

A DREAM FROZEN IN AMBER

A DUNGEONS & DRAGONS® *LIVING
FORGOTTEN REALMS* ADVENTURE

BY TOM DALE

REVIEWED BY BILL BALDWIN AND GREG MARKS

DEVELOPED BY GREG MARKS

PLAYTESTED BY JOOST JOLING, FLORIS KRAAK, KRISHNA SIMONSE,
TJALLING SPAANS, MARK VAN DER BIJ, DANIEL VAN GELDEREN,
WARD VAN OOSTERUM AND ARJAN WIEGMAN

The swallowed stronghold of Djerad Kusold has long been sought by those hoping to use its cache of dragonbane amber to finally rid Returned Abeir of the last of its dragon rulers. But can a legend truly bring salvation, or is it just a dream frozen in amber? A *Living Forgotten Realms* adventure involving the Scions of Amber meta-organization set in Returned Abeir for characters of the Paragon tier (levels 11-20). This adventure continues a Major Quest that began in ABER4-1 and concludes in ABER4-3.

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

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Be sure to keep up with the LFR Community at our campaign website: <http://community.wizards.com/lfr>

PREPARING FOR PLAY

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

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

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

READING MONSTER STAT BLOCKS

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

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

IMPORTANT DM INFORMATION

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

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

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

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

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

APPROPRIATE CHARACTER LEVELS

This adventure is written to support the entire Paragon tier of play (levels 11-20).

Any character of the appropriate tier may play the adventure, but the highest-level character in the party must be within three (3) levels of the lowest-level character in the party.

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

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

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

FAILING TO DEFEAT AN ENCOUNTER

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

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

CHARACTER DEATH

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

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

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

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

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

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

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

MILESTONES

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

whether that encounter counted toward the next milestone. Reaching a milestone gives each PC another action point and affects some magic item powers.

LASTING EFFECTS

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

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

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

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

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

milestones) should be recorded on the character's Adventure Log and tracked across adventures.

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

DCs BY ADVENTURE LEVEL

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

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

Adventure Level	Easy DC	Moderate DC	Hard DC
12	14	20	28
14	15	21	29
16	16	22	31
18	17	23	32
20	18	25	34

ADVENTURE BACKGROUND

When the Spellplague (which Aberians call the Blue Breath of Change) caused Abeir and Toril to overlap, not only was Returned Abeir created, but massive upheavals took place across Returned Abeir. At that time a material was discovered that had the potential to destroy draconic rule, dragonbane amber. A dragonborn slave city in Melabrauth, Djerad Kusold, rose to prominence as a rebel fortress with a large stockpile of dragonbane amber. The Undying One, dracolich ruler of Melabrauth, used an ancient ritual to cause the earth to swallow Djerad Kusold, eliminating it as a threat to the dragons.

Every year, numerous dragonborn with dreams of freedom, die looking for the fortress that is now often referred to as the Swallowed City. Earlier this year, a dragonborn staggered into Marrauk, delirious and on the verge of death. In that dragonborn's possession was a scroll that (supposedly) details the location of the Swallowed City.

Since that time, Father Thorn has bided his time, waiting for a chance, and a band of heroes, to present themselves and be worthy of following the clues of the journal to find enough dragonbane amber for Returned Abeir to be free of draconic rule.

DM'S INTRODUCTION

This adventure follows a fairly linear sequence. The PCs are summoned to Marrauk, where they meet with Father Thorn (the leader of the Scions of Amber) and are told about the Swallowed City. The PCs, armed with the scroll, embark on a perilous quest to locate the Swallowed City and return with as much dragonbane amber as they can. They are warned to attempt to avoid the notice of the dragons, so they should stay small and under the canopy.

Along the way they have to decipher the log detailed in the scroll and chance to encounter a group of Chuul in the swamp. Once at the location they will have to decipher the clues about heroes of the dragonborn in order to bypass the wards surrounding the vault.

Inside the vault they find only a small amount of dragonbane amber, as well as some minor treasure, and they then get ambushed by Chimera who lairs in the area, before they can portal back to Marrauk.

PLAYER'S INTRODUCTION

The PCs get a different introduction, depending on whether the last module they played was ABER4-1 The Price of Freedom or not. Prior to beginning the adventure, determine which players, if any, have the story awards ABER03 Assumed Dead, and which have ABER04 Marked for Death. Read the appropriate sections below based on the PCs present.

If the majority of the players have ABER03, read or paraphrase the following and give them Handout 1.

It's been only a couple of days since you watched a noble group of commoners volunteer to die in your place. For some of you, the memory of what lengths some will go to for a cause still haunts. For others, it is inspiring as another sign that you are a true champion against the forces of evil. Your physical wounds have healed, equipment has been fixed; it must be time to start looking for another job to test your mettle.

A note arrives from Father Thorn, asking you to keep a low profile and come to Marrauk, another one of the Dusk Ports.

If the majority of the players have ABER04, read or paraphrase the following and give them Handout 1.

It's been only a couple of days since you defeated a dragon and prevented innocent people from sacrificing themselves in your name. Your instant celebrity status has made you marked targets to agents of the dragons,

and you've had to hide while your wounds have healed from the battle, and your equipment was fixed.

As you prepare to look for another means of employment, a note arrives from Father Thorn, asking you to keep a low profile and come to Marrauk, another one of the Dusk Ports.

For those PCs who have never played ABER4-1, or have played other adventures since participating in ABER4-1, read or paraphrase the following.

As you settle in for the evening in a comfortable inn and contemplate the choices ahead of you tomorrow, a soft knock sounds at your door and a piece of paper is slid under the door.

Getting up and fetching it, you read a note from a Father Thorn asking you to travel to Returned Abeir to assist with some mysterious task.

If any PCs in the group have not played ABER4-1, provide them with Handout 2.

If any PCs in the group have played ABER4-1, but have left the region and are now returning, provide them with Handout 3.

ENCOUNTER 1: WELCOME TO MARRAUK

IMPORTANT NPCs

Father Thorn: elderly male dragonborn

Chalse Sprocketwrench: rogue female gnome; Bluff +14, Insight +14

The PCs arrive at the Salty Wench Tavern in Marrauk, a desolate windswept location, and meet with Father Thorn, where he explains why he needs the PC's help.

ROLEPLAYING FATHER THORN

Father of the revolution, adopter of a hundred orphans, Thorndathus Ardentyn, the aging dragonborn is one of the few—and last surviving—founder of the Scions of Amber. Wise and well-used to a life of secrecy and sabotage, Father Thorn has made a life out of converting believers to his cause: that freedom can and must be won, through force if necessary. And at times at great cost.

Personality: Father Thorn has an easy smile and is quick to laugh. The heavy issues he faces place no load on his character. In his old age he has grown increasingly optimistic, nearly religious in his believe that the time of freedom is at hand.

Appearance: Although his fighting days are long behind him, Father Thorn still cuts an impressive figure. These days he keeps a wispy goatee about his chin and despite his leadership dresses in simple clothes. He wears a black patch over one eye at all times, which he claims keeps his nightvision sharp in the covered eye—a trait Scion recruits frequently ape.

Read or paraphrase the following:

The journey to Marrauk is uneventful. As you draw near to the city, in the early morning light you can see why Father Thorn warned you to protect yourself. The entire city is in the middle of a wind-swept plain, where sand has apparently scoured every exposed surface. Drawing your hoods and covering your faces, you head into town, looking for the Salty Wench Tavern. The people you pass in the town tend to stay to themselves and shy away from others, but eventually you find someone willing to direct you to the tavern.

Inside it is clean and warm, a welcome relief from the sand blasting your body as you moved about outside. Inquiring with the barkeep, you are directed to a private booth in the back, where you meet Father Thorn. With

the loud winds shaking the building, it is likely quiet conversation will not be overheard by the other patrons.

Father Thorn is happy to see the PCs. Those whom are members of the Scions of Amber or who have played ABER4-1 are greeted warmly, as old friends. Father Thorn orders a round from the barkeep before beginning his tale. Through conversation with Father Thorn, the PCs can gather the following information:

- When the Blue Breath of Change (Spellplague) scoured the land, deposits of an element known as dragonbane amber were unearthed.
- Dragonbane amber can be used to combat the mighty dragons and help end their rule over this region. Legend says it is a powerful, almost instantaneous poison to dragons. The substance can also be used to make dragon slaying weapons. Dragonbane amber holds the best chance the Scions have to overthrowing the tyranny of the dragons.
- There once was a rebel stronghold, known as Djerad Kusold, in Melabrauth that contained a large amount of dragonbane amber. The rebels of Djerad Kusold grow to be a thorn in the side of the dragons, such that they began to fear the rebels.
- Melauthaur the Undying One, ruler of Melabrauth performed an ancient ritual that caused the earth to swallow Djerad Kusold, now known as the Swallowed City.
- Every year scores of dragonborn journey in search of the Swallowed City, none return. While legend tells us of the city, and indeed even those ancient history books that have not been destroyed by the dragons mention it, no one knows exactly where it lies nor what terrors might inhabit its ruins in the lightless depths.
- Earlier this year, a dying dragonborn walked into town and collapsed here in the Salty Wench. In his possession was a scroll that he appears to have used as a journal and if it is to be believed, details his trek to Djerad Kusold. (Give the players Handout 4.)
- Father Thorn expects that the PCs will perform this task because it is the right thing to do, and as the leader of a rebellion made up mostly of the poor, he has no real money to pay the PCs for this task, but feels confident that the Swallowed City will contain many treasures, with which the PCs can compensate themselves.

Father Thorn doesn't know much more than the above, although he can relay any information about Melabrauth or Djerad Kusold that is found in Appendix 1, as can any PC that succeeds in a Moderate DC History check.

Assuming the PCs agree to the mission, read the following:

Father Thorn nods and smiles briefly. "Your task is important and the trek will be dangerous. I advise you to stay below the jungle canopy at all times, lest you be seen by patrolling dragons. In some places you may even have to hack your way through the jungle and there's no telling what you may run across roaming around, as the jungle is a foreign land to most humanoids." He pulls out a small bag and hands each of you a small prism, slightly warm to the touch. "I have one of these for each of you. They might help you bypass the defenses of certain creatures, including dragons. I wish you luck. Perhaps one day you will become the greatest dragon slayers known in the lands. I hear they're already telling the tales of the Heroes of Tarsith all around the Ports."

Father Thorn hands each PC an *elemental prism*, described in the New Rules section. While he tells them it may be useful against some draconic creatures, the primary purpose of these items is to give them a method for dealing with the vault in Encounter 4. He also hands one of the party a Linked Portal scroll and the diagram to a permanent portal in Marrauk. Father Thorn explains that once they have the dragonbane amber, they can use the portal to return, as he expects there may be huge quantities that need transport.

EAVESDROPPING

While the PCs are talking to Father Thorn, have them attempt a Hard DC Perception check to notice that one of the barmaids seems to be hovering near their conversation and attempting to look like she is working. If the PC is trained in Insight or Streetwise, the check is against the Moderate DC instead.

Chalse Sprocketwrench, a gnomish woman and relatively new employee at the Salty Wench has been dispatched here to keep an eye on Father Thorn by Nandrel Gostur of the Shadowkiss, a criminal organization that makes its coin trafficking in poisons and drugs. Nandrel is not yet a believer in the rebellion, but Father Thorn and a group of heroes rescued his son from a dragon recently (events in ABER4-1 *The Price of Freedom*). Since then, Nandrel has becoming conflicted enough, that he has sent one of his operatives, Chalse to

watch over the good Father and make sure he isn't endangered; as well as report back on the Scions activities.

Chalse is a rogue talented in the arts of conversation and observation. She is not here to start a fight but only to watch over Father Thorn, steering him from trouble. Having noticed the arrival of several heavily armed individuals, she is concerned. If the PCs notice her, she does not try to run or fight, she knows that she is likely not a match for the party. Rather she will approach them in hushed conversation suggesting that the PCs likely do not wish to draw attention to themselves. If any of the party have either of the story awards ABER04 **Marked for Death** or ABER05 **Gratitude of Nandrel Gostur**, she recognizes them and relaxes a little. If not, she is sly, but on guard.

Use the following when role-playing Chalse:

- Chalse, is coy with information trying to spend more time drawing out details from the PCs. She gives them just enough to keep them talking, at least until she is convinced enough to help them (DM's choice as to how much this takes to do this). She will admit that she is here to watch and protect Father Thorn at the behest of other interested parties.
- Chalse tries not to lie, but can be evasive if she feels the PCs are getting too much out of her. If they are open and honest about their plans, she will be as well.
- Chalse is not Evil, but rather Unaligned. Her organization is most interested in making money running a black market under the dragons' tyrannical rule.
- Chalse knows enough about Father Thorn, and if some of the PCs possess the above story awards also the PCs, that she knows they are up to something against the dragons. Her goal is to repay her master's debt and keep Father Thorn and the PCs out of the dragons' claws while they go on whatever foolhardy plan they have.
- If the PCs are willing to speak about their plan, or at least roughly where they are going, Chalse produces a detailed map of the area, along with notes about common patrols and areas that local dragons frequently hunt. Her map does not depict the ruins they seek. If the PCs use this map they gain a +4 item bonus to their Primary skill checks of Scene 1 and 2 of Encounter Two.
- Chalse explains that this map was made by a friend of hers, an elven man named Tyrial. Tyrial has gone missing scouting the area for more patrols, and if the PCs intend to take the map and journey in this area, she asks for them to

keep an out for him and either bring him or news of his fate back to her.

- Chalse plans to continue watching over Father Thorn while he stays in Marrauk but then her task ends. She would not be surprised if there is another operative waiting for Father Thorn to leave, and pick up her duties.

GETTING A MAP

It is possible that the PCs will not see Chalse, thus never interacting with her, or simply wish to procure their own map.

If the PCs spend a few hours searching the sand scrubbed streets of Marrauk, they locate Alistan Charts, run by an near deaf dragonborn scribe named Alistan. He has many maps and it is possible to purchase a map of the area for AL*10 gp. Alistan'smap is not as detailed as Chalse's map, though is similar. It also does not depict the ruins that the PCs are looking for. It provides a +2 item bonus to their Primary skill checks of Scene 1 and 2 of Encounter Two. Note that the bonuses of the maps are not cumulative.

ENDING THE ENCOUNTER

When the PCs are ready, proceed to Encounter 2

MILESTONE

The PCs do not earn any XP for this encounter, and it does not count towards a milestone.

TREASURE

The party gains a scroll of Linked Portal. In addition, each PC is given an *elemental prism*.

ENCOUNTER 2: JUNGLE FEVER

SKILL CHALLENGE LEVEL 12/14/15/18/20

The PCs must enter the hostile region of Melabrauth and follow the clues in the journal to find Djerad Kusold. This encounter is a multi-scene skill challenge that isn't completed until the PCs locate the outpost.

Each scene of the skill challenge encompasses an entire day of game time. Each check is made at the end of the day, and subjects PCs who fail it to fatigue points (see Fatigue Point sidebar for penalties).

DM Note: It is assumed that the PCs are on foot and moving at a standard pace for this skill challenge. Should the PCs choose to use mounts, run the challenge as written, the mounts are no faster than walking, due to needing larger trails to use, because of their size. Should the PCs be using the Traveler's Chant ritual to speed things up, you will have to make a couple minor cosmetic changes.

If the PCs have flying mounts Father Thorn recommends against this as flying above the canopy will make it both easy for the enemy to spot them and hard for them to spot what they are looking for.

The DM may also wish to give bonuses or automatic successes to some of the skill checks in this Encounter if the PCs have magic items, powers, class features, or rituals that would aid them in their travels.

SKILL CHALLENGE: FIND THE RUINS

Goal: The PCs find the outpost without losing too many resources.

Complexity: 3 (special)

Primary Skills: Varies, check the individual scenes

Other Skills: Varies, check the individual scenes

Victory/Defeat: There is not a traditional win or lose for this skill challenge. Instead the skill challenge determines how many resources they have available to them due to their accumulation of fatigue points on the third day when they arrive at the outpost.

Each day is a group skill challenge where the PCs succeed as long as at least half of the PCs roll successes.

With a farewell and a good luck, Father Thorn sees you off from the Salty Wench. Based on the journal entries, this trip is likely to involve several days of trekking through enemy territory and jungle.

SCENE 1: THE FIRST DAY

On the first day out from the city, the PCs primarily have to contend with bugs and staying out of view of creatures in the jungle and overhead.

The first day out from Marrauk isn't too bad. Staying just inside the tree line and following the coast isn't difficult, and the day passes by rather monotonously. The bugs are rather thick in the air when you begin but after you travel for a couple hours, they're almost non-existent.

Primary Skill:

Special (Moderate DC x2; group check, 1 success)

At the end of each game day, all PCs must make two checks as part of group combined skill check. Each PC must attempt an Endurance check followed by a second check of their choice from Acrobatics, Athletics or Nature. Each PC should then combine the total of their checks to determine their overall skill check value to determine their success or failure. The target number for the combined check is double the moderate DC for that AL. For instance, at AL12, a PC would have to earn a 40 or higher on the two checks combined.

Each PC that fails their combined check gains a point of fatigue upon waking the next day, indicating their inability to deal with the jungle conditions. If more than half of the PCs fail the combined check for the day, then all party members gain an additional point of fatigue for the day, meaning that some PCs will start off the following day with 2 points of fatigue.

Secondary Skill:

Heal [Moderate DC] (not a success or failure)

Prior to making the primary checks, one PC may attempt to help another PC with their injuries, making them less severe and likely to fester due to the bugs. This check may only be performed on each PC once, regardless of success. Success on this check grants the targeted PC a +5 bonus to their combined score for the primary check. Failure bestows a -2 penalty to that PCs combined score.

The fatigue point is gained at the end of the extended rest, the following morning. At that time various things may be done to assist with the fatigue points, either on a temporary basis, or a permanent basis, as described in the Fatigue Point sidebar.

SCENE 2: THE SECOND DAY

This day is the same as the first, assuming the PCs are being cautious. Instead of having to worry about bug

swarms, today they have to sneak away from various creatures in the wild.

The second day starts out much like the first, but it's not long before you can tell that you're in a foreign region. You see the occasional dragon or other large creature flying high above the canopy, and the creatures you encounter at ground level are even more unusual. At one point you almost stumble across the four-headed beast in the journal, but you were able to avoid it, barely.

Primary Skill:

Special (Moderate DC x2; group check, 1 success)

At the end of each game day, all PCs must make two checks as part of group combined skill check. Each PC must attempt an Endurance check followed by a second check of their choice from Acrobatics, Athletics or Nature. Each PC should then combine the total of their checks to determine their overall skill check value to determine their success or failure. The target number for the combined check is double the moderate DC for that AL. For instance, at AL12, a PC would have to earn a 40 or higher on the two checks combined.

Each PC that fails their combined check gains a point of fatigue upon waking the next day, indicating their inability to deal with the jungle conditions. If more than half of the PCs fail the combined check for the day, then all party members gain an additional point of fatigue for the day, meaning that some PCs will start off the following day with 2 points of fatigue.

Secondary Skill:

Perception or Stealth [Moderate DC] (not a success or failure)

If the PC was careful during the day and on the lookout for danger, he is able to avoid the wounds inflicted by the four headed creature during this day. This check may only be attempted once per PC. Success confers a +5 bonus on the combined check, while failure incurs a -5 penalty.

All of the action takes place on the third day. At the start of the day a PC can have anywhere from 0-4 Fatigue Points.

SCENE 3: THE MORNING OF DAY THREE

Assuming the PCs did nothing to speed them on their way; they are now leaving the shoreline and head due west towards the mountains. If so, read the following text:

Breaking camp on the third day, you take your last gaze on the shoreline and plunge due west into the forest. There are no game trails or waterways to guide your path here, and you must hack your way through vines, making this portion of your trek extremely slow going and tiring.

If the PCs have used methods to grant them faster than normal movement for the majority of the module, read the following text:

Morning dawns on your third day. Unlike the group in the journal, you're already at the base of the mountains due to your enhanced travel speed. The last half day has been the hardest by far, as you've had to hack your way through the jungle vines. The way forward should be easier now, as you can travel the border of the forest, where it is less thick. Based upon the journal entries, you should be only a couple hours from your destination.

Proceed to Encounter 3. At the completion of Encounter 3, return here for the final scene.

SCENE 4: AFTERNOON OF DAY THREE, FINDING THE TEMPLE

Read the following if the PCs are on foot at normal speed:

After a few hours of hacking through the jungle you stand at the base of the mountains as the wall of vines becomes easier and easier to navigate. Following the clues of the journal you turn north and follow the mountain line, staying just inside the tree line.

Read the following if the PCs were on an accelerated pace:

After the ambush by the strange Chuul, cautiously move forward through the jungle. Following the clues of the journal you continue to move north along the tree line.

Primary Skills:

Perception [Moderate DC] (2 successes maximum)

The PC notices a bit of a bleached humanoid skeleton, which has been both charred and gnawed on. Failure still grants this information, as we want PCs to know they're close, however they suffer a -2 penalty to their Heal or Insight rolls.

A second check with this skill locates the entrance to the outpost, after a success with either Heal or Insight (see below) opens up the second check. If the PCs

cannot locate the entrance they eventually succeed but due to the extra time expended in their searching, the party suffers another fatigue point.

Heal [Hard DC] (1 success maximum)

The PC can tell that the humanoid was in fact a dragonborn, and that it died within the last few months and was gnawed on after it was charred. A failed check garners no information. A success also opens up the use of Perception a second time.

Insight [Moderate DC] (1 success maximum)

The journal indicated that a red dragon attacked the rest of his expedition. It's possible that this skeleton is the remains of one of the other members, and that Djerad Kusold could be nearby. A failed check garners no information. A success also opens up the use of Perception a second time.

ENDING THE ENCOUNTER

The encounter ends when the PCs locate the outpost, proceed to Encounter 4. This encounter counts towards a milestone.

MILESTONE

This encounter counts towards a milestone.

TREASURE

The PCs do not find any treasure in this encounter.

FATIGUE POINTS

Fatigue points are accrued via failures in the skill challenge for encounter two. These points are intended to provide a mechanism to deal with a skill challenge that covers multiple game days. In a normal skill challenge the PCs would suffer some sort of short-term deficit (usually the loss of a healing surge or a penalty to an upcoming encounter), but that doesn't work when an extended rest can remove all negative effects. This system is designed to mimic the strain of a hard journey and is a cross between a disease track and a normal skill challenge.

- PCs suffer a cumulative -2 penalty to Initiative checks and to their healing surge value for each Fatigue point they are carrying.
- Any PC with 3 or more Fatigue points is also slowed and weakened.
- A PC may remove one Fatigue point temporarily by using a minor action to expend a healing surge, daily utility power, or daily attack power or action point. Fatigue removed in this way must be handled the same way again, after every a short rest.
- A Remove Affliction ritual accompanied by a Moderate DC Heal check removes a single Fatigue point from the character targeted by the ritual permanently.
- Characters that die and return from the dead have zero Fatigue points when they return, no matter how many they had when they died.
- Two days of complete bedrest removes all fatigue points permanently.

In addition to the above methods, the DM is encouraged to allow other methods to provide for the removal of points, either temporarily or permanently, as befits the situation. For instance, a PC who spends the night in a *restful bedroll* should remove a point temporarily. When adjudicating such effects, keep in mind that the failure is incurred during the day's travels, not during the extended rest, so anything which affects the extended rest should have no bearing on Fatigue Points.

ENCOUNTER 3: CALL OF THE CHUUL

ENCOUNTER LEVEL 13/15/17/19/21

CREATURES

This encounter includes the following creatures at all Adventure Levels:

- 3 chuul militants (M)
- 1 chuul flamespewer (F)
- 1 chuul bombardier (B)

SCALING THE ENCOUNTER

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

Four PCs: Remove one of the chuul militants

Six PCs: Add another chuul militant. If the party seems especially strong, make it a bombardier or a flamespewer, but be careful, as the addition of more artillery can make the fight much more dangerous.

SETUP

This encounter has a slightly different introduction depending on if the group is moving at normal speed, or an accelerated speed. If the group is moving normally, read the following:

The way through the jungle is tiring, only the occasional swampy region offering a respite from the hacking of vines, but of course those regions have their own complications. Deep spots are the most common problem, as are the creatures that lie in wait around watery regions, hoping to catch prey. As you traverse through this latest section of swampy jungle, you realize that this area is going to be harder to navigate than the others as a gray, crablike creature lunges at you from the water.

If the group is already moving north near the mountains, read the following:

Despite the easier time travelling through this section of the jungle, it's not without its dangers. The small rivers coming down from the mountains don't always stay confined to narrow rivulets, and some areas are rather swampy, with an ever-present danger of sinkholes. As you traverse through this latest section of swampy jungle, you realize that this one is going to be harder to

navigate than the others as a gray, crablike creature lunges at you from the water.

If the PCs are travelling with any large creatures, such as mounts, give the monsters a +2 bonus to initiative for each large creature, to reflect the amount of noise the party is making as it moves through the jungle. The chuul will never be surprised, but if the party has taken efforts to be stealthy, such as the use of a *Traveler's Camouflage* ritual, feel free to halve or eliminate the initiative bonus for the monsters. The chuuls do not gain this bonus at all if the party is capable of moving silently.

FEATURES OF THE AREA

This area has a few important features.

Illumination: It is day and there is ample light.

Water: Any section that is water on the map is 10 feet deep brackish water with a slight current. Any PCs who fall into the water is pulled 1 square towards the bottom of the map at the end of the end of their turn (only if there is water to the south). This pull can be negated during the PC's turn by making an Easy Athletics (swim) check as a minor action.

Any square that is both water and land is spongy and treacherous. Any creature wearing heavy armor that steps into such a square must make a Moderate Acrobatics check or fall 1 square to the side, into the water. Creatures that are Large or bigger are not pulled by the current.

PCs trying to keep their head above water during combat treat the water as rough, which requires a DC15 Athletics check.

Vine-Choked Water: Any square in the water that is green and marked as difficult terrain is an area where the water is choked with algae and vines. Entering any of these squares costs three squares of movement for creatures using Athletics to swim or two squares of movement for creatures with a Swim speed.

Log Bridge: Moving across the log is difficult, as it is slightly wet and slippery. Treat the log as difficult terrain, and any time a creature is hit by an attack while on the log, they must make a Moderate DC Acrobatics check or fall into the water in an adjacent square.

TACTICS

The chuul militants focus on herding PCs towards the water so that they are easier to swarm. Knowing that the edge of the water is more dangerous for heavier opponents, they will prefer those targets. At ALs 18 and 20 the militants use their charge powers in an attempt to knock creatures into the water at the opening of combat.

The flamespewer and bombardier will both focus on the back ranks of the PCs, attempting to bring them closer. At all times they will try to remain swimming, staying out of easy melee reach from the shore.

Should any PC or mount end up in the water, all of the chuul will attempt to swarm them, even if it means provoking attacks. Those monsters will then attack that creature until they are unconscious, which could result in an unconscious PC drowning. Each round that a PC is unconscious underwater they must make a DC 20 Endurance check. Failure means the loss of a healing surge. Each round the check DC increases by 5 until the PC dies or is no longer underwater. A PC that fails the check and has no surges remaining instead takes damage equal to his or her level. (Suffocation rules, Rules Compendium page 180.)

These combatants are defending their home and will fight until the death.

ENDING THE ENCOUNTER

The PCs are free to resume their hunt for Djerad Kusold, return to Scene 4 of Encounter 2. This encounter counts towards a milestone.

MILESTONE

This encounter counts towards a milestone.

TREASURE

Amidst the pool are the remains of a recently gnawed upon elven man who matches Chalse's description of Tyrial. He has a *dreamstone amulet* +3/+4 that the PCs make take as treasure. In addition, if the PCs bring back news of his death, they are rewarded with Story Award ABER08.

ENCOUNTER 3: CALL OF THE CHUUL (ADVENTURE LEVEL 12)

Chuul Militant (Level 13)	Level 13 Soldier
Large aberrant magical beast (aquatic)	XP 800
HP 132; Bloodied 66	Initiative +12
AC 29, Fortitude 27, Reflex 24, Will 25	Perception +11
Speed 6, swim 6	
TRAITS	
Tentacle Net	
A creature hit by a chuul militant's opportunity attack is immobilized until the end of the chuul's next turn.	
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 2 (one creature); +18 vs. AC	
Hit: 2d6 + 9 damage, or 3d6 + 16 damage against immobilized creatures.	
M Double Attack • At-Will	
Effect: The chuul militant makes two claw attacks. If both claw attacks hit a single target, the chuul makes a secondary attack against the same target with its tentacles.	
Secondary Attack: Melee 2 (one creature); +16 vs. Fortitude	
Hit: 2d6 + 9 damage, and the target is immobilized (save ends).	
Str 24 (+13)	Dex 18 (+10) Wis 20 (+11)
Con 20 (+11)	Int 6 (+4) Cha 15 (+8)
Alignment Evil Languages Deep Speech	

Chuul Bombardier	Level 13 Artillery
Large aberrant magical beast (aquatic)	XP 800
HP 106; Bloodied 53	Initiative +7
AC 27, Fortitude 26, Reflex 23, Will 23	Perception +13
Speed 4, swim 4	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 2 (one creature); +18 vs. AC	
Hit: 2d10 + 5 damage	
A Gaze of Abyssal Horror (charm, psychic) • At-Will	
Attack: Area burst 1 within 10 (creatures in burst); +18 vs. Will	
Hit: 2d8 + 2 damage, and ongoing 10 psychic damage (save ends).	
First Failed Saving Throw: The target makes a melee basic attack or a ranged basic attack against its nearest ally as a free action.	
Second Failed Saving Throw: The target is dominated (save ends).	
Skills Stealth +12	
Str 19 (+10)	Dex 12 (+7) Wis 14 (+8)
Con 22 (+12)	Int 2 (+2) Cha 8 (+5)
Alignment Evil Languages Deep Speech	
Note: Reskinned abyssal basilisk	

Chuul Flamespewer (Level 13)	Level 13 Artillery
Large aberrant magical beast (aquatic)	XP 800
HP 102; Bloodied 51	Initiative +7
AC 25, Fortitude 25, Reflex 23, Will 23	Perception +7
Speed 6, swim 6	
Resist 10 fire	
STANDARD ACTIONS	
m Bite (fire) • At-Will	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 2d6 + 9 damage, and the target takes ongoing 5 fire damage (save ends).	
R Flame Spew (fire) • At-Will	
Attack: Ranged 12 (one creature); +18 vs. Reflex	
Hit: 2d8 + 12 fire damage, and the target takes ongoing 5 fire damage (save ends).	
R Flaming Burst (fire) • Recharge 5-6	
Attack: Area burst 2 within 10 (creatures in burst); +17 vs. Reflex	
Hit: 2d6 + 16 fire damage, and the target takes ongoing 10 fire damage (save ends).	
Miss: Half damage, and the target takes ongoing 5 fire damage (save ends).	
Str 17 (+9)	Dex 13 (+7) Wis 13 (+7)
Con 18 (+10)	Int 2 (+3) Cha 7 (+4)
Alignment Evil Languages Deep Speech	
Note: Reskinned redspawn flamespewer	

ENCOUNTER 3: CALL OF THE CHUUL (ADVENTURE LEVEL 14)

Chuul Militant (Level 15)	Level 15 Soldier
Large aberrant magical beast (aquatic)	XP 1,200
HP 149; Bloodied 74	Initiative +13
AC 31, Fortitude 29, Reflex 26, Will 27	Perception +12
Speed 6, swim 6	
TRAITS	
Tentacle Net	
A creature hit by a chuul militant's opportunity attack is immobilized until the end of the chuul's next turn.	
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 2 (one creature); +20 vs. AC	
Hit: 2d6 + 11 damage, or 3d6 + 18 damage against immobilized creatures.	
M Double Attack • At-Will	
Effect: The chuul militant makes two claw attacks. If both claw attacks hit a single target, the chuul makes a secondary attack against the same target with its tentacles.	
Secondary Attack: Melee 2 (one creature); +18 vs. Fortitude	
Hit: 2d6 + 11 damage, and the target is immobilized (save ends).	
Str 25 (+14)	Dex 19 (+11) Wis 21 (+12)
Con 21 (+12)	Int 7 (+5) Cha 16 (+9)
Alignment Evil	Languages Deep Speech

Chuul Bombardier (Level 15)	Level 15 Artillery
Large aberrant magical beast (aquatic)	XP 1,200
HP 119; Bloodied 59	Initiative +8
AC 29, Fortitude 28, Reflex 25, Will 25	Perception +14
Speed 4, swim 4	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 2 (one creature); +20 vs. AC	
Hit: 2d10 + 7 damage	
A Gaze of Abyssal Horror (charm, psychic) • At-Will	
Attack: Area burst 1 within 10 (creatures in burst); +20 vs. Will	
Hit: 2d8 + 4 damage, and ongoing 10 psychic damage (save ends).	
First Failed Saving Throw: The target makes a melee basic attack or a ranged basic attack against its nearest ally as a free action.	
Second Failed Saving Throw: The target is dominated (save ends).	
Skills Stealth +13	
Str 20 (+12)	Dex 13 (+8) Wis 15 (+9)
Con 23 (+13)	Int 3 (+3) Cha 9 (+6)
Alignment Evil	Languages Deep Speech
Note: Reskinned abyssal basilisk	

Chuul Flamespewer (Level 15)	Level 15 Artillery
Large aberrant magical beast (aquatic)	XP 1,200
HP 115; Bloodied 57	Initiative +8
AC 27, Fortitude 27, Reflex 25, Will 25	Perception +8
Speed 6, swim 6	
Resist 10 fire	
STANDARD ACTIONS	
m Bite (fire) • At-Will	
Attack: Melee 1 (one creature); +20 vs. AC	
Hit: 2d8 + 9 damage, and the target takes ongoing 5 fire damage (save ends).	
R Flame Spew (fire) • At-Will	
Attack: Ranged 12 (one creature); +20 vs. Reflex	
Hit: 2d8 + 12 fire damage, and the target takes ongoing 5 fire damage (save ends).	
R Flaming Burst (fire) • Recharge 5-6	
Attack: Area burst 2 within 10 (creatures in burst); +19 vs. Reflex	
Hit: 2d6 + 18 fire damage, and the target takes ongoing 10 fire damage (save ends).	
Miss: Half damage, and the target takes ongoing 5 fire damage (save ends).	
Str 18 (+11)	Dex 14 (+9) Wis 14 (+9)
Con 19 (+11)	Int 3 (+4) Cha 8 (+6)
Alignment Evil	Languages Deep Speech
Note: Reskinned redspawn flamespewer	

ENCOUNTER 3: CALL OF THE CHUUL (ADVENTURE LEVEL 16)

Chuul Militant (Level 17)	Level 17 Soldier
Large aberrant magical beast (aquatic)	XP 1,600
HP 166; Bloodied 83	Initiative +15
AC 33, Fortitude 31, Reflex 28, Will 29	Perception +14
Speed 6, swim 6	
TRAITS	
Tentacle Net	
A creature hit by a chuul militant's opportunity attack is immobilized until the end of the chuul's next turn.	
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 2 (one creature); +22 vs. AC	
Hit: 2d8 + 10 damage, or 2d12 + 18 damage against immobilized creatures.	
M Double Attack • At-Will	
Effect: The chuul militant makes two claw attacks. If both claw attacks hit a single target, the chuul makes a secondary attack against the same target with its tentacles.	
Secondary Attack: Melee 2 (one creature); +20 vs. Fortitude	
Hit: 2d8 + 10 damage, and the target is immobilized (save ends).	
Str 26 (+16)	Dex 20 (+13) Wis 22 (+14)
Con 22 (+14)	Int 8 (+7) Cha 17 (+10)
Alignment Evil	Languages Deep Speech

Chuul Bombardier (Level 17)	Level 17 Artillery
Large aberrant magical beast (aquatic)	XP 1,600
HP 132; Bloodied 66	Initiative +10
AC 31, Fortitude 30, Reflex 27, Will 27	Perception +16
Speed 4, swim 4	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 2 (one creature); +22 vs. AC	
Hit: 2d12 + 6 damage	
A Gaze of Abyssal Horror (charm, psychic) • At-Will	
Attack: Area burst 1 within 10 (creatures in burst); +22 vs. Will	
Hit: 3d6 + 4 damage, and ongoing 10 psychic damage (save ends).	
First Failed Saving Throw: The target makes a melee basic attack or a ranged basic attack against its nearest ally as a free action.	
Second Failed Saving Throw: The target is dominated (save ends) and the ongoing psychic damage increases to 15.	
Skills Stealth +15	
Str 21 (+13)	Dex 14 (+10) Wis 16 (+11)
Con 24 (+15)	Int 4 (+5) Cha 10 (+8)
Alignment Evil	Languages Deep Speech
Note: Reskinned abyssal basilisk	

Chuul Flamespewer (Level 17)	Level 17 Artillery
Large aberrant magical beast (aquatic)	XP 1,600
HP 128; Bloodied 64	Initiative +10
AC 29, Fortitude 29, Reflex 27, Will 27	Perception +10
Speed 6, swim 6	
Resist 10 fire	
STANDARD ACTIONS	
m Bite (fire) • At-Will	
Attack: Melee 1 (one creature); +22 vs. AC	
Hit: 3d6 + 9 damage, and the target takes ongoing 5 fire damage (save ends).	
R Flame Spew (fire) • At-Will	
Attack: Ranged 12 (one creature); +22 vs. Reflex	
Hit: 2d8 + 12 fire damage, and the target takes ongoing 5 fire damage (save ends).	
R Flaming Burst (fire) • Recharge 5-6	
Attack: Area burst 2 within 10 (creatures in burst); +21 vs. Reflex	
Hit: 3d6 + 17 fire damage, and the target takes ongoing 10 fire damage (save ends).	
Miss: Half damage, and the target takes ongoing 5 fire damage (save ends).	
Str 19 (+12)	Dex 15 (+10) Wis 15 (+10)
Con 20 (+13)	Int 4 (+6) Cha 9 (+7)
Alignment Evil	Languages Deep Speech
Note: Reskinned redspawn flamespewer	

ENCOUNTER 3: CALL OF THE CHUUL (ADVENTURE LEVEL 18)

Chuul Militant (Level 19)	Level 19 Soldier
Large aberrant magical beast (aquatic)	XP 2,400
HP 180; Bloodied 90	Initiative +15
AC 35, Fortitude 32, Reflex 30, Will 31	Perception +11
Speed 6, swim 8	
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 2 (one creature); +24 vs. AC	
Hit: 2d8 + 11 damage, plus 1d10 when charging.	
Effect: The target is marked until the end of the chuul militant's next turn.	
m Storming Charge • Encounter	
Requirement: The chuul militant must be charging to use this attack.	
Attack: Melee 2 (one creature); +24 vs. AC	
Hit: 3d6 + 16 damage, and the militant makes a secondary attack against the target.	
Secondary Attack: +22 vs. Fortitude	
Secondary Hit: The target is pushed 2 squares and marked until the end of the chuul militant's next turn.	
TRIGGERED ACTIONS	
M Quick Kick • At-Will	
Trigger: When a creature moves into a space where it flanks the chuul militant.	
Effect: 1d8 + 11 damage,	
M Snap Claw • At-Will	
Trigger: When a creature marked by the chuul militant makes an attack that does not include it.	
Attack (immediate reaction): Melee 2 (triggering creature) +22 vs. Fortitude	
Hit: 2d8 + 11 damage.	
Str 23 (+15)	Dex 19 (+13) Wis 14 (+11)
Con 20 (+14)	Int 11 (+9) Cha 21 (+14)
Alignment Evil Languages Deep Speech	
Note: Reskinned centaur fey charger, changed damage to untyped, removed the ranged attack.	

Chuul Flamespewer (Level 19)	Level 19 Artillery
Large aberrant magical beast (aquatic)	XP 2,400
HP 141; Bloodied 70	Initiative +12
AC 31, Fortitude 31, Reflex 29, Will 29	Perception +12
Speed 6, swim 6	
Resist 15 fire	
STANDARD ACTIONS	
m Bite (fire) • At-Will	
Attack: Melee 1 (one creature); +24 vs. AC	
Hit: 3d6 + 11 damage, and the target takes ongoing 5 fire damage (save ends).	
R Flame Spew (fire) • At-Will	
Attack: Ranged 12 (one creature); +24 vs. Reflex	
Hit: 3d6 + 16 fire damage, and the target takes ongoing 10 fire damage (save ends).	
R Flaming Burst (fire) • Recharge 5-6	
Attack: Area burst 2 within 10 (creatures in burst); +23 vs. Reflex	
Hit: 3d6 + 15 fire damage, and the target takes ongoing 15 fire damage (save ends).	
Miss: Half damage, and the target takes ongoing 10 fire damage (save ends).	
Str 20 (+14)	Dex 16 (+12) Wis 16 (+12)
Con 21 (+14)	Int 5 (+7) Cha 10 (+9)
Alignment Evil Languages Deep Speech	
Note: Reskinned redspawn flamespewer	

Chuul Bombardier (Level 19)		Level 19 Artillery
Large aberrant magical beast (aquatic)		XP 2,400
HP 142; Bloodied 71		Initiative +10
AC 33, Fortitude 32, Reflex 31, Will 31		Perception +9
Resist 10 psychic		
Speed 6, swim 6		
STANDARD ACTIONS		
m Rebuking Claw (psychic) • At-Will		
Attack: Melee 2 (one creature); +24 vs. AC		
Hit: 1d8 + 11 damage plus 1d8 psychic damage, and the bombardier gains total concealment against the target (save ends).		
M Forgetting Ray (charm, psychic) • At-Will		
Attack: Ranged 20 (one creature); +24 vs. Reflex		
Hit: 3d6 + 16 psychic damage, and the target can only use basic attacks and at-will powers during its next turn.		
A Soul Scourge (charm, psychic) • Encounter (recharges when first bloodied and when it uses vengeful spirit)		
Attack: Area burst 2 within 15 (enemies in burst); +24 vs. Will		
Hit: 2d8 + 11 psychic damage, and the target takes ongoing 10 psychic damage (save ends).		
TRIGGERED ACTIONS		
R Fateful Transposition (teleportation) • Encounter		
Trigger: When an enemy attacks the chuul bombardier.		
Attack (<i>immediate interrupt</i>): Ranged 10 (triggering creature) +24 vs. Will		
Effect: The target and the bombardier exchange places. The triggering enemy's attack deals half damage to the bombardier, and the target takes damage equal to half the attack's damage.		
Vengeful Spirit • Encounter		
Trigger: When the bombardier is first reduced to 0 hit points.		
Effect: On the bombardier's next turn it stands as a vengeful spirit as a free action. The bombardier loses its resistance to psychic damage, gains the undead and insubstantial keywords and has 15 hit points.		
Str 12 (+10)	Dex 13 (+10)	Wis 10 (+9)
Con 22 (+15)	Int 24 (+16)	Cha 25 (+16)
Alignment Evil		Languages Deep Speech
Note: Reskinned deva fallen star servitor, changed resistance/damage to psychic		

ENCOUNTER 3: CALL OF THE CHUUL (ADVENTURE LEVEL 20)

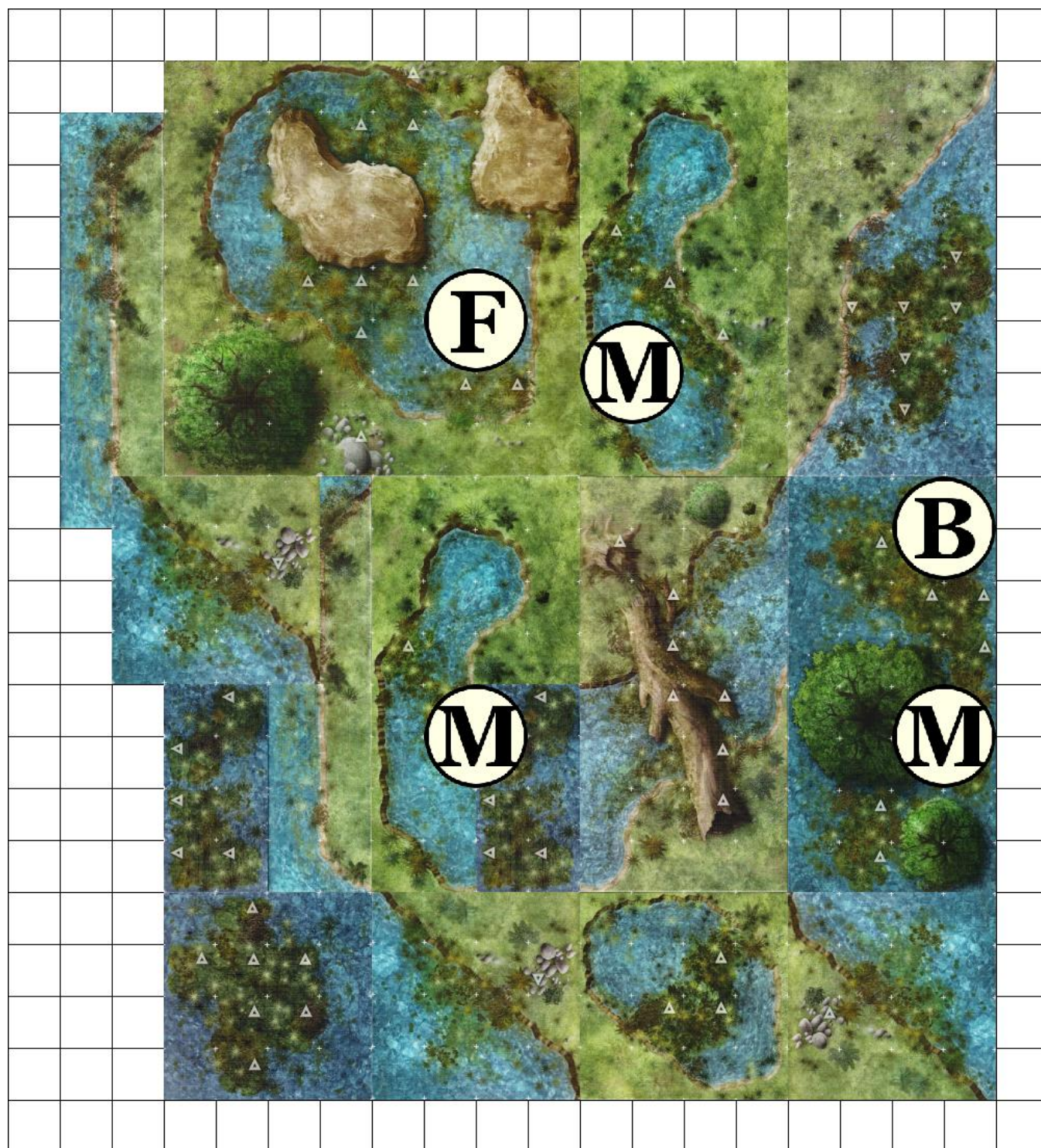
Chuul Militant (Level 21)	Level 21 Soldier
Large aberrant magical beast (aquatic)	XP 3,200
HP 197; Bloodied 98	Initiative +17
AC 37, Fortitude 34, Reflex 32, Will 33	Perception +12
Speed 6, swim 8	
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 2 (one creature); +26 vs. AC	
Hit: 3d6 + 11 damage, plus 1d10 when charging.	
Effect: The target is marked until the end of the chuul militant's next turn.	
m Storming Charge • Encounter	
Requirement: The chuul militant must be charging to use this attack.	
Attack: Melee 2 (one creature); +26 vs. AC	
Hit: 2d12 + 16 damage, and the militant makes a secondary attack against the target.	
Secondary Attack: +24 vs. Fortitude	
Secondary Hit: The target is pushed 2 squares and marked until the end of the chuul militant's next turn.	
TRIGGERED ACTIONS	
M Quick Kick • At-Will	
Trigger: When a creature moves into a space where it flanks the chuul militant.	
Effect: 2d6 + 11 damage,	
M Snap Claw • At-Will	
Trigger: When a creature marked by the chuul militant makes an attack that does not include it.	
Attack (immediate reaction): Melee 2 (triggering creature) +22 vs. Fortitude	
Hit: 3d6 + 11 damage.	
Str 24 (+17)	Dex 20 (+15) Wis 15 (+12)
Con 21 (+15)	Int 12 (+11) Cha 22 (+16)
Alignment Evil Languages Deep Speech	
Note: Reskinned centaur fey charger, changed damage to untyped, removed the ranged attack.	

Chuul Flamespewer (Level 21)	Level 21 Artillery
Large aberrant magical beast (aquatic)	XP 3,200
HP 154; Bloodied 77	Initiative +13
AC 33, Fortitude 33, Reflex 31, Will 31	Perception +13
Speed 6, swim 6	
Resist 15 fire	
STANDARD ACTIONS	
m Bite (fire) • At-Will	
Attack: Melee 1 (one creature); +26 vs. AC	
Hit: 2d12 + 6 damage, and the target takes ongoing 10 fire damage (save ends).	
R Flame Spew (fire) • At-Will	
Attack: Ranged 12 (one creature); +26 vs. Reflex	
Hit: 2d12 + 16 fire damage, and the target takes ongoing 10 fire damage (save ends).	
R Flaming Burst (fire) • Recharge 5-6	
Attack: Area burst 2 within 10 (creatures in burst); +25 vs. Reflex	
Hit: 3d8 + 12 fire damage, and the target takes ongoing 15 fire damage (save ends).	
Miss: Half damage, and the target takes ongoing 10 fire damage (save ends).	
Str 21 (+15)	Dex 17 (+13) Wis 17 (+13)
Con 22 (+16)	Int 6 (+9) Cha 11 (+10)
Alignment Evil Languages Deep Speech	
Note: Reskinned redspawn flamespewer	

Chuul Bombardier (Level 21)	Level 21 Artillery
Large aberrant magical beast (aquatic)	XP 3,200
HP 155; Bloodied 77	Initiative +12
AC 35, Fortitude 34, Reflex 33, Will 33	Perception +10
Resist 10 psychic	
Speed 6, swim 6	
STANDARD ACTIONS	
m Rebuking Claw (psychic) • At-Will	
Attack: Melee 2 (one creature); +26 vs. AC	
Hit: 2d6 + 11 damage plus 1d6 psychic damage, and the bombardier gains total concealment against the target (save ends).	
M Forgetting Ray (charm, psychic) • At-Will	
Attack: Ranged 20 (one creature); +26 vs. Reflex	
Hit: 2d12 + 16 psychic damage, and the target can only use basic attacks and at-will powers during its next turn.	
A Soul Scourge (charm, psychic) • Encounter (recharges when first bloodied and when it uses vengeful spirit)	
Attack: Area burst 2 within 15 (enemies in burst); +26 vs. Will	
Hit: 3d6 + 11 psychic damage, and the target takes ongoing 10 psychic damage (save ends).	
TRIGGERED ACTIONS	
R Fateful Transposition (teleportation) • Encounter	
Trigger: When an enemy attacks the chuul bombardier.	
Attack (immediate interrupt): Ranged 10 (triggering creature) +26 vs. Will	
Effect: The target and the bombardier exchange places. The triggering enemy's attack deals half damage to the bombardier, and the target takes damage equal to half the attack's damage.	
Vengeful Spirit • Encounter	
Trigger: When the bombardier is first reduced to 0 hit points.	
Effect: On the bombardier's next turn it stands as a vengeful spirit as a free action. The bombardier loses its resistance to psychic damage, gains the undead and insubstantial keywords and has 20 hit points.	
Str 13 (+11)	Dex 14 (+12)
Con 23 (+16)	Int 25 (+17)
	Wis 11 (+10)
	Cha 26 (+18)
Alignment Evil	Languages Deep Speech
Note: Reskinned deva fallen star servitor, changed resistance/damage to psychic	

ENCOUNTER 3: CALL OF THE CHUUL MAP

TILE SETS NEEDED
DN2 The Witchlight Fens (x2)



ENCOUNTER 4: DJERAD KUSOLD?

The PCs have reached their destination; unfortunately, it's a little small to be a fabled stronghold, more likely a guard post.

It's easy to tell why this outpost has gone so long without being noticed. The entrance of it is cleverly concealed by strategically placed boulders. If it weren't for the skeletal remains nearby you probably would have missed this place entirely.

Carefully checking the sky, you see no evidence of dragons or any other creature. You should be able to jog across the open ground quickly, without being detected.

Assuming the PCs cross, continue with the following.

The entrance leads into the mountain only a few feet before opening into a larger room. It's easy to imagine the red dragon in the journal reaching its long head into this room and looking around.

There is no light source inside this area, and the twisting entrance (as seen on the map for Encounter 5) precludes much light coming in from outside. Once the PCs have enabled a light source (or use other senses), continue with the description.

The room contains the charred remains of furniture, two skeletons, and two unmelted wall sconces that still contain torches. On one of the side walls is a small, round portal, about two feet in diameter that looks like a door or a window. There is some writing on the face of the portal, and the area around it is blackened from the breath of the red dragon, but for some reason the portal is unblemished.

Give the PCs a moment to look around and describe the room to them conversationally, using the following info:

- There are charred remains of 2 bunks beds in the back corner. Little remains of them. A desk rests in the near corner not quite out of the reach of whatever fire claimed the beds. It is badly charred, but still remains. On the desk is a piece of red leather.
- The red leather is actually a piece of red dragonhide, which appears to be the cover to a book entitled "A History of Faerûnian Dragonslayers." The contents of the book were written on normal paper and destroyed by the red dragon's attack, however.

- The room is approximately 30'x50' and appears to have been carved out of the mountain using magical assistance. A Moderate DC History check should suggest that this is likely not Djerad Kusold, the rebel stronghold made by former slaves.
- The portal is unblemished, other than the inscription. An Easy Arcana check reveals that it is magical and for some reason seems to have fully resisted the effects of the red dragon's breath.
- A Hard DC Perception check reveals that there is some sort of magical glyph above the entrance to the door, but it does not seem to be active. A Moderate DC Arcana check suggests that it requires a dragon or similar creature to enter the room to activate. It does not seem to be activated by humanoids. If the PCs decide to disarm it anyway, see Encounter 5 for details. Note that if the PCs have draconic mounts and they try to bring them inside the barracks, the dragonbane ward also activates and they will have to deal with it sooner than expected. Keep track of rounds, as the chimeras still arrive as described in Encounter 5.

THE PORTALS

While the PCs are working on the portals, keep track of failures, either failed skill checks or the use of incorrect elemental effects on the portals, as these have a bearing on the combat in Encounter 5. This isn't a true skill challenge, so there is no "failure condition," but the longer the PCs take to figure out how to get through the series of doors before the creature's attack condition triggers has an impact on the combat.

If the PCs seem stuck on how to proceed against any door, due to a lack of a certain energy type, remind them of torches in the sconces. Using the *elemental prism*, the PCs can change torch damage to any of the necessary elements.

Portal 1: Fire

The inscription on the portal reads, in Draconic, "Did the mighty paladin and hero Thaidgalbe the Foehammer bring low the dastardly female dragon Katchendyn, known also as Deathember."

A moderate Arcana or History check can confirm this is true, a part of Abeir's history from the time of the rebellion against the dragons. In addition, a successful check confirms that that Deathember was a red dragon.

Using any sort of fire effect on this portal, to include a torch, will open it for 24 hours. Inside they will find

two more skeletons, the last of the expedition, as well as another portal with inscription.

Portal 2: Cold

The inscription on this portal reads, in Draconic, “The mighty barbarian Vesmur bring an end to the terror of Rhaelladaegarys, also known as Frozenmist.”

A moderate Arcana or History check can confirm this is true, a part of Abeir’s history from the time of the rebellion against the dragons. In addition, a successful check confirms that that Frozenmist was a white dragon.

Using any sort of cold effect on this portal will open it for 24 hours.

Portal 3: Acid

The inscription on the third portal reads, in Draconic, “The young duke, Bramund of house Colwer did lead the cowardly Angurmarious, also known as The Night Death to his death.”

A moderate Arcana or History check can confirm this is true, a part of Abeir’s history from the time of the rebellion against the dragons. In addition, a successful check confirms that that The Night Death was a black dragon.

Using any sort of acid effect on this portal will open it for 24 hours.

Portal 4: Poison

The inscription on the fourth portal reads, in Draconic, “The pompous Gibar-Kathil was brought low by the human wizard Muldlarn of the Howling Mountains, though the creature’s bite will eventually lay him low many days later.”

A moderate Arcana or History check can confirm this is true, a part of Abeir’s history from the time of the rebellion against the dragons. In addition, a successful check confirms that that Gibar-Kathil was a green dragon.

A Hard DC confers the knowledge that this is false information and that the dragon actually died of old age and Muldlarn circulated false stories of his deed.

Using any sort of poison effect on this portal will open it for 24 hours.

Portal 5: Lightning

The inscription of the fifth portal reads, in Draconic, “The honorable ranger Wirlgyn Pemnock brought down the thieving Rangiramus amidst storm and rain.”

A moderate Arcana or History check can confirm this is true, a part of Abeir’s history from the time of the rebellion against the dragons. In addition, a successful check confirms that that Rangiramus was a blue dragon.

Using any sort of lightning effect on this portal will open it for 24 hours.

As the PCs are progressing through the portals, pay attention to the manner in which they do so, as their presence has been noticed by a small pack of roaming chimera (see Encounter 5). If, at any point after the second round there are only two PCs in the main room or if any PC goes outside the chambers, the creatures will attack. If the creatures wait a bit and another PC joins the main group in the room, they will attack as well, thinking that the main group is going to keep getting bigger, so they want to attack now. When the combat actually starts will depend on when a trigger condition is met, as described fully in Encounter 5.

THE VAULT

Once the PCs have bypassed all five portals they reach the vault. Inside is one large chunk of dragonbane amber and some loot and historical documents.

The last portal door slides to the side and you are finally rewarded with some sort of payoff. Inside is a storage case which holds a large chunk of material that looks like amber, as well as some papers written in Draconic. Also of note in the vault are a couple of pairs of armor and weapons.

Inside the vault are the following items:

- Chunk of dragonbane amber, not the huge quantities that the PCs had hoped for.
- A large pile of gold, the amount varying by AL.
- A significant supply of ancient weapons and armor; now aged beyond use.
- Marked barrels and crates that were filled with food and other supplies; now turned to dust by the passage of time.
- The following magic items (depending on AL): *defender’s armor* +4, *mirror of deception*, *orb of dragonkind* +3/+4, *ring of freedom of movement*.

MILESTONE

This encounter counts towards a milestone.

TREASURE

See above (the items inside the vault).

ENCOUNTER 5: ATTACK OF THE CHIMERA

ENCOUNTER LEVEL 14/16/18/20/22

CREATURES

This encounter includes the following creatures at all Adventure Levels:

2 adult chimera (C)

4 immature chimera (I)

Dragonbane Ward Trap

SCALING THE ENCOUNTER

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

Four PCs: Decrease the level of the adult chimera by one, which lowers their defenses, attacks, and damage rolls by 1. Also lower their hit points by 20. If the party is weak, also remove one of the immature chimeras. Decrease the DC to disable the dragonbane ward by 2.

Six PCs: Increase the level of the adult chimera by one, which adds one to their defenses, attacks, and damage rolls. Also increase their hit points by 20. Add two immature chimeras that arrive one round after the first four. Increase the attack bonus of the dragonbane ward by 1.

SETUP

A family of chimera lair in the area and have detected the arrival of the party. The chimera show up outside after the PCs have been working on the portal puzzle for two rounds, but wait for the best moment to pounce.

If the PCs post a guard outside, adjust this encounter accordingly. Assuming they don't, the chimera attempts to wait until there are only two PCs or less in the main chamber to launch their attack. If the group gets bigger (such as going down to three PCs, then back up to four), they will attack then, as well, as it looks like the group is getting stronger. If any PC in the main chamber has a Passive Perception score that exceeds the Moderate DC for the encounter level, allow them to notice the chimera waiting just outside the room.

As you work on the puzzle of the portals your attention is diverted as a low growl emanates from the entrance to the room. A pair of strange creatures with three heads enter the room. They both have three heads, a lion, a goat, and a dragon, but the dragon head of one is

white, while the other is blue. Accompanying these two beasts are a number of smaller ones, which look like babies. The babies also have a number of heads with varying dragon head colors.

For each failure on the portals, either in terms of failed skill checks or using the wrong element on a portal, give the creatures a +2 to their initiative, to a maximum of +6. If the party has had an especially hard or easy time to this point or the PCs actions dictate it, adjust accordingly, to include giving the one side a surprise round.

FEATURES OF THE AREA

This area has the following features.

Illumination: There is no light source in the main chamber, although there are wall sconces in the treasure room which have torches in them that can be lit.

Ceiling: The ceiling inside this area is 15 feet high, except in the area of the portal doors, which is only 5 feet high.

Difficult Terrain: The areas of difficult terrain near the entrance and in the back corners are the remains of the desk and the bunk beds. This furniture is charred and aged and makes it difficult to move through these squares.

Dragonbane Ward: The ward above the portal doors flares to life when the chimera (and their draconic heads) enter the hallway to the barracks.

Portal Doors: Moving through one of these doors adds an extra square of movement to reflect the tight squeeze. Also, any attacks through two portal doors have cover; four or more doors provide superior cover, even if the target is in a straight line from the origin.

TACTICS

The adult chimera charge headlong into battle, setting up their triple attack, and attempt to pin down as many foes as possible. If the party is grouped tightly it may consider using its dragons breath attack.

The immature chimera use this to their advantage, hanging back from the fray and spitting breath at anything that gets too close, or that seems to be taking the beatings of the adults easily. They try to avoid entering the room.

If both adults die, any living children will attempt to flee, but the adults fight to the death.

The dragonbane ward flares to life the moment the first chimera enter the hallway to the barracks. It fires at the end of every round hitting everyone (PCs and chimera alike) in the room, but not those in the hallway

to the barracks, the portal hallway, or the vault. It continues to fire until all the chimera have left the barracks or are slain, or the trap is disabled.

ENDING THE ENCOUNTER

The encounter ends when all of the opponents are defeated.

MILESTONE

The encounter counts towards a milestone.

TREASURE

There is no treasure found in this encounter.

ENCOUNTER 5: ATTACK OF THE CHIMERA (ADVENTURE LEVEL 12)

Adult Chimera (Level 13)	Level 13 Elite Brute
Large natural magical beast	XP 1,600
HP 324; Bloodied 162; see also bloodied breath	Initiative +9
AC 25, Fortitude 27, Reflex 21, Will 22	Perception +12
Speed 6, fly 10 (dumsy), overland flight 15	
Resist 10 <elemental>	
Saving Throws +2; Action Points 1	
STANDARD ACTIONS	
m Lion's Bite • At-Will	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 2d8 + 12 damage.	
M Ram's Charge • At-Will	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 2d10 + 10 damage, and the target is pushed 1 square or knocked prone.	
M Triple Threat • At-Will	
Effect: The chimera makes the following three melee attacks, each one against a different target.	
Lion's Bite: +18 vs. AC; 2d8 + 12 damage.	
Dragon's Bite: +18 vs. AC; 2d12 + 8 damage	
Ram's Gore: +18 vs. AC; 2d10 + 10 damage, and the target is knocked prone.	
C Dragon's Breath • Encounter	
Attack: Close blast 5 (creatures in blast); +16 vs. Reflex	
Hit: 3d6 + 6 <elemental> damage, and ongoing 10 <elemental> damage (save ends).	
TRIGGERED ACTIONS	
Bloodied Breath • Encounter	
Trigger: When first bloodied	
Effect (Free): Dragon's Breath recharges and the chimera uses it.	
Parental Rage • At-Will	
Trigger: An adjacent creature kills an immature chimera	
Effect (Immediate Reaction): The adult chimera uses lion's bite against the triggering creature.	
Str 23 (+12)	Dex 16 (+9)
Con 22 (+12)	Int 5 (+3)
	Wis 13 (+7)
	Cha 16 (+9)
Alignment unaligned	Languages Common, Draconic

Note: Adjust the element of the dragon's breath attack and their resistance for the head; cold for the white, lightning for the blue. Added the Parental Rage power

Immature Chimera (Level 13)	Level 13 Minion Lurker
Medium natural magical beast	XP 200
HP 1; a missed attack never damages a minion	Initiative +13
AC 27, Fortitude 23, Reflex 26, Will 26	Perception +4
Speed 4, fly 6 (clumsy)	
Resist 10 <elemental>	
STANDARD ACTIONS	
m Lion's Bite • At-Will	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 10 damage.	
r Dragon's Spit • At-Will	
Attack: Ranged 10 (one creature); +17 vs. Reflex	
Hit: 8 <elemental> damage, and 5 ongoing <elemental> damage (save ends).	
Str 23 (+12)	Dex 16 (+9)
Con 22 (+12)	Int 5 (+3)
	Wis 8 (+4)
	Cha 16 (+9)
Alignment unaligned	Languages Common, Draconic

Note: Adjust the element of the dragon's spit attack and their resistance for the color of the immature chimera's head. Red is fire, blue is lightning, white is cold, green is poison.

Dragonbane Ward (Elite)	Level 10 Elite Blaster
Trap	XP 1000
Trap: When a dragon or draconic, nonhumanoid creature enters the guard post, the ward activates causing blasts of random types to fill the 30' x 50' room outside the vault.	
Perception	
♦ DC 28: The character notices the faint glyph	
♦ Additional Skill: Arcana - A DC 20 Arcana confirms it is magical and is not armed by the presence of humanoids, but would activate if a dragon was present.	
Trigger	
If a dragon, or related non-humanoid creature such as chimera enters the guard post, the ward activates and begins to fill the room with damaging blasts at the end of every round. Roll randomly for which type of blast is used each round.	
Attack	
Standard Action	Close blast special (6 by 10 squares)
Target: Each creature in blast	
Attack: +11 vs. Reflex	
Hit (roll effect each round):	
1 - <i>Acid</i> : 2d6+6 points of acid damage and 10 ongoing acid (save ends)	
2 - <i>Cold</i> : 2d6+6 points of cold damage and slowed (save ends)	
3 - <i>Fire</i> : 2d6+6 points of fire damage and 10 ongoing fire (save ends)	
4 - <i>Lightning</i> : 2d6+6 points of lighting damage and -2 Defenses (save ends)	
5 - <i>Poison</i> : 2d6+6 points of poison damage and creature loses all resistances (save ends)	
6 - <i>Thunder</i> : 2d6+6 points of thunder damage and dazed (save ends)	
Countermeasures	
♦ A character who makes a successful Arcana or Thievery check (DC 20 while adjacent to the ward can delay prevent the ward from firing at the end of the current round.	
♦ A character who makes a successful Arcana or Thievery check (DC 28 while adjacent to the ward can disable the ward permanently.	
♦ Failing either of these checks by 5 or more, or attacking the ward sets off the trap immediately (and again at the end of the current round as normal).	

Note: Reskinned/modified version of the Caustic Blast trap from FR1 Scepter Tower of Spellgard.

ENCOUNTER 5: ATTACK OF THE CHIMERA (ADVENTURE LEVEL 14)

Adult Chimera (Level 15)	Level 15 Elite Brute
Large natural magical beast	XP 2,400
HP 366; Bloodied 183; see also bloodied breath	Initiative +10
AC 27, Fortitude 29, Reflex 23, Will 24	Perception +12
Speed 6, fly 10 (dumsy), overland flight 15	
Resist 10 <elemental>	
Saving Throws +2; Action Points 1	
STANDARD ACTIONS	
m Lion's Bite • At-Will	
Attack: Melee 1 (one creature); +20 vs. AC	
Hit: 2d8 + 14 damage.	
M Ram's Charge • At-Will	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 2d10 + 12 damage, and the target is pushed 1 square or knocked prone.	
M Triple Threat • At-Will	
Effect: The chimera makes the following three melee attacks, each one against a different target.	
Lion's Bite: +20 vs. AC; 2d8 + 14 damage.	
Dragon's Bite: +20 vs. AC; 2d12 + 10 damage	
Ram's Gore: +20 vs. AC; 2d10 + 12 damage, and the target is knocked prone.	
C Dragon's Breath • Encounter	
Attack: Close blast 5 (creatures in blast); +18 vs. Reflex	
Hit: 3d6 + 8 <elemental> damage, and ongoing 10 <elemental> damage (save ends).	
TRIGGERED ACTIONS	
Bloodied Breath • Encounter	
Trigger: When first bloodied	
Effect (Free): Dragon's Breath recharges and the chimera uses it.	
Parental Rage • At-Will	
Trigger: An adjacent creature kills an immature chimera	
Effect (Immediate Reaction): The adult chimera uses lion's bite against the triggering creature.	
Str 24 (+14)	Dex 17 (+10) Wis 14 (+9)
Con 23 (+13)	Int 5 (+4) Cha 17 (+10)
Alignment unaligned	Languages Common, Draconic

Note: Adjust the element of the dragon's breath attack and their resistance for the head; cold for the white, lightning for the blue. Added the Parental Rage power

Immature Chimera (Level 15)	Level 15 Minion Lurker
Medium natural magical beast	XP 300
HP 1; a missed attack never damages a minion	Initiative +14
AC 29, Fortitude 25, Reflex 28, Will 28	Perception +5
Speed 4, fly 6 (clumsy)	
Resist 10 <elemental>	
STANDARD ACTIONS	
m Lion's Bite • At-Will	
Attack: Melee 1 (one creature); +20 vs. AC	
Hit: 11 damage.	
r Dragon's Spit • At-Will	
Attack: Ranged 10 (one creature); +17 vs. Reflex	
Hit: 9 <elemental> damage, and 5 ongoing <elemental> damage (save ends).	
Str 24 (+14)	Dex 17 (+10) Wis 9 (+5)
Con 23 (+13)	Int 5 (+4) Cha 17 (+10)
Alignment unaligned	Languages Common, Draconic

Note: Adjust the element of the dragon's spit attack and their resistance for the color of the immature chimera's head. Red is fire, blue is lightning, white is cold, green is poison.

Dragonbane Ward (Elite)	Level 12 Elite Blaster
Trap	XP 1400
Trap: When a dragon or draconic, nonhumanoid creature enters the guard post, the ward activates causing blasts of random types to fill the 30' x 50' room outside the vault.	
Perception	
♦ DC 29: The character notices the faint glyph	
♦ Additional Skill: Arcana - A DC 21 Arcana confirms it is magical and is not armed by the presence of humanoids, but would activate if a dragon was present.	
Trigger	
If a dragon, or related non-humanoid creature such as chimera enters the guard post, the ward activates and begins to fill the room with damaging blasts at the end of every round. Roll randomly for which type of blast is used each round.	
Attack	
Standard Action	Close blast special (6 by 10 squares)
Target: Each creature in blast	
Attack: +13 vs. Reflex	
Hit (roll effect each round):	
1 - <i>Acid</i> : 2d8+6 points of acid damage and 10 ongoing acid (save ends)	
2 - <i>Cold</i> : 2d8+6 points of cold damage and slowed (save ends)	
3 - <i>Fire</i> : 2d8+6 points of fire damage and 10 ongoing fire (save ends)	
4 - <i>Lightning</i> : 2d8+6 points of lighting damage and -2 Defenses (save ends)	
5 - <i>Poison</i> : 2d8+6 points of poison damage and creature loses all resistances (save ends)	
6 - <i>Thunder</i> : 2d8+6 points of thunder damage and dazed (save ends)	
Countermeasures	
♦ A character who makes a successful Arcana or Thievery check (DC 21 while adjacent to the ward can delay prevent the ward from firing at the end of the current round.	
♦ A character who makes a successful Arcana or Thievery check (DC 29 while adjacent to the ward can disable the ward permanently.	
♦ Failing either of these checks by 5 or more, or attacking the ward sets off the trap immediately (and again at the end of the current round as normal).	

Note: Reskinned/modified version of the Caustic Blast trap from FR1 Scepter Tower of Spellgard.

ENCOUNTER 5: ATTACK OF THE CHIMERA (ADVENTURE LEVEL 16)

Adult Chimera (Level 17)	Level 17 Elite Brute
Large natural magical beast	XP 3,200
HP 408; Bloodied 204; see also bloodied breath	Initiative +12
AC 27, Fortitude 29, Reflex 23, Will 24	Perception +15
Speed 6, fly 10 (dumsy), overland flight 15	
Resist 10 <elemental>	
Saving Throws +2; Action Points 1	
STANDARD ACTIONS	
m Lion's Bite • At-Will	
Attack: Melee 1 (one creature); +22 vs. AC	
Hit: 3d6 + 14 damage.	
M Ram's Charge • At-Will	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 3d8 + 12 damage, and the target is pushed 1 square or knocked prone.	
M Triple Threat • At-Will	
Effect: The chimera makes the following three melee attacks, each one against a different target.	
Lion's Bite: +22 vs. AC; 3d6 + 14 damage.	
Dragon's Bite: +22 vs. AC; 3d10 + 10 damage	
Ram's Gore: +22 vs. AC; 3d8 + 12 damage, and the target is knocked prone.	
C Dragon's Breath • Encounter	
Attack: Close blast 5 (creatures in blast); +20 vs. Reflex	
Hit: 2d12 + 8 <elemental> damage, and ongoing 10 <elemental> damage (save ends).	
TRIGGERED ACTIONS	
Bloodied Breath • Encounter	
Trigger: When first bloodied	
Effect (Free): Dragon's Breath recharges and the chimera uses it.	
Parental Rage • At-Will	
Trigger: An adjacent creature kills an immature chimera	
Effect (Immediate Reaction): The adult chimera uses lion's bite against the triggering creature.	
Str 25 (+15)	Dex 18 (+12)
Con 24 (+15)	Int 5 (+5)
	Wis 15 (+10)
	Cha 18 (+12)
Alignment unaligned	Languages Common, Draconic

Note: Adjust the element of the dragon's breath attack and their resistance for the head; cold for the white, lightning for the blue. Added the Parental Rage power

Immature Chimera (Level 17)	Level 17 Minion Lurker
Medium natural magical beast	XP 400
HP 1; a missed attack never damages a minion	Initiative +16
AC 31, Fortitude 27, Reflex 30, Will 30	Perception +7
Speed 4, fly 6 (clumsy)	
Resist 10 <elemental>	
STANDARD ACTIONS	
m Lion's Bite • At-Will	
Attack: Melee 1 (one creature); +22 vs. AC	
Hit: 12 damage.	
r Dragon's Spit • At-Will	
Attack: Ranged 10 (one creature); +19 vs. Reflex	
Hit: 10 <elemental> damage, and 5 ongoing <elemental> damage (save ends).	
Str 25 (+15)	Dex 18 (+12)
Con 24 (+15)	Int 5 (+5)
	Wis 10 (+7)
	Cha 18 (+12)
Alignment unaligned	Languages Common, Draconic

Note: Adjust the element of the dragon's spit attack and their resistance for the color of the immature chimera's head. Red is fire, blue is lightning, white is cold, green is poison.

Dragonbane Ward (Elite)	Level 14 Elite Blaster
Trap	XP 2000
Trap: When a dragon or draconic, nonhumanoid creature enters the guard post, the ward activates causing blasts of random types to fill the 30' x 50' room outside the vault.	
Perception	
♦ DC 31: The character notices the faint glyph	
♦ Additional Skill: Arcana - A DC 22 Arcana confirms it is magical and is not armed by the presence of humanoids, but would activate if a dragon was present.	
Trigger	
If a dragon, or related non-humanoid creature such as chimera enters the guard post, the ward activates and begins to fill the room with damaging blasts at the end of every round. Roll randomly for which type of blast is used each round.	
Attack	
Standard Action	Close blast special (6 by 10 squares)
Target: Each creature in blast	
Attack: +15 vs. Reflex	
Hit (roll effect each round):	
1 - <i>Acid</i> : 2d8+7 points of acid damage and 10 ongoing acid (save ends)	
2 - <i>Cold</i> : 2d8+7 points of cold damage and slowed (save ends)	
3 - <i>Fire</i> : 2d8+7 points of fire damage and 10 ongoing fire (save ends)	
4 - <i>Lightning</i> : 2d8+7 points of lightning damage and -2 Defenses (save ends)	
5 - <i>Poison</i> : 2d8+7 points of poison damage and creature loses all resistances (save ends)	
6 - <i>Thunder</i> : 2d8+7 points of thunder damage and dazed (save ends)	
Countermeasures	
♦ A character who makes a successful Arcana or Thievery check (DC 22 while adjacent to the ward can delay prevent the ward from firing at the end of the current round.	
♦ A character who makes a successful Arcana or Thievery check (DC 31 while adjacent to the ward can disable the ward permanently.	
♦ Failing either of these checks by 5 or more, or attacking the ward sets off the trap immediately (and again at the end of the current round as normal).	

Note: Reskinned/modified version of the Caustic Blast trap from FR1 Scepter Tower of Spellgard.

ENCOUNTER 5: ATTACK OF THE CHIMERA (ADVENTURE LEVEL 18)

Adult Chimera (Level 19)	Level 19 Elite Brute
Large natural magical beast	XP 4,800
HP 450; Bloodied 225; see also bloodied breath	Initiative +13
AC 29, Fortitude 31, Reflex 25, Will 26	Perception +17
Speed 6, fly 10 (dumsy), overland flight 15	
Resist 15 <elemental>	
Saving Throws +2; Action Points 1	
STANDARD ACTIONS	
m Lion's Bite • At-Will	
Attack: Melee 1 (one creature); +24 vs. AC	
Hit: 3d6 + 16 damage.	
M Ram's Charge • At-Will	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 3d8 + 14 damage, and the target is pushed 1 square or knocked prone.	
M Triple Threat • At-Will	
Effect: The chimera makes the following three melee attacks, each one against a different target.	
Lion's Bite: +24 vs. AC; 3d6 + 16 damage.	
Dragon's Bite: +24 vs. AC; 3d10 + 12 damage	
Ram's Gore: +24 vs. AC; 3d8 + 14 damage, and the target is knocked prone.	
C Dragon's Breath • Encounter	
Attack: Close blast 5 (creatures in blast); +22 vs. Reflex	
Hit: 2d12 + 11 <elemental> damage, and an effect depending on the dragon head of the chimera.	
Blue: Ongoing 10 lightning damage and dazed (save ends both).	
White: Ongoing 10 cold damage and slowed (save ends both).	
TRIGGERED ACTIONS	
Bloodied Breath • Encounter	
Trigger: When first bloodied	
Effect (Free): Dragon's Breath recharges and the chimera uses it.	
Parental Rage • At-Will	
Trigger: An adjacent creature kills an immature chimera	
Effect (Immediate Reaction): The adult chimera uses lion's bite against the triggering creature.	
Str 26 (+17)	Dex 19 (+13)
Con 25 (+16)	Int 6 (+7)
	Wis 16 (+12)
	Cha 19 (+13)
Alignment unaligned	Languages Common, Draconic

Note: Adjust the element of the dragon's breath attack and their resistance for the head; cold for the white, lightning for the blue. Added the Parental Rage power

Immature Chimera (Level 19)	Level 19 Minion Lurker
Medium natural magical beast	XP 600
HP 1; a missed attack never damages a minion	Initiative +17
AC 33, Fortitude 29, Reflex 32, Will 32	Perception +8
Speed 4, fly 6 (clumsy)	
Resist 10 <elemental>	
STANDARD ACTIONS	
m Lion's Bite • At-Will	
Attack: Melee 1 (one creature); +24 vs. AC	
Hit: 13 damage.	
r Dragon's Spit • At-Will	
Attack: Ranged 10 (one creature); +21 vs. Reflex	
Hit: 12 <elemental> damage, and 10 ongoing <elemental> damage (save ends).	
Str 26 (+17)	Dex 19 (+13)
Con 25 (+16)	Int 6 (+7)
	Wis 11 (+8)
	Cha 19 (+13)
Alignment unaligned	Languages Common, Draconic

Note: Adjust the element of the dragon's spit attack and their resistance for the color of the immature chimera's head. Red is fire, blue is lightning, white is cold, green is poison.

Dragonbane Ward (Elite)	Level 16 Elite Blaster
Trap	XP 2800
Trap: When a dragon or draconic, nonhumanoid creature enters the guard post, the ward activates causing blasts of random types to fill the 30' x 50' room outside the vault.	
Perception	
♦ DC 32: The character notices the faint glyph	
♦ Additional Skill: Arcana - A DC 23 Arcana confirms it is magical and is not armed by the presence of humanoids, but would activate if a dragon was present.	
Trigger	
If a dragon, or related non-humanoid creature such as chimera enters the guard post, the ward activates and begins to fill the room with damaging blasts at the end of every round. Roll randomly for which type of blast is used each round.	
Attack	
Standard Action	Close blast special (6 by 10 squares)
Target: Each creature in blast	
Attack: +17 vs. Reflex	
Hit (roll effect each round):	
1 - <i>Acid:</i> 3d6+8 points of acid damage and 10 ongoing acid (save ends)	
2 - <i>Cold:</i> 3d6+8 points of cold damage and slowed (save ends)	
3 - <i>Fire:</i> 3d6+8 points of fire damage and 10 ongoing fire (save ends)	
4 - <i>Lightning:</i> 3d6+8 points of lighting damage and -2 Defenses (save ends)	
5 - <i>Poison:</i> 3d6+8 points of poison damage and creature loses all resistances (save ends)	
6 - <i>Thunder:</i> 3d6+8 points of thunder damage and dazed (save ends)	
Countermeasures	
♦ A character who makes a successful Arcana or Thievery check (DC 23 while adjacent to the ward can delay prevent the ward from firing at the end of the current round.	
♦ A character who makes a successful Arcana or Thievery check (DC 32 while adjacent to the ward can disable the ward permanently.	
♦ Failing either of these checks by 5 or more, or attacking the ward sets off the trap immediately (and again at the end of the current round as normal).	

Note: Reskinned/modified version of the Caustic Blast trap from FR1 Scepter Tower of Spellgard.

ENCOUNTER 5: ATTACK OF THE CHIMERA (ADVENTURE LEVEL 20)

Adult Chimera (Level 21)	Level 21 Elite Brute
Large natural magical beast	XP 6,400
HP 492; Bloodied 246; see also bloodied breath	Initiative +15
AC 31, Fortitude 33, Reflex 27, Will 28	Perception +18
Speed 6, fly 10 (dumsy), overland flight 15	
Resist 15 <elemental>	
Saving Throws +2; Action Points 1	
STANDARD ACTIONS	
m Lion's Bite • At-Will	
Attack: Melee 1 (one creature); +26 vs. AC	
Hit: 2d12 + 16 damage.	
M Ram's Charge • At-Will	
Attack: Melee 1 (one creature); +27 vs. AC	
Hit: 4d6 + 14 damage, and the target is pushed 1 square or knocked prone.	
M Triple Threat • At-Will	
Effect: The chimera makes the following three melee attacks, each one against a different target.	
Lion's Bite: +26 vs. AC; 2d12 + 16 damage.	
Dragon's Bite: +26 vs. AC; 4d8 + 10 damage	
Ram's Gore: +26 vs. AC; 4d6 + 14 damage, and the target is knocked prone.	
C Dragon's Breath • Encounter	
Attack: Close blast 5 (creatures in blast); +24 vs. Reflex	
Hit: 2d10 + 9 <elemental> damage, and an effect depending on the dragon head of the chimera.	
Blue: Ongoing 15 lightning damage and dazed (save ends both).	
White: Ongoing 15 cold damage and slowed (save ends both).	
TRIGGERED ACTIONS	
Bloodied Breath • Encounter	
Trigger: When first bloodied	
Effect (Free): Dragon's Breath recharges and the chimera uses it.	
Parental Rage • At-Will	
Trigger: An adjacent creature kills an immature chimera	
Effect (Immediate Reaction): The adult chimera uses lion's bite against the triggering creature.	
Str 27 (+18)	Dex 20 (+15)
Con 26 (+18)	Wis 17 (+13)
	Int 6 (+8)
	Cha 20 (+15)
Alignment unaligned	Languages Common, Draconic

Note: Adjust the element of the dragon's breath attack and their resistance for the head; cold for the white, lightning for the blue. Added the Parental Rage power

Immature Chimera (Level 21)	Level 21 Minion Lurker
Medium natural magical beast	XP 600
HP 1; a missed attack never damages a minion	Initiative +19
AC 35, Fortitude 31, Reflex 33, Will 33	Perception +10
Speed 4, fly 6 (clumsy)	
Resist 10 <elemental>	
STANDARD ACTIONS	
m Lion's Bite • At-Will	
Attack: Melee 1 (one creature); +26 vs. AC	
Hit: 14 damage.	
r Dragon's Spit • At-Will	
Attack: Ranged 10 (one creature); +23 vs. Reflex	
Hit: 9 <elemental> damage, and 10 ongoing <elemental> damage (save ends).	
Str 27 (+18)	Dex 20 (+15)
Con 26 (+18)	Wis 12 (+10)
	Int 6 (+7)
	Cha 20 (+15)
Alignment unaligned	Languages Common, Draconic

Note: Adjust the element of the dragon's spit attack and their resistance for the color of the immature chimera's head. Red is fire, blue is lightning, white is cold, green is poison.

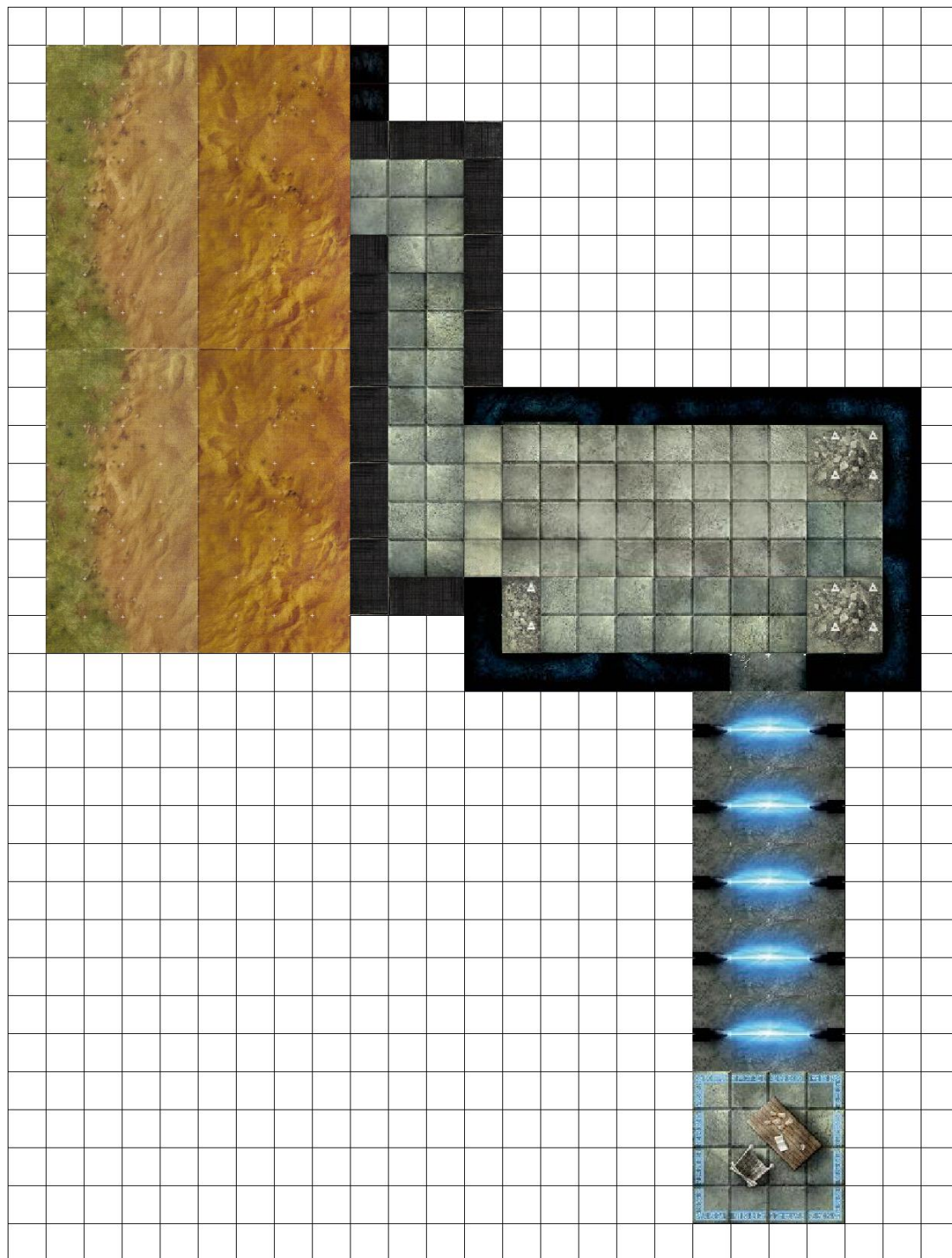
Dragonbane Ward (Elite)	Level 18 Elite Blaster
Trap	XP 4000
Trap: When a dragon or draconic, nonhumanoid creature enters the guard post, the ward activates causing blasts of random types to fill the 30' x 50' room outside the vault.	
Perception	
♦ DC 34: The character notices the faint glyph	
♦ Additional Skill: Arcana - A DC 25 Arcana confirms it is magical and is not armed by the presence of humanoids, but would activate if a dragon was present.	
Trigger	
If a dragon, or related non-humanoid creature such as chimera enters the guard post, the ward activates and begins to fill the room with damaging blasts at the end of every round. Roll randomly for which type of blast is used each round.	
Attack	
Standard Action	Close blast special (6 by 10 squares)
Target: Each creature in blast	
Attack: +19 vs. Reflex	
Hit (roll effect each round):	
1 - <i>Acid</i> : 3d6+9 points of acid damage and 10 ongoing acid (save ends)	
2 - <i>Cold</i> : 3d6+9 points of cold damage and slowed (save ends)	
3 - <i>Fire</i> : 3d6+9 points of fire damage and 10 ongoing fire (save ends)	
4 - <i>Lightning</i> : 3d6+9 points of lighting damage and -2 Defenses (save ends)	
5 - <i>Poison</i> : 3d6+9 points of poison damage and creature loses all resistances (save ends)	
6 - <i>Thunder</i> : 3d6+9 points of thunder damage and dazed (save ends)	
Countermeasures	
♦ A character who makes a successful Arcana or Thievery check (DC 25 while adjacent to the ward can delay prevent the ward from firing at the end of the current round.	
♦ A character who makes a successful Arcana or Thievery check (DC 34 while adjacent to the ward can disable the ward permanently.	
♦ Failing either of these checks by 5 or more, or attacking the ward sets off the trap immediately (and again at the end of the current round as normal).	

Note: Reskinned/modified version of the Caustic Blast trap from FR1 Scepter Tower of Spellgard.

ENCOUNTER 5: ATTACK OF THE CHIMERA MAP

TILE SETS NEEDED

DT2 Arcane Corridors, Dungeon Tiles Master Set: The Dungeon, DU7 Deserts of Athas (x2)



CONCLUDING THE ADVENTURE

Once the party has located all the treasure and dealt with the chimera, it's time for them to go. The ritual scroll they were given takes them directly back to Father Thorn where he is waiting for them.

As your vision clears after the disorienting vertigo that accompanies teleportation magic, you see Father Thorn sitting at a table reading a book. Glancing up at your arrival he smiles,

“So it’s true, you found it!”

Standing eagerly he moves towards you, all smiles.

And at this point the PCs inform him that this was just a minor little guard post, and that they were only able to recover this tiny portion of dragonbane amber.

Sighing, Father Thorn slumps into the chair he was just recently sitting in.

“I suppose it was too much to hope for, but I must continue to hope that one day we find enough of this to bring about a change.”

“Please, stay, rest awhile, perhaps we can come up with a strategic use for this piece of amber. I must confer with my advisors.”

If the PCs bring back the dragonbane amber they receive ABER06 and ABER07. PCs who bring Chalse back news of Tyrial's death at the hands of the Chuuls receive Story Award ABER08.

This Major Quest concludes with the adventure ABER4-3 A Little Rebellion.

REWARDS SUMMARY

At the conclusion of the adventure, the PCs earn XP, access to Treasures, and possibly Story Awards. All totals listed here are per PC, regardless of whether there were 4, 5, or 6 PCs in the party.

EXPERIENCE POINTS AND BASE GOLD

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

ADVENTURE LEVEL 12

Minimum Possible XP: 1280 XP per PC

Locate the Outpost: +210 XP

Solve the Gate Puzzle: +210 XP

Recover the Amber: +700 XP

Maximum Possible XP: 2400 XP per PC

Base Gold per PC: 1600 gp

(Encounter 5: 1600 gp)

ADVENTURE LEVEL 14

Minimum Possible XP: 1800 XP per PC

Locate the Outpost: +350 XP

Solve the Gate Puzzle: +350 XP

Recover the Amber: +900 XP

Maximum Possible XP: 3400 XP per PC

Base Gold per PC: 2750 gp

(Encounter 5: 2750 gp)

ADVENTURE LEVEL 16

Minimum Possible XP: 2510 XP per PC

Locate the Outpost: +570 XP

Solve the Gate Puzzle: +570 XP

Recover the Amber: +1100 XP

Maximum Possible XP: 4750 XP per PC

Base Gold per PC: 5500 gp

(Encounter 5: 5500 gp)

ADVENTURE LEVEL 18

Minimum Possible XP: 3600 XP per PC

Locate the Outpost: +950 XP

Solve the Gate Puzzle: +950 XP

Recover the Amber: +1300 XP

Maximum Possible XP: 6800 XP per PC

Base Gold per PC: 11000 gp

(Encounter 5: 11000 gp)

ADVENTURE LEVEL 20

Minimum Possible XP: 5020 XP per PC

Locate the Outpost: +1390 XP

Solve the Gate Puzzle: +1390 XP

Recover the Amber: +1700 XP

Maximum Possible XP: 9500 XP per PC

Base Gold per PC: 16500 gp

(Encounter 5: 16500 gp)

TREASURE

All potential NPC payments or rewards, any treasure that the PCs could have looted during the adventure, and other monetary awards are included in the “Base Gold per PC.” At the conclusion of the adventure, each character receives the listed amount of gold, less any amounts that they did not find or earn, and may additionally select one Treasure from the following list.

A Treasure may give the PC more gold, a magic item, or something else of value. Each player makes one and only one selection for their character; multiple players may choose the same Treasure. Some of the listed Treasures may not be available if the PCs did not

complete the objective specified in the adventure to unlock that Treasure.

If a character buys or sells gear during the adventure (or pays for services, such as NPC ritual casting) add or subtract the amount from the base gold.

If a player selects a Treasure that gives their character more gold, add that amount to that character's base gold award. It is possible and permissible for a character to spend more gold than he or she earns during an adventure, but characters may not spend gold that they do not have. For details on selling items, see the *Living Forgotten Realms Campaign Guide*.

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

Certain Treasures have a minimum Adventure Level listed. That Treasure is not available if the group played below the listed AL. However, those who played at a higher AL can always choose from the lower-level options. (Treasures X, Y, and Z are always available at every Adventure Level.)

EACH PC SELECTS ONE OF THE FOLLOWING BUNDLES:

Adventure Level 12 and above:

Bundle A: *dreamstone amulet +3* (Level 12; *Dungeon Magazine* 155)

Found in Encounter 3

Bundle B: *orb of dragonkind +3* (Level 12; *Dragon Magazine* 394)

Found in Encounter 4

Adventure Level 14 and above:

Bundle C: *ring of freedom of movement* (Level 15; *Player's Handbook*)

Found in Encounter 4

Adventure Level 16 and above:

Bundle D: *dreamstone amulet +4* (Level 17; *Dungeon Magazine* 155)

Found in Encounter 3

Bundle E: *orb of dragonkind +4* (Level 17; *Dragon Magazine* 394)

Found in Encounter 4

Adventure Level 18 and above:

Bundle F: *mirror of deception* (Level 18; *Adventurer's Vault* 2)

Found in Encounter 4

Bundle G: *defender's armor +4* (Level 20; *Revenge of the Giants*)

Found in Encounter 4

All Adventure Levels:

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

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

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

AL 12: *elixir of dragonbreath* (level 17; *Adventurer's Vault*)

AL 14: *elixir of dragonbreath* (level 17; *Adventurer's Vault*)

AL 16: *elixir of dragonbreath* (level 17; *Adventurer's Vault*) plus 900 gp

AL 18: *elixir of dragonbreath* (level 17; *Adventurer's Vault*) plus 4,400 gp

AL 20: *elixir of dragonbreath* (level 17; *Adventurer's Vault*) plus 8,400 gp

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

AL 12: 1,000 gp

AL 14: 1,750 gp

AL 16: 3,500 gp

AL 18: 7,000 gp

AL 20: 11,000 gp

STORY AWARDS

ABER06 Favor of the Scions of Amber

You helped the Scions of Amber recover a small piece of dragonbane amber. The Scions' leader, Father Thorn, has sworn to reward you. This continues the Major Quest begun in ABER4-1.

This Story Award counts as a favor with the Scions of Amber Meta-Organization.

ABER07 A Touch of Amber

You have handled dragonbane amber. It left residual magic upon your body giving you the following single-use power. Strike through this paragraph when you use the power.

Touch of Amber ♦ Consumable

Trigger: You hit a dragon with an attack power and deal damage to the dragon.

Effect (Free Action): The triggering attack deals an additional 4d6 damage to the dragon.

ABER08 Tears of Chalse Sprocketwrench

You brought back news of the death of Chalse's friend Tyrial. While it is sad news, Chalse considers herself indebted to you. She plans to make it up to you, but doesn't know how yet. For now she has gifted you with one dose of *drowsy dust poison* (Dragon 373). You receive one dose of this consumable with the highest available item level that is less than or equal to your current character level.

NEW RULES

DEFENDER'S ARMOR LEVEL 15+ UNCOMMON

This armor glows with silver energy.

Lvl 15 +3 25,000 gp

Lvl 20 +4 125,000 gp

Armor: Chain, scale or plate

Enhancement Bonus: AC

Property: Resist 10 cold and resist 10 fire.
Level 25 or 30: Resist 15 and Resist 15

Power ♦Daily (Minor Action)

Until the end of your next turn, any attack that hits and marks an enemy also dazes that enemy (save ends).

Published in *Revenge of the Giants*, page 15.

DREAMSTONE AMULET LEVEL 12+ UNCOMMON

This amulet consists of a piece of onyxlike stone shot through with dimly glowing veins set in gold and hanging on a gold chain. The stone is carved to look like an eye, and its gold setting is like the lids of that eye. The glowing veins make the inky eye appear bloodshot with light. As you look at it, the golden lids blink, and the eye turns to focus on you.

Lvl 12 +3 13,000 gp

Lvl 17 +4 65,000 gp

Neck Slot

Enhancement Bonus: Fortitude, Reflex, and Will

Property: While asleep, you don't take the -5 penalty to Perception checks.

Power ♦Daily: Minor Action. Use this power to remove the blinded condition and gain blindsight until the end of your next turn.

Published in *Dungeon Magazine* 155, page 74.

DROWSY DUST LEVEL 3+ UNCOMMON

You blow the dust from the palm of your hand so it spreads through the air and clouds your opponent's senses.

Lvl 4 80 gp Lvl 14 1,600 gp

Lvl 9 320 gp Lvl 19 8,400 gp

Alchemical Item

Power (Consumable ♦ Poison): Standard Action.
Make

an attack: Ranged 2/5; +7 vs. Fortitude; the target takes a -2 penalty to defenses and a -5 penalty to Perception checks (save ends both).

Level 9: +12 vs. Fortitude

Level 14: +17 vs. Fortitude

Level 19: +22 vs. Fortitude

Level 24: +27 vs. Fortitude

Level 29: +32 vs. Fortitude

Published in *Dragon Magazine* 373, page 22.

ELEMENTAL PRISM LEVEL 16 UNCOMMON

This flickering prism focuses elemental power and converts it to a different element, bathing you in a protective glow.

Price: 45,000 gp

Wondrous Item

Power (Encounter): Free Action. Use this power when you make an attack that deals acid, cold, fire, lightning, poison, or thunder damage. Change all your attack's damage to a different type of your choice among those above. You gain resist 15 to your attack's original damage type until the end of your next turn.

Published in *Dungeon Magazine* 165, page 50.

ELIXIR OF DRAGON BREATH LEVEL 7+ UNCOMMON

Whether frigid, acidic, or crackling with energy, this liquid grants you a potent blast of dragon breath.

Lvl 7 100 gp

Lvl 17 2,600 gp

Consumable: Potion

Power (Acid, Cold, Fire, Lightning, Poison) ♦

Consumable: Minor Action. Use this power after your drink the elixir. Until the end of the encounter, you gain an at-will attack power that requires a standard action to use: Close blast 3; +10 vs. Reflex; on a hit, deal 2d6 + Constitution modifier damage of a type determined when the elixir is created: acid, cold, fire, lightning, or poison.

Level 17: +20 vs. Reflex; 3d6 + Constitution modifier damage.

Published in *Adventurer's Vault* page 186.

MIRROR OF DECEPTION LEVEL 18 UNCOMMON

When you stand before this wrought-iron framed mirror, you can change your looks to reflect your every whim.

Wondrous Item 85,000 gp

Power (Illusion): Standard Action. You gain the appearance of a member of any humanoid race of the same size category as you. Your clothing and equipment alter appearance as you desire. The illusion doesn't alter sound or texture, so a creature listening to you or touching you might detect the illusion. The illusion lasts until you leave the lair where the mirror resides, or until you end the effect as a free action.

Published in *Adventurer's Vault* 2 page 81.

ORBOF DRAGONKIND LEVEL 12+ UNCOMMON

This smooth crystal orb of swirling colors can grant you the power to command dragons.

Lvl 12 +3 13,000 gp

Lvl 17 +4 65,000 gp

Implement: Orb

Enhancement Bonus: attack rolls and damage rolls

Critical: +1d6 damage per plus, or +1d10 damage per plus against dragons.

Power (Charm, Implement) ♦Daily (Standard Action)

Attack: Ranged 20 (one dragon); Intelligence, Wisdom or Charisma + 4 vs. Will; on a hit, the target is dominated until the end of its next turn. On a miss, you are dazed until the end of your next turn.

Published in Dragon Magazine 394.

HANDOUT 1: NOTE FROM FATHER THORN

Provide this Handout to those PCs which just completed ABER4-1.

SAVIORS OF TARSITH,

NOW THAT YOU HAVE RESTED FROM YOUR ORDEAL, I WISH TO MEET WITH YOU TO DISCUSS THE WEAPON AGAINST THE DRAGONS THAT I MENTIONED PREVIOUSLY. I ASK YOU TO MEET ME AT THE SALTY WENCH TAVERN IN MARRAUK IN FIVE DAYS TIME.

MARRAUK IS A DESOLATE CITY, WITH WHIPPING SAND STORMS. MOST INHABITANTS FAVOR HOODED CLOAKS AND SCARVES TO COVER THEIR MOUTH AND EYES. ONE SIDE BENEFIT OF THE WEATHER IN MARRAUK IS THAT YOU WILL NOT GET STRANGE LOOKS KEEPING YOUR FEATURES HIDDEN FROM OTHERS.

I LOOK FORWARD TO SEEING YOU, AND TAKING ANOTHER STEP ON THE PATH TO THE END OF DRACONIC RULE!

FATHER THORN

HANDOUT 2: NOTE FROM FATHER THORN

Provide this Handout to those PCs which have not played ABER4-1 before.

ADVENTURER,

I HOPE YOU CAN FORGIVE ME FOR BEING SOMEWHAT CRYPTIC, AS I HAVE INFORMATION THAT WOULD BE DEVASTATING IF IT SHOULD FALL INTO THE WRONG HANDS. I AM THE LEADER OF A SMALL GROUP OF REBELS ON THE CONTINENT NOW KNOWN AS RETURNED ABEIR. OUR FONDEST DREAM IS THE OVERTHROW OF THE DRAGONS THAT HAVE RULED OUR LAND BY TERROR FOR MANY GENERATIONS. RECENTLY I'VE BECOME AWARE OF THE LOCATION OF AN ITEM THAT MIGHT BE ABLE TO HELP TURN THE TIDE OF THIS CONFLICT. CULTIVATING NUMEROUS SOURCES, YOUR NAME CAME TO MY ATTENTION AS SOMEONE WHO WOULD BE WILLING TO ASSIST. IF YOU DESIRE TO SEE A FOREIGN LAND, FIGHT DRAGONS, OR HELP A NOBLE CAUSE, I ASK THAT YOU MEET ME AT THE SALTY WENCH TAVERN IN MARRAUK IN FIVE DAYS TIME.

MARRAUK IS A DESOLATE CITY IN THE DUSK PORTS, WITH WHIPPING SAND STORMS. MOST INHABITANTS FAVOR HOODED CLOAKS AND SCARVES TO COVER THEIR MOUTH AND EYES.

I LOOK FORWARD TO MEETING YOU, AND TAKING ANOTHER STEP ON THE PATH TO THE END OF DRACONIC RULE

FATHER THORN

Included with the note is a ticket for passage to the Dusk Ports from Waterdeep.

HANDOUT 3: NOTE FROM FATHER THORN

Provide this Handout to those PCs which have completed ABER4-1 in the past, but have done other jobs since.

SAVIOR OF TARSITH,

IT'S BEEN QUITE SOME TIME SINCE THE EVENTS OF TARSITH. I HOPE YOU WILL REMEMBER THE SACRIFICES THAT WERE MADE SO THAT YOU MIGHT LIVE. IF YOU STILL WISH TO HONOR THEIR SACRIFICE, I ASK THAT YOU MEET ME AT THE SALTY WENCH TAVERN IN MARRAUK IN FIVE DAYS TIME.

MARRAUK IS A DESOLATE CITY, WITH WHIPPING SAND STORMS. MOST INHABITANTS FAVOR HOODED CLOAKS AND SCARVES TO COVER THEIR MOUTH AND EYES. ONE SIDE BENEFIT OF THE WEATHER IN MARRAUK IS THAT YOU WILL NOT GET STRANGE LOOKS KEEPING YOUR FEATURES HIDDEN FROM OTHERS.

I LOOK FORWARD TO SEEING YOU, AND TAKING ANOTHER STEP ON THE PATH TO THE END OF DRACONIC RULE

FATHER THORN

Included with the note is a ticket for passage to the Dusk Ports from Waterdeep.

HANDOUT 4: BEATEN JOURNAL

The following journal entries might shed some light on the path taken, which will assist your efforts.

TARSAXH 9 – MORNING

IT'S A FINE MORNING TO START ON THIS TREK. SOON WE WILL BE THE HEROES OF A FREE LAND! JONAS ASSURES ME THAT HIS RESEARCH ON THE SWALLOWED CITY IS THE MOST COMPREHENSIVE TO DATE, AND THAT WE'RE SURE TO FIND IT. ACCOMPANYING MY BROTHER AND I ARE TWO OTHER PILGRIMS AND FOUR SERVANTS. ONE OF THE OTHER PILGRIMS, FREIDRIC, IS A CAPABLE SWORDSMAN, AS ARE EACH OF THE SERVANTS. HOPEFULLY THEIR EXPERTISE WON'T BE NECESSARY, BUT THE RUMORS OF THE DANGERS OF MELABRAUTH MAKE THAT WISH SEEM UNLIKELY.

TARSAXH 9 – EVENING

TODAY'S TREK WAS SLOW, FOLLOWING THE COASTLINE, YET BEING CAREFUL NEVER TO GET TOO CLOSE TO THE WATER, FOR FEAR OF BEING SEEN FROM ABOVE. THE BUGS HERE ARE ENTIRELY TOO NUMEROUS FOR MY TASTES. IT WILL BE A MISERABLE REST.

TARSAXH 10 – EVENING

WE LOST TWO OF OUR NUMBER TODAY TO A FOUL BEAST WITH FOUR HEADS THAT BREATHED FIRE. ONE OF THE OTHER PILGRIMS, JOSED, WAS KILLED BEFORE WE EVEN KNEW IT WAS THERE, AND ONE OF THE SERVANTS DIED TRYING TO FIGHT IT OFF. I DON'T EVEN KNOW HIS NAME. APPARENTLY THE CREATURE WAS SATIATED WITH ITS MEAL OF TWO, FOR IT DRAGGED THEIR CORPSES OFF AND DIDN'T FOLLOW US.

TARSAXH 11 – MORNING

WE'LL BE LEAVING THE COASTLINE SHORTLY AND HEADING DUE WEST INTO THE JUNGLE. JONAS TELLS ME THIS IS THE FURTHEST WEST THAT THE SHORELINE GOES, AND IT IS THE CLOSEST IT COMES TO THE MOUNTAINS. APPARENTLY HE BELIEVES THE SWALLOWED CITY TO BE IN THE MOUNTAINS THAT BORDER GONTAL. THERE ARE MANY RUINS THERE; IT MAKES SENSE.

TARSAXH 11 – AFTERNOON

WE ARRIVED AT THE MOUNTAIN EDGE AND JONAS IS NOW CASTING A COUPLE SEEKING RITUALS ATTEMPTING TO LEARN MORE INFORMATION.

TARSAXH 11 – EARLY EVENING

JONAS SEEMS EXCITED, AND THINKS IT'S ONLY A SHORT WAY TO THE NORTH; WE'RE HEADING THAT WAY NOW. HE SAYS IT MAYBE TWO OR THREE HOURS AT MOST.

TARSAXH 11 – EVENING

WE'VE FOUND A BUILDING, I CAN'T BELIEVE IT, IS IT REALLY DJERAD KUSOLD? IT'S RATHER SMALL ON THE OUTSIDE, BARELY MORE THAN A DOOR THAT LEADS INTO A CHAMBER. INSIDE ARE A FEW SIMPLE FURNISHINGS, ROTTED FROM TIME, AND A NARROW PORTAL WITH WRITING ON IT, SOME SORT OF RIDDLE MY BROTHER SAYS, DEALING WITH A HERO OF FAERÛN WHO SLEW A DRAGON LONG AGO. WHILE HE LOOKS, I EXPLORE THE DISPLACED EARTH AND ROCKS SURROUNDING IT. NOTHING OF NOTE, BUT IT IS POSSIBLE THAT SOME OF THESE ROCKS MAY HAVE ONCE BEEN BRICKS THAT HAVE BEEN ROUNDED BY WEATHER AND TIME.

TARSAXH 13 – EVENING

IT'S HORRIBLE...MY BROTHER IS DEAD, EVERYONE ELSE IS DEAD. I WENT DOWN TO ONE OF THE MOUNTAIN STREAMS TO GET SOME WATER FOR COOKING THE MORNING OF THE 12TH. WHEN I RETURNED, I HEARD SCREAMS. RUNNING AROUND THE ROCKS AND TREES AT THE EDGE OF THE TREE LINE I CAME UPON THE MOST HORRID SIGHT. A RED DRAGON WAS TORMENTING THE REST OF OUR GROUP, TAUNTING THEM TO COME OUT. I STOOD FOR A TIME, FROZEN, NOT KNOWING WHAT TO DO. AFTER A WHILE, THE DRAGON APPARENTLY GREW BORED AS IT DREW IN A DEEP BREATH AND THREW FIRE ON JONAS AND THE OTHERS. SOBBING, I RAN INTO THE JUNGLE AND BACK TOWARDS MARRAUK, NOT KNOWING WHAT ELSE TO DO. I HAVE NO FOOD, ONLY A LITTLE DRINKING WATER, I FEAR I MAY NOT MAKE IT BACK ALIVE. HOPEFULLY, IF I DON'T MAKE IT, SOMEONE WILL FIND THIS JOURNAL AND RETURN TO DJERAD KUSOLD AND FREE OUR PEOPLE FROM THE BONDS OF SERVITUDE.

DUNGEONS & DRAGONS LIVING FORGOTTEN REALMS

HAS RECEIVED STORY AWARDS FROM:

ABER4~2 A DREAM FROZEN IN AMBER

ABER06 Favor of the Scions of Amber

You helped the Scions of Amber recover a small piece of dragonbane amber. The Scions' leader, Father Thorn, has sworn to reward you. This continues the Major Quest begun in ABER4-1.

This Story Award counts as a favor with the Scions of Amber Meta-Organization.

ABER07 A Touch of Amber

You have handled dragonbane amber. It left residual magic upon your body giving you the following single-use power. Strike through this paragraph when you use the power.

Touch of Amber ♦ Consumable

Trigger: You hit a dragon with an attack power and deal damage to the dragon.

Effect (Free Action): The triggering attack deals an additional 4d6 damage to the dragon.

ABER08 Tears of Chalse Sprocketwrench

You brought back news of the death of Chalse's friend Tyrial. While it is sad news, Chalse considers herself indebted to you. She plans to make it up to you, but doesn't know how yet. For now she has gifted you with one dose of *drowsy dust poison* (Dragon 373). You receive one dose of this consumable with the highest available item level that is less than or equal to your current character level.

DUNGEONS & DRAGONS LIVING FORGOTTEN REALMS

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

Date of Play: / /
Month Day Year

Start Time: :
Hour Minute

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

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

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DUNGEON MASTER

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