0) **Cha** 5 (+1)

Description Attercop Pouncer Adults are thick-bodied hunting spiders with an animal cunning like that seen in wolves and hyenas.

Lore A character knows the following with a successful Nature check.

DC 15 Attercop pouncer adults do not kill their prey, but knock them unconscious, wrap them in webbing and plant their eggs into the victim. The young incubate for a week and eat the host from the inside out when they hatch.

DC 20 Attercop pouncers are easily charmed and are trainable as pets.

Bog Brute (B)

Level 9 Brute • XP 400

Large natural animate (plant)

Initiative +5; **Senses** Perception +4; darkvision

HP 120; **Bloodied** 60

Regeneration 5

AC 21; **Fortitude** 23, **Reflex** 18, **Will** 17

Immune lightning; see also lightning affinity

Speed 4 (swamp walk)

☑ **Tendrils** (std; at-will)

Reach 2; +12 vs. AC; 1d8+6 damage.

✓ **Enwrapping Clutch** (std; at-will) ◆ Healing

The bog brute makes two basic attacks. If a single Medium or smaller target is hit by both attacks, the bog brute makes a secondary attack against it. *Secondary Attack*: +10 vs. Fortitude; the target is pulled into the bog brute's space and restrained (save ends). At the start of each the bog brute's turn, the target takes 10 damage and the the bog brute regains 10 hp. Up to two creatures can be enwrapped at a time, and when one makes its save, it reappears in a square of its choice adjacent to

the bog brute. While restrained, no creature has line of sight or line of effect to the target.

▶ **Lightning Affinity** (imm reac, when hit by a lightning attack; at-will) ◆ Healing

The bog brute regains 10 hp.

Alignment Unaligned; **Languages** —

Skills Stealth +10

Str 22 (+10) **Dex** 12 (+5) **Wis** 10 (+4)

Con 20 (+9) **Int** 6 (+2) **Cha** 10 (+4)

Lore A character knows the following with a successful Nature check.

DC 15 The common bog brute enfolds its prey and crushes it with its rootlike tendrils.

DC 20 Lightning rejuvenates bog brutes. Some of them can store lightning and release it back in their attacks.

TACTICS

The attercops stay near the entrance and do not stray far from it. The young use the stairs to pounce, while the adults attempt to web spinner anyone coming near. After the first round, the noise of the fight attracts the bog

brute, who shambles out of the trees to attack. The bog brute treats all the other combatants as enemies and may attack an attercop that is within range. Once the brute is engaged with the heroes, the attercops act more like skirmishers, darting in and out to avoid the plant creature's tendrils.

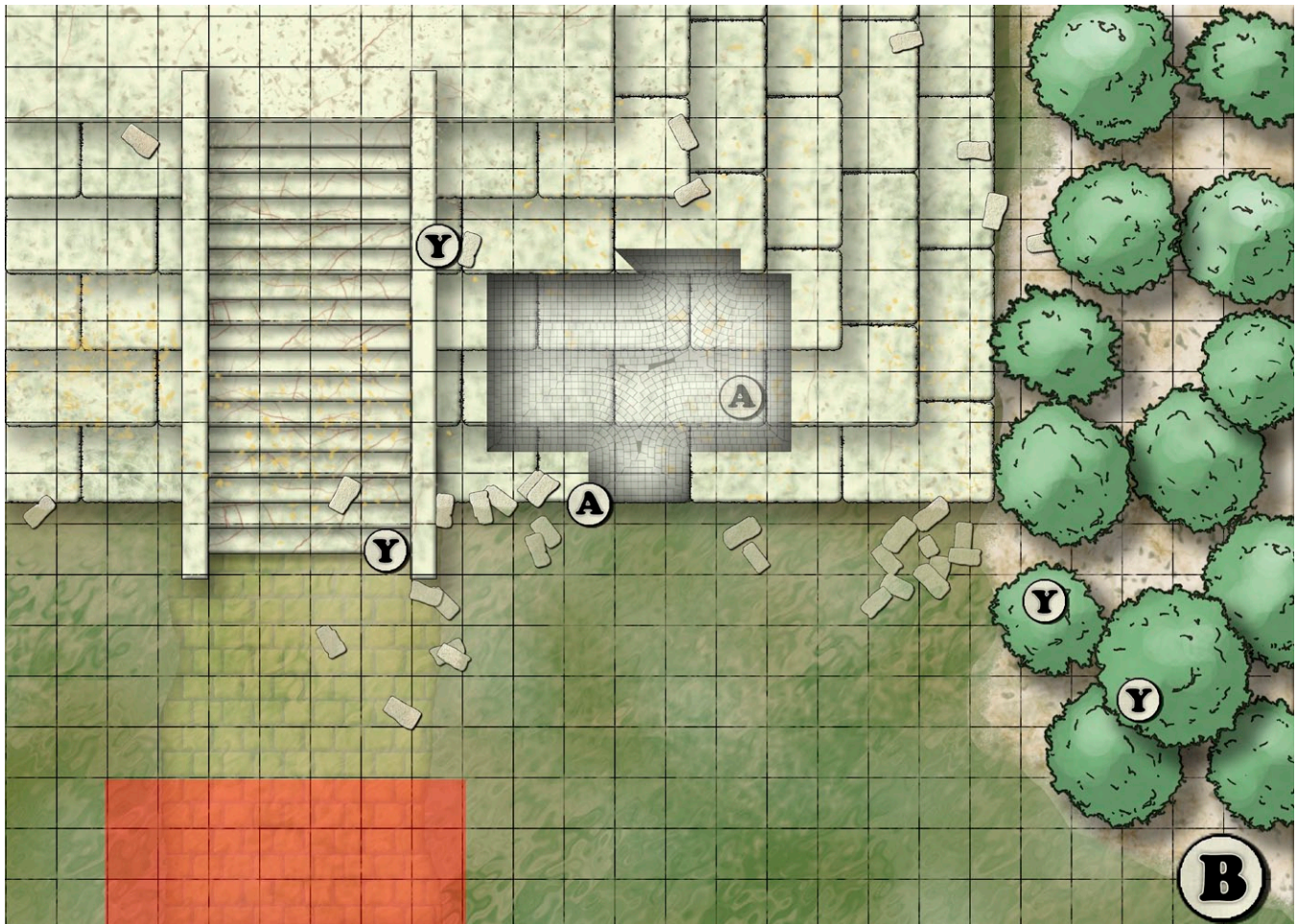
When the heroes enter the room, five attercops run into a hallway in the back and never return.

FEATURES OF THE AREA

Rubble: The areas of rubble are difficult terrain.

Shallow Bog: The areas of swampvine are difficult terrain.

Pyramid Stairs: These can be climbed as normal. Broken stone can be lifted and rolled down the stairs or dropped on the bog brute. Lifting one requires a DC 18 Strength check. Throw rock; Standard Action; +12 vs. Reflex; 2d6+Strength modifier damage.



ENCOUNTER TE-SWAMP-8: FINAL CAPTURE

Encounter Level 10 (2,700 XP)

PAGE 12

SETUP

The ruin is a tomb for an elven king. This part contains the undead remains of the king's guard, who were buried after they died in the same location as their master. This adventure only covers the first chamber, but the pyramid itself has a large underground complex beyond a large sepulchral stone in the back of the guardroom.

Cautiously you forge ahead into the confining hallway that angles up into the bowels of the pyramid. You travel about 30 feet until the corridor opens into a large four-pillared room. You see elven runes and artistry on the walls from your light and six stone coffins, three on a side, border a turquoise tile path that leads to a large hexagonal stone on the far end. There is a slight hint of death and decay in the stale air. From the shadows, you hear the skittering of the attercops...

(Perception DC 19) ...and a scraping along the floor of something heavy that puts all your senses on alert.

If all the heroes failed their Perception check, they start the encounter surprised.

Four small flames appear in the far corners of the room, two on each side; the light glows softly to reveal skeletal faces of elves dead for centuries. From behind one sarcophagus, you see another creature rise.

- ◆ 3 attercop pouncer youths (Y)
- ◆ 2 attercop pouncer adults (A)
- ◆ 1 greater elven ghoul (G)
- ◆ 2 elven runefire skeletons (S)

Attercop Pouncer Youth (A)

Level 7 Lurker • XP 300

Medium natural beast (spider)

Initiative +3; **Senses** Perception +4; darkvision**HP** 61; **Bloodied** 30**AC** 17; **Fortitude** 20, **Reflex** 18, **Will** 16**Vulnerable** 10 psychic**Speed** 8, climb 6 (spider climb)☑ **Bite** (std; at-will, see also poison bite)

+12 vs. AC; 1d8+5 damage.

✓ **Pouncing Knockdown** (move; at-will)

Move at least 2 squares from the starting position, moving directly to the nearest square from which to attack the enemy. +10 vs.

Reflex; 1d4 damage and the target is knocked prone. This does not provoke an opportunity attack.

✓ **Poison Bite** (free; rchg ☞☞) ◆ Poison

May only be used after a successful bite; +8 vs. Fortitude; 1d6 poison damage and target is slowed (save ends). First failed save: target is immobilized (save ends).

▶ **Hunter's Advantage**

If the attercop pouncer youth is adjacent to an enemy, all other attercop pouncers have combat advantage against that enemy.

▶ **Soft Fall**

The attercop pouncer youth ignores the first 20 feet when determining damage from a fall.

Alignment Unaligned; **Languages** —**Skills** Athletics +8, Stealth +11**Str** 11 (+3) **Dex** 17 (+6) **Wis** 13 (+4)**Con** 13 (+4) **Int** 3 (−1) **Cha** 5 (+0)**Description** Attercops are thick-bodied hunting spiders with an animal cunning like that seen in wolves and hyenas.**Lore** A character knows the following with a successful Nature check.**DC 20** Attercop pouncers are easily charmed and are trainable as pets.

Attercop Pouncer Adult (A)

Level 9 Controller • XP 400

Medium natural beast (spider)

Initiative +3; **Senses** Perception +5; darkvision**HP** 93; **Bloodied** 46**AC** 19; **Fortitude** 22, **Reflex** 20, **Will** 18**Vulnerable** 10 psychic**Speed** 8, climb 6 (spider climb)☑ **Poison Bite** (std; at-will) ◆ Poison

+12 vs. AC; 1d8+5 poison damage and the target takes ongoing 5 poison damage (save ends).

✓ **Web Spinner** (minor 1/rnd; at-will)

Ranged 3; +11 vs. Reflex; the target is restrained until the end of the attercop pouncer adult's next turn.

▶ **Hunter's Advantage**

If the attercop pouncer adult is adjacent to an enemy, all other attercop pouncers have combat advantage against that enemy.

▶ **Scuttle** (move; at-will)

The attercop pouncer adult shifts 3 squares.

▶ **Soft Fall**

The attercop pouncer adult ignores the first 30 feet when determining damage from a fall.

Alignment Unaligned; **Languages** —**Skills** Athletics +9, Stealth +12**Str** 11 (+4) **Dex** 17 (+7) **Wis** 13 (+5)**Con** 13 (+5) **Int** 3 (+0) **Cha** 5 (+1)**Description** Attercop pouncer adults are thick-bodied hunting spiders with an animal cunning like that seen in wolves and hyenas.**Lore** A character knows the following with a successful Nature check.**DC 15** Attercop pouncer adults do not kill their prey, but knock them unconscious, wrap them in webbing and plants its eggs into the victim. They incubate for a week and eat the host from the inside out when they hatch.**DC 20** Attercop pouncers are easily charmed and are trainable as pets.

Greater Elven Ghoul (G)**Level 10 Soldier • XP 500**

Medium natural animate (undead)

Initiative +9; **Senses** Perception +10; darkvision
Undead Stench aura 3; enemies in the aura take a –2 penalty to all defenses.**HP** 103; **Bloodied** 51**AC** 26; **Fortitude** 23, **Reflex** 25, **Will** 22**Immune** disease, poison; **Resist** 10 necrotic;**Vulnerable** 5 radiant**Speed** 8, climb 4☑ **Claws** (std; at-will)

+17 vs. AC; 2d8+4 damage, and the target is immobilized (save ends). Living creatures already immobilized, stunned, or unconscious take an extra 2d6 damage.

☑ **Stunning Bite** (std; at-will)

Target must be immobilized, stunned, or unconscious. +15 vs. AC; 3d6+4 damage, and the target is stunned (save ends).

Alignment Chaotic Evil; **Languages** Common, Elven**Skills** Stealth +14**Str** 14 (+7) **Dex** 19 (+9) **Wis** 11 (+5)**Con** 15 (+7) **Int** 10 (+5) **Cha** 12 (+6)**Elven Runefire Skeleton (S)****Level 6 Skirmisher • XP 250**

Medium natural animate (undead)

Initiative +7; **Senses** Perception +11**Runefire** (Fire) aura 3; an enemy in the aura takes 2 points of fire damage at the start of its turn.

This damage stacks with other Runefire auras.

HP 71; **Bloodied** 35**AC** 20; **Fortitude** 18, **Reflex** 20, **Will** 19**Speed** 8, climb 4☑ **Burning Touch** (std; at-will) ◆ Fire, Weapon

+11 vs. AC; 1d8+4 fire damage.

☑ **Runefire Ripple** (std; rchg ☐) ◆ Fire

Close Burst 3; +9 vs. Reflex; 1d8 fire damage, and the target is pushed 2 squares.

▶ **Searing Stride** (move; rchg ☐) ◆ Fire

The elven runefire skeleton gains insubstantial until the end of its turn. Any squares entered during its movement burst into flames that last until the end of the elven runefire skeleton's next turn. Creatures entering or beginning their turn in the fire suffer 5 fire damage. The flames block line of sight.

Alignment Evil; **Languages** Elven**Skills** Stealth +12**Str** 14 (+5) **Dex** 18 (+7) **Wis** 16 (+6)**Con** 15 (+5) **Int** 10 (+3) **Cha** 12 (+4)**TACTICS**

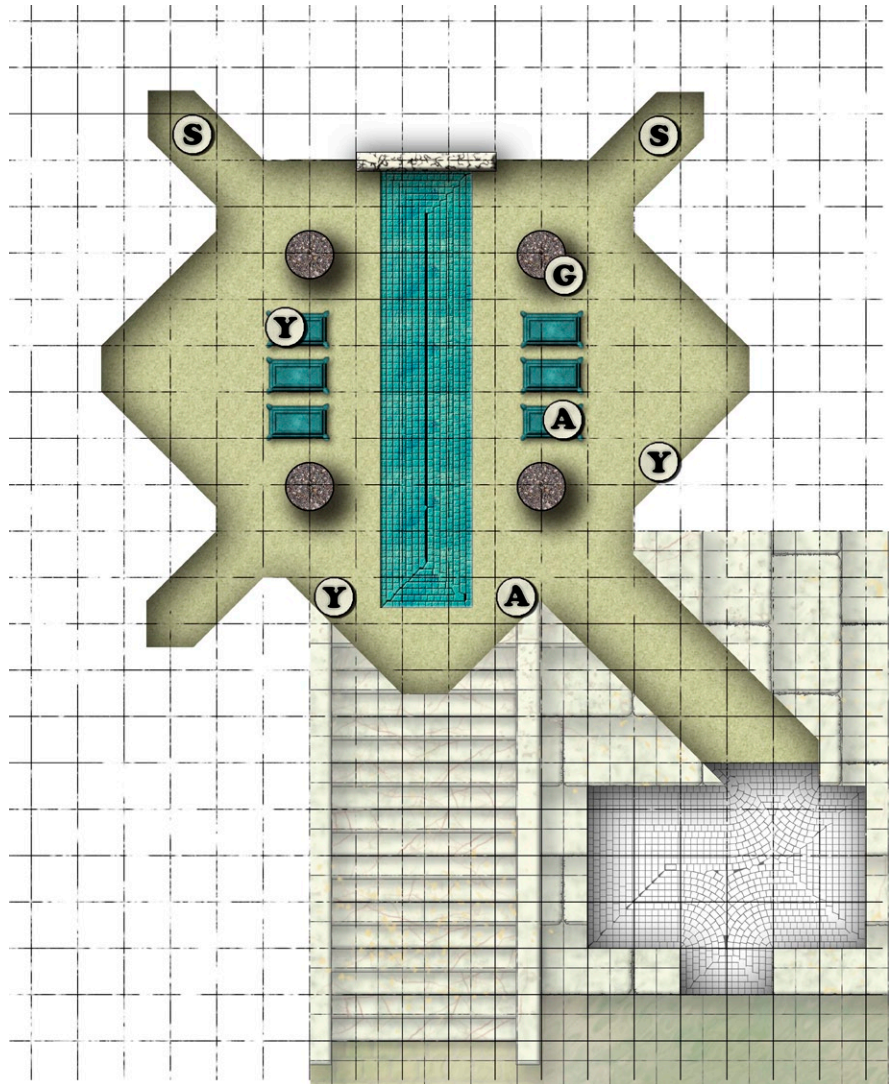
The undead are relentless. The rune­fire skeletons use their stride capability to corral the heroes into the ghouls' embrace. The attercops skirmish, trying to avoid any fire that gets created, with the adults spinning their webs to slow the heroes down. The spiders will also attack the ghouls, finding it indistinguishable from the party at this point. After the fifth round, the attercops move towards the corridor exit to avoid the heat and flame. If the heroes defeat the undead, the spiders will be found in the room below.

FEATURES OF THE AREA

Illumination: Dim light (from the rune­fire skeletons)

Sarcophagus: Grants cover from ranged attacks to creatures standing behind one. Jumping on top of one requires costs 1 square of movement and a DC 10 Athletics check to keep from falling prone. It can be climbed at a cost of 2 squares with no penalty.

Pillars: Each pillar grants cover.



ENCOUNTER TE-SEAQUEN-1: RAGESIAN AMBUSH

Encounter Level 9 (2,128 XP)

PAGE 19

SETUP

Inquisitor Damius is supervising a delivery of supplies and weaponry to a White Wyrms cell at the western edge of the forest. An advance scout returned with news of the approaching heroes, and Damius has directed his men to wait in ambush. One of the soldiers poses as a wagon driver who walks out of the bushes. Damius will assess the party's strength and then, while the heroes are distracted, signal the others to attack from behind.

You come across a driverless wagon facing towards you; two draft horses are reined to it and a large tarp covers its cargo. Its wheels are oversized to ease travel through the muck and mud that creeps up to the forest's edge.

The heroes begin this encounter on the road within 2 squares of the left side of the map (in the red-screened area).

Once the encounter starts, if the heroes decide to move off the road and ignore the wagon, they might spot the hiding soldiers (Perception DC 25). If they do, or if they enter the woods, Damius will call for the attack to begin immediately.

If the heroes examine the draft horses, a DC 9 Nature check reveals they are still fresh and in good health, though not well groomed. A DC 12 Nature or DC 16 Perception check shows many recent footprints around the wagon — at least six individuals. Before anyone can move the tarp, the first soldier appears.

A rustle in the trees on the northern side catches your attention and a largish half-orc half stumbles out of the brush, humming a tune of sorts and readjusting his plate armor. The humming stops the second he sees you near the cart and his hand slides to his battleaxe. With a wary eye, he hisses, "Step away from my wagon!"

If a conversation starts, create about 20 seconds worth of banter and then roll DC 25 Perception checks for a hero to avoid being surprised.

Roll initiative and begin the combat.

- ◆ Damius (D)
- ◆ 6 Ragesian soldiers (R)
- ◆ 3 veteran Ragesian soldiers (V)

Inquisitor Damius (D)

Level 12 Controller (Leader) • XP 700

Medium natural humanoid (orc)

Initiative +5; **Senses** Perception +9; low-light vision

Leska's Lesser Light (Fear) aura 2; enemies in the aura take a –2 penalty to their attack rolls.

HP 117; **Bloodied** 58

AC 24; **Fortitude** 23, **Reflex** 24, **Will** 27

Speed 6

☑ **Inquisitor's Claw** (std; at-will)

+17 vs. AC; 1d6+4 damage (high crit 2d6+10).

✗ **Fiery Vengeance Barrier** (std; enc) ◆

Divine, Teleportation

+17 vs. AC; 1d6+1 damage, and teleport each enemy positioned within 2 squares of the target 3 squares. Each enemy teleported suffers 3 fire damage.

✗ **Vengeance Stalker** (std; daily) ◆ Divine, Weapon

+17 vs. AC; 2d6+4 damage; Miss: half damage.

Effect: Until the end of the encounter, if the target moves on its turn, Damius can shift 3 squares as an opportunity action. Damius must move closer to the target.

✓ **Leska's Exhortation** (std; enc) ◆ Divine, Implement, Psychic

Ranged 10; +16 vs. Will; 2d6+6 psychic damage (crit 18 + 1d6 radiant), and target is immobilized (save ends).

✓ **Rebuke Lesser Arcane Magic** (std; rchg ☑☑)

Ranged 10, targets a conjuration or zone made by an arcane power; +16 vs. Will of originating caster; the conjuration or zone is destroyed, including any of its effects, even those normally lasting until a target saves.

↩ **Leska's Authoritative Word** (std; rchg ☑☑) ◆ Divine, Thunder

Close Burst 3; targets all enemies in burst; +15 vs. Fortitude; 1d6+5 thunder damage and dazed until the end of Damius' next turn.

↩ **Oath-Mark** (minor; enc [special])

Close Burst 10; targets one enemy the Inquisitor can see. *Effect:* If the Oath-marked target is the only enemy adjacent to the Inquisitor, the Inquisitor makes two attack rolls and takes either result. The effect lasts until the target drops to 0 hp or the encounter ends. The power is then regained. Effects on this power that allow rerolling an attack roll allow both attack rolls to be rerolled.

↩ **Searing Sanction** (imm reac, when an enemy scores a critical hit against Damius; daily) ◆ Divine, Radiant

Close Burst 10; Effect: Damius's Oath-marked target takes radiant damage equal to the critical hit's damage.

▶ **Invigorating Pace** (minor; daily) ◆ Divine, Healing

Damius can spend a healing surge. Damius' speed increases to 8 until the end of the encounter.

▶ **Dogged Pursuit**

If the Damius's Oath-marked target moves away willingly from him, Damius gains +5 to damage rolls against that target until the end of Damius's next turn.

▶ **Greater Teleport** (move; daily) ◆ Teleportation

Requires *teleport amulet*. Damius can teleport out of an encounter to a distance of one mile and can carry up to fifty pounds of objects.

Alignment Evil; **Languages** Common, Giant

Skills Arcana +13, Intimidate +10, Religion +13

Str 12 (+7) **Dex** 12 (+7) **Wis** 16 (+9)

Con 13 (+7) **Int** 15 (+8) **Cha** 9 (+5)

Equipment *Inquisitor's claw, teleport amulet, +1 holy symbol of Leska*

Ragesian Soldier (R)

Level 6 Minion • XP 63

Medium natural humanoid (half-orc)

Initiative +3; **Senses** Perception +3; low-light vision

HP 1; a missed attack never damages a minion.

AC 20; **Fortitude** 21, **Reflex** 20, **Will** 19

Speed 5

☑ **Battleaxe** (std; at-will) ◆ Weapon

+11 vs. AC; 1d10+3 damage. Add +1 damage when used 2H

☑ **Shortbow** (std; at-will) ◆ 2H, Load Free, Weapon

Ranged 15/30; +11 vs. AC; 1d8+2 damage.

▶ **Combat Advantage**

The Ragesian soldier deals an extra 1d6 damage on melee and ranged attacks when it has combat advantage against a target.

▶ **Power Melee**

Take a –2 attack penalty and add +2 points of damage (+3 damage if weapon is wielded 2-handed).

Alignment Unaligned; **Languages** Common, Giant

Skills Stealth +6, Streetwise +9, Thievery +6
Str 17 (+6) **Dex** 15 (+5) **Wis** 11 (+3)
Con 13 (+4) **Int** 10 (+3) **Cha** 12 (+4)
Equipment battleaxe, heavy shield, plate armor, shortbow w/ 20 arrows

Veteran Ragesian Soldier (V)

Level 8 Soldier • XP 350

Medium natural humanoid (half-orc)

Initiative +6; **Senses** Perception +4; low-light vision

HP 88; **Bloodied** 44

AC 25; **Fortitude** 20, **Reflex** 19, **Will** 18

Speed 5

☞ **Longsword** (std; at-will) ◆ Weapon
 +15 vs. AC; 1d8+8 damage. Add +1 damage when used 2H

☞ **Shortbow** (std; at-will) ◆ 2H, Load Free, Weapon
 Ranged 15/30; +11 vs. AC; 1d8+5 damage.

✓ **Tide of Iron** (std; at-will) ◆ Weapon
 Must be using a shield; +16 vs. AC; 1d8+8 damage, and the target is pushed 1 square if it is a large sized creature or less. The veteran Ragesian soldier can shift into the unoccupied space.

↖ **Thicket of Blades** (std; daily) ◆ Martial, Reliable, Weapon
 Close Burst 1; +16 vs. AC; 2d8+8 damage, and the target is slowed (save ends).

► **Combat Advantage**
 The veteran Ragesian soldier deals an extra 1d6 damage on melee and ranged attacks when it has combat advantage against a target.

► **Combat Challenge**
 Marks the target of the attack. Whenever the target shifts or makes an attack that does not include the veteran Ragesian soldier, the soldier makes a melee basic attack against the target as an immediate interrupt.

► **Power Melee**
 Take a –2 Attack Penalty and add +2 points of damage (+3 damage if weapon is wielded 2-handed).

► **Unbreakable** (imm int; enc) ◆ Martial
 Reduce damage from an attack by 8.

Alignment Unaligned; **Languages** Common, Giant

Skills Bluff +10, Intimidate +10

Str 20 (+9) **Dex** 15 (+6) **Wis** 11 (+4)

Con 16 (+7) **Int** 12 (+5) **Cha** 12 (+5)

Equipment heavy shield, longsword, plate armor, shortbow w/ 30 arrows

TACTICS

The five remaining Ragesian soldiers start firing away with their shortbows and the bait soldier fades back to help the advancing veterans. Damius uses oath-mark and leska's authoritative word right away, then he will join the fight, attempting to isolate his Oath-marked target.

If Damius is brought down to 30 hp or less, he teleports out. He also escapes if two soldiers or less remain.

If the heroes are in danger of defeat, a horn sounds in the east signaling one of Xevius Foebane's patrols. The enemies scatter and Damius teleports out.

Spooking the Horses: Each round of fighting may spook the draft horses. At the end of each turn, roll a +0 vs Will check to see if the horses spook. If they do, roll initiative for the cart and they will move forward along the road at speed 8, using 2 move actions.

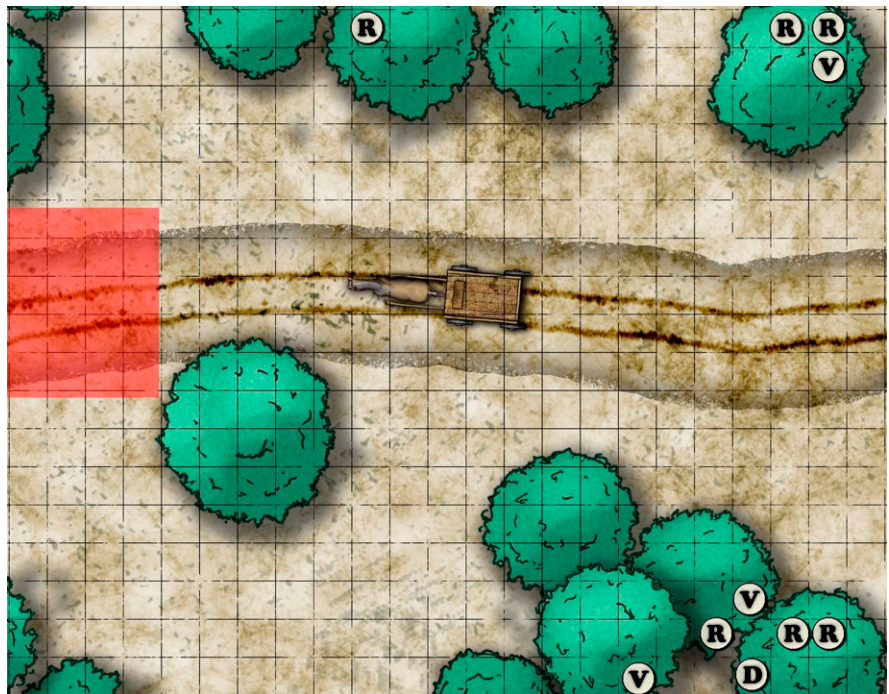
Avoiding the Wagon: Any creature in the path of the wagon will be crushed unless he succeeds a DC 25 Athletics check or moves out of the way. *Wagon Attack:* Free Action; +10 vs. Reflex; 3d6+6 damage and the target is knocked prone.

FEATURES OF THE AREA

Foliage and Trees: Traveling through a foliage or tree square is difficult terrain, and provides lightly obscured concealment and cover against attackers. Trees can be climbed using normal climb rates to a height of 10 feet.

Light Drizzle: Creatures more than 3 squares apart are lightly obscured with respect to each other. Apply –2 penalty to attack rolls and non-sound-based Perception checks.

Wagon: A character can roll under the wagon; this costs 2 squares of movement. The wagon grants cover for Medium-sized creatures and superior cover for Small creatures.



ENCOUNTER TE-SEAQUEN-2: HIDEOUT

Encounter Level 8 (1,800 XP)

PAGE 20

SETUP

An old mill along a water channel from the sea is the hideout of the White Wyrms. It is a fully functioning building that is normally used during harvest times and makes a good warehouse during the fallow months. The owner is a White Wyrms sympathizer because he hates the refugees.

The mill is quiet from the outside, and the wet weather makes the area smell of molding grain. As you move closer, you notice the loading dock door is open enough to slip in. A faint blue light flickers from the basement area and muted conversation can be heard coming from there.

If the heroes succeeded the skill challenge, the terrorists are all on the basement floor with the exception of a single fisherman guard. The heroes can surprise him on a DC 18 Stealth check. Once inside, the terrorists do not suspect anything is wrong and will be surprised unless the guard can sound the alarm. Read the following:

A shadow crosses the entrance — a guard pacing.

If the heroes failed the skill challenge, the terrorists are aware their location has been discovered and lie in wait atop the loading platform, gaining surprise. An illusion in the basement gives the appearance the terrorists are there.

- ◆ 1 human storm mage (S)
- ◆ 2 fisherman sympathizers (F)
- ◆ 1 miller sympathizer (M)
- ◆ Jezska (J)

Human Storm Mage (S)

Level 8 Artillery • XP 350

Medium natural humanoid

Initiative +7; **Senses** Perception +8**HP** 67; **Bloodied** 33**AC** 22; **Fortitude** 16, **Reflex** 20, **Will** 19**Speed** 6

☞ **Quarterstaff** (std; at-will) ◆ 2H, Weapon
+9 vs. AC; 1d8+3 damage.

☞ **Magic Missile** (std; at-will) ◆ Arcane, Force, Implement
Ranged 20; +13 vs. Reflex; 2d4+8 force damage.

✓ **Trinary Bolt** (std; ☞☞) ◆ Arcane, Implement, Lightning

Make 3 attacks, each one against a unique target: ranged 10; +12 vs. Reflex; 1d8+8 lightning damage.

✦ **Thunderclap** (std; enc) ◆ Arcane, Implement, Thunder

Area Burst 1 within 10; +12 vs. Fortitude; 2d6+8 thunder damage, and the target is dazed until the end of the human storm mage's next turn.

Alignment Evil; **Languages** Common**Skills** Arcana +14**Str** 11 (+4) **Dex** 16 (+7) **Wis** 19 (+8)**Con** 13 (+5) **Int** 20 (+9) **Cha** 13 (+5)**Equipment** quarterstaff, robes, wand

Fisherman Sympathizer (F)

Level 8 Skirmisher • XP 350

Medium natural humanoid (human)

Initiative +8; **Senses** Perception +13**HP** 88; **Bloodied** 44**AC** 22; **Fortitude** 19, **Reflex** 22, **Will** 22**Speed** 6

☞ **Trident** (std; at-will) ◆ Weapon
+13 vs. AC; 1d8+4 damage.

✓ **Swift Stab** (std; at-will) ◆ Weapon
+13 vs. AC; 1d8+4 damage; the fisherman sympathizer shifts 1 before or after the attack.

✓ **Restraining Net** (minor; rchg ☞) ◆ Weapon

Ranged 2/5; requires net; +11 vs. Reflex; the target is restrained (save ends).

▶ **Fisherman's Fade** (std; enc) ◆ Illusion

The fisherman sympathizer is invisible until he attacks or until the end of his next turn.

▶ **Wave Dancer** (move; at-will)

The fisherman sympathizer shifts 3 squares.

Alignment Unaligned; **Languages** Common**Str** 15 (+6) **Dex** 19 (+8) **Wis** 19 (+8)**Con** 16 (+7) **Int** 12 (+5) **Cha** 11 (+4)**Equipment** leather armor, trident, net

Miller Sympathizer (M)

Level 8 Brute • XP 350

Medium natural humanoid (human)

Initiative +6; **Senses** Perception +6**HP** 107; **Bloodied** 53**AC** 20; **Fortitude** 26, **Reflex** 20, **Will** 18**Speed** 6

☞ **Heavy Pestle** (std; at-will) ◆ Weapon
+11 vs. AC; 2d8+6 damage.

✓ **Mortar Pound** (std; rchg ☞☞☞) ◆ Weapon
The miller sympathizer deals an extra 2d6 damage against any prone target.

✓ **Pestle Pulp** (std; rchg ☞☞☞) ◆ Weapon
+11 vs. AC; 2d8+6 damage, and the target is pushed 2 and knocked prone.

Alignment Unaligned; **Languages** Common**Str** 22 (+10) **Dex** 14 (+6) **Wis** 14 (+6)**Con** 17 (+7) **Int** 11 (+4) **Cha** 11 (+4)**Equipment** cloth armor, heavy pestle

Jezska, Lesser Assassin Devil (J)**Level 9 Lurker • XP 400**

Medium natural humanoid (human)

Initiative +10; **Senses** Perception +9; darkvision
HP 75; **Bloodied** 37**AC** 23; **Fortitude** 24, **Reflex** 25, **Will** 22**Resist** 10 fire**Speed** 8☞ **Shadow Sword** (std; at-will) ◆ Weapon

+14 vs. AC; 1d8+5 necrotic damage

✔ **Shifting Shadows** (std; rchg ☞☞☞)Jezska makes two *shadow sword* attacks.✦ **Shadow Net** (std; recharges when *shadow cloak* is used)Area Burst 2 within 10; +12 vs. Reflex; the target is restrained, weakened, and takes ongoing 5 necrotic damage (save ends all). Jezska cannot use *shadow cloak* when a *shadow net* is active.▶ **Shadow Cloak** (std; recharges when no *shadow net* is active) ◆ Illusion

Jezska is invisible until she makes an attack.

Alignment Unaligned; **Languages** Common, Supernal**Skills** Stealth +15**Str** 17 (+7) **Dex** 23 (+10) **Wis** 21 (+9)**Con** 15 (+6) **Int** 11 (+4) **Cha** 12 (+5)**Description** leather armor, sword**TACTICS**

The miller goes into the middle of battle as quickly as possible. The fishermen try to restrain with their nets and then attack with their tridents. They will use fisherman's fade if they get flanked. The storm mage will search for high ground and attempt to hit with *trinary bolt* and *thunderclap*. Jezska will use *shadow net* and *shifting shadows* to take down armored heroes first, then will target controllers.

FEATURES OF THE AREA

Illumination: If raided in the day, the light is dim, since all the main windows and loading dock door are closed. It is dark otherwise.

Upper Loading Bay: Two ladders lead up 20 feet to a platform with a crane system and a rail to move bagged flour from the basement floor onto a wagon on the first floor. Anyone on the platform has cover from below.

Crane: The crane can be used to swing down from the platform. A swinging character can land in any unoccupied square in a 3×3 area from the crane's location. Using the crane this way does not cause falling damage unless the character fails a DC 15 Acrobatics check.

Barrels and Crates: The various barrels and crates are about 3 feet high and provide cover. Climbing a stack of crates requires a DC 15 Athletics check and costs 2 squares of movement.

Mill Stone: The stone is currently not in motion, but the sluice gate control handle can be moved to start the wheel. Anyone entering a square the spinning stone occupies must make a DC 23 Acrobatics check to avoid being crushed by it and taking 2d6+5 damage and being knocked prone.

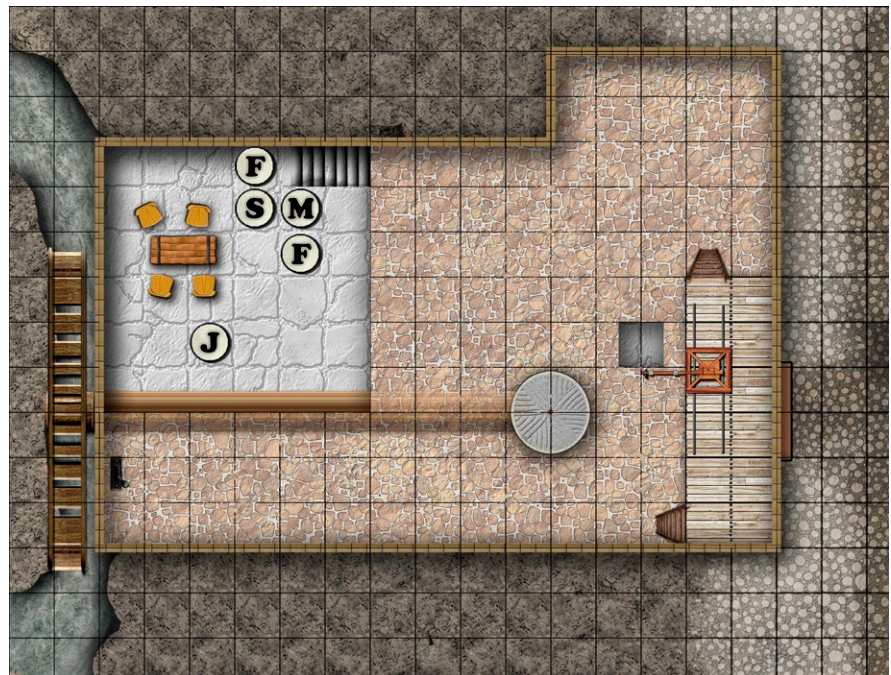
Fire-Based Attacks: The grain dust is flammable and enhances fire attacks, adding +1 point of fire damage per die to any attack with the fire keyword. A critical hit creates a flare-up doing an extra 1d8+5 fire damage. The mill explodes on fire if a natural 1 is rolled, doing

4d8+5 fire damage to each creature within. Each round thereafter requires a +10 vs. Reflex check to avoid taking another 1d6+5 fire damage at the beginning of each character's turn. The air depletes and each character must succeed a DC 20 Endurance check or lose a healing surge. Characters with no healing surges left take damage equal to their level at the end of their turn.

Grain Hole: The hole in the floor drops 10 feet to the grain collector below.

Basement: The basement contains mill parts and access to the grain collector. Every square in the basement tunnel and collector area is difficult terrain.

Sluice Gate Control: Moving the handle requires a DC 14 Strength check. The wheel starts spinning 2 rounds later.



ENCOUNTER TE-SEAQUEN-3: MUGGING

Encounter Level 8 (1,900 XP)

PAGE 20

SETUP

At about dusk, the heroes normal walk is hindered by a large crowd. They take a less-traveled route and are beset by Jezska and a number of White Wyrms terrorists.

Once again, Laurabec Adelsberg and Pickens Frankart are involved in a lively discussion regarding conspiracies by Lyceum and the city to control the refugees. Quite a crowd has gathered and the intersection is full. One of the harbor's few alleys is nearby and you see a dark-skinned woman dressed in leather armor and carrying a sword follow a rather large miller or baker into the darkening lane.

(Perception DC 5) A moment later, you hear a muffled cry from within the passageway.

Have the heroes roll Initiative and let them enter from the west. The miller will be struggling to stand up against the back of a wagon, blood dripping from his head (pig's blood to make the ruse look authentic). As soon as someone goes to him, he picks up a large flail-like pestle from the wagon's bed and starts to attack. Have everyone make a DC 25 Perception check to avoid being surprised for one round.

- ◆ 2 White Wyrms blades (B)
- ◆ 1 fisherman sympathizers (F)
- ◆ 1 miller sympathizer (M)
- ◆ 1 Jezska (J)

White Wyrms Blade (B)

Level 9 Skirmisher • XP 400

Medium natural humanoid (human)

Initiative +3; **Senses** Perception +4**HP** 95; **Bloodied** 47**AC** 23; **Fortitude** 23, **Reflex** 23, **Will** 22**Speed** 6☑ **Short Sword** (std; at-will)

+14 vs. AC; 1d6+2 damage.

✗ **Swirling Slash** (std; enc)

+14 vs. AC; 2d6+2 damage, and each enemy adjacent to the White Wyrms blade takes 6 damage. The White Wyrms blade shifts up to 2 squares.

✗ **Blademark** (std; rchg ☑☑☑)

+14 vs. AC; 2d6+2 damage, and the target is marked. Miss: the target takes 1d6+2 damage.

▶ **Combat Advantage**

The White Wyrms blade deals an extra 1d6 damage on melee and ranged attacks when it has combat advantage against a target.

▶ **Power Attack**

The White Wyrms blade may take a –2 attack penalty and add +2 points of damage (+3 if the weapon is wielded 2-handed).

Alignment Unaligned; **Languages** Common, Giant**Skills** Athletics +11, Intimidate +10, Streetwise +10**Str** 15 (+6) **Dex** 15 (+6) **Wis** 11 (+4)**Con** 15 (+6) **Int** 10 (+4) **Cha** 12 (+5)**Equipment** leather armor, light shield, short sword

Fisherman Sympathizer (F)

Level 8 Skirmisher • XP 350

Medium natural humanoid (human)

Initiative +8; **Senses** Perception +13**HP** 88; **Bloodied** 44**AC** 22; **Fortitude** 19, **Reflex** 22, **Will** 22**Speed** 6☑ **Trident** (std; at-will) ◆ Weapon

+13 vs. AC; 1d8+4 damage.

✗ **Swift Stab** (std; at-will) ◆ Weapon

+13 vs. AC; 1d8+4 damage; the fisherman sympathizer shifts 1 before or after the attack.

✓ **Restraining Net** (minor; rchg ☑) ◆ Weapon

Ranged 2/5; requires net; +11 vs. Reflex; the target is restrained (save ends).

▶ **Fisherman's Fade** (std; enc) ◆ Illusion

The fisherman sympathizer is invisible until he attacks or until the end of his next turn.

▶ **Wave Dancer** (move; at-will)

The fisherman sympathizer shifts 3 squares.

Alignment Unaligned; **Languages** Common**Str** 15 (+6) **Dex** 19 (+8) **Wis** 19 (+8)**Con** 16 (+7) **Int** 12 (+5) **Cha** 11 (+4)**Equipment** leather armor, trident, 5 nets

Miller Sympathizer (M)

Level 8 Brute • XP 350

Medium natural humanoid (human)

Initiative +6; **Senses** Perception +6**HP** 107; **Bloodied** 53**AC** 20; **Fortitude** 26, **Reflex** 20, **Will** 18**Speed** 6☑ **Heavy Pestle** (std; at-will) ◆ Weapon

+11 vs. AC; 2d8+6 damage.

✗ **Mortar Pound** (std; rchg ☑☑☑) ◆ Weapon

The miller sympathizer deals an extra 2d6 damage against any prone target.

✗ **Pestle Pulp** (std; rchg ☑☑☑) ◆ Weapon

+11 vs. AC; 2d8+6 damage, and the target is pushed 2 and knocked prone.

Alignment Unaligned; **Languages** Common**Str** 22 (+10) **Dex** 14 (+6) **Wis** 14 (+6)**Con** 17 (+7) **Int** 11 (+4) **Cha** 11 (+4)**Equipment** cloth armor, heavy pestle

Jezska, Lesser Assassin Devil (J)
Level 9 Lurker • XP 400
 Medium natural humanoid (human)

Initiative +10; **Senses** Perception +9; darkvision
HP 75; **Bloodied** 37

AC 23; **Fortitude** 24, **Reflex** 25, **Will** 22

Resist 10 fire

Speed 8

☑ **Shadow Sword** (std; at-will) ◆ Weapon
 +14 vs. AC; 1d8+5 necrotic damage

✓ **Shifting Shadows** (std; rchg ☑☑)
 Jezska makes two *shadow sword* attacks.

✳ **Shadow Net** (std; recharges when *shadow cloak* is used)

Area Burst 2 within 10; +12 vs. Reflex; the target is restrained, weakened, and takes ongoing 5 necrotic damage (save ends all). Jezska cannot use *shadow cloak* when a *shadow net* is active.

▶ **Shadow Cloak** (std; recharges when no *shadow net* is active) ◆ Illusion
 Jezska is invisible until she makes an attack.

Alignment Unaligned; **Languages** Common, Supernal

Skills Stealth +15

Str 17 (+7) **Dex** 23 (+10) **Wis** 21 (+9)

Con 15 (+6) **Int** 11 (+4) **Cha** 12 (+5)

Description leather armor, sword

TACTICS

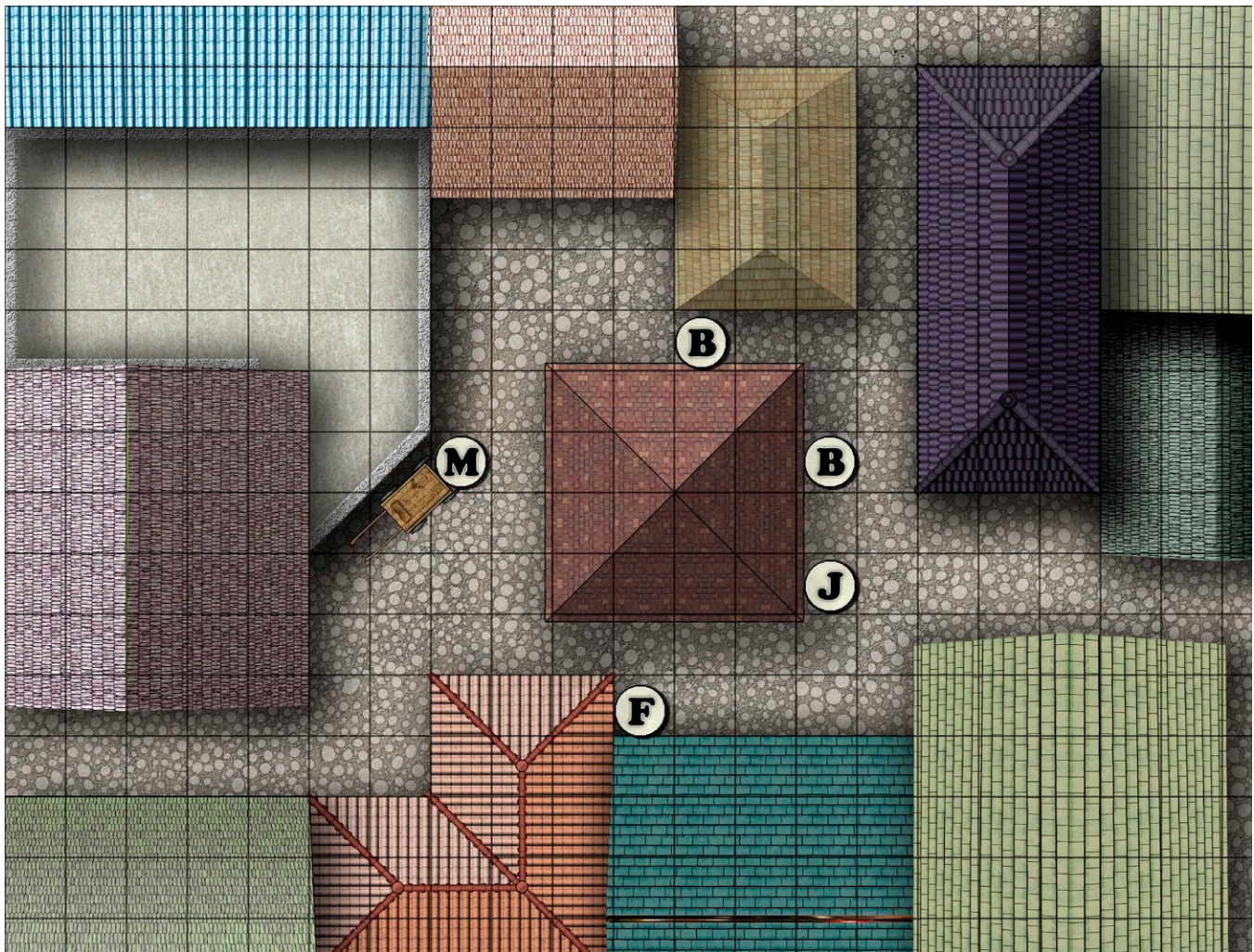
The miller attempts to engage any leaders while the fisherman uses nets to restrain any controllers and strikers. The two blades go after the obvious defenders. Jezska starts out *shadow cloaked* and keeps heroes from leaving the scene to get help. She then moves into a position to fill in a tactical gap or make the best use of her *shadow net*. Everyone fights to the end.

FEATURES OF THE AREA

Light Drizzle: Creatures more than 3 squares apart are lightly obscured with respect to each other. Apply –2 penalty to attack rolls and non-sound-based Perception checks.

Wagon: A character can roll under the wagon and costs 2 squares of movement. The wagon grants cover for medium sized creatures and superior cover for small creatures. Jumping up onto a wagon costs 2 squares of movement. A wagon can be moved 1 square forward or backward with a successful DC 17 Strength check (move action).

Barrels and Crates: The containers are about 3 feet high and provide cover. Climbing a stack of crates requires a DC 15 Athletics check and costs 2 squares of movement.



ENCOUNTER TE-SEAQUEN-4: ETINIFI

Encounter Level 8 (1,750 XP)

PAGE 21

SETUP

The temple's magical seal to keep water out of its main sanctuary has long since failed. A large bubble of air keeps the sea at waist level inside, even though the temple is fifty feet beneath the surface. Rooms and niches on the sides and to the back are filled with water and have become lairs for a number of Paradim's biomantic test creatures and regular sea creatures.

- ◆ 2 biomantic giant spitting crabs (C)
- ◆ 2 biomanced squids (S)
- ◆ 1 biomantic skum (K)

Biomantic Giant Spitting Crab (C)**Level 6 Controller • XP 250**

Large aberrant beast (aquatic)

Initiative +8; **Senses** Perception +3**HP** 68; **Bloodied** 34**AC** 18; **Fortitude** 18, **Reflex** 17, **Will** 16**Resist** 10 acid**Speed** 6, swim 6☞ **Claw** (std; at-will)

+11 vs. AC; 2d4+2 damage.

☞ **Featherrush** (minor; 1/rnd; at-will)

Close Burst 2; +8 vs. Fortitude; the target is knocked prone.

☞ **Acid Spittle** (std; rchg ☞☞) ◆ Acid

Close Blast 3; +10 vs. Reflex; 3d8+4 acid damage.

Alignment Unaligned; **Languages** —**Str** 14 (+5) **Dex** 12 (+4) **Wis** 10 (+3)**Con** 12 (+4) **Int** 1 (–2) **Cha** 8 (+2)

Description This large crab has big pincers and a horned carapace. The blue feathered wings are disturbing to see.

Biomanced Squid (S)**Level 8 Controller • XP 350**

Medium aberrant beast (aquatic)

Initiative +8; **Senses** Perception +10; low-light vision**HP** 86; **Bloodied** 43**AC** 20; **Fortitude** 22, **Reflex** 22, **Will** 19**Immune** cold; **Resist** 10 lightning, 10 poison;**Vulnerable** 5 fire**Speed** swim 10☞ **Tentacles** (std; at-will)

Reach 2; +13 vs. AC; 1d8+1 damage, and the target is grabbed.

☞ **Beak** (minor; at-will)

Grabbed targets only; +13 vs. AC; 2d6+6 damage.

☞ **Slam** (std; at-will)

+13 vs. AC; 2d6+5 damage, and the target is pushed 2 squares.

☞ **Submerge** (minor; at-will)

Grabbed targets only; +12 vs. Fortitude; the target is pulled 2 squares. The target begins drowning on its next turn.

▶ **Threatening Reach**

The biomanced squid can make opportunity attacks against enemies within 2 squares of it.

Alignment Unaligned; **Languages** —**Str** 12 (+5) **Dex** 19 (+8) **Wis** 12 (+5)**Con** 14 (+6) **Int** 13 (+5) **Cha** 10 (+4)**Biomantic Skum (S)****Level 8 Brute • XP 350**

Medium aberrant animate (aquatic)

Initiative +6; **Senses** Perception +5; darkvision**HP** 106; **Bloodied** 53**AC** 20; **Fortitude** 24, **Reflex** 20, **Will** 19**Immune** disease, poison**Speed** 4, swim 8☞ **Claw** (std; at-will)

+11 vs. AC; 2d8+7 poison damage

☞ **Bite** (std; at-will)

+11 vs. AC; 2d6+4 poison damage, and the target is slowed until the end of the biomantic skum's next turn.

☞ **Suction Grab** (std; at-will)

+9 vs. Reflex; 1d8+5 damage, and the target is grabbed.

☞ **Swimming Rake** (std; rchg ☞☞)

The biomantic skum swims up to its swim speed and makes two Claw attacks against one or two targets. The targets do not get opportunity attacks when the biomantic skum swims away from the target.

▶ **Flipper Slide** (minor; rchg ☞☞)

The biomantic skum shifts 3 squares if it is swimming

▶ **Slippery**

The biomantic skum gains a +2 bonus to all rolls made to escape a grab, and to saving throws for the immobilize and restrained effect.

Alignment Evil; **Languages** —**Skills** Stealth +11**Str** 19 (+8) **Dex** 15 (+6) **Wis** 12 (+5)**Con** 16 (+7) **Int** 2 (+0) **Cha** 8 (+3)

Description A part-human, flippered-foot creature comes into view. It glistens with a layer of slime and its claws are sharp points meant to make deep punctures. Suckers line the inside of its forearm.

TACTICS

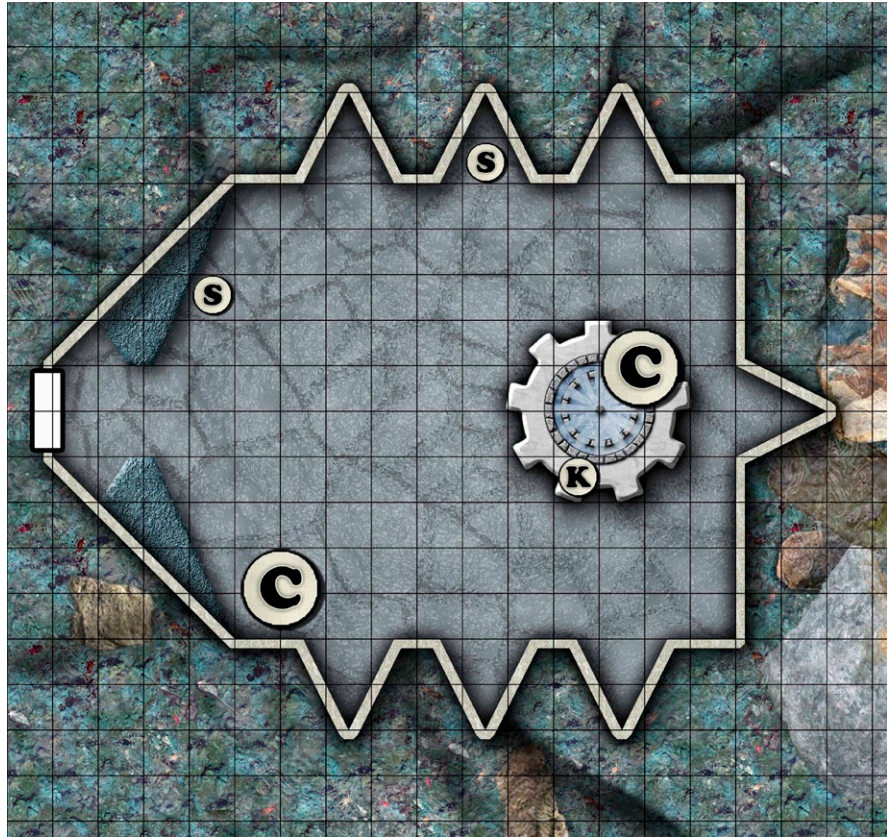
None of the attacks are coordinated. The creatures swarm whatever hero is closest and tends to stay with him until one of the two is dead. The biomantic skum will retreat if brought down to 25 hp or lower.

FEATURES OF THE AREA

Water Level: The water in the temple is about waist-deep. Medium characters can wade through it, treating it as difficult terrain. Small characters must swim using Athletics checks. The water is considered to be calm.

Swimming: Any creature swimming in water has concealment against attacks made by land-dwelling creatures. Creatures with the aquatic keyword can see swimming creatures normally. Creatures can use water's concealment to hide.

Fountain: The fountain is above the water's surface and can be climbed on. Creatures with no land speed do only half damage on melee attacks against any creature standing on the fountain.



ENCOUNTER TE-SHIP-1: ASSASSINS

Encounter Level 9 (2,450 XP)

PAGE 38

SETUP

Giorgio has just killed the Wayfarer navigator, taken the teleportation activating ring, and is going to the captain's quarters to start the teleporter. If the heroes noticed Giorgio ascending the stairs, have them roll a DC 14 Stealth check. If any fail, Giorgio realizes he has been seen. He curses and sprints up the stairs. This will give him time to warn Nira to hide and make it all the way to the captain's quarters (area G on the map). If he does not detect the party following, he will be talking to Nira at the location indicated on the map when the first heroes pop up to the deck.

You race up the stairs in twos, trying to catch the suspect. The winds have picked up and the rain splashes around you as you climb up to the deck. You see the door to the captain's quarters open. Two men, the ones named Brutus and Setales that you met at Lee Sidoneth's house, stand beside it.

If Giorgio made it to the captain's quarters:

Giorgio stands in the captain's room next to a desk and is fiddling with a number of buttons and dials.

(Perception DC 28) A slight movement behind the starboard ladder leading to the foredeck catches your attention.

If Giorgio is on deck:

Giorgio stands next to a woman close to the captain's quarters. The four of them seem to be discussing something.

Have the heroes on the stairs roll DC 20 Stealth checks. If they succeed, they are granted one surprise round.

- ◆ Giorgio (G)
- ◆ Setales (S)
- ◆ Brutus (B)
- ◆ Nira (N)
- ◆ 5 hired thugs (T)
- ◆ 1 Net (R)

Giorgio (G)

Level 11 Lurker • XP 600

Medium natural humanoid (human)

Initiative +7; **Senses** Perception +11**HP** 85; **Bloodied** 42**AC** 25; **Fortitude** 22, **Reflex** 25, **Will** 21**Speed** 5

☞ **Quarterstaff** (std; at-will) ◆ Weapon
+16 vs. AC; 1d8+3 damage.

☞ **Simple Whip** (std; at-will) ◆ Weapon
Reach 2; +16 vs. AC; 1d4+3 damage, and pull 1 square.

✗ **Demoralizing Staff** (std; rchg ☞☞) ◆ Weapon
+14 vs. Will; 1d8+3 damage, and the target is weakened (save ends)

✓ **Keep Away** (std; rchg ☞) ◆
+14 vs. Fortitude; 2d6+2 damage, and the target disappears into a demiplane and cannot take actions nor be targeted (save ends) Giorgio can cancel the spell as a free action. When the target returns, it reappears in the same space it occupied if it is currently unoccupied. Otherwise, it reappears in the nearest unoccupied space of its choice.

▶ **Blur** (minor; daily) ◆ Illusion
Giorgio becomes lightly obscured, and becomes invisible to all enemies 5 squares away. Lasts until the end of the encounter.

▶ **Fiery Winking Step** (free; daily) ◆ Arcane, Teleportation
Giorgio may teleport 5 squares before or after an action. Giorgio takes a point of damage for each square teleported.

▶ **Traveler** (move; at-will) ◆
If Giorgio takes two move actions in his turn, he does not provoke opportunity attacks and treats difficult terrain as normal.

Alignment Unaligned; **Languages** Common, Dwarven, Elven, Giant

Skills Arcana +16, Bluff +12, History +16, Religion +16

Str 16 (+8) **Dex** 17 (+8) **Wis** 12 (+6)

Con 13 (+6) **Int** 22 (+11) **Cha** 15 (+7)

Equipment quarterstaff, whip

Description Flamboyantly bedecked in an eclectic and colorful vest, pants, and feathered hat, this man wears a wide smile on his large lips. He carries a quarterstaff adorned with ribbons and kerchiefs, which he carries as if it were a badge of honor, or a symbol of his virility.

Setales (S)

Level 9 Soldier • XP 400

Medium natural humanoid (half-orc)

Initiative +7; **Senses** Perception +4; low-light**HP** 98; **Bloodied** 49**AC** 22; **Fortitude** 20, **Reflex** 19, **Will** 18**Speed** 5

☞ **Short Sword** (std; at-will) ◆ Weapon
+15 vs. AC; 1d6+8 damage.

☞ **Hand Crossbow** (std; at-will) ◆ Weapon
Ranged 10/20; +15 vs. AC; 1d6+6 damage.

✗ **Reaping Strike** (std; at-will) ◆ Weapon
+16 vs. AC; 1d6+8 damage (+1 damage when used 2H); Miss: 5 damage.

◀ **Thicket of Blades** (std; daily) ◆ Martial, Reliable, Weapon
Close Burst 1; +16 vs. AC; 3d6+8 damage (+1 damage when used 2H), and the target is slowed (save ends).

▶ **Combat Advantage** ◆
Setales deals an extra 1d6 damage on melee and ranged attacks when he has combat advantage against a target.

▶ **Combat Challenge** ◆
Marks the target of the attack. Whenever the target shifts or makes an attack that does not include the veteran soldier, the soldier makes a melee basic attack against the target as an immediate interrupt.

▶ **Power Melee** (std) ◆
Take a –2 attack penalty and add +2 points of damage (+3 damage if weapon is wielded 2-handed).

▶ **Unbreakable** (imm int; enc) ◆ Martial
Reduce damage from an attack by 9.

Alignment Unaligned; **Languages** Common, Giant

Skills Bluff +10, Intimidate +10

Str 21 (+9) **Dex** 17 (+7) **Wis** 11 (+4)

Con 18 (+8) **Int** 12 (+5) **Cha** 12 (+5)

Equipment hand crossbow w/ 20 bolts, heavy shield, longsword, plate armor, short sword

Description This half-orc is dressed for heavy battle, and a lot of his gear looks like it came from the Ragesian army.

Brutus (B)**Level 8 Artillery • XP 350**

Medium natural humanoid (half-orc)

Initiative +6; **Senses** Perception +5; low-light vision**HP** 67; **Bloodied** 33**AC** 20; **Fortitude** 22, **Reflex** 25, **Will** 21**Speed** 6☞ **Greataxe** (std; at-will) ◆ Weapon

+15 vs. AC; 1d12+2 damage (crit 1d12+14).

☞ **Fiery Wand** (std; at-will) ◆ Fire, Implement

Ranged 10; +15 vs. Reflex; 2d4+5 fire damage.

✗ **Warrior's Surge** (std, useable only while bloodied; enc) ◆ Healing, Weapon

Brutus makes a melee basic attack and regains 16 hp.

✓ **Freezing Tong**s (std; enc) ◆ Arcane, Cold, Conjuraton, Implement

Ranged 20; conjures a 1 square tall tong in an unoccupied square; +13 vs. Reflex; hit: 2d8+5 cold damage (crit 2d8+21), and the tongs grab the target (save ends). Sustain Minor: the grabbed target takes 1d8 cold damage.

✓ **Fiery Chaos Ray** (std; rchg ☞☞☞) ◆ Arcane, Implement, Psychic, Teleportation

+13 vs. Will; 2d8+5 psychic damage, and the target switches squares with another creature within 3 squares of it. Both creatures take 1 point of fire damage for each square traveled.

✓ **Icy Rays** (std; rchg ☞) ◆ Arcane, Cold, Implement

Ranged 10; targets 1 or 2 creatures; +13 vs. Reflex; 1d10+5 cold damage, and the target is immobilized until the end of Brutus' next turn.

☞ **Arcane Rimestorm** (std; enc) ◆ Arcane, Cold, Implement

Close Blast 3; Targets enemies in blast; +11 vs. Fortitude; 2d8+5 cold damage, and the target is knocked prone.

☞ **Burning Hands** (std; enc) ◆ Arcane, Fire, Implement

Close Blast 5; +11 vs. Reflex; 2d6+5 fire damage.

Alignment Unaligned; **Languages** —**Skills** Arcana +14, Intimidate +9, Stealth +11, Streetwise +9, Thievery +11**Str** 14 (+6) **Dex** 15 (+6) **Wis** 12 (+5)**Con** 13 (+5) **Int** 20 (+9) **Cha** 11 (+4)**Equipment** greataxe, implement, wand**Description** Somewhat unbelievably, this hulking half-orc whose hands are callused and great axe dented from much use is wearing a wizard's robe, but he looks far too stupid to be a mage.**Nira (N)****Level 10 Lurker • XP 500**

Small natural humanoid (halfling)

Initiative +11; **Senses** Perception +4**HP** 81; **Bloodied** 40**AC** 22; **Fortitude** 22, **Reflex** 26, **Will** 22**Saving Throws** +5 against fear**Speed** 6☞ **Dagger** (std; at-will) ◆ Weapon

+16 vs. AC; 1d4+2 damage (crit 6 + 1d6).

☞ **Throwing Dagger** (std; at-will) ◆ Weapon

Thrown 5/10; +15 vs. AC; 1d4+6 damage.

✗ **Dancing With Daggers** (std; at-will) ◆ Weapon

Nira moves 2 squares before the attack. +16 vs. AC; 1d4+7 damage (crit 11+1d6);

✗ **Achilles Heel** (std; daily) ◆ Weapon+13 vs. Fortitude; 2d4+1 damage, and the target is knocked prone. Miss: half damage. *Effect:* The target falls prone if it moves more than half its speed in a single action. The effect lasts until the end of the encounter.☞ **Blade Dervish** (std; rchg ☞☞☞) ◆ Weapon

Close Blast 5; targets enemies; +13 vs. AC; 1d4+2 damage.

▶ **Ignoble Escape** (move; enc)

Remove a marked condition and shift 4 squares.

▶ **Nimble Reaction**

Nira has a +2 racial bonus to AC vs. opportunity attacks.

▶ **Second Chance** (imm int, when an attack roll hits; enc)

Reroll a successful attack roll. Calculate the attack's result using the new roll instead.

▶ **Sneak Attack** (free; 1/rd)

Nira deals an extra 2d6 damage against a target that grants her combat advantage.

▶ **Vexing Flanker** (imm reac, when an ally moves adjacent to an enemy adjacent to Nira; at-will)

Nira shifts to any other square adjacent to the enemy.

Alignment Evil; **Languages** Common, Giant**Skills** Acrobatics +16, Athletics +11, Bluff +12, Stealth +16, Thievery +16**Str** 13 (+6) **Dex** 22 (+11) **Wis** 9 (+4)**Con** 15 (+7) **Int** 14 (+7) **Cha** 14 (+7)**Equipment** +1 dagger, 6 throwing daggers**Hired Thug (T)****Level 9 Minion • XP 100**

Medium natural humanoid (human)

Initiative +1; **Senses** Perception +4**HP** 1; a missed attack never damages a minion.**AC** 21; **Fortitude** 22, **Reflex** 20, **Will** 22**Speed** 6☞ **Sap** (std; at-will)

+10 vs. AC; 5 damage.

▶ **Group Training**

The hired thug gains a +1 bonus to attack rolls for each ally that threatens the target.

Alignment Unaligned; **Languages** Common**Skills** Athletics +11, Endurance +11**Str** 17 (+7) **Dex** 12 (+5) **Wis** 11 (+4)**Con** 16 (+7) **Int** 10 (+4) **Cha** 12 (+5)**Equipment** crossbow w/ 20 bolts, sap**Net Trap**

A net falls from the rigging in a 2x2 square area above the hatch. +14 vs. Reflex; 1d6 damage and the target is entangled (save ends).

TACTICS

As the heroes climb the stairs onto the main deck (C). Brutus and Setales ready weapons, but do not attack unless attacked first. Giorgio activates the teleporter on the first round after he reaches the desk. The deck starts to crackle with thin wisps of magenta flame, and an ominous hum fills the air. Giorgio remains at the controls brandishing his staff. Brutus and Setales guard the door until the 8th consecutive round, then race for the rails in order to jump. If Nira was warned to hide, she stays behind the stairs until seen or when one of the heroes can be easily attacked.

On the round when all the heroes are on deck, Giorgio seals the theater's hatch from the console, trapping everyone else on the ship below. It will take Guildmistress Sheena 10 rounds to realize what is going on and another 5 to reopen the portal.

If Katrina makes it to the deck, she is targeted by Nira or one of the hired thugs with a net that drops on her.

When the teleporter is started, roll a DC 14 Arcana check for anyone trained in Arcana or a DC 19 Perception check at the beginning of each character's round: success reveals that Giorgio is doing something related to teleportation. Keep rolling these checks until one succeeds.

As long as the door is open, Giorgio will stay close to the controls, and use ranged attacks to

harry the party. If he detects the heroes may get the upper hand, he abandons the teleport countdown and comes out to fight, using the rigging and the alchemist's fire to his advantage.

Giorgio: Uses *keep away* on the most powerful controller. He then uses *blur* so he can more easily apply *demoralizing staff*.

Setales: He attempts to keep from getting surrounded so he can use *combat challenge* and *reaping strike* to winnow away the party's defenders. If surrounded, he uses *thicket of blades* to help him escape.

Brutus: Tries to stay far enough away from the heroes to effectively use his ranged and blast powers.

Nira: Nira likes her *blade dervish* and *dancing with daggers* exploits. She will cut and run if bloodied.

Thugs: The thugs will attack starting on round 3.

FEATURES OF THE AREA

Illumination: The deck is in daylight.

Rain: Creatures more than 2 squares apart are lightly obscured with respect to each other. Creatures more than 10 squares apart are heavily obscured with respect to each other.

Circular Stairs: The stairs allow only two people to climb up at a time each round.

The Deck: The deck is slick from the rain. Normal movement is allowed, but a charge action requires the character to succeed a DC 12 Acrobatics check or fall prone in the middle of his movement.

Regular Stairs: The stairs leading up to the fore and aft decks are difficult terrain.

Starboard Side Rail: A rope ladder (not shown) leads down 4 squares to a 3 square long by 2 square wide boat, which is filled with burnt Shahalesti corpses.

Rigging Lines: Reachable from each square along the edge of the ship, except the very fore and aft. The rigging extends 8 squares up and costs normal movement except for the first square which costs double. Each square of rigging can be broken with a DC 25 Strength check or cut (standard action). Broken rigging allows a character to swing up to 6 squares as a minor action without drawing opportunity attacks. The character can then use a move action to grab another rigging and climb down. A swinging character may jump. Assume the rigging is 10 feet when the jump occurs.

Cargo Net: The net can only be used if Nira is hiding so she can release it. If Katrina is on

deck, Nira will drop it on her. +11 vs. Reflex; the target is restrained (save ends).

Alchemist's Fire: A barrel on the port and starboard side of the mast each contains 20 flasks of Level 6 alchemist's fire.

◆ **Power (Consumable * Fire):** Standard Action; area attack 1 within 10; +9 vs. Reflex; Hit: 2d6 fire damage; Miss: half damage.

◆ **Shattering a Barrel:** An attack vs. AC 25 check sets off a chain reaction, spraying flaming chemicals and shards of glass in a burst 2; +12 vs. Reflex; Hit: 4d6 fire damage and ongoing 5 fire damage (save ends); Miss: Half damage. The chemicals on the deck cannot burn the already saturated wood and the fire gutters out at the end of the round.

Teleporter: To teleport the guildship, a character trained in Arcana must remain at the desk for 10 consecutive rounds. If a single round is missed, it takes 2 rounds to continue the countdown. If two consecutive rounds are missed, it takes 4 rounds to continue and any greater length of time stops the teleportation from happening. One round later, the ship and everyone on it teleports. However, the Burning Sky causes everyone on board to take 40d6 fire

damage, and anyone within 2 squares of the ship takes 4d6 fire damage as a wave of flame bursts outward from the space the ship just occupied.

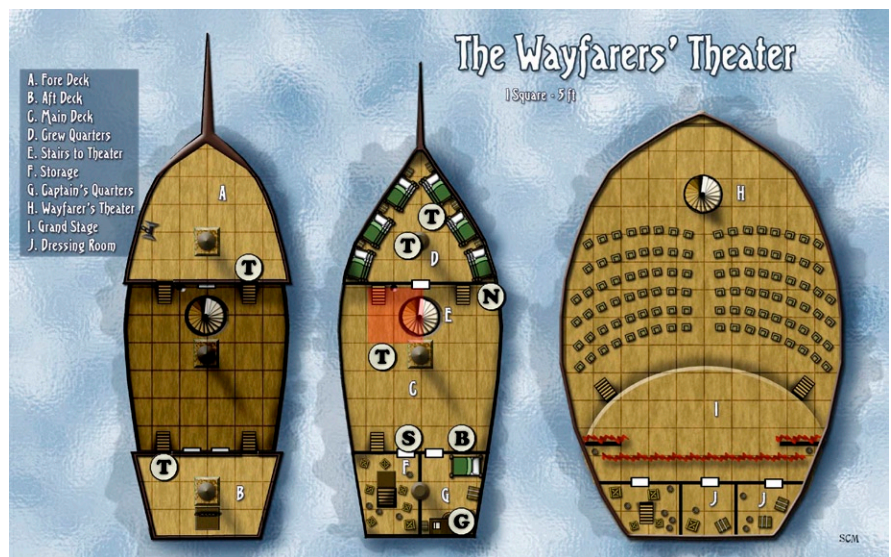
SIMPLE FIGHT, OR COMPLICATED CHAOS?

If the heroes split up, with some going up on deck and others warning people in the theater, things get complicated. Rather than trapping part of the group out of the fight, have Giorgio not seal the portal, bearing in mind the amount of time it takes to get out of theater seats and to the staircase if everyone is panicking.

If the murder was not announced, getting to Simeon or another prominent NPC while remaining discreet takes at least 3 rounds, plus 3 more rounds for the NPC to get up to the staircase. People hurrying quickly to the top deck, probably while sounds of combat come through the hatch overhead, will likely cause a panic. If you don't mind running such a complicated scene, though, go for it.

Saving the Day

If things go badly for the heroes you can easily have the cavalry arrive, with Sheena, Simeon, and Kiernan forcing the portal open and striking down the assassins.



ENCOUNTER TE-PRISON-1: BIOMANCED CREATURES

Encounter Level 9 (2,225 XP)

PAGE 40

SETUP

- ◆ 1 biomanced sea turtle (T)
- ◆ 3 biomanced squids (S)
- ◆ 1 watery spears (W)
- ◆ 3 rat swarms (R)

Biomanced Sea Turtle (T)**Level 7 Elite Controller • XP 600**

Large aberrant beast

Initiative +4; **Senses** Perception +14; low-light vision**HP** 158; **Bloodied** 79**AC** 19; **Fortitude** 20, **Reflex** 18, **Will** 18**Immune** cold; **Resist** 10 lightning, 10 poison; **Vulnerable** 5 fire**Speed** 2, swim 6**Action Points** 1☑ **Bite** (std; at-will)

+12 vs. AC; 1d6+3 damage.

☑ **Claw** (std; at-will)

+12 vs. AC; 1d8+3 damage.

✓ **Clutching Claw** (std; at-will)

+12 vs. AC; 1d8+3 damage, and the target is grabbed.

✓ **Double Claw Attack** (std; at-will)

The biomanced sea turtle makes two claw attacks.

☞ **Poisonous Ink Spray** (std; rchg ☞☞☞) ◆

Poison, Zone

Close Blast 3; +11 vs. Fortitude; 2d6+5 poison damage, and the target is blinded (save ends).

▶ **All-Seeing**

The biomanced sea turtle cannot be flanked.

▶ **Squeeze Play** (std, when a Medium or smaller target is grabbed; at-will)

+11 vs. Reflex; 3d8+5 damage and the target slides 3 squares and is stunned until the end of its next turn. The target is no longer grabbed.

Alignment Unaligned; **Languages** —**Skills** Stealth +9**Str** 16 (+6) **Dex** 13 (+4) **Wis** 12 (+4)**Con** 15 (+5) **Int** 10 (+3) **Cha** 10 (+3)

Description This large creature has a shell with eight openings. Through the holes can be seen four flippers, two claws, and a head with eye-stalks and a large vertical mouth. As it moves, it sometimes pulls its appendages into itself and rearranges them.

Biomanced Squid (S)**Level 8 Controller • XP 350**

Medium aberrant beast (aquatic)

Initiative +8; **Senses** Perception +10; low-light vision**HP** 86; **Bloodied** 43**AC** 20; **Fortitude** 22, **Reflex** 22, **Will** 19**Immune** cold; **Resist** 10 lightning, 10 poison;**Vulnerable** 5 fire**Speed** swim 10☑ **Tentacles** (std; at-will)

Reach 2; +13 vs. AC; 1d8+1 damage, and the target is grabbed.

✓ **Beak** (minor; at-will)

Grabbed targets only; +13 vs. AC; 2d6+6 damage.

✓ **Slam** (std; at-will)

The biomanced squid charges; +13 vs. AC; 3d8+5 damage, and the target is pushed 2 squares.

✓ **Submerge** (minor; at-will)

Grabbed targets only; +12 vs. Fortitude; the target is pulled 2 squares. The target begins drowning on its next turn.

▶ **Threatening Reach**

The biomanced squid can make opportunity attacks against enemies within 2 squares of it.

Alignment Unaligned; **Languages** —**Str** 12 (+5) **Dex** 19 (+8) **Wis** 12 (+5)**Con** 14 (+6) **Int** 13 (+5) **Cha** 10 (+4)**Rat Swarm (R)****Level 2 Skirmisher • XP 125**

Medium natural beast (swarm)

Initiative +6; **Senses** Perception +6; low-light vision**Swarm Attack** aura 1; An enemy starting its turn in the aura receives a basic attack from the rat swarm as a free action.**HP** 36; **Bloodied** 18**AC** 15; **Fortitude** 12, **Reflex** 14, **Will** 11**Resist** half damage from melee and ranged attacks; **Vulnerable** 5 against close and area attacks**Speed** 4, climb 2☑ **Claws and Teeth** (std; at-will)

+7 vs. AC; 1d6+3 damage, and ongoing 3 damage (save ends).

Alignment Unaligned; **Languages** —**Str** 12 (+2) **Dex** 17 (+4) **Wis** 10 (+1)**Con** 12 (+2) **Int** 2 (–3) **Cha** 9 (+0)**Watery Spears****Level 5 Obstacle • XP 200**

Trap

A loose stone on the floor triggers spears to pop up from the floor beneath you.▶ **Perception**

◆ Perception cannot be used on this trap.

▶ **Trigger**

The trap attacks when a creature moves onto the square and puts pressure on the plate.

▶ **Attack**

Five spears thrust up from beneath your feet, striking against your feet and legs.

Opportunity Action; Melee

Targets all creatures on the square when it is triggered**Attack** +14 vs. AC**Hit** 1d8+3 damage▶ **Countermeasures**

◆ None

TACTICS

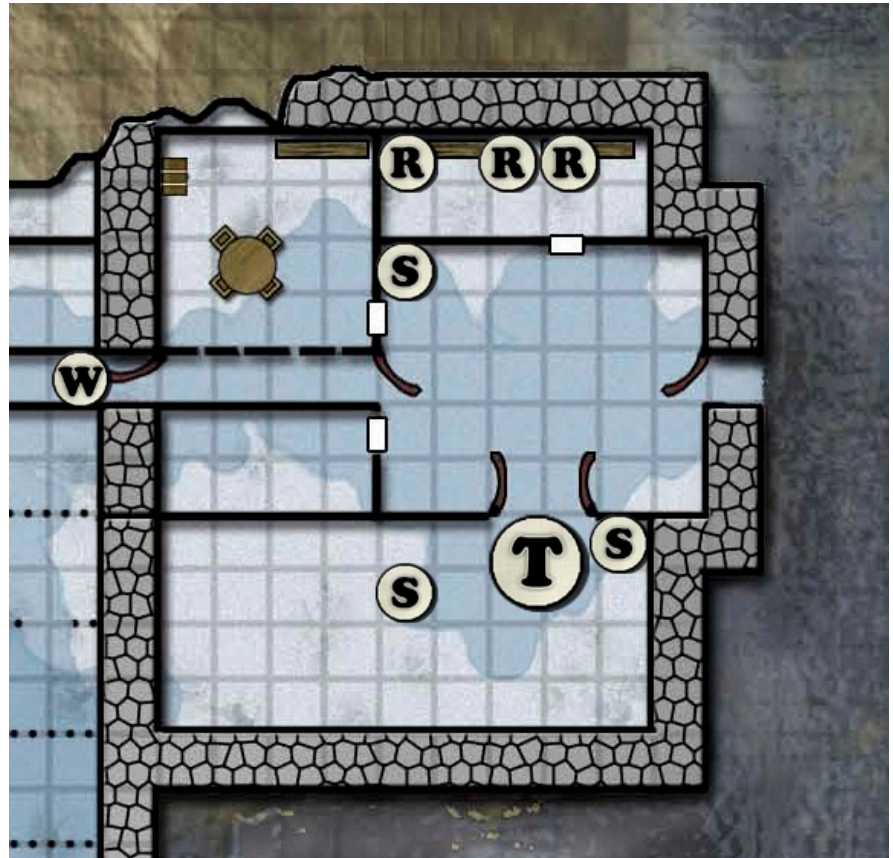
The squids initially slam into their targets, then try to use their tentacles to attack and submerge.

The sea turtle uses its poisonous ink spray to blind as many as it can, then grabs targets with its claws and finishes them off with squeeze plays.

The rat swarm will not participate in the fight unless the door to the janitorial room is opened or destroyed.

FEATURES OF THE AREA

Janitor's Door: If a creature is pushed into the door, it shatters and spooks the rat swarm.



ENCOUNTER TE-PRISON-2: MIMIC

Encounter Level 3 (800 XP)

PAGE 41

SETUP

This room appears to have been an office. It is raised slightly from the loading bay floor with a step at the threshold. The water here is only knee deep, but is full of the remains of fish, which look to have been half-devoured and partially digested. On the wall opposite the door, above the water line, is a shelf full of bottles, and beneath it in the water is a massive metal chest that has somehow managed to avoid rusting. A rotted table lies in the center of the room, and a handful of coins lie on the floor.

If anyone touches the biomantic mimic, it begins its attack.

- ◆ 1 biomantic mimic (M)

Biomantic Mimic (M)**Level 9 Elite Lurker • XP 800**

Large aberrant beast (shapechanger)

Initiative +13; Senses Perception +5

HP 152; Bloodied 76

AC 21; Fortitude 24, Reflex 22, Will 20

Immune acid

Speed 2

Action Points 1

☑ **Pseudopod Strike** (std; at-will)

Reach 2; +14 vs. AC; 1d8+5 damage, and the target is pushed 1 square.

☑ **And Stay Down** (std; at-will)

Reach 2; +14 vs. AC; 2d6+5 damage; and the target is knocked prone and restrained (save ends).

☑ **Double Attack**

The biomantic mimic makes two Pseudopod Attacks.

☑ **Crush** (std, only if the target is prone; at-will)

+12 vs. Fortitude; 3d10+5 damage, and the target is stunned until the end of its next turn.

Alignment Unaligned; **Languages** —**Str** 21 (+9) **Dex** 16 (+7) **Wis** 13 (+5)**Con** 16 (+7) **Int** 2 (+0) **Cha** 9 (+3)

TACTICS

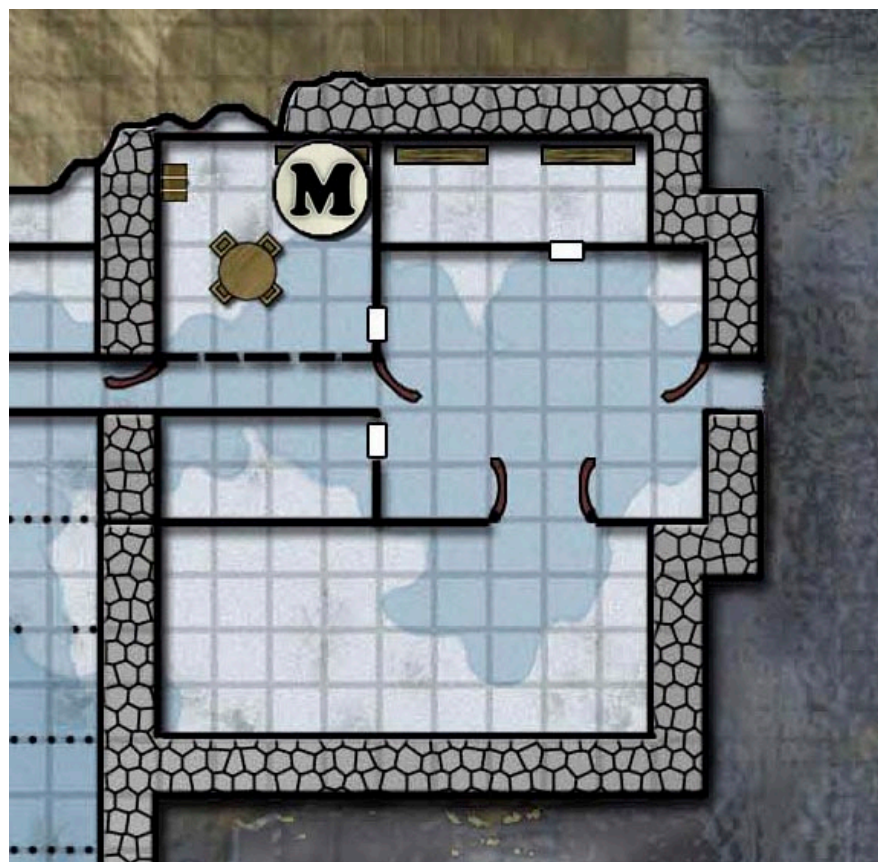
The mimic will strike out with its double attack initially, then attempt and stay down followed by crush as often as it can. If flanked, it will use *double attack* to fend off the foes.

FEATURES OF THE AREA

Table: The table will break if a character jumps on it, requiring a DC 20 Acrobatics check to avoid falling prone.

Shelf with Bottles: If a creature is ever pushed back against the wall, the shelf falls, dumping 8 bottles into the water. If the mimic is within 2 squares of the shelf, one bottle breaks on its body, dealing 1d6+3 acid damage, and ongoing 5 acid damage (save ends).

Liquor Bottle: Breaking a bottle of liquor on the mimic causes damage to it. Minor action; +10 vs. Reflex; 1d6+3 acid damage, and ongoing 5 acid damage (save ends).



ENCOUNTER TE-PRISON-3: SKELETONS

Encounter Level 9 (2,280 XP)

SETUP

The old jail has a number of skeletons both stolen from nearby graveyards and some created from the hapless victims of the teleport trap. Damius has placed two in each cell.

The howling wind of the storm is greatly muted here as you round the corner of the corridor. A large crack from an earthquake traces a jagged line above your head and you feel some of the rubble beneath your feet. Ahead in the dim light, you see a half-filled corridor that slopes downward. To each side are multiple prison cells made of bars that are slick with slime and moisture. Your light dances off the water revealing an occasional skeleton still chained in the cell, or a skull bobbing just at the water's height against the bars.

There are 12 cells with two skeletons each. If a hero is able to get close enough to one of the first two cells, he will notice one skeleton in each cell wears a gold necklace.

Damius has commanded the skeletons to attack any time they see more than one creature in the corridor. To avoid the animating skeletons, creatures must travel singly through the corridor: from the square touching the first two cells to the square touching the opposing cells at the corridor's end. If at any time two creatures are in corridor squares at the same time, the skeletons animate, slip their bonds, and attack.

- ◆ 20 sodden skeletons (S)
- ◆ 4 frothing seafoam skeletons (F)

Sodden Skeleton (S)

Level 6 Minion • XP 63

Medium natural animate (undead)

Initiative +5; **Senses** Perception +5; darkvision
HP 1; a missed attack never damages a minion.

AC 21; **Fortitude** 18, **Reflex** 19, **Will** 18**Immune** disease, poison**Speed** 6☑ **Claw** (std; at-will) ◆ Weapon

+11 vs. AC; 6 damage

✗ **Slam** (std; at-will)

+11 vs. AC; 6 damage, and target is knocked prone.

Alignment Unaligned; **Languages** —**Str** 15 (+5) **Dex** 17 (+6) **Wis** 14 (+5)**Con** 13 (+4) **Int** 3 (–1) **Cha** 3 (–1)

Frothing Seafoam Skeleton (F)

Level 6 Skirmisher • XP 250

Medium natural animate (undead)

Initiative +5; **Senses** Perception +5; darkvision**HP** 69; **Bloodied** 34**AC** 21; **Fortitude** 18, **Reflex** 19, **Will** 18**Immune** disease, poison**Speed** 6☑ **Claw** (std; at-will) ◆ Weapon

+11 vs. AC; 6 damage

✗ **Slam** (std; at-will)

+11 vs. AC; 6 damage, and the target is knocked prone.

☑ **Foam Spray** (std; rchg ☑☑☑) ◆ NecroticClose Blast 3; targets enemies; +7 vs. Reflex;
1d10+4 necrotic damage, and the target is blinded until the end of its next turn.**Alignment** Unaligned; **Languages** —**Str** 15 (+5) **Dex** 17 (+6) **Wis** 14 (+5)**Con** 13 (+4) **Int** 3 (–1) **Cha** 3 (–1)

TACTICS

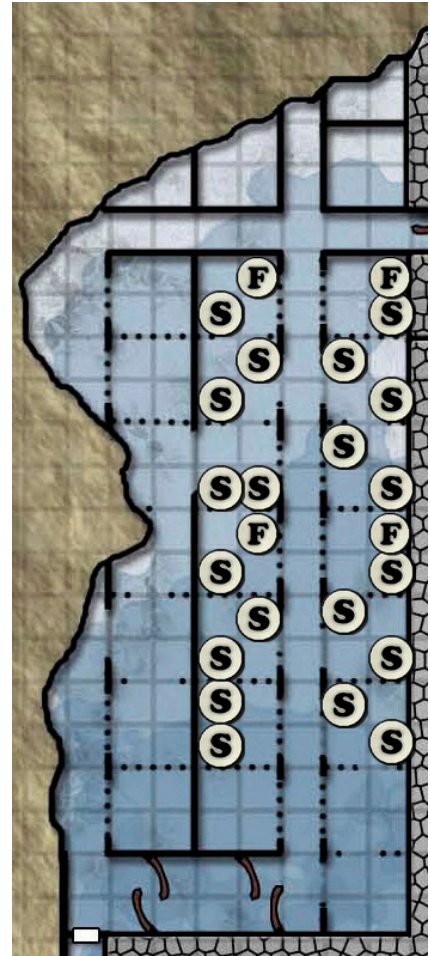
It takes a move action for a skeleton to animate and loosen any fake chain restraints. The skeletons in the jail cells adjacent to a character's position animate immediately when two or more characters are in the corridor. The skeletons target the character nearest to them. Any remaining cells with skeletons animate the next round later and swarm the closest character.

FEATURES OF THE AREA

Attacking through Bars: Attacking with anything but a light blade, spear, or unarmed weapon imposes a –2 penalty to the attack roll and makes the damage die type no greater than 1d6. For example, a hero with a Strength modifier of +4 and attacking through bars with a warhammer takes a –2 penalty to hit and deals only 1d6+4 damage rather than the normal 1d10+4.

Jail Cells: The bars are warped by an earthquake and are easy for a medium creature to squeeze through.

Water Level: The water is waist deep for the first 10 squares of corridor, then increases to 5 feet deep the rest of the way.



ENCOUNTER TE-PRISON-4: SKUM

Encounter Level 5 (1,050 XP)

PAGE 41

SETUP

This room was once a meeting place for visitors. It consists of two stories, with a staircase leading down to the downstairs lobby. A bridge cuts across the room diagonally, serving little purpose now because the entire room is waist deep in water or deeper. A spiral stair in the southwest used to lead up to the ground level, but the earthquake destroyed that passage. Two rotted doors to the east led to prison guard living quarters; they are empty except for old, disintegrating furniture.

In the lower part of the lobby, a rotted door opens to the west, and dim red light peeks out of it.

Parts of this room are a little higher than the prison area. The quake must have raised it up a bit and it is only about waist deep where you have entered. A rusted metal rail juts out of the water delineating a pathway of some sort.

(Perception DC 20) You see a ripple in the water beyond the path of the railing.

If the heroes fail the Perception check, they are surprised.

- ◆ 3 biomantic skum (S)

Biomantic Skum (S)

Level 8 Brute • XP 350

Medium aberrant animate (aquatic)

Initiative +6; **Senses** Perception +5; darkvision

HP 106; **Bloodied** 53

AC 20; **Fortitude** 24, **Reflex** 20, **Will** 19

Immune disease, poison

Speed 4, swim 8

☑ **Claw** (std; at-will)

+11 vs. AC; 2d8+7 poison damage

✗ **Bite** (std; at-will)

+11 vs. AC; 2d6+4 poison damage, and the target is slowed until the end of the biomantic skum's next turn.

✗ **Suction Grab** (std; at-will)

+9 vs. Reflex; 1d8+5 damage, and the target is grabbed.

✗ **Swimming Rake** (std; rchg ☞☞)

The biomantic skum swims up to its swim speed and makes two Claw attacks against one or two targets. The targets do not get opportunity attacks when the biomantic skum swims away from the target.

▶ **Flipper Slide** (minor; rchg ☞☞)

The biomantic skum shifts 3 squares if it is swimming

▶ **Slippery**

The biomantic skum gains a +2 bonus to all

rolls made to escape a grab, and to saving throws for the immobilize and restrained effect.

Alignment Evil; **Languages** —

Skills Stealth +11

Str 19 (+8) **Dex** 15 (+6) **Wis** 12 (+5)

Con 16 (+7) **Int** 2 (+0) **Cha** 8 (+3)

Description A part-human, flippered-foot

creature comes into view. It glistens with a layer of slime and its claws are sharp points meant to make deep punctures. Suckers line the inside of its forearm.

TACTICS

The skum attempt to grab one character and drag him beneath the surface to the lower part of the room (2 squares down). Only one character at a time is grabbed. The other two skum dive down and bite the grabbed character. The skum are quite stupid and concentrate on only one target at a time unless marked.

FEATURES OF THE AREA

Illumination: Dark.

Deep Water: Any combat in this area requires DC 20 Endurance checks to keep from drowning (See the D&D 4E DUNGEON MASTER'S GUIDE suffocation rules).



ENCOUNTER TE-PRISON-5: LEE SIDONETH

Encounter Level 11 (3,050 XP)

PAGE 45

SETUP

Coming back through the prison, you glimpse the pink and yellow body of Lee Sidoneth's squid, Lula at the corridor's end. It jets away to the entrance. When you arrive back to the entrance, the storm's full fury buffets against the door. You can see Lula swimming away in the storm surge about thirty feet out.

Have the heroes exit the prison and position themselves within 3 squares of the door.

The silhouette of Lee appears overhead. He is reading from a scroll as he leans over the ledge. He glances towards you with a wicked grin, still intoning and holds out the control wand, wagging it tauntingly before you.

The combat then begins.

- ◆ Lee Sidoneth (L)
- ◆ Lula, biomanced squid (S)
- ◆ 3 water gargoyles (G)



Lee Sidoneth (L)

Level 13 Elite Controller • XP 1,600

Medium natural humanoid (human)

Initiative +9; **Senses** Perception +12**HP** 260; **Bloodied** 130**AC** 25; **Fortitude** 27, **Reflex** 26, **Will** 29**Saving Throws** +2**Speed** 7**Action Points** 1☑ **Hand Attack** (std; at-will)

+18 vs. AC; 1d6+6 damage.

✗ **Striker's Hands** (std; at-will)

Lee makes two hand attacks.

✓ **Wand Bolt** (std; at-will) ◆ Implement, Lightning

Ranged 30; +17 vs. Reflex; 1d8+6 lightning damage.

✓ **Primal Mark** (minor, 1/rnd; rchg ☑☑☑)

Ranged 10; +17 vs. Will; Lee's attacks deal 1d6 extra damage, and the target cannot become invisible or concealed. The effect lasts until the end of Lee's next turn.

✓ **Wild Lightning** (std; rchg ☑☑☑) ◆ Implement, Lightning

Ranged 10; 1 target in range and two targets within 10 of first target; +15 vs. Reflex; 2d8+8 lightning damage to first target and 1d8+8 lightning damage to the others.

☞ **Debris Blast** (std; rchg ☑)

Close Blast 3; targets all creatures; +16 vs. AC; 2d8+6 damage, and the target is dazed until the end of its next turn.

▶ **Flurry of Blows** (std; at-will)

+16 vs. AC; 2d6+6 damage, and the target is dazed until the end of its next turn.

▶ **Raise Water** (std; daily)

When Lee finishes reading his Raise Water scroll, he can raise a body of water 13 × 13 squares to a height of 2 squares. This effect lasts until the end of the encounter.

▶ **Varied Resistance** (minor; daily)

Lee gains 15 resistance to one type of damage until the end of the encounter. Choose the damage type from the following list: acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder.

Alignment Unaligned; **Languages** Common, Dwarven, Giant, Supernal**Skills** Arcana +12, Bluff +11, History +12, Nature +17, Religion +12**Str** 17 (+9) **Dex** 16 (+9) **Wis** 22 (+12)**Con** 18 (+10) **Int** 12 (+7) **Cha** 11 (+6)**Equipment** control wand, implement, Raise Water scroll

Description Bald, tanned, muscular, and dressed like a fisherman, this man stands with the calm of a sea seen in the distance, but up close you can tell he possesses great power, and is ready to unleash it, like a dam ready to burst.

Water Gargoyle (G)

Level 8 Skirmisher • XP 350

Medium elemental animate (aquatic)

Initiative +5; **Senses** Perception +10; darkvision**HP** 85; **Bloodied** 42**AC** 22; **Fortitude** 25, **Reflex** 20, **Will** 20**Immune** petrification**Speed** 6, fly 8, swim 8☑ **Claw** (std; at-will)

+13 vs. AC; 2d6+5 damage;

✗ **Double Attack** (std; rchg ☑☑☑)

The water gargoyle makes two claw attacks.

✗ **Swimming Swipe** (std; rchg ☑☑☑)

The water gargoyle swims up to 8 squares and makes a claw attack at any point in the move. This does not provoke an opportunity attack. If the attack hits, the target is dazed.

▶ **Stone Form** (std; at-will)

The water gargoyle becomes a statue, losing all its senses. It gains resist 25 to all damage, regeneration 3, and tremorsense 10. It may revert to normal as a minor action.

Alignment Evil; **Languages** —**Str** 21 (+9) **Dex** 13 (+5) **Wis** 11 (+4)**Con** 13 (+5) **Int** 11 (+4) **Cha** 8 (+3)**Lore** A character knows the following with a successful Arcana check.

DC 15 Water gargoyles creatures made of stone that act as guardians around temples, tombs and ancient shrines.

DC 20 Water gargoyles are solidly built and well suited to acrobatic feats. They are intelligent, though unable to speak, and easily fall prey to the power of persuasion.

Lula, Biomanced Squid (S)**Level 9 Controller • XP 400**

Medium aberrant beast (aquatic)

Initiative +8; **Senses** Perception +10; low-light vision**HP** 94; **Bloodied** 47**AC** 21; **Fortitude** 23, **Reflex** 23, **Will** 20**Immune** cold; **Resist** 10 lightning, 10 poison;**Vulnerable** 5 fire**Speed** swim 10☑ **Tentacles** (std; at-will)

Reach 2; +14 vs. AC; 1d8+1 damage, and the target is grabbed.

✔ **Beak** (minor; at-will)

Grabbed targets only; +14 vs. AC; 2d6+6 damage.

✔ **Slam** (std; at-will)

Lula charges, slamming into the target; +15 vs. AC; 3d8+5 damage, and the target is pushed 2 squares.

✔ **Submerge** (minor; at-will)

Grabbed targets only; +13 vs. Fortitude; the target is pulled 3 squares. The target begins drowning on its next turn (DC 20 Endurance check or lose a healing surge).

▶ **Threatening Reach**

Lula can make opportunity attacks against enemies within 2 squares of it.

Alignment Unaligned; **Languages** —**Str** 12 (+5) **Dex** 19 (+8) **Wis** 12 (+5)**Con** 14 (+6) **Int** 13 (+5) **Cha** 10 (+4)**TACTICS**

Round 1: Lula slams the closest character to her, and then continues attacking, tending to use her tentacles to grab and submerge 3 squares down. She moves her target around while biting with her beak while underwater. Heroes swimming on the surface do not get opportunity attacks against Lula if she is submerged with a target, even if she occupies the same square on the battlemap.

Lee has already used 2 of his water gargoyle souls on a couple of gargoyle statues and holds one in reserve to smash against another statue and animate it. He has ordered the two stone creatures to keep the heroes from getting out of the water, giving him battlefield control.

The water gargoyles attack anyone going for the stairs.

Round 2: Lee completes the Raise Water scroll and the zone rises about 10 feet to just about 5 feet below the rooftop.

Round 3+: While waiting for his enemies to get close enough to fight, Lee will use *primal mark* on a character and *wild lightning* if it is available. When the first hero starts to ascend the stairs, Lee smashes the last gargoyle soul on a gargoyle statue to activate it (this is a minor action for which Lee must be adjacent to the gargoyle's square). If caught in melee combat, Lee will use *debris blast* and *primal mark* to shake off his attackers.

FEATURES OF THE AREA

Storm Surge: Any creature moving between water and land must make a DC 15 Strength check or be slowed until the end of the character's next turn.

IF THE BATTLE GOES BADLY

At your discretion, you can offer the heroes a rescue from certain death.

If any soldiers survived the swamp encounter that gave the heroes their *tidereaver's infusion*, they have been watching the battle from the roof of the prison behind Lee. Seeing his madness is enough to make them ally with the heroes and go after the crazy druid/monk. If at any time only one hero is left standing, the soldiers spring into action and attack Lee from behind. He cannot react against them and is surprised for one round after the initial attack. Thereafter, Lee will focus his attacks on the Ragesians for a round or two, which gives the heroes time to revive, heal, and regroup.



ENCOUNTER TE-TOMB-1: ALERTED!

Encounter Level 11 (3,000 XP)

PAGE 42

SETUP

You make it to the bottom of the steam vent and drop into a warm cavern that must be connected to the Pyromancer's tomb. A large river of magma with a bridge crossing it is seen in the dim light. Grating to either side of the bridge covers the river and heat waves shimmer there, making everything beyond fuzzy and indistinct.

Have the players position their heroes and then roll initiative for everyone.

In the hazy distance, a dark shadowy form advances towards the bridge. As it comes closer, you realize it is the Inquisitor you met in the swamp. He stops at the height of the bridge and pronounces, "How fitting it is to now be here to see the destruction of this city. Your hopes will be dashed. Lee Sidoneth has given us a great victory, and when we are done with him, we will crush Lyceum and this resistance will die. Surrender now, and I will give you quick deaths."

If the heroes refuse to surrender, Damius says, "Well then, I will take pleasure in your long torture! Men! Fire!"

The Soldiers fire off a volley of bolts and the combat begins.

- ◆ 8 Ragesian soldiers (S)
- ◆ Inquisitor Damius (D)

Ragesian Soldier (R)

Level 5 Soldier • XP 200

Medium natural humanoid (half-orc)

Initiative +3; Senses Perception +2; low-light vision

HP 61; Bloodied 30

AC 23; Fortitude 16, Reflex 17, Will 14

Speed 5

☑ **Battleaxe** (std; at-will) ◆ Weapon

+8 vs. AC; 1d10+4 damage. Add +1 damage when used 2H

☑ **Shortbow** (std; at-will) ◆ 2H, Load Free, Weapon

Ranged 15/30; +7 vs. AC; 1d8+3 damage.

▶ **Combat Advantage**

The Ragesian soldier deals an extra 1d6 damage on melee and ranged attacks when it has combat advantage against a target.

▶ **Power Melee** (std)

Take a –2 attack penalty and add +2 points of damage (+3 damage if weapon is wielded 2-handed).

▶ **Warrior's Refresh** (std; enc) ◆ Healing

The Ragesian soldier makes a melee basic attack and regains 11 hp.

Alignment Unaligned; **Languages** Common, Giant

Skills Stealth +5, Streetwise +8, Thievery +5

Str 17 (+5) **Dex** 15 (+4) **Wis** 11 (+2)

Con 13 (+3) **Int** 10 (+2) **Cha** 12 (+3)

Equipment battleaxe, heavy shield, scale armor, shortbow w/ 20 arrows, *tidereaver's tears*

Inquisitor Damius (D)

Level 12 Elite Controller (Leader) • XP 1,400

Medium natural humanoid (orc)

Initiative +5; Senses Perception +9; darkvision

Leska's Lesser Light (Fear) aura 2; enemies in the aura take a –2 penalty to their attack rolls.

HP 234; Bloodied 117

AC 24; Fortitude 23, Reflex 24, Will 27

Saving Throws +2

Speed 6

Action Points 1

☑ **Inquisitor's Claw** (std; at-will)

+17 vs. AC; 1d6+4 damage (crit 2d6+20).

✓ **Vengeance Barrier** (std; enc) ◆ Divine, Teleportation

+17 vs. AC; 1d6+1 damage, and the Inquisitor teleports each enemy within 2 squares of the target 2 squares.

✓ **Vengeance Stalker** (std; daily) ◆ Divine, Weapon

+17 vs. AC; 2d6+4 damage; *Effect*: Until the end of the encounter, if the target moves on its turn, Inquisitor can shift 3 squares as an opportunity action. Inquisitor must move closer to the target. *Miss*: half damage.

✓ **Leska's Vengeance** (std; at-will) ◆ Divine, Implement, Radiant

Ranged 10; +17 vs. Reflex; 1d8+4 radiant damage (crit 12 + 1d6 radiant), and the Inquisitor gains 3 temporary hp.

✓ **Leska's Exhortation** (std; enc) ◆

Implement

Ranged 10; +17 vs. Will; 2d6+6 psychic damage (crit 18 + 1d6 radiant), and target is immobilized (save ends).

✓ **Rebuke Lesser Arcane Magic** (std; 2/enc)

Ranged 10, targets a conjuration or zone made by an arcane power; +16 vs. Will of originating caster; the conjuration or zone is destroyed, including any of its effects, even those normally lasting until a target saves.

↩ **Oath-Mark** (minor; enc [special])

Close Burst 10; targets one enemy the Inquisitor can see. *Effect*: If the oath-marked target is the only enemy adjacent to the Inquisitor, the Inquisitor makes two attack rolls and takes either result. The effect lasts until the target drops to 0 hp or the encounter ends. The power is then regained. Effects on this power that allow rerolling an attack roll allow both attack rolls to be rerolled.

↩ **Searing Sanction** (imm reac, when an enemy scores a critical hit against Damius; daily) ◆ Divine, Radiant

Close Burst 10; *Effect*: Inquisitor's oath-marked target takes radiant damage equal to the critical hit's damage.

▶ **Dogged Pursuit**

If the Inquisitor's oath-marked target moves away willingly from the Inquisitor, the Inquisitor gains +5 to damage rolls against that target until the end of the Inquisitor's next turn.

▶ **Greater Teleport** (move; enc) ◆

Teleportation

Inquisitor can teleport out of an encounter to a distance of one mile and can carry up to fifty pounds of objects. Inquisitor cannot teleport again for ten minutes.

▶ **Invigorating Pace** (minor; daily) ◆ Divine, Healing

Damius can spend a healing surge. Damius' speed increases to 8 until the end of the encounter.

Alignment Evil; **Languages** —

Skills Arcana +13, Heal +14, Intimidate +10, Religion +13

Str 12 (+7) **Dex** 12 (+7) **Wis** 16 (+9)

Con 13 (+7) **Int** 15 (+8) **Cha** 9 (+5)

Equipment +1 divine implement, *Inquisitor's claw*, *teleport amulet*, *tidereaver's tears*

TACTICS

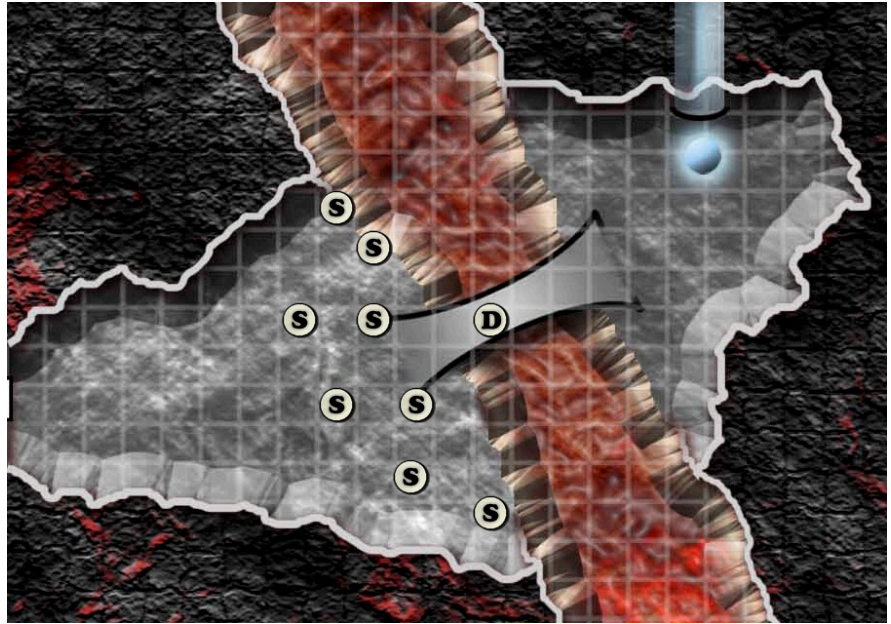
The Ragesians line up on the far side of the magma flow and take ready actions so they can fire their crossbows as soon as the first enemy arrives. They don't reload, since they're wearing heavy shields, unless they cannot get into melee. Damius oath-marks the toughest defender and spouts out Leska's Authoritative Word as soon as the heroes are in range. He then waits for the soldiers to swarm the heroes. The soldiers position themselves to maximize their combat advantage and Damius floats around the battlefield to fill in the tactical gaps.

If Damius is brought to 20 hp or less, he takes his claw to his throat and slashes at it so hard he nearly decapitates himself — he believes a fate worse than death awaits him if he survives his own defeat, so he doesn't give the heroes a choice in the matter. Any remaining soldiers immediately surrender.

FEATURES OF THE AREA

Magma Flow: The Ragesians have placed a grating over the magma flow around the bridge to a distance of 2 squares. Characters falling or Bull Rushed suffer an additional 5 fire damage at the start of their turn. A creature falling into the lava takes 20d6 fire damage each round.

Heat Haze: The haze from the heat shimmers and flickers and is lightly obscuring to anyone peering through it.



ENCOUNTER TE-TOMB-2: GUARDS

Encounter Level 7 (1,600 XP)

PAGE 42

SETUP

You come to a closed stone door shaped in the form of a large flame. It is covered in runes and gold leaf that shimmers and glows in the light from the lave flow.

If the heroes listen at the door, a DC 15 Perception check catches some raucous laughter beyond. If the roll beats DC 20, the hearer hears at least a half dozen distinct voices. The door, though large is counterbalanced and opens easily—the hinges are on the inside. The original locking mechanism has been broken and there is no latch. If it is thrust open by bashing at it with a successful DC 20 Strength check, the door will rapidly swing out, knocking two of the soldiers prone and automatically giving the heroes a surprise round. Otherwise, the door opens, but the soldiers are not knocked prone and the soldiers will only be surprised if the bashing character succeeds on a DC 20 Intimidate check.

If they open the door in some other way, roll a DC 25 Stealth check to be able to see inside and assess the tactical situation. Another DC 25 Stealth check grants the heroes a surprise round, otherwise, the soldiers become aware of the party's presence.

Roll initiative and begin the combat.

- ◆ 8 Ragesian soldiers (S)

Ragesian Soldier (R)

Level 5 Soldier • XP 200

Medium natural humanoid (half-orc)

Initiative +3; **Senses** Perception +2; low-light vision

HP 61; **Bloodied** 30

AC 23; **Fortitude** 16, **Reflex** 17, **Will** 14

Speed 5

☑ **Battleaxe** (std; at-will) ◆ Weapon

+8 vs. AC; 1d10+4 damage. Add +1 damage when used 2H

☑ **Shortbow** (std; at-will) ◆ 2H, Load Free, Weapon

Ranged 15/30; +7 vs. AC; 1d8+3 damage.

▶ **Combat Advantage**

The Ragesian soldier deals an extra 1d6 damage on melee and ranged attacks when it has combat advantage against a target.

▶ **Power Melee** (std)

Take a –2 attack penalty and add +2 points of damage (+3 damage if weapon is wielded 2-handed).

▶ **Warrior's Refresh** (std; enc) ◆ Healing

The Ragesian soldier makes a melee basic attack and regains 11 hp.

Alignment Unaligned; **Languages** Common, Giant

Skills Stealth +5, Streetwise +8, Thievery +5

Str 17 (+5) **Dex** 15 (+4) **Wis** 11 (+2)

Con 13 (+3) **Int** 10 (+2) **Cha** 12 (+3)

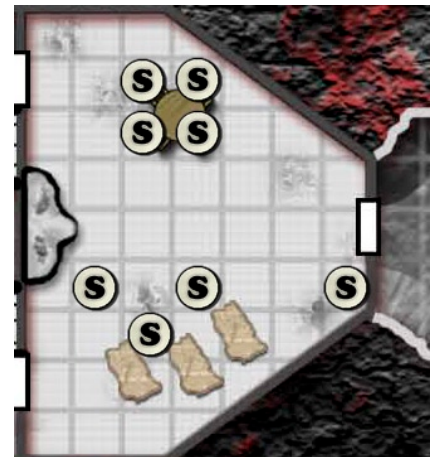
Equipment battleaxe, heavy shield, scale armor, shortbow w/ 20 arrows, *tidereaver's tears*

TACTICS

After the fall of the first soldier, one man will break free and attempt to go through one of the two doors to alert Damius. Once four soldiers are down, the rest attempt to retreat as well. They do not surrender until two men are left.

FEATURES OF THE AREA

Back Doors: They are closed and require a standard action to open.



ENCOUNTER TE-TOMB-3: DAMIUS

Encounter Level 9 (2,000 XP)

PAGE 43

SETUP

You hear the screams long before the door is even reached. A female tone, worn and weary from constant screaming flows out like heat from lava. An evil laugh punctuates the corridor and you hear more screaming.

Have the players position their heroes and then roll initiative for everyone, and request how the heroes intend to enter the room. The hinges are on the inside and the door is not locked. When everything is set, read:

As you open the door, you see the Inquisitor you met before in the swamp, torturing an elf woman with his claw. Three soldiers stand inside as well, seemingly enjoying the current depredations.

(Stealth DC 25) For a tense moment, the four Ragesians seem to be stunned to see you.

If the Stealth check succeeds, the heroes gain one surprise round. The combat begins.

- ◆ 3 Ragesian soldiers (S)
- ◆ Inquisitor Damius (D)

Ragesian Soldier (R)

Level 5 Soldier • XP 200

Medium natural humanoid (half-orc)

Initiative +3; **Senses** Perception +2; low-light vision

HP 61; **Bloodied** 30

AC 23; **Fortitude** 16, **Reflex** 17, **Will** 14

Speed 5

☞ **Battleaxe** (std; at-will) ◆ Weapon

+8 vs. AC; 1d10+4 damage. Add +1 damage when used 2H

☞ **Shortbow** (std; at-will) ◆ 2H, Load Free, Weapon

Ranged 15/30; +7 vs. AC; 1d8+3 damage.

▶ **Combat Advantage**

The Ragesian soldier deals an extra 1d6 damage on melee and ranged attacks when it has combat advantage against a target.

▶ **Power Melee** (std)

Take a –2 attack penalty and add +2 points of damage (+3 damage if weapon is wielded 2-handed).

▶ **Warrior's Refresh** (std; enc) ◆ Healing

The Ragesian soldier makes a melee basic attack and regains 11 hp.

Alignment Unaligned; **Languages** Common, Giant

Skills Stealth +5, Streetwise +8, Thievery +5

Str 17 (+5) **Dex** 15 (+4) **Wis** 11 (+2)

Con 13 (+3) **Int** 10 (+2) **Cha** 12 (+3)

Equipment battleaxe, heavy shield, scale armor, shortbow w/ 20 arrows, *tidereaver's tears*

Inquisitor Damius (D)

Level 12 Elite Controller (Leader) • XP 1,400

Medium natural humanoid (orc)

Initiative +5; **Senses** Perception +9; darkvision

Leska's Lesser Light (Fear) aura 2; enemies in the aura take a –2 penalty to their attack rolls.

HP 234; **Bloodied** 117

AC 24; **Fortitude** 23, **Reflex** 24, **Will** 27

Saving Throws +2

Speed 6

Action Points 1

☞ **Inquisitor's Claw** (std; at-will) ◆ Weapon

+17 vs. AC; 1d6+4 damage (crit 2d6+20).

✓ **Vengeance Barrier** (std; enc) ◆ Divine, Teleportation

+17 vs. AC; 1d6+1 damage, and the Inquisitor teleports each enemy within 2 squares of the target 2 squares.

✓ **Vengeance Stalker** (std; daily) ◆ Divine, Weapon

+17 vs. AC; 2d6+4 damage; *Effect*: Until the end of the encounter, if the target moves on its turn, Inquisitor can shift 3 squares as an opportunity action. Inquisitor must move closer to the target. *Miss*: half damage.

✓ **Leska's Vengeance** (std; at-will) ◆ Divine, Implement, Radiant

Ranged 10; +17 vs. Reflex; 1d8+4 radiant damage (crit 12 + 1d6 radiant), and the Inquisitor gains 3 temporary hp.

✓ **Leska's Exhortation** (std; enc) ◆

Implement

Ranged 10; +17 vs. Will; 2d6+6 psychic damage (crit 18 + 1d6 radiant), and target is immobilized (save ends).

✓ **Rebuke Lesser Arcane Magic** (std; 2/enc)

Ranged 10, targets a conjuration or zone made by an arcane power; +16 vs. Will of originating caster; the conjuration or zone is destroyed, including any of its effects, even those normally lasting until a target saves.

☞ **Oath-Mark** (minor; enc [special])

Close Burst 10; targets one enemy the Inquisitor can see. *Effect*: If the oath-marked target is the only enemy adjacent to the Inquisitor, the Inquisitor makes two attack rolls and takes either result. The effect lasts until the target drops to 0 hp or the encounter ends. The power is then regained. Effects on this power that allow rerolling an attack roll allow both attack rolls to be rerolled.

☞ **Searing Sanction** (imm reac, when an enemy scores a critical hit against Damius; daily) ◆ Divine, Radiant

Close Burst 10; *Effect*: Inquisitor's oath-marked target takes radiant damage equal to the critical hit's damage.

▶ **Dogged Pursuit**

If the Inquisitor's oath-marked target moves away willingly from the Inquisitor, the Inquisitor gains +5 to damage rolls against that target until the end of the Inquisitor's next turn.

▶ **Greater Teleport** (move; enc) ◆

Teleportation

Inquisitor can teleport out of an encounter to a distance of one mile and can carry up to fifty pounds of objects. Inquisitor cannot teleport again for ten minutes.

▶ **Invigorating Pace** (minor; daily) ◆ Divine, Healing

Damius can spend a healing surge. Damius' speed increases to 8 until the end of the encounter.

Alignment Evil; **Languages** —

Skills Arcana +13, Heal +14, Intimidate +10,

Religion +13

Str 12 (+7) **Dex** 12 (+7) **Wis** 16 (+9)

Con 13 (+7) **Int** 15 (+8) **Cha** 9 (+5)

Equipment +1 holy symbol of Leska, Inquisitor's claw, teleport amulet, *tidereaver's tears*

TACTICS

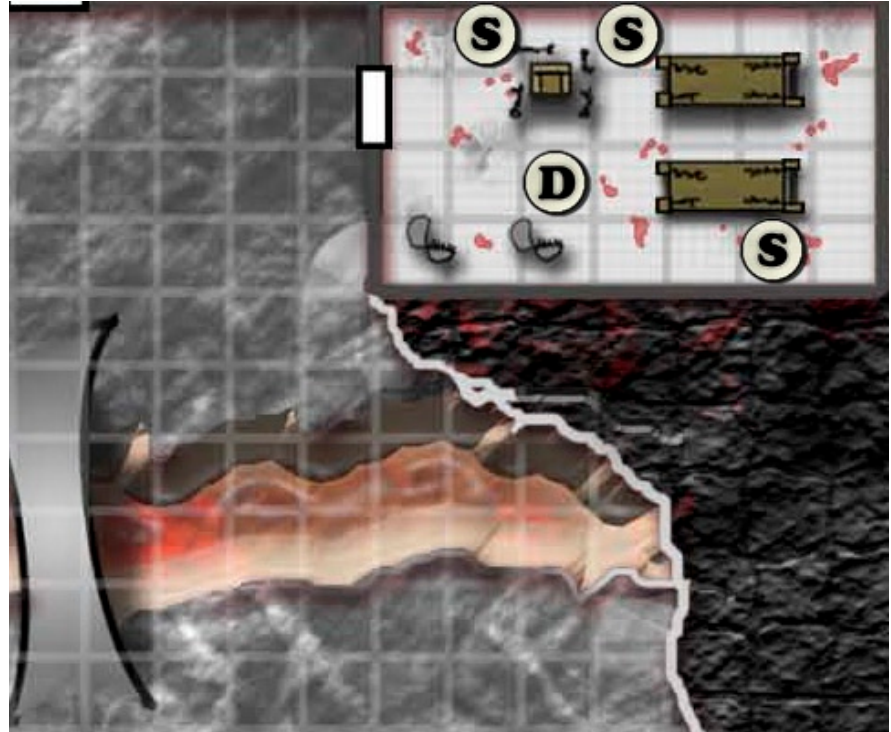
Damius targets the strongest defender with *oath-mark* and uses *Leska's vengeance* often while the soldiers flank in order to gain combat advantage. If Damius is brought to 20 hp or less, he takes his claw to his throat and slashes at it so hard he nearly decapitates himself — he believes a fate worse than death awaits him if he survives his own defeat, so he doesn't give the heroes a choice in the matter. Any remaining soldiers immediately surrender.

FEATURES OF THE AREA

Torture Rack: Each rack is 3 feet tall and provides cover for Medium creatures and superior cover for Small ones. A successful DC 15 Athletics check allows a character to climb on top of the rack.

Torture Chair: The chair provides cover to a creature hiding behind it.

Iron Maiden: The maiden provides cover to a creature hiding behind it. Pushing a creature into an open maiden deals an extra 1d6 damage and the creature is dazed (save ends). A maiden can be closed on a creature with a DC 15 Strength check (standard action). If it succeeds, the trapped creature takes 2d6 damage and ongoing 5 damage and is stunned until the maiden is opened again. *Aftereffect:* The creature takes ongoing 5 damage and is stunned (save ends both).



Lord Shalaadel and the Court of the Shining Land of Shahalesti,
To All who shall see these Presents, Greeting:

Be It Known, that in pursuance of an Act of the Shining Court and its most gracious Lord, Shalaadel, passed on the first day of the year of Palancis Rising, I have Commissioned, and and by these presents do commission, the most gracious Knight Solei Palancis, Chalan, and his guard, hereby authorizing said Knight and the other officers and guards thereof, to subdue, seize, and take any unarmed Dasseni vessel or caravan or other nationality, public or private, which shall be found in the sovereign limits of the Shining Land, or elsewhere on the high seas, or within the waters of the Dasseni dominions, or any portion of Dasseni territory or the Shining Land or any other land of which said commissioned persons travel, and such captured conveyance, with her apparel, magic, and appurtenances, and the goods or effects which shall be found on board the same, together with all the Dasseni persons and others who shall be found acting upon, to bring within some port of the Shining Land; and also to retake any vessel, goods, and effects of the people of the Shining Land or such that are inimical to its continued survival, in order that proceedings my be had concerning such capture or recapture in due form of law, and as to right and justice shall appertain.

The said Chalan is further authorized to detain, seize, and take all vessels and effects, to whomsoever belonging, which shall be liable thereto according to the law of nations and the rights of the Shining Land as a power at war, and to bring the same within some port of the Shining Land, in order that due proceedings may be had thereon.

This commission to continue in force during the pleasure of Lord Shalaadel.

Given under my hand and seal of the Shining
Land of Shahalesti and the Shining Court
by the Lord Shalaadel.



Shalosha, Secretary of State.

Check with Nelebekus

*Is "Katrina" a
Ragesian spy?*

Farthal,

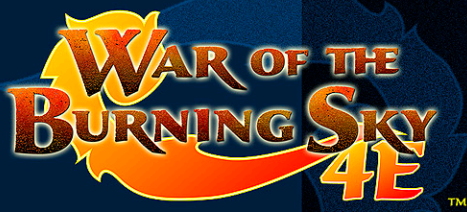
*Your journey will be dangerous, but you further Ragesia's
glory.*

*The druid's orb and its control rod are in the proper hands.
Use the locator to find the entrance and then stay there
until everything is done. Enjoy Seaquen's destruction, gain
its surrender, and return.*

We will be waiting.

Guthwulf





Shelter from the Storm

Freed from the flames of Innenotdar, the heroes reach the small seaside village of Seaquen and the magic academy Lyceum.

But Seaquen is no safe haven: there are spies, refugees, and a fleet of hostile ships to contend with, to say nothing of an oncoming hurricane that may not be entirely natural.

Can the heroes survive long enough to learn the secrets held at Lyceum while they struggle to save their shelter from the storm?

For use with the 4th Edition

**DUNGEONS
& DRAGONS**
ROLEPLAYING GAME

Requires the use of the D&D Player's Handbook®, Monster Manual®, and Dungeon Master's Guide® Player's Handbook® 2, Monster Manual® 2, Adventurer's Vault™ core rulebooks, available from Wizards of the Coast, LLC

For Character Levels 7–9

Original Design by RYAN NOCK

Updated and Edited by STEVE MUCHOW AND KEVIN KULP

