

STAND AGAINST THE DARKNESS

A DUNGEONS & DRAGONS® *LIVING FORGOTTEN REALMS* ADVENTURE

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Kobolds have been raiding the village of Ruinspoke and its outlying farms for months now. Lord Tuanek has decided that the time has come to teach the kobolds a lesson they will not soon forget. And if the enigmatic Queen Sisay deigns to make an appearance at the head of her so-called army, Tuanek has a rather pointed message he'd like you to deliver to her in person. Will you assist Ruinspoke's defenders as they make their stand against the rising darkness? A *Living Forgotten Realms* adventure set in Tymanther for characters levels 7-10 (H3 level band). This adventure is the conclusion of the *Rise of Darkness* Major Quest, which began in TYMA2-1 and continued in TYMA2-2.

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

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PREPARING FOR PLAY

In order to play this adventure, you'll need copies of the D&D 4th Edition core rulebooks. These are the *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*, or the corresponding D&D Essentials products. Any other rules referenced in this adventure 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 designed for player characters (PCs) of levels 7-10 (H3 level band). Characters that fall outside of this level range may not participate in the adventure. Make certain to check the levels of the PCs before beginning play to ensure that they are the proper level.

This adventure has a low-level version and a high-level version. The low level is meant for a group whose levels, on average, fall in the lower levels of the adventure's level spread. The high level is meant for a group whose levels, on average, fall in the higher levels of the level spread.

A group may decide to play the high level when their levels are more suited to the low level if everyone in the group agrees to do so; however, they must accept the extra risk that comes with their decision. Conversely, a group may decide to play the low level when their levels are more suited to the high level if everyone in the group agrees; however, some of the rewards may be less than what they'd ideally want from the adventure.

Reading the Numbers: Each encounter has a level and sometimes other values (such as XP or skill check DCs) listed with two numbers divided by a slash. The number before the slash is always the value for the low-level version of the adventure; the number after the slash is the value for the high-level version of the adventure.

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 this adventure, when the group fails an encounter, they still earn half of the XP award (round down) for that encounter. If they manage to tackle the encounter later and defeat it, you may award them the other half of the experience points for the encounter.

CHARACTER DEATH

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

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

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

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

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

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

MILESTONES

Whether the characters succeed or fail in an encounter, they generally reach a milestone after every second encounter following the start of the adventure or their last extended rest. Some encounters do not count toward a milestone, usually because they are pure 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.

ADVENTURE BACKGROUND

Ruinspoke has been the target of a variety of attacks for months. There have been assassination attempts, cattle stolen, and townspeople killed on the roads. Lord Tuanek is fed up and is enlisting adventurers to find the problem and solve it. He knows it goes deep, but all his manpower is devoted to just keeping his people safe.

Queen Sisay is perpetrating the attacks, which is all that those on the surface know right now. Her right hand, Masika, is currently in the area, having built up an army to attack Ruinspoke and eliminate the town once and for all. Once Ruinspoke is destroyed, the army hopes to carve out their own kingdom and over time branch out, eventually reaching Djerad Thymar itself in the hopes of destroying the whole nation.

DM'S INTRODUCTION

This adventure is meant to play out like a castle siege. The battles are fast, as are the transitions between them.

The adventure starts with the PCs traveling to Ruinspoke to meet with Lord Tuanek to discuss the recent attacks against the town. Along the way they discover that the local outlying farms have been destroyed. They also find a kobold patrol, which the PCs can either attack on site, or follow to discover an entire army massing to attack Ruinspoke.

Once the PCs reach the town, Lord Tuanek asks them to assist in preparing for the assault and defending the town. The attack begins with a charge at the front gates followed by a secondary assault on the town's East and West walls.

After the attacks are repelled, Tuanek presents a plan to strike back, eliminating the army's general, a lamia named Masika. The PCs must sneak out of the town and engage her at her headquarters.

After her defeat, notes and letters are discovered referring to a Queen Sisay of Unthalass, who has been mentioned before as the true source of the attacks on Tymanther.

Due to the rushed nature of the battles, for Encounters 5 and 6, the PCs are given no real rest between each combat, as the PCs have to move quickly to each place to provide immediate assistance. Time is of the essence. Moving from one location to the other still takes a few minutes, giving the PCs **one** short rest. (If the DM feels the PCs are up to the challenge he can remove even that short rest, but keep in mind that this can turn the next combat in a grind.)

PCs with the story awards **TYMA16 Notice of Sisay** and/or **TYMA19 Anger of Queen of Sisay** are on the *Rising Darkness* major quest. If they are victorious

in the battle and manage to kill Masika they complete the Major Quest. However, Queen Sisay has placed a price on their heads. Her servants prefer to target PCs with these Story Awards before all others (but not at the cost of acting stupidly). PCs who have drawn her wrath are cursed for the duration of this adventure. Any critical hit scored against a PC with Story Award **TYMA16** and/or **TYMA19** deals 1d10 extra damage. On the other hand, all humanoids serving Queen Sisay have learned to greatly respect or fear these characters for their actions in earlier adventures, granting a +5 bonus on all Bluff, Diplomacy, and Intimidate checks.

PLAYER'S INTRODUCTION

Characters with Story Awards indicating past service to Ruinspoke, Tymanther, or House Jalt are contacted by a personal emissary of Lord Tuanek; those who are currently unknown to the leader of Ruinspoke are instead contacted through intermediaries who can vouch for their capabilities. If there is a mix of PCs who have helped Ruinspoke in the past and those who have not, Lord Tuanek's letter to the PCs he already knows and trusts included instructions for them to verify that the other members of the party are trustworthy and capable individuals.

When everyone is ready to begin, read or paraphrase the following:

Ruinspoke has recently been enduring some hard times. From fake dragons, to an assassination attempt, the town has seen it all and yet, still stands strong. The dragonborn in charge of the town, Lord Tuanek, has called on you to investigate some recent attacks on the town, what he feels is another in a long string of hardships.

To save time, the adventure assumes that the necessary contacts have already been made and that the PCs have assembled for the journey to Ruinspoke. Due to the unrest in the area, Lord Tuanek has arranged for all of the PCs to travel together. This can provide for a brief roleplaying scene as the PCs are introduced to one another, and those who have been to Ruinspoke previously are expected to (mildly) interrogate the newcomers to ensure that they are fit for duty and will live up to Lord Tuanek's expectations. Naturally, this cannot be used as an opportunity for PCs to disqualify other PCs from going on the adventure, but hopefully it provides for some fun roleplaying.

If none of the PCs have ever been to Ruinspoke or played a Tymanther regional adventure, then simply conduct character introductions and proceed.

ENCOUNTER 1: TRAVELING TO RUINSPOKE

SETUP

The PCs are on their way to Ruinspoke, having been called by Lord Tuanek to assist with tracking down the perpetrators of some recent attacks on the town. Along the way, they find burnt farmhouses and dead dragonborn, seemingly cutting a path right towards Ruinspoke.

It is early in the morning as you make your way to Ruinspoke, answering the call by Lord Tuanek. As you crest a large hill, you see a number of houses in the distance, with Ruinspoke itself just barely within eyesight. The farmhouses grow in density, as they get closer to the major town. You notice something odd about the houses furthest away. They seem to be burning, smoke rising into the morning sky.

An army has amassed and is quickly eliminating the outlying houses to distract attention and also using the smoke to conceal their movement. The PCs likely want to investigate one or more of the houses.

You arrive at the closest burnt house, a dwelling fit for a small family. Those suspicions are confirmed when you see two dragonborn bodies tossed in a small pit near the house.

A DC 15 Heal check tells the PCs that the dragonborn were killed about a day ago by normal weapons. They were armed and it appears they were able to put up some resistance but were overwhelmed by superior numbers. A DC 25 Perception check reveals many different kinds of tracks, though what they are exactly is hard to tell as they have been swept in an attempt to hide them.

As you get closer to Ruinspoke, you find more homes destroyed. It is obvious that some kind of enemy force is nearby and wreaking havoc on the local population. As you crest another small hill, you see in the distance what appears to be a small band of kobolds, patrolling the outer rim of the farmlands.

ENDING THE ENCOUNTER

If the PCs want to deal with the patrol, go to Encounter 2. If they decide to ignore it and go to Ruinspoke immediately, proceed with Encounter 3.

MILESTONE

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

TREASURE

There is no treasure in this encounter.

ENCOUNTER 2: THE PATROL

SETUP

Important NPCs:

Azura, Drizzle, and Quantiri, female and male kobold scouts.

The PCs run across a small patrol of Queen Sisay's army. If they choose to ignore the kobolds proceed with Encounter 3. If they choose to interact with the kobolds, whether attacking, talking, following or something else, run this encounter. If you do so, treat it is a scene of the skill challenge of Encounter 4. If successful, they score 1 success. If they fail, they score 1 failure. Use your judgment to determine success based on the PCs' actions and skill checks, but they must acquire useful information on the opposing army. Be careful not to spend too much time on this encounter. It is just one scene of a larger skill challenge, not an entire skill challenge on its own.

The DCs for any skill check should mostly be 16/18, although for easy checks it is 12/13 and for hard ones 24/26.

Three kobolds are making their way across the landscape. One of the kobolds wears scale mail; the other two are lightly armored. The three are clearly scouting the region, looking for something. They do not seem to have noticed you yet...

The PCs are in low rolling hills covered with orchards, fields, low stone walls and the occasional hedges and burned out farmstead. There are ample places to hide, especially for three kobolds.

SCENE 1: TALKING

The three kobolds are not exactly in a talking mood, especially not with a group of adventurers. If openly approached, they try to flee – see Scene 2. If caught by surprise, they stand their ground, giving the PCs the opportunity to talk with the kobolds. The kobolds only speak Draconic, and they are nervous and suspicious of the PCs. They are also rather cowardly, and they don't think the PCs pose much of a threat to the army. A DC 16/18 Bluff, Diplomacy or Intimidate gets them to talk about the army (see Scene 4). They might even be convinced the PCs want to join them (especially if the PCs are mostly what are considered the monstrous types), leading the PCs to the army. It should be clear to the PCs that while the kobolds are not particularly bright, others in the army are much less easy to fool, and once in the army, getting back out might be hard.

The kobolds know little beyond the basics, and they tend to exaggerate the size of the army. They do not know the name of the real leaders, but they have seen a human female walking around accompanied by a huge red dragon and both were treated with respect by the clan chieftains. Note that the “red dragon” is actually a volcanic dragon, but the kobolds do not know enough about dragons to make the differentiation. They describe it as a red dragon (red, scaly, much bigger than a horse), and that is how they remember it.

SCENE 2: CAPTURING AND INTERROGATING

Unless cornered, the kobolds prefer to flee instead of fighting. The PCs must either surprise them (DC 16/18 Stealth check) or quickly encircle them (DC 16/18 Athletics check) before they can bolt.

Once cornered, the kobolds have no choice but to fight. All PCs should make an at-will attack against any defense (the kobolds' defenses are all 16/18 for this purpose). There is no need to roll damage. If half or more PCs hit, they capture the kobolds without further incident. Otherwise the kobolds escape and flee, leading to a high-speed chase. Each PC loses 1 healing surge in the struggle if they are forced to chase the kobolds down.

See Scene 1 for what the kobolds reveal once captured.

SCENE 3: TRAILING

The kobolds have not noticed you, and there are a number of trees, burnt houses, and bushes between you and them. Speed and stealth are necessary to remain unnoticed.

The kobolds are stealthy and fast. Following them unnoticed is not easy, requiring a DC 12/13 Athletics and Stealth group check (assuming those skilled in Stealth take point; if they are all traveling together the DC for the group check is instead 16/18). Alternatively, the PCs can keep their distance, and simply follow the tracks, requiring a single DC 16/18 Perception check.

If successful the kobolds lead the PCs to Sisay's army. Proceed with Scene 4. If the PCs fail, they either lose track of the kobolds, or the kobolds note that they are being trailed. If the latter, you can let the kobolds lay an ambush, running a modified version of Scene 2.

SCENE 4: OBSERVING THE OPPOSITION

You have followed the patrol for about three miles now and they seem to be headed towards a specific destination. As you crest a hill, you see a massive army, hidden away in the valley.

At the top of this hill, there are ample hiding places, giving the PCs a perfect chance to take note of the force. This information is very valuable for Lord Tuanek. Getting closer though is virtually impossible, and eventually the PCs need to leave their viewpoint or risk exposure. Powerful as the PCs might be, they cannot face a complete army and expect to survive.

From this distance the PCs can determine there are about 2,500 humanoids camped below. Most of the creatures are kobolds, hobgoblins, and orcs with the occasional ogre. There are even a few trolls, several demonic-looking creatures, and some undead. While there are some visible officers amongst the soldiers, the generals and any other high-ranking leaders are absent (so the PCs cannot attempt a surgical strike to destroy the army's leadership at this time).

A DC 16/18 Insight check (automatic for any character who has ever served in a formal military unit) indicates that the army has begun striking camp, indicating that they likely to begin their march within the next 24 hours.

Successfully completing this scene gives the PCs an automatic success during Encounter 4 (Scene 4) as they have already scouted the enemy army.

ENDING THE ENCOUNTER

The amount of game time consumed by this encounter could range from a few minutes (simply talking with the kobolds) to a few hours (trailing them to the camp). Regardless, eventually the PCs must go to Ruinspoke to speak with Lord Tuanek. Proceed with Encounter 3 when that happens.

MILESTONE

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

TREASURE

There is no treasure in this encounter.

ENCOUNTER 3: WAR COUNCIL

SETUP

Important NPCs:

Lord Tuanek, polite, stern, and disciplined male dragonborn ruler of Ruinspoke

Dirnth, male stout middle-aged dwarf prospector

All of Ruinspoke is active when the PCs arrive. The local militia is running drills, people from the farmlands are moving in, filling up the local inns. All the shops are full of customers, purchasing supplies and food. The entire town is preparing for something, though no one seems to know what exactly the nature of the threat is. Unless the PCs travel directly to House Jalt, a messenger from Lord Tuanek rushes up to them to get them to go to the Lord as soon as possible.

When you arrive, they are brought directly to the Lord's office. Lord Tuanek is meeting with Dirnth, poring over a map in his office, when the PCs arrive. They are ushered into his office as soon as they arrive.

As you are ushered into the office of the dragonborn Lord Tuanek, you notice he is not alone. A stout, middle-aged dwarf stands nearby, looking over a map of Ruinspoke and the surrounding area. Tuanek notices your arrival and stands up straight to welcome you. "Thank you for coming so quickly," he says, with an uncharacteristic look of worry on his face. "There is no time for pleasantries, I'm afraid. Ruinspoke is in a precarious situation. As you have seen, our territory is filled with monsters. We are under constant threat and, although we repel each incursion, we are no closer to determining the source and goals of those organizing the attacks."

Tuanek gestures to the dwarf, still hunched over the map. "Some of you may know Dirnth, a local member of the Gem Assayer's Union. He is assisting me in attempting to locate the point where the attacks may be originating. It seems that our foes are capable of brilliant planning."

Dirnth greets the PCs with a businesslike, yet not unfriendly nod. Lord Tuanak's men have been unable to track down the raiders (hobgoblins, kobolds and orcs), and the attacks appear to be random and unpredictable. The raiders' ability to cover their tracks so well suggests otherwise. Someone, or something, is definitely in charge.

Lord Tuanek first wants to know whether the PCs saw anything worthwhile on their trip to Ruinspoke. If

they report having spoken with the kobolds, or even having seen the army, Lord Tuanek's expression turns grim. He thanks the PCs for the information, and immediately organizes the scouts, sending messengers to Djerad Thymar for aid and ordering his own men to assemble the citizens' militia. Tuanek asks the PCs for aid with organizing the defenses and the upcoming battle. He offers 75/150 gp each for the aid and the use of a *fortune stone* from his personal possessions during the coming battle (and maybe beyond).

If the PCs have not learned about the nearby army, but do report the most recent attack, Tuanek becomes thoughtful. He fears more is going on, and he starts organizing scouts, and the town's defenses. The scouts quickly learn of the nearby army, but unless the PCs actively involve themselves with the scouting (see Encounter 4) precious time is lost.

ENDING THE ENCOUNTER

This encounter ends when the PCs begin to assist the town in defense preparations. Proceed with Encounter 4.

MILESTONE

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

TREASURE

To aid the PCs in the coming battle, Lord Tuanek offers each of the PCs a *fortune stone*. There is one of each type (earth, flame, light, shadow, spirit, storms, and wind). See the New Rules section for information.

ENCOUNTER 4: TOWN DEFENSE

**SKILL CHALLENGE LEVEL 8/10,
COMPLEXITY 1 (350/500 XP)**

SETUP

The attack on Ruinspoke is coming and the PCs help the town prepare.

Lord Tuanek gathers the townspeople and delivers a rousing speech about fighting back and protecting the town and the people they hold dear.

Given your group's knowledge of warfare, and the need for his own logistical expertise elsewhere, Lord Tuanek places a majority of the defense plans in your hands. The townspeople crowd around you, waiting for their orders...

The PCs are instructed by Lord Tuanek to prepare the town before the invading army arrives. The PCs do not have to remain together during this skill challenge; in fact, they likely will not. Each PC chooses where to work by picking one of the available scenes.

Explain the four scenes (fortifications, strategy, logistics, and scouting) as well as the rules for success or failure, so the players know their options. They might ask questions about the environment; describe the town as needed, so that they understand how they can best use all their skills to help Ruinspoke prepare.

SKILL CHALLENGE: READY FOR BATTLE!

Goal: The PCs attempt to prepare the town for a siege and to fight off the approaching army.

Complexity: 1 (4 successes before 3 failures)

Primary Skills: Varies

Victory: The town and its defenders are fully prepared.

Defeat: The PCs are unable to shore up the defenses.

The skills listed in each scene are examples. Feel free to customize them and work with the players' ideas. Give hints about which skills might be useful if they're having trouble making plans.

If a PC wants to use a skill that's not listed here and you think it's applicable, they probably need to make a Moderate DC (16/18) check to garner a success. Use the Easy DC (12/13) if the PCs have a particularly bright idea or the Hard DC (24/26) if they are trying something very difficult.

Due to the time pressure, each PC can participate in only one scene of this skill challenge. There are a total of

four scenes. A maximum of 2 successes can be scored in any individual scene. If the PCs do not participate at all in a given scene, they earn 1 automatic failure for that scene. If there are only 4 PCs in the party, they only need to participate in three of the four scenes, allowing one scene to be ignored without generating a failure. Note also that the PCs may already have one success from Scene 4, if they succeeded at Encounter 2.

SCENE 1: FORTIFICATIONS

The walls of Ruinspoke are not particularly impressive; they are adequate to break a charge, but they could use some work. Similarly, the fields before the walls and the streets behind could be prepared with a few additional surprises for the invaders...

One spot for the PCs to help the town defenders is with building and repairing the town's fortifications, whether by shoring up the existing walls and gates or by digging ditches and making blockades. It is a lot of work, and there are enough people around to do the building. There is a lack of experienced engineers though.

Acrobatics, Athletics, or Endurance DC 16/18 (1 success)

The PC aids in shoring up the walls, digging trenches, putting up roadblocks and so forth. Seeing such great heroes laboring alongside the common people of Ruinspoke is good for morale and pushes others to work just as hard. If a character beats the Hard DC (24/26) on this check, all skill checks made by PCs in Scene 3 (morale and logistics) gain a +2 bonus.

Dungeoneering DC 16/18 (1 success)

The PC demonstrates how to shore up the walls and build other defenses. It takes brains and brawn to make the walls as strong as possible.

Thievery DC 16/18 (1 success)

The PC uses his or her skill with traps and mechanical devices to help set up some "surprises" for the invaders to discover when they run through the fields, climb over the walls, or enter the streets of Ruinspoke.

SCENE 2: STRATEGY AND TACTICS

The defenders of Ruinspoke are a mix of untrained commoners, lightly-trained militia, and experienced veterans. The officers have gathered around a sand table in Lord Tuanek's estate to debate where and how to best deploy each of these forces.

In this scene the PCs involve themselves in the strategy sessions taking place throughout the night, helping devise a plan for the coming battle.

Arcana, Dungeoneering, Nature, or Religion DC 16/18 (1 success; skill used depends on creature type)

Knowledge of the abilities and weaknesses of the various types of monsters in Queen Sisay's army helps the defenders predict how the attackers will behave during the battle. If the PCs scouted the army during Encounter 2, these checks are made against the Easy DC (12/13).

Nature or Perception DC 16/18 (1 success)

The PC devises tactics for channeling the attackers into terrain that will favor the defenders, or uses his or her weather sense to predict what the battlefield conditions will be like tomorrow.

History or Insight DC 16/18 (1 success)

The PC recalls old sieges and make note of how the defenders endured and struck back against their opponents, or shares keen insight about the enemy's likely tactics from his or her own battle experience.

SCENE 3: MORALE AND LOGISTICS

Battles are not just fought in the heat of the moment, but also before and after. Soldiers who worry about their loved ones, who falter at the first sign of danger, who grow hungry, or who aren't properly cared for when wounded, will not be able to fight at their best.

Morale can always use a boost and who better to give it than powerful adventurers? The PCs can also organize supply lines, set up bucket brigades to deal with burning buildings, organize the medical corps, and perform other tasks to improve the army's logistics.

Bluff, Diplomacy or Intimidate DC 16/18 (1 success)

Through rousing speeches, kind lies, or harsh discipline, the PC prepares the town for the coming battle.

Heal, Nature, or Streetwise DC 16/18 (1 success)

These skills may represent a character's knowledge of medicinal herbs, memorizing the layout of the streets and location of important buildings, or ability to organize people to deal with non-combat activities.

SCENE 4: SCOUTING [MAXIMUM 1 SUCCESS]

If the PCs ignored the kobolds in Encounter 2, they can decide to scout the opposing army at this time. Use Encounter 2 when running this scene, although you need to adapt it to the different circumstances. If the

PCs did play Encounter 2, they already have earned a success or failure for this scene. If the PCs did not play Encounter 2 and they decline the opportunity to scout during this scene, they suffer 1 automatic failure for the overall skill challenge.

ENDING THE ENCOUNTER

The enemy attacks the following morning. Preparing the defense of the town takes all night, so the PCs do not gain the benefits of an extended rest unless they deliberately fail this skill challenge by sleeping instead of helping.

Regardless of success or failure, early the next morning the battle begins. Proceed with Encounter 5.

Success: To represent the preparedness of the defenders, each PC gets a temporary bonus during the Battle of Ruinspoke. Each player (regardless of his or her individual success or failure on specific skill checks) gets to pick one of the following bonuses:

- +1 bonus to all defenses
- +1 bonus to all attack rolls
- Gain temporary hit points equal to the character's surge value at the start of each encounter

Failure: To represent the unpreparedness of the defenders, each PC suffers a temporary penalty during the Battle of Ruinspoke. Regardless of his or her individual success or failure on specific skill checks, each player must choose one of the following penalties:

- -1 to all defenses
- -1 to all attack rolls
- Take damage equal to the character's surge value at the start of each encounter

These bonuses or penalties are in effect for both Encounter 5 and Encounter 6 (but not Encounter 8).

MILESTONE

The characters complete a minor objective worth 70/100 XP each for helping to prepare the town's defenses, regardless of their success or failure on the overall skill challenge. The only way the PCs do not earn this XP is if they intentionally fail the skill challenge by demanding an extended rest. This encounter counts toward a milestone.

TREASURE

The PCs do not find any treasure in this encounter.

ENCOUNTER 5: THE ATTACK!

ENCOUNTER LEVEL 7/9 (1600/2100 XP)

SETUP

This encounter includes the following creatures at the low tier:

2 hobgoblin dirge singers (level 7) (D)

4 hobgoblin warriors (level 7) (W)

2 ogre juggernauts (level 8) (O)

This encounter includes the following creatures at the high tier:

2 hobgoblin dirge singers (level 8) (D)

5 hobgoblin warriors (W)

2 ogre juggernauts (O)

The enemy army approaches from the north, as expected. Before the battle begins, Lord Tuanek asks the PCs to serve as a rapid reaction strike team, to be deployed upon his command, wherever the need is greatest.

Drums beat menacingly in the distance. The horn meant to warn the town of the attack is sounded, its deep tone cutting through the tense silence that had fallen over the town during the wait. You make your way to a wall near the northern gate. A huge mass, made up of hundreds if not thousands of monsters acting as a single entity, crawls its way toward the northern gate. You are positioned with Lord Tuanek at the forward command post atop the northern wall. The dragonborn lord's armor flashes brilliantly as he strides back and forth, rallying the defenders. He seems somehow younger, as if the fire of battle has warmed his old scales and awakened an ancient bloodlust.

This is meant to be a tense moment, before a rushed series of battles.

The battle lasts for several hours with neither side seeming to gain an advantage. Lord Tuanek deliberately holds you in reserve, knowing that a moment is surely coming when your presence will mean the difference between victory and defeat for Ruinspoke.

If time permits, here you have the ability to create your own scene. Waves of monsters rush the walls before the PCs are needed to step in. Role-play this however you want (you could run an impromptu skill challenge, giving the PCs the ability to encourage the defending

soldiers or provide assistance with a well-placed attack). As time passes, it's clear that the weight of the battle favors the invaders.

Lord Tuanek turns to a bloodied runner who has just arrived from the front. "My lord, that last attacking wave nearly broke through the north gate! Many soldiers lie wounded while others have collapsed with exhaustion." Glancing toward the main field of battle, you see another large wave making its way toward the bent and cracked wooden gate. Leading the assault are two ogres. Each carries a massive club and is protected by a wooden tower shield the size of a cabin. These living siege engines prepare to deal the final blow and allow the rest of the army to enter the city.

At the sight of the ogres, and the deplorable state of the gate, Lord Tuanek turns to the PCs. He says nothing, simply gives them a grim nod. Now it is their time. The PCs need to turn the tide long enough for the defenders to regroup and shore up the gate.

The PCs are able to move just outside the gate through a door at its front. The gate is starting to crack and buckle, so the PCs must do what they can to keep the ogres from reaching it. The PCs can start either on top of the wall, or in front of it. Place the monsters only after the players put down their miniatures.

FEATURES OF THE AREA

Portable Wall: The "bookcases" on the map are large wooden portable walls carried by the ogres (they are not actual bookcases). They provide full cover against all attacks originating from the other side (and blocking line of effect for bursts and blasts placed directly in front of the walls). It takes the ogres a move action to drop them, and a standard action to grab them. While carrying one of these walls, an ogre has a speed of 5. When not carried, a DC 23/25 Athletics check pushes the wall over.

Boulders: Squares with large boulders in them count as blocking terrain. A DC 20 Athletics check (or DC 10 Athletics check with a running start) allows a character to jump on top of the boulders.

City Walls: The wall at the top side of the map is the wall of Ruinspoke. These walls are 20 feet (4 squares) high, and can be climbed with a DC 20 Athletics check. There are stairs onto the wall on the city side. Characters on top of the wall have cover against attacks made by creatures on the ground below.

Corpses: These are the remains of monsters and city defenders that died during the earlier waves. These

squares are difficult terrain for Medium-sized or smaller creatures.

Ditch: These ditches are 5 feet deep, and muddy. Jumping in costs no extra move, but climbing out requires a DC 16/18 Athletics check due to the mud and debris. A creature knocked prone in the ditch takes $2d6 + 4$ / $2d6 + 6$ damage due to the sharp debris on the bottom. It requires a DC 20 (10 with a running start) Athletics check to jump over the ditch.

Gate: The gate is at the point where the street crosses the wall. There is no gatehouse. The gate is severely damaged. It requires 4 melee attacks from the ogres to smash it to pieces.

Pond: The pond is shallow and muddy. It is difficult terrain for Medium-sized or smaller creatures. Any character knocked prone in a pool needs to make a DC 16/18 Athletics check to stand up.

Trees: All trees near the wall have been cut down, but the trees on the map represent minor debris of the battle. Any square that contains a tree counts as blocking terrain and provides cover.

TACTICS

The goal of the ogre juggernauts is to destroy the gate. The hobgoblins are not powerful enough to destroy the gate themselves, so their goal is to keep the ogres alive, sacrificing themselves as needed. The monsters keep their distance from one another, to minimize their vulnerability to area attacks at least until in melee (at which time it is better to stick within 5 squares of both dirge singers). Until opposed by melee opponents, they try to move towards the gate as fast as possible while remaining behind their portable wall. Once at the gates, the ogres try to destroy it by attacking with their greatclubs, requiring a total of 4 melee hits (attacking the wall requires a standard action, but the ogres hit the wall automatically). The ogres cannot destroy the gate by throwing rocks (but happily throw them at PCs).

The ogres move PCs out of their way with *juggernaut push*. They attempt to dump the target in a pool or the ditch, whatever lies closer on their path towards the gates. If the juggernauts miss, the dirge singers use *fateful keening*, otherwise they save it to knock opponents backward off the walls. Once confronted by melee opponents, they use *battle chant* as often as possible, always trying to keep an ogre within range.

These monsters fight to the death. The ogres are too stupid to know when they are losing, and the hobgoblins know that a terrible fate would await them if they were to flee or surrender.

SCALING THE ENCOUNTER

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

Four PCs: Remove one of the hobgoblin dirge singers.

Six PCs: Add a third ogre juggernaut (and adjust the boxed text accordingly - note also that this makes it harder for the PCs to stop the ogres from battering down the city gate).

ENDING THE ENCOUNTER

Success: If the PCs hold back the charge without losing the gate, the defenders cheer. Engineers rally to the location and begin shoring up the damaged gate. Atop the walls the PCs can see Lord Tuanek, who acknowledges them with a smile and a nod. He now carries a battle axe in hand and it is stained with the blood of many foes.

Failure: If the PCs lose the gate, regardless of whether they kill all the foes in this encounter or not, larger waves of monsters begin pouring into the city, rendering the area indefensible. The PCs cannot launch a counterattack from this location and are forced to fall back. The PCs must face double the listed number of minions in Encounter 6.

Either way, two messengers run up to the PCs, one from the east wall and one from the west wall. Proceed to Encounter 6. The PCs do not get a short rest immediately; the details are explained in the next encounter.

MILESTONE

The characters earn 250/280 XP each for defeating the ogres and hobgoblins. If the gate is destroyed then the PCs suffer a 50/80 XP penalty (meaning they earn only 200 XP for the encounter). Regardless of success or failure, this encounter counts toward a milestone (and combined with Encounter 4, should result in the PCs reaching their first milestone of the adventure).

TREASURE

There is no treasure in this encounter.

ENCOUNTER 5: “THE ATTACK!” STATISTICS (LOW LEVEL)

Ogre Juggernaut (level 8)		Level 8 Brute
Large natural humanoid (giant)		XP 350
HP 111; Bloodied 55		Initiative +6
AC 20, Fortitude 22, Reflex 18, Will 18		Perception +6
Speed 8		
STANDARD ACTIONS		
m Greatclub (weapon) • At-Will		
Attack: Melee 2 (one creature); +13 vs. AC		
Hit: 4d8 + 3 damage.		
R Rock • At-Will		
Attack: Ranged 5 (one creature); +13 vs. AC		
Hit: 3d6 + 5 damage.		
M Juggernaut Push • Recharge 5 6		
Attack: Melee 1 (one creature); +13 vs. Fortitude		
Hit: The ogre pushes the target 1 square and knocks it prone. The ogre shifts 1 square to the square the target vacated. The ogre can push the target an additional number of squares equal to the ogre's speed, shifting an equal number of squares and remaining adjacent to it. The target takes 1d8 damage for each additional square the ogre pushes it.		
Str 24 (+11)	Dex 15 (+6)	Wis 15 (+6)
Con 21 (+9)	Int 4 (+1)	Cha 6 (+2)
Alignment chaotic evil Languages Giant, Goblin		
Equipment greatclub, 4 rocks		

Hobgoblin Warrior (level 7)		Level 7 Minion
Medium natural humanoid		XP 75
HP 1; a missed attack never damages a minion.		Initiative +6
AC 21, Fortitude 19, Reflex 19, Will 17		Perception +4
Speed 5		Low-light vision
TRAITS		
Phalanx Soldier		
The hobgoblin warrior gains a +2 bonus to AC while at least one hobgoblin ally is adjacent to it.		
STANDARD ACTIONS		
m Longsword (weapon) • At-Will		
Attack: Melee 1 (one creature); +12 vs. AC		
Hit: 7 damage.		
TRIGGERED ACTIONS		
Hobgoblin Resilience • Encounter		
Trigger: The hobgoblin is subjected to an effect that a save can end.		
Effect (Immediate Reaction): The hobgoblin rolls a saving throw against the triggering effect.		
Str 19 (+7)	Dex 14 (+5)	Wis 14 (+5)
Con 15 (+5)	Int 11 (+3)	Cha 10 (+3)
Alignment evil Languages Common, Goblin		
Equipment scale armor, longsword, light shield		
Note: Updated to <i>Monster Vault</i> .		

Hobgoblin Dirge Singer (level 7)		Level 7 Controller (Leader)
Medium natural humanoid		XP 300
HP 80; Bloodied 40.		Initiative +4
AC 21, Fortitude 19, Reflex 19, Will 17		Perception +5
Speed 5		Low-light vision
STANDARD ACTIONS		
m Longsword (weapon) • At-Will		
Attack: Melee 1 (one creature); +12 vs. AC		
Hit: 2d6 + 8 damage.		
M Grave Cry (weapon) • At-Will		
Attack: Melee 1 (one creature); +12 vs. AC		
Hit: 2d6 + 8 damage, and the target takes a -1 penalty to all defenses against attacks by the dirge singer's allies until the end of the dirge singer's next turn.		
C Battle Chant • Recharge 5-6		
Attack: Close burst 5 (two allies in burst)		
Effect: The ally shift 5 squares and make a melee basic attack as a free action. If an attack hits, the target of the attack is marked by the ally until the end of the dirge singer's next turn.		
C Fateful Keening (thunder) • Encounter		
Attack: Close blast 3 (enemies in blast); +10 vs. Fortitude		
Hit: 2d6 + 4 thunder damage, and the dirge singer pushes the target 2 squares.		
Effect: The dirge singer slides each ally in the blast 1 square.		
TRIGGERED ACTIONS		
Hobgoblin Resilience • Encounter		
Trigger: The hobgoblin is subjected to an effect that a save can end.		
Effect (Immediate Reaction): The hobgoblin rolls a saving throw against the triggering effect.		
Skills Diplomacy +12, History +11, Insight +10		
Str 12 (+4)	Dex 12 (+4)	Wis 14 (+5)
Con 16 (+6)	Int 16 (+6)	Cha 19 (+6)
Alignment evil Languages Common, Goblin		
Equipment chain mail, longsword		
Note: Updated to <i>Monster Vault</i> .		

ENCOUNTER 5: “THE ATTACK!” STATISTICS (HIGH LEVEL)

Ogre Juggernaut		Level 10 Brute
Large natural humanoid (giant)		XP 500
HP 131; Bloodied 65		Initiative +7
AC 22, Fortitude 24, Reflex 20, Will 20		Perception +7
Speed 8		
STANDARD ACTIONS		
m Greatclub (weapon) • At-Will		
Attack: Melee 2 (one creature); +15 vs. AC		
Hit: 4d8 + 5 damage.		
R Rock • At-Will		
Attack: Ranged 5 (one creatures); +15 vs. AC		
Hit: 3d6 + 7 damage.		
M Juggernaut Push • Recharge 5 6		
Attack: Melee 1 (one creatures); +13 vs. Fortitude		
Hit: The ogre pushes the target 1 square and knocks it prone. The ogre shifts 1 square to the square the target vacated. The ogre can push the target an additional number of squares equal to the ogre's speed, shifting an equal number of squares and remaining adjacent to it. The target takes 1d8 damage for each additional square the ogre pushes it.		
Str 24 (+12)	Dex 15 (+7)	Wis 15 (+7)
Con 21 (+10)	Int 4 (+2)	Cha 6 (+3)
Alignment chaotic evil Languages Giant, Goblin		
Equipment greatclub, 4 rocks		

Hobgoblin Warrior (level 8)		Level 8 Minion
Medium natural humanoid		XP 88
HP 1; a missed attack never damages a minion.		Initiative +7
AC 22, Fortitude 20, Reflex 20, Will 18		Perception +5
Speed 5		Low-light vision
TRAITS		
Phalanx Soldier		
The hobgoblin warrior gains a +2 bonus to AC while at least one hobgoblin ally is adjacent to it.		
STANDARD ACTIONS		
m Longsword (weapon) • At-Will		
Attack: Melee 1 (one creature); +13 vs. AC		
Hit: 8 damage.		
TRIGGERED ACTIONS		
Hobgoblin Resilience • Encounter		
Trigger: The hobgoblin is subjected to an effect that a save can end.		
Effect (Immediate Reaction): The hobgoblin rolls a saving throw against the triggering effect.		
Str 19 (+8)	Dex 14 (+6)	Wis 14 (+6)
Con 15 (+6)	Int 11 (+4)	Cha 10 (+4)
Alignment evil Languages Common, Goblin		
Equipment scale armor, longsword, light shield		
Note: Updated to <i>Monster Vault</i> .		

Hobgoblin Dirge Singer (level 8)		Level 8 Controller (Leader)
Medium natural humanoid		XP 350
HP 88; Bloodied 44.		Initiative +5
AC 22, Fortitude 20, Reflex 20, Will 18		Perception +6
Speed 5		Low-light vision
STANDARD ACTIONS		
m Longsword (weapon) • At-Will		
Attack: Melee 1 (one creature); +13 vs. AC		
Hit: 2d6 + 9 damage.		
M Grave Cry (weapon) • At-Will		
Attack: Melee 1 (one creatures); +13 vs. AC		
Hit: 2d6 + 9 damage, and the target takes a -1 penalty to all defenses against attacks by the dirge singer's allies until the end of the dirge singer's next turn.		
C Battle Chant • Recharge 5-6		
Attack: Close burst 5 (two allies in burst)		
Effect: The ally shift 5 squares and make a melee basic attack as a free action. If an attack hits, the target of the attack is marked by the ally until the end of the dirge singer's next turn.		
C Fateful Keening (thunder) • Encounter		
Attack: Close blast 3 (enemies in blast); +10 vs. Fortitude		
Hit: 2d6 + 5 thunder damage, and the dirge singer pushes the target 2 squares.		
Effect: The dirge singer slides each ally in the blast 1 square.		
TRIGGERED ACTIONS		
Hobgoblin Resilience • Encounter		
Trigger: The hobgoblin is subjected to an effect that a save can end.		
Effect (Immediate Reaction): The hobgoblin rolls a saving throw against the triggering effect.		
Skills Diplomacy +13, History +12, Insight +11		
Str 12 (+5)	Dex 12 (+5)	Wis 14 (+6)
Con 16 (+7)	Int 16 (+7)	Cha 19 (+7)
Alignment evil Languages Common, Goblin		
Equipment chain mail, longsword		
Note: Updated to <i>Monster Vault</i> .		

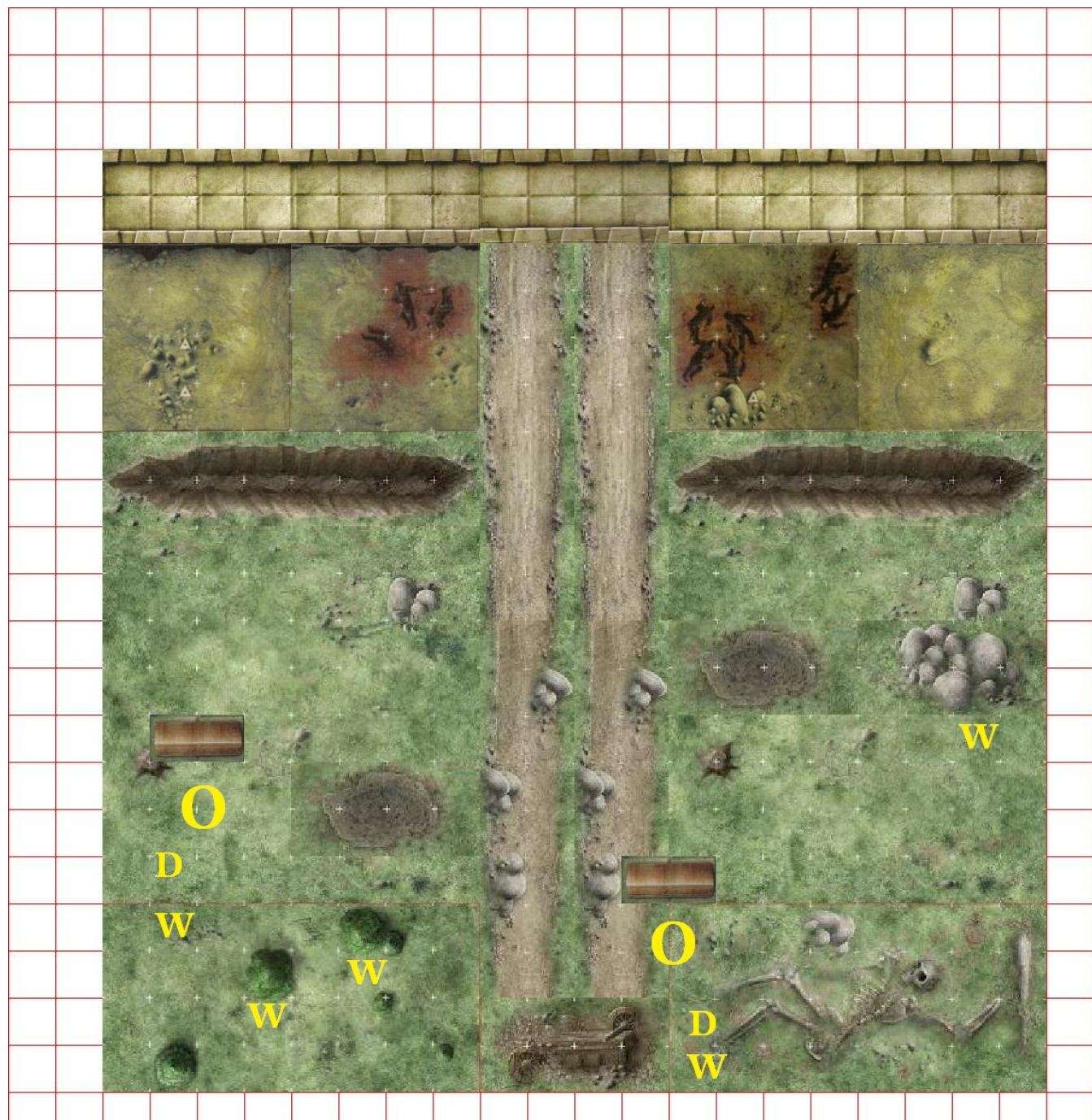
ENCOUNTER 5 “THE ATTACK!” (MAP)

TILE SETS NEEDED

DT4: Ruins of the Wild x2

DU3: Caves of Carnage x1

DU4: Arcane Towers x2



ENCOUNTER 6: THE WALLS

SETUP

In an attempt to spread out the town's defenses, the enemy has hit both the east wall and the west wall at the same time as the ogres attacked the north wall. This encounter occurs immediately after the end of Encounter 5, so the PCs have not yet had the chance to take a short rest after that fight.

Just as the last enemy falls, a messenger from the east arrives. As you turn to regard him, another messenger from the west sprints to your side.

"They have attacked us heavily at the east wall," the first says. "We need assistance! A large band of orcs armed with alchemist fire have breached the defenses and have entered the town!"

The messenger from the west nods his head, "The west wall is under attack as well, and I fear we will not hold out for much longer. Two devils and what appears to be floating pieces of armor are wrecking havoc on our forces!"

The PCs must choose which wall to go to, as both are in dire need of assistance. It is theoretically possible for a party to split up and take on the two walls separately, but this is dangerous and not a suggested course of action as each group of PCs must fight its encounter simultaneously, meaning they cannot reinforce each other.

Should the PCs ask which direction is of more importance, stress the lack of time to discuss such matters, but point out that many of the civilians who were not able to serve in the militia (elderly, infirm, young children) are hiding in a building near the west wall, while the hospital holding all of the injured soldiers is near the east wall.

ENDING THE ENCOUNTER

Once the PCs make their choice, proceed immediately to the next encounter. They have not yet taken a short rest, so the players must decide how quickly they want to move. If they race directly to the next battle, they gain an advantage, but will not be able to take a short rest. If they travel at normal speed, they will have time for only a single short rest. If they go slowly, they can take multiple short rests, but the situation is dire when they arrive. The decision is up to the players, who must choose one of the following options:

- Race across the battlefield with all speed: The PCs do not get to take a short rest between Encounter 5 and Encounter 6. They get a surprise round and a tactical advantage at the beginning of Encounter 6. Draw the battle map and place the monsters first, then have the players place their miniatures on the map and roll initiative.
- Catch their breath and then travel quickly to the walls: The PCs get to take one (and only one) short rest. Neither side gains a surprise round during Encounter 6; set up and roll initiative normally.
- Tread carefully and cautiously: The PCs may take as many short rests as they need. The monsters gain a surprise round and a tactical advantage at the beginning of Encounter 6. Draw the battle map and have the players place their miniatures on the map first, then place the monsters and roll initiative.

The PCs' choice of wall does not affect the outcome of the adventure, just what enemies they fight. The other wall (that they do not choose) suffers heavy casualties, but the Lance Defenders are able to fend off the attack.

- If the PCs choose the east wall, run Encounter 6A.
- If the PCs choose the west wall, run Encounter 6B.
- If the PCs choose to split up, run Encounter 6A for those who go to the east wall, and Encounter 6B for those who go to the west wall. Use the scaling for a party of 4 even if there are fewer than 4 PCs in a given encounter.

If the gate was destroyed in Encounter 5 the PCs must fight an additional wave of minions in Encounter 6. The extra wave of minions arrives at the start of the second combat round.

MILESTONE

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

TREASURE

There is no treasure in this encounter.

ENCOUNTER 6A: THE EAST WALL

ENCOUNTER LEVEL 7/10 (1550/2400 XP)

SETUP

This encounter includes the following creatures at the low tier:

- 3 orc rampagers (level 7) (R)
- 4 orc pyromaniacs (level 7) (P)
- 1 orc storm shaman (level 8) (A)

This encounter includes the following creatures at the high tier:

- 3 orc rampagers (level 10) (R)
- 4 orc pyromaniacs (level 9) (P)
- 1 orc storm shaman (level 10) (A)

Once they arrive at the east wall, the PCs notice a large, smoldering hole in the wall itself and buildings burning across the way. Orc pyromaniacs have detonated themselves, wreaking havoc in this area. Read or paraphrase the following:

You arrive at the east wall and a scene of devastation. Some kind of explosion has blown a hole in the wall and started a fire in the building across. The area is covered with rubble and the militia is in full retreat. Several orcs covered in writhing orange flames run through the streets, chasing down straggling soldiers. Directing these creatures are three larger orcs with heavy flails. An orc with lightning dancing around him stands atop a nearby roof, cackling with a mad laughter, obviously ecstatic about the destruction being wrought.

The blaze in the house is too big to quench during the fight, but neither does it spread. The orcs are trying to herd the soldiers into the fire, considering that the most entertaining way to kill them.

FEATURES OF THE AREA

Puddles: Any square that contains a puddle is in reality an area covered with rubble from the exploded wall. These squares are difficult terrain.

Buildings: This area of the town has low buildings; each is 15 feet high (3 squares) with a flat roof (normal terrain).

Fire: One of the houses burns brightly. Any creature that starts its turn within 2 squares of the flames takes 5

fire damage. The fire itself is hindering terrain, and anybody entering the zone takes 2d6 + 4 / 2d6 + 6 fire damage and ongoing 5 fire damage (save ends).

Ladders: The ladders require a DC 10 Athletics check to climb.

Rabble: The two groups of rabble are mostly civilians and surviving militia. They are in a panic, and are being herded by the orcs. These squares are hindering terrain. A creature starting its turn amongst the crowd must make a saving throw or fall prone, taking 2d6 + 4 / 2d6 + 6 damage in the process. The crowd has a speed of 5. Any amount of area damage destroys one square of the crowd. It takes a move action and a DC 12/13 Diplomacy or Intimidate check to direct the crowd, shifting the entire terrain feature one square in any direction. With a DC 16/18 check result the PC can instead choose to disperse the crowd, removing one square from the terrain feature; with a DC 24/26 result they can disperse two squares.

TACTICS

The pyromaniacs open with *flaming pitch* in an attempt to trigger *explosive charge* if they die at range. The rampagers try to protect the storm shaman, using *rampage* on as many different opponents as possible. Remember to add a second wave of orc pyromaniacs at the start of the second combat round if the PCs lost the gate in Encounter 5.

SCALING THE ENCOUNTER

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

Four PCs: Remove one of orc rampager.

Six PCs: Add one orc storm shaman.

ENDING THE ENCOUNTER

Once the PCs defeat the orcs, a messenger from the command center arrives. The messenger relates that there is a lull in the battle and Lord Tuanek wishes to speak with the PCs. Proceed to Encounter 7.

MILESTONE

The characters receive 310/480 experience points each for defeating the orcs. This encounter counts toward a milestone.

TREASURE

There is no treasure in this encounter.

ENCOUNTER 6A: “THE EAST WALL” STATISTICS (LOW LEVEL)

Orc Rampager (level 7)	Level 7 Brute
Medium natural humanoid	XP 300
HP 100; Bloodied 50	Initiative +5
AC 19, Fortitude 21, Reflex 19, Will 17	Perception +3
Speed 6	Low-light vision
TRAITS	
Berserk Flailing	
While the orc is bloodied and can take opportunity actions, any enemy that starts its turn adjacent to the orc takes 5 damage.	
STANDARD ACTIONS	
m Heavy Flail (weapon) • At-Will	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 2d6 + 7 damage.	
M Rampage • At-Will	
Effect: The orc shifts up to 3 squares and can use <i>heavy flail</i> against three enemies during the shift.	
R Handaxe (weapon) • At-Will	
Attack: Ranged 10 (one creature); +12 vs. AC	
Hit: 2d6 + 7 damage and the orc can push the target 1 square.	
TRIGGERED ACTIONS	
Savage Demise	
Trigger: The orc drops to 0 hit points.	
Effect (Free Action): The orc takes a standard action.	
Str 21 (+8)	Dex 14 (+5) Wis 10 (+3)
Con 20 (+8)	Int 8 (+2) Cha 8 (+2)
Alignment chaotic evil Languages Common, Giant	
Equipment leather armor, 4 handaxes, heavy flail	

Orc Pyromaniac (level 7)	Level 7 Minion
Medium natural humanoid	XP 75
HP 1; a missed attack never damages a minion.	Initiative +5
AC 19, Fortitude 20, Reflex 19, Will 17	Perception +2
Speed 6 (8 while charging)	Low-light vision
STANDARD ACTIONS	
m War Pick (weapon) • At-Will	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 7 damage.	
R Flaming Pitch (fire, weapon) • At-Will	
Attack: Ranged 5 (one creature); +11 vs. Reflex	
Hit: 7 fire damage.	
TRIGGERED ACTIONS	
Explosive Charge	
Trigger: The orc drops to 0 hit points.	
Effect (Free Action): The orc pyromaniac charges the nearest enemy it can charge and makes a melee basic attack that deals 5 extra fire damage.	
Str 17 (+6)	Dex 14 (+5) Wis 8 (+2)
Con 14 (+5)	Int 7 (+1) Cha 10 (+3)
Alignment chaotic evil Languages Common, Giant	
Equipment leather armor, war pick, flaming pitch bomb x4	
Note: Updated to <i>Monster Vault</i> .	

Orc Storm Shaman (level 8)	Level 8 Artillery
Medium natural humanoid	XP 350
HP 66; Bloodied 33	Initiative +8
AC 22, Fortitude 18, Reflex 21, Will 20	Perception +7
Speed 6	Low-light vision
STANDARD ACTIONS	
m Scimitar (weapon) • At-Will	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 1d8 + 10 damage.	
r Lightning Strike • At-Will	
Attack: Ranged 30 (one creature); +13 vs. Reflex	
Hit: 1d10 + 10 lightning damage, and one enemy within 5 squares of the target takes 5 lightning damage.	
A Vengeful Whirlwind (lightning, thunder, zone) • Recharge when first bloodied	
Attack: Area burst 1 within 10 (enemies in burst); +13 vs. Fortitude	
Hit: 2d10 + 5 lightning and thunder damage, and the target falls prone. Then the shaman slides the target up to 2 squares.	
Miss: Half damage, and the shaman can slide the target 1 square.	
Effect: The burst creates a zone that lasts until the end of the orc's next turn. Any enemy that ends its turn in the zone takes 10 thunder and lightning damage.	
TRIGGERED ACTIONS	
Wind Walk • Encounter	
Trigger: The shaman is first bloodied.	
Effect (Free Action): Until the end of the encounter, the shaman gains fly speed of 8 but must land or fall at the end of each move.	
Savage Demise	
Trigger: The orc drops to 0 hit points.	
Effect (Free Action): The orc takes a standard action.	
Str 21 (+8)	Dex 14 (+5) Wis 10 (+3)
Con 20 (+8)	Int 8 (+2) Cha 8 (+2)
Alignment chaotic evil Languages Common, Giant	
Equipment leather armor, 4 handaxes, heavy flail	

ENCOUNTER 6A: “THE EAST WALL” STATISTICS (HIGH LEVEL)

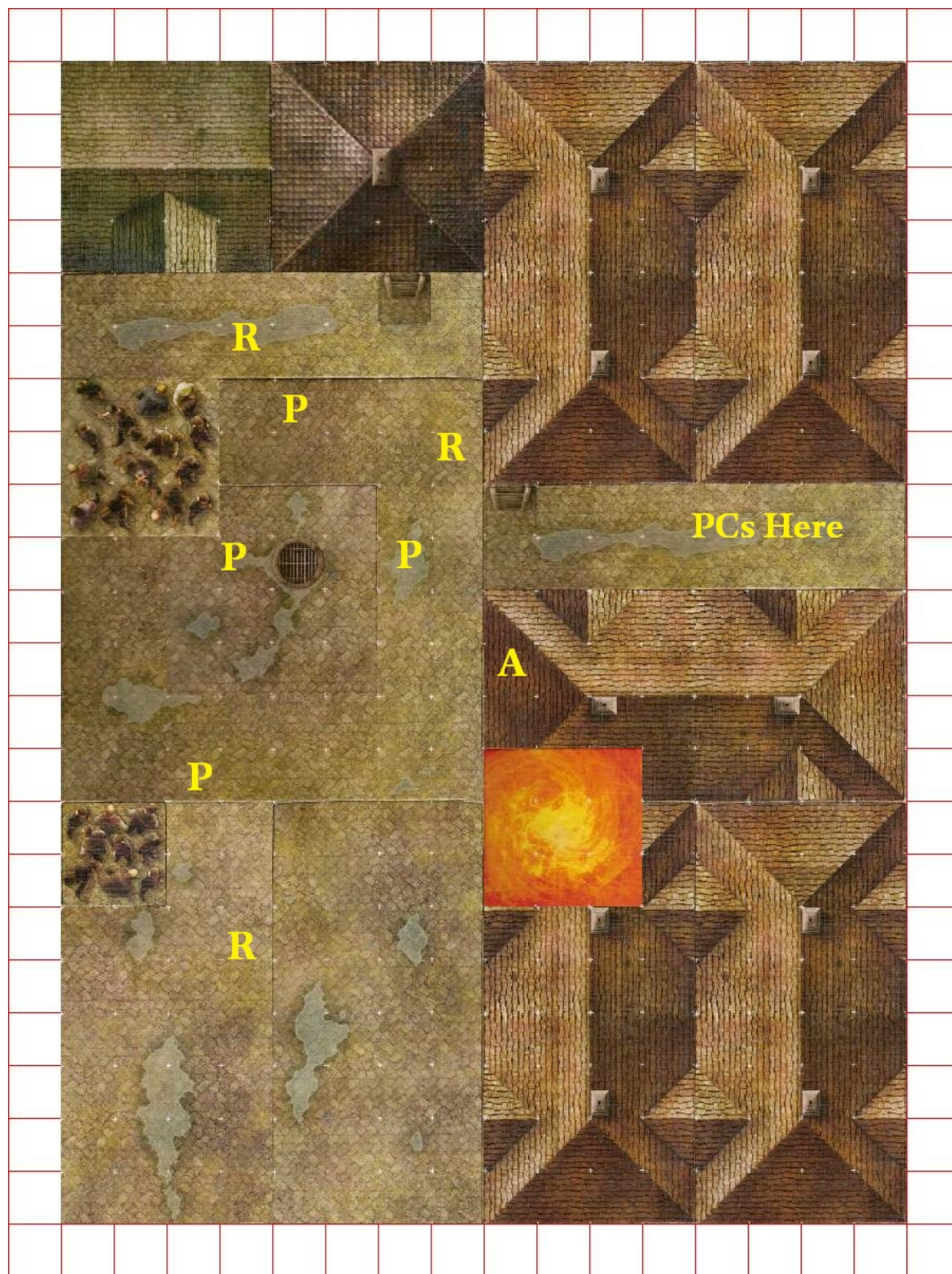
Orc Rampager (level 10)	Level 10 Brute
Medium natural humanoid	XP 500
HP 130; Bloodied 65	Initiative +7
AC 22, Fortitude 24, Reflex 22, Will 20	Perception +5
Speed 6	Low-light vision
TRAITS	
Berserk Flailing	
While the orc is bloodied and can take opportunity actions, any enemy that starts its turn adjacent to the orc takes 5 damage.	
STANDARD ACTIONS	
m Heavy Flail (weapon) • At-Will	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 2d6 + 10 damage.	
M Rampage • At-Will	
Effect: The orc shifts up to 3 squares and can use <i>heavy flail</i> against three enemies during the shift.	
R Handaxe (weapon) • At-Will	
Attack: Ranged 10 (one creature); +15 vs. AC	
Hit: 2d6 + 10 damage, and the orc can push the target 1 square.	
TRIGGERED ACTIONS	
Savage Demise	
Trigger: The orc drops to 0 hit points.	
Effect (Free Action): The orc takes a standard action.	
Str 21 (+10)	Dex 14 (+7) Wis 10 (+5)
Con 20 (+10)	Int 8 (+4) Cha 8 (+4)
Alignment chaotic evil Languages Common, Giant	
Equipment leather armor, 4 handaxes, heavy flail	

Orc Pyromaniac (level 9)	Level 9 Minion
Medium natural humanoid	XP 100
HP 1; a missed attack never damages a minion.	Initiative +6
AC 21, Fortitude 22, Reflex 21, Will 19	Perception +3
Speed 6 (8 while charging)	Low-light vision
STANDARD ACTIONS	
m War Pick (weapon) • At-Will	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 9 damage.	
R Flaming Pitch (fire, weapon) • At-Will	
Attack: Ranged 5 (one creature); +13 vs. Reflex	
Hit: 9 fire damage.	
TRIGGERED ACTIONS	
Explosive Charge	
Trigger: The orc drops to 0 hit points.	
Effect (Free Action): The orc pyromaniac charges the nearest enemy it can charge and makes a melee basic attack that deals 5 extra fire damage.	
Str 17 (+7)	Dex 14 (+6) Wis 8 (+3)
Con 14 (+6)	Int 7 (+2) Cha 10 (+4)
Alignment chaotic evil Languages Common, Giant	
Equipment leather armor, war pick, flaming pitch bomb x4	
Note: Updated to <i>Monster Vault</i> .	

Orc Storm Shaman (level 10)	Level 10 Artillery
Medium natural humanoid	XP 500
HP 78; Bloodied 39	Initiative +9
AC 24, Fortitude 20, Reflex 23, Will 22	Perception +8
Speed 6	Low-light vision
STANDARD ACTIONS	
m Scimitar (weapon) • At-Will	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 1d8 + 12 damage.	
r Lightning Strike • At-Will	
Attack: Ranged 30 (one creature); +15 vs. Reflex	
Hit: 1d10 + 12 lightning damage, and one enemy within 5 squares of the target takes 6 lightning damage.	
A Vengeful Whirlwind (lightning, thunder, zone) • Recharge when first bloodied	
Attack: Area burst 1 within 10 (enemies in burst); +15 vs. Fortitude	
Hit: 2d10 + 7 lightning and thunder damage, and the target falls prone. Then the shaman slides the target up to 2 squares.	
Miss: Half damage, and the shaman can slide the target 1 square.	
Effect: The burst creates a zone that lasts until the end of the orc's next turn. Any enemy that ends its turn in the zone takes 12 thunder and lightning damage.	
TRIGGERED ACTIONS	
Wind Walk • Encounter	
Trigger: The shaman is first bloodied.	
Effect (Free Action): Until the end of the encounter, the shaman gains fly speed of 8 but must land or fall at the end of each move.	
Savage Demise	
Trigger: The orc drops to 0 hit points.	
Effect (Free Action): The orc takes a standard action.	
Str 21 (+9)	Dex 14 (+6) Wis 10 (+4)
Con 20 (+9)	Int 8 (+3) Cha 8 (+3)
Alignment chaotic evil Languages Common, Giant	
Equipment leather armor, 4 handaxes, heavy flail	

ENCOUNTER 6A: “THE EAST WALL” (MAP)

TILE SETS NEEDED
DU2: Streets of Shadow x2



ENCOUNTER 6B: THE WEST WALL

ENCOUNTER LEVEL 7/10 (1550/2400 XP)

SETUP

This encounter includes the following creatures at the low tier:

4 infernal battle armors (level 7) (B)

3 cambion wrathborns (level 7) (W)

1 vizier devil (level 8) (V)

This encounter includes the following creatures at the high tier:

4 infernal battle armors (level 9) (B)

3 cambion wrathborns (level 10) (D)

1 vizier devil (level 10) (V)

A group of devils overran the defenses at the walls and has started wreaking havoc on the town's buildings. They face no opposition, and have started a fire.

As the PCs enter the area, read:

You approach the west wall and soon arrive at a town square with a large fountain in the middle. One of the nearby houses is engulfed in flames. The heat is palpable even at this distance and smoke rises high in the sky. Several empty, burning suits of armor clatter around the battlefield, seemingly of their own volition. Nearby stand three fiendish looking humanoids with bat wings armed with short swords and wands. Another red-skinned humanoid, this one carrying a scepter, hovers behind the fountain. It grins at your approach. "Why, this day just keeps getting better and better! The Queen has promised to pay well for your heads!"

The devils are intent on killing the PCs and collecting a bounty, focusing on any PCs with the story awards TYMA19 Anger of Queen Sisay or TYMA16 Notice of Queen Sisay. Remember also that those characters suffer extra damage from critical hits (as explained in the Adventure Background).

The blaze in the house is too big to quench during the fight, but nor does it spread.

FEATURES OF THE AREA

Buildings: The buildings here are tall: 20 feet (4 squares). The roofs are slanted, making them difficult terrain. Any character who moves across a roof must

make a DC 15 Acrobatics check or fall off the roof. Making a saving throw allows them to catch the edge of the roof.

The doors and shutters are closed and locked. IT requires a DC 15 Strength check to break one open. Fleeing into the buildings forces the devils down since they want to kill the PCs.

Fire: One of the houses burns brightly. Any creature that starts its turn within 2 squares of the flames takes 5 fire damage. The fire itself is hindering terrain, and anybody entering the zone takes 2d6 + 4 / 2d6 + 6 fire damage and ongoing 5 fire damage (save ends).

Fountain: The fountain in the middle of the square counts as difficult terrain. The statue in the middle is blocking terrain and provides cover. The fountain's waters are magically replenished, a gift of Lord Tuanek to the city from years ago. Where the edge of the shimmering heat meets the cascading spray of the fountain, steam hisses into the air. Any character taking ongoing fire damage while in a square of the fountain automatically succeeds on his or her saving throw.

TACTICS

The battle armors do their best to keep as many devils in their aura as possible. The cambions simply try to kill the PCs as fast as possible, preferably with melee attacks, but if heavily wounded with ranged attacks. The vizier tries to get the PCs closer to the flames so that he can direct them into the blaze through *word of command*. None of the devils is above using the heat aura of the flames as cover. Remember to add a second wave of infernal battle armors at the start of the second combat round if the PCs lost the gate in Encounter 5.

SCALING THE ENCOUNTER

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

Four PCs: Remove one of the cambions.

Six PCs: Add one vizier devil.

ENDING THE ENCOUNTER

Once the PCs defeat the devils, another messenger arrives. There is a lull in the battle and Lord Tuanek wishes to speak with the PCs. Proceed to Encounter 7.

MILESTONE

The characters receive 310/480 XP each for defeating the devils. This encounter counts toward a milestone.

TREASURE

There is no treasure in this encounter.

ENCOUNTER 6B: “THE WEST WALL” STATISTICS (LOW LEVEL)

Cambion Wrathborn (level 7)	Level 7 Skirmisher
Medium immortal humanoid (devil)	XP 300
HP 84; Bloodied 42	Initiative +10
AC 21, Fortitude 19, Reflex 22, Will 16	Perception +5
Speed 6, fly 8 (clumsy)	Darkvision
Resist 10 fire	
TRAITS	
O Burning Anger (fire) • Aura 1	
While the wrathborn is bloodied, any enemy that ends its turn within the aura takes 5 fire damage.	
STANDARD ACTIONS	
m Pain Blade (weapon) • At-Will	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 2d8 + 6 damage., and the target grants combat advantage until the end of the wrathborn's next turn.	
M Path of Pain (weapon) • At-Will	
Effect: The wrathborn shifts 4 squares and can use <i>pain blade</i> at any point during the shift.	
r Fire bolt (fire, implement) • At-Will	
Attack: Ranged 5 (one creature); +10 vs. Reflex	
Hit: 2d6 + 3 fire damage.	
C Burst Skyward (fire, implement) • Encounter	
Requirement: The wrathborn must be bloodied.	
Attack: Close burst 2 (enemies in burst); +10 vs. Reflex	
Hit: 2d10 + 3 fire damage., and the wrathborn flies 8 squares without provoking opportunity attacks.	
MINOR ACTIONS	
Wicked guise	
Requirement: The wrathborn must not be bloodied.	
Effect: The wrathborn assumes the appearance of a specific Medium humanoid.	
Skills Acrobatics +13, Bluff +13, Intimidate +13	
Str 17 (+6)	Dex 21 (+8) Wis 14 (+5)
Con 20 (+8)	Int 15 (+5) Cha 20 (+8)
Alignment evil	Languages Supernal
Equipment leather armor, short sword, wand	

Vizier Devil (level 8)	Level 8 Controller (leader)
Medium immortal humanoid (devil)	XP 350
HP 88; Bloodied 44	Initiative +5
AC 22, Fortitude 20, Reflex 20, Will 22	Perception +7
Speed 6, teleport 4	Darkvision
Resist 10 fire	
STANDARD ACTIONS	
m Scepter (weapon) • At-Will	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 2d8 + 5 damage, and the devil slides the target 1 square.	
R Hellfire Bolt (fire) • At-Will	
Attack: Ranged 5 (one creature); +11 vs. Reflex	
Hit: 2d10 + 3 fire damage, the target grants combat advantage until the end of the devil's next turn.	
Word of Command (charm) • At-Will	
Effect: Choose one creature within 2 squares of the devil. The devil slides that creature 3 squares, and the creature makes a melee basic attack as a free action against a creature of the devil's choice.	
MINOR ACTIONS	
Hellfire Enchantment (fire) • At-Will	
Effect: One ally within 5 squares of the devil deals 5 extra fire damage with melee attacks until the end of the ally's next turn.	
TRIGGERED ACTIONS	
Infernal Advice • Recharge 6	
Trigger: An ally within 10 squares of the devil misses with an attack roll or fails a skill check.	
Effect (Immediate Interrupt): The triggering ally can reroll the attack roll or the skill check, gaining a +2 bonus to the reroll.	
Skills Bluff +13, Diplomacy +13, Insight +12	
Str 13 (+5)	Dex 12 (+5) Wis 16 (+7)
Con 16 (+7)	Int 22 (+10) Cha 18 (+8)
Alignment evil	Languages Supernal
Equipment scepter	

Infernal Battle Armor (level 7)	Level 7 Minion
Medium immortal animate (devil, undead)	XP 75
HP 1; a missed attack never damages a minion.	Initiative +7
AC 23, Fortitude 20, Reflex 19, Will 18	Perception +3
Speed 6	Darkvision
Resist 5 fire	
TRAITS	
O Bloodlust • Aura 2	
Non-minion devils in the aura gain a +1 bonus to damage. Multiple <i>bloodlusts</i> grant a cumulative bonus.	
STANDARD ACTIONS	
m Long Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 7 damage.	
TRIGGERED ACTIONS	
Essence Transference (healing)	
Trigger: The battle armor drops to 0 hit points.	
Effect (No Action): The nearest non-minion devil within 5 squares regains 15 hit points.	
Str 19 (+7)	Dex 14 (+5) Wis 10 (+3)
Con 15 (+5)	Int 8 (+2) Cha 11 (+3)
Alignment evil	Languages -
Equipment heavy shield, short sword	

ENCOUNTER 6B: “THE WEST WALL” STATISTICS (HIGH LEVEL)

Cambion Wrathborn (level 10)	Level 10 Skirmisher
Medium immortal humanoid (devil)	XP 500
HP 108; Bloodied 54	Initiative +12
AC 24, Fortitude 22, Reflex 25, Will 19	Perception +7
Speed 6, fly 8 (clumsy)	Darkvision
Resist 10 fire	
TRAITS	
O Burning Anger (fire) • Aura 1	
While the wrathborn is bloodied, any enemy that ends its turn within the aura takes 5 fire damage.	
STANDARD ACTIONS	
m Pain Blade (weapon) • At-Will	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 2d8 + 9 damage, and the target grants combat advantage until the end of the wrathborn's next turn.	
M Path of Pain (weapon) • At-Will	
Effect: The wrathborn shifts 4 squares and can use <i>pain blade</i> at any point during the shift.	
r Fire bolt (fire, implement) • At-Will	
Attack: Ranged 5 (one creature); +13 vs. Reflex	
Hit: 2d6 + 6 fire damage.	
C Burst Skyward (fire, implement) • Encounter	
Requirement: The wrathborn must be bloodied.	
Attack: Close burst 2 (enemies in burst); +13 vs. Reflex	
Hit: 2d10 + 6 fire damage, and the wrathborn flies 8 squares without provoking opportunity attacks.	
MINOR ACTIONS	
Wicked guise	
Requirement: The wrathborn must not be bloodied.	
Effect: The wrathborn assumes the appearance of a specific Medium humanoid.	
Skills Acrobatics +15, Bluff +15, Intimidate +15	
Str 17 (+8) Dex 21 (+10) Wis 14 (+7)	
Con 20 (+10) Int 15 (+7) Cha 20 (+10)	
Alignment evil	Languages Supernal
Equipment leather armor, short sword, wand	

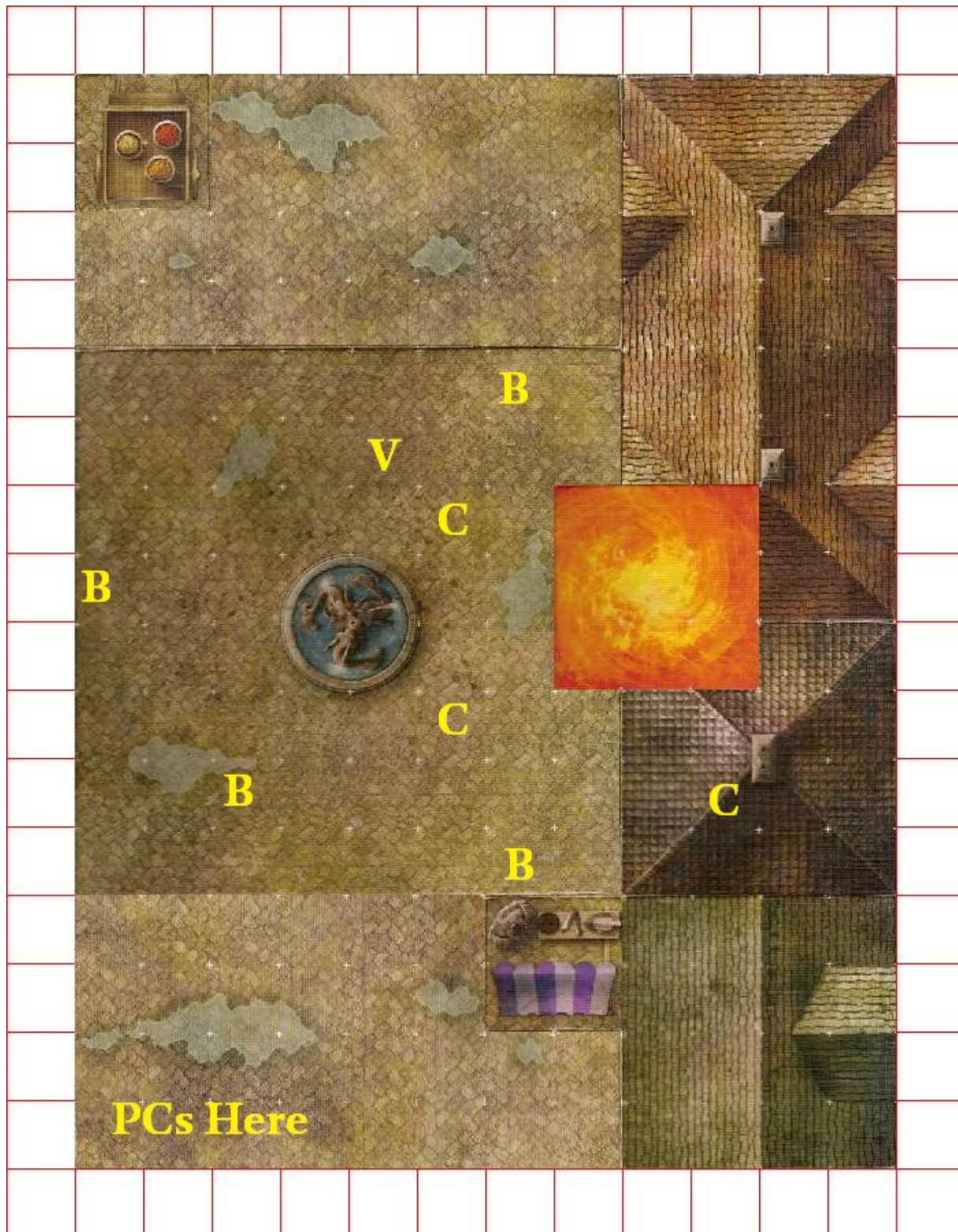
Vizier Devil (level 10)	Level 10 Controller (leader)
Medium immortal humanoid (devil)	XP 500
HP 104; Bloodied 52	Initiative +6
AC 24, Fortitude 22, Reflex 22, Will 24	Perception +8
Speed 6, teleport 4	Darkvision
Resist 10 fire	
STANDARD ACTIONS	
m Scepter (weapon) • At-Will	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 2d8 + 7 damage, and the devil slides the target 1 square.	
R Hellfire Bolt (fire) • At-Will	
Attack: Ranged 5 (one creature); +13 vs. Reflex	
Hit: 2d10 + 5 fire damage, the target grants combat advantage until the end of the devil's next turn.	
Word of Command (charm) • At-Will	
Effect: Choose one creature within 2 squares of the devil. The devil slides that creature 3 squares, and the creature makes a melee basic attack as a free action against a creature of the devil's choice.	
MINOR ACTIONS	
Hellfire Enchantment (fire) • At-Will	
Effect: One ally within 5 squares of the devil deals 5 extra fire damage with melee attacks until the end of the ally's next turn.	
TRIGGERED ACTIONS	
Infernal Advice • Recharge 6	
Trigger: An ally within 10 squares of the devil misses with an attack roll or fails a skill check.	
Effect (<i>Immediate Interrupt</i>): The triggering ally can reroll the attack roll or the skill check, gaining a +2 bonus to the reroll.	
Skills Bluff +14, Diplomacy +14, Insight +13	
Str 13 (+6) Dex 12 (+6) Wis 16 (+8)	
Con 16 (+8) Int 22 (+11) Cha 18 (+9)	
Alignment evil	Languages Supernal
Equipment scepter	

Infernal Battle Armor (level 9)	Level 9 Minion
Medium immortal animate (devil, undead)	XP 88
HP 1; a missed attack never damages a minion.	Initiative +8
AC 25, Fortitude 22, Reflex 21, Will 20	Perception +4
Speed 6	Darkvision
Resist 5 fire	
TRAITS	
O Bloodlust • Aura 2	
Non-minion devils in the aura gain a +1 bonus to damage. Multiple bloodlusts grant a cumulative bonus.	
STANDARD ACTIONS	
m Long Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 9 damage.	
TRIGGERED ACTIONS	
Essence Transference (healing)	
Trigger: The battle armor drops to 0 hit points.	
Effect (<i>No Action</i>): The nearest non-minion devil within 5 squares regains 15 hit points.	
Str 19 (+8) Dex 14 (+6) Wis 10 (+4)	
Con 15 (+6) Int 8 (+3) Cha 11 (+4)	
Alignment evil	Languages -
Equipment heavy shield, short sword	

ENCOUNTER 6B: “THE WEST WALL” MAP

TILE SETS NEEDED

DU2: Streets of Shadow x1



ENCOUNTER 7: DAMAGE REPORT!

SETUP

Important NPCs:

Lord Tuanek, polite, stern, and disciplined male dragonborn ruler of Ruinspoke

Dirnth, stout male middle-aged dwarf prospector

This encounter happens immediately after Encounter 6. The PCs do get to take a short rest as they travel, however. The battle has hit a lull while the enemy army regroups for another attack. Lord Tuanek decides that this is a perfect chance for a counterattack, and asks the PCs to strike against the enemy leaders. The battle has raged all day; it was midmorning when the invaders arrived, and it is now roughly a half hour before sunset.

By now it has become apparent that the town faces destruction unless the defenders can turn the tables. Lord Tuanek knows he lacks the forces to do so, and although reinforcements are on their way from Djerad Thymar, he does not expect them to arrive in time. Ruinspoke may be reclaimed, but there won't be anything left of the town or its people. Luckily the dwarven prospector Dirnth (who the PCs met briefly in Encounter 3 and may have spent more time with during previous Tymather regional adventures) has come up with another plan.

Lord Tuanek nods as you arrive. "Thank you for coming so quickly. Please understand that your actions today have saved many lives, but despite all our efforts, I do not believe that we can hold the city. We are too badly outnumbered. We have won ourselves a brief respite but I am certain that these monsters will attack again under cover of darkness, and I do not think that our forces can last the night. However, Dirnth believes that he may have discovered a way for us to win the war in spite of the fact that we cannot win the battle."

Dirnth steps forward, laying a map out on the table before you. Rather than a map of the battlefield, this is a map of the fields surrounding Ruinspoke, and it is covered with scrawled notes in Dwarven. Scratched lines run in various directions. They don't match any landmarks that you recall seeing on the surface.

With the aid of the map, Dirnth points out the army's commander's tent at the back of the enemy forces. Obviously, the PCs cannot simply walk up, but luckily Dirnth knows of a backdoor. Beneath Ruinspoke and the surrounding areas, there are a variety of tunnels, some natural, others manmade, all leftover from before

the creation of Tymather. They don't form a single network, but from time to time, a sinkhole in the fields alerts people to the presence of another tunnel or cavern. By following several of these sections of tunnel, Dirnth believes that it would be possible for the PCs to emerge about 30 feet behind the command center. They are not likely to be watching from that direction, so with a little luck, the PCs should be able to catch them by surprise. To increase the odds of success they need to wait for the cover of darkness, but they cannot wait too long or else the town will be overrun.

Lord Tuanek's men have gathered up some of the spoils of battle that the PCs did not have time to search through previously. Give them a chance to take all the short rests they need and to go through the loot and take what they need.

If the PCs want to wait for nightfall, they are able to and the enemy army does not attack in the meantime. The enemy army plans to throw everything at them around midnight. The earlier fights were to test the defenses and capabilities of the town and its leaders.

ENDING THE ENCOUNTER

After the PCs have gone through all the magic items and are ready to proceed, go to Encounter 8. The bonuses or penalties from Encounter 4 end at this time.

MILESTONE

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

TREASURE

Available to the PCs are *diamond bracers*, a *diamond cincture*, a *circlet of continuity*, and a pair of *strikebacks*. In addition there is a package of alchemical items recovered from the orcs, including three flasks of *alchemist sparks* (level 13). See the New Rules section for details on all these items. The PCs may use any or all of these items in the final battle, but in order to keep them beyond the adventure, a character would have to choose one as his or her Treasure.

ENCOUNTER 8: STRIKING BACK

ENCOUNTER LEVEL 9/11 (2100/3000 XP)

SETUP

This encounter includes the following creatures at the low tier:

- 1 lamia, Masika (level 9) (M)
- 1 young volcanic dragon (level 7) (D1 or D2)
- 2 fire archon flameshields (level 8) (A1 or A2)

This encounter includes the following creatures at the high tier:

- 1 lamia, Masika (level 11) (M)
- 1 young volcanic dragon (level 9) (D1 or D2)
- 2 fire archon flameshields (level 10) (A1 or A2)

Dirnth leads the PCs through the tunnels. It is a grueling trip through small corridors on the verge of collapse. The tunnels don't form a complete network, so the PCs are constantly scurrying across stretches of open ground between tunnel exits and entrances, trying to avoid notice. After several close calls, they arrive at their destination about 30 feet from the enemy command tent.

"There they are," Dirnth whispers, pointing to an extravagantly decorated tent about 30 feet away. "I will remain here, so you can find the tunnel entrance quickly once the deed is done - and also to defend our escape route if the monsters figure out where you came from. Under this darkness, it should be easy to sneak up on them. Just stay low and quiet."

Waiting around here would be a bad idea. The army is close by and the longer the PCs wait, the greater the chance of being noticed. Go ahead and draw the battle map so the PCs can see the position of the monsters and make plans. They can also use powers or rituals and make preparations in the tunnel as you deem appropriate, but if they take too long or make a lot of noise, they will surely be discovered. Read or paraphrase the following:

Within a lavishly decorated tent stands a beautiful woman, speaking to a tall, armored creature made of pure fire. Outside of the tent rests a large dragon that seems to be made of boiling lava. The grass around this creature is scorched and even in the darkness you can see heat waves rising from its skin.

Once the PCs have made their plan and are ready to attack, roll initiative. The PCs have the element of surprise, but they have to get out of the tunnel first. Each PC makes an individual Stealth check against the fire archon's passive Perception score of 23/24. Those who succeed may take both a move action and a standard action during the surprise round. Those who fail may take only a move action (and it cannot be an attack). This battle is much more interesting if the PCs are spread out instead of all bunched up in the tunnel entrance, so this mechanic is designed to encourage them to move.

If the PCs gave their position away or all failed the Stealth check when coming out of the tunnel, Masika greets their arrival with sarcastic charm. She laughs at their bumbling and calls herself "Masika of Unthalass, the Lamia Triumphant." In this case, place the dragon on D2 and the flameshields on A2. In this case the volcanic dragon has also activated noxious fumes 1 round before the start of the fight.

After two rounds of combat, it looks like reinforcements are about to arrive to destroy the PCs. Something distracts them, and instead of marching up on the PCs, they turn around and face something from Ruinspoke. The remaining Platinum Cadre and Lance Defenders have sallied forth in an attempt to try and buy some time for the PCs as a distraction. The PCs find out after the battle that Lord Tuanek personally led the charge to ensure that the PCs would have time to deal with the enemy leaders.

FEATURES OF THE AREA

Illumination: It is nighttime, but not all of the monsters have darkvision. Magical lights provide illumination in and around the command tent.

Bushes and boulders: The bushes and boulders are blocking terrain. Creatures can climb over the boulders and push through the bushes at half speed with a DC 15 Athletics check.

Skeleton: The large skeleton on the ground is difficult terrain.

Tent: The sides of the tent (thin black lines) are open and do not block line of sight or provide cover. The tent is held up at six points (the two statues in front and the four black squares on the sides). These are blocking terrain and do provide cover. The tent is 10 feet tall and is not sturdy enough to support creatures standing on top of it.

TACTICS

The dragon works to keep as many PCs in his aura as possible, making them vulnerable to fire damage

through its *claw* attack. The fire archon focuses on those PCs to make best use of the vulnerability. They are not above targeting the dragon with their aura, especially if there is a sizable number of PCs within the dragon's *noxious fumes* aura. Note that the dragon is not resistant to fire damage.

Masika opens with *pacifying burst* and then follows with *devouring swarm* on the toughest looking PC. Each round she sustains the swarm to get constant damage.

The volcanic dragon is an ally of Queen Sisay, sent to supervise Masika and report back to her month, but it considers its own survival more important than the fate of its allies. It flees once reduced below 25% of its hit points. It will not surrender or allow itself to be captured, however, choosing instead to fight to the death if it cannot escape.

Masika is trying to prove to her mother, Queen Sisay, that she is worthy of command, but she is not suicidal. She will accept a demand to surrender if the dragon is gone and she is below 25% of her hit points. It's up to the PCs whether to take the risk of bringing her back as a prisoner or ending her life on the battlefield.

The archons are compelled to fight to the death in defense of Masika by the terms of their service. However, once the lamia is defeated, the archons are quick to leave, their contract severed.

Note: The players may be disappointed that Queen Sisay herself does not make an appearance in this adventure. The lamia Masika is one of Sisay's daughters, but Sisay herself would be a Paragon tier opponent. In a future Core adventure, the PCs may get the chance to go into Unthalass and deal with the Queen directly. Nevertheless, defeating Masika (and more importantly, defeating the army) ends the immediate threat to Ruinspoke. Queen Sisay's resources are not infinite.

SCALING THE ENCOUNTER

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

Four PCs: Remove one fire archon. Reduce the hit points of Masika by 40/45 and the volcanic dragon by 40/50.

Six PCs: Add another fire archon.

ENDING THE ENCOUNTER

Once the PCs defeat Masika and her minions, they can search the command tent. They find notes to Masika from someone called Queen Sisay. If the PCs have not played any previous Tymanther regional adventures then they will not know who Sisay is, but Lord Tuanek can fill them in on the details. Sisay is a lamia queen who dwells in the ruins of Unthalass; according to the

letters in the tent, Masika is (or was) Sisay's daughter. The PCs should not hang around too long as the remnants of the monstrous army will eventually come back this way after the attack on Ruinspoke collapses.

EXPERIENCE POINTS

The characters receive 420/600 XP each for defeating Masika and her bodyguards.

TREASURE

Masika has 75/100 gp per character in a chest within her tent. She also wears a *devil's claw* +2.

ENCOUNTER 8: “STRIKING BACK” STATISTICS (LOW LEVEL)

Young Volcanic Dragon (level 7)	Level 7 Elite Brute
Large elemental magical beast (fire, dragon)	XP 600
HP 204; Bloodied 102	Initiative +8
AC 19, Fortitude 20, Reflex 18, Will 19	Perception +9
Speed 8, fly 8 (clumsy)	Darkvision
Saving Throws +2; Action Points 1	
TRAITS	
O Noxious Fumes (poison) • Aura 1	
Any enemy that ends its turn within the aura takes 5 poison damage.	
STANDARD ACTIONS	
m Bite (fire) • At-Will	
Attack: Melee 2 (one creature); +11 vs. AC	
Hit: 2d10 + 1 damage, and ongoing 5 fire damage (save ends).	
m Claw • At-Will	
Attack: Melee 2 (one creature); +13 vs. AC	
Hit: 2d8 + 1 damage, and the target loses all fire resistance until the end of the dragon's next turn.	
M Double Attack • At-Will	
Effect: The dragon uses <i>bite</i> and <i>claw</i> or uses <i>claw</i> twice.	
MINOR ACTIONS	
C Growing Heat (fire) • Recharge at the start of any turn when <i>noxious fumes</i> is aura 1	
Effect: The <i>noxious fumes</i> expend to aura 3. At the start of the dragon's next turn, the <i>noxious fumes</i> expands to aura 5. At the start of its following turn, the dragon makes the following attack.	
Attack (No Action): Close burst 5 (enemies in burst); +10 vs. Reflex	
Hit: 2d10 + 2 fire damage, and ongoing 5 fire damage (save ends).	
Effect: The <i>noxious fumes</i> aura reverts to its original state and size (aura 1).	
Lava Vent (fire, zone) • Recharge when first bloodied	
Effect: The dragon creates a zone in an area burst 1 within 10 squares that last until the end of the encounter. Any creature that enters the zone or starts its turn there takes 5 fire damage.	
TRIGGERED ACTIONS	
Sudden Flare (fire) • At-Will	
Trigger: The dragon is hit by a fire attack.	
Effect (Free Action): Each enemy in the dragon's <i>noxious fumes</i> aura takes 5 fire damage.	
Str 13 (+5)	Dex 12 (+5)
Con 16 (+7)	Int 22 (+10)
	Wis 16 (+7)
	Cha 18 (+8)
Alignment unaligned	Languages Common, Draconic, Primordial

Masika (level 9)	Level 9 Elite Controller (leader)
Medium fey magical beast (shapechanger)	XP 800
HP 196; Bloodied 98	Initiative +6
AC 25, Fortitude 22, Reflex 21, Will 23	Perception +11
Speed 6, climb 6	
Resist half damage from melee and ranged attacks, 10 fire; Vulnerable 10 against close and area attacks	
Saving Throws +2; Action Points 1	
TRAITS	
O Swarm's Embrace • Aura 1	
An enemy that starts its turn in the aura takes 5 damage.	
Squeezing Swarm	
By altering its shape, a lamia can squeeze through small openings as if it were a Tiny creature.	
STANDARD ACTIONS	
m Cursed Touch (healing) • At-Will	
Attack: Melee 1 (one creature); +12 vs. Fortitude	
Hit: 2d6 + 6 damage, and the target is dazed (save ends). In addition, the lamia regains a number of hit points equal to the amount of damage dealt.	
M Devouring Swarm • At-Will	
Attack: Melee 5 (one creature); +12 vs. Fortitude	
Hit: 2d8 + 8 damage.	
M Devil's Claw (charm) • Daily	
Requirement: The target is a devil or tiefling.	
Attack: Melee 1 (one creature); +12 vs. Will	
Hit: The target is dominated until the end of Masika's next turn.	
C Pacifying Burst (psychic) • Recharge when first bloodied	
Attack: Close burst 5 (all enemies in burst); +12 vs. Will	
Hit: The target is dazed (save ends).	
MINOR ACTIONS	
Sustain Devouring Swarm • At-Will (1/round per original <i>devouring swarm</i> attack)	
Requirement: Target was hit by <i>devouring swarm</i> or affected by <i>sustain devouring swarm</i> in the previous round and remained within melee 5 range.	
Effect: 2d8 + 8 damage.	
Change Shape (polymorph) • At-Will	
Effect: A lamia can alter its physical form to appear as an attractive Medium humanoid of any race or gender.	
Skills Arcana +12, Bluff +14, Insight +11	
Str 13 (+5)	Dex 14 (+6)
Con 18 (+8)	Int 17 (+7)
	Wis 14 (+6)
	Cha 21 (+9)
Alignment evil	Languages Common, Elven
Equipment <i>devil's claw</i> +2	

Note: Damage updated to *Monster Vault* values. *Pacifying burst* downgraded to daze instead of stun because of change to a heroic monster instead of a paragon level monster. Power of *devil's claw* +2 added.

ENCOUNTER 8: “STRIKING BACK” STATISTICS (LOW LEVEL)

Fire Archon Flameshield (level 8)	Level 8 Soldier
Medium elemental humanoid (fire)	XP 350
HP 92; Bloodied 46	Initiative +12
AC 24, Fortitude 20, Reflex 21, Will 19	Perception +13
Speed 8	
Immune disease, poison; Resist 30 fire	
Saving Throws +2; Action Points 1	
TRAITS	
O Ember Cloud (fire) • Aura 1	
Each creature that begins its turn in the aura takes 5 fire damage and is marked by the flameshield until the end of the flameshield's next turn.	
Flame Mark Fire	
The flameshield deals an extra 1d8 fire damage against any enemy that is marked by it.	
STANDARD ACTIONS	
m Scimitar (fire, weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +13 vs. AC	
<i>Hit:</i> 1d8 + 7 damage (crit 2d8 + 13) plus 1d8 fire damage, and the target is marked until the end of the flameshield's next turn.	
C Flameshield Enticement (fire) • Recharge 4-6	
<i>Attack:</i> Close burst 3 (all enemies in burst); +11 vs. Fortitude	
<i>Hit:</i> 2d6 + 5 fire damage, the target is pulled 2 squares, and the target takes ongoing 5 fire damage (save ends).	
Str 16 (+7)	Dex 22 (+10)
Con 20 (+9)	Int 16 (+7)
Wis 18 (+8)	Cha 14 (+6)
Alignment chaotic evil Languages Primordial	
Equipment light shield, plate armor, scimitar	
Note: Damage updated to <i>Monster Vault</i> values.	

ENCOUNTER 8: “STRIKING BACK” STATISTICS (HIGH LEVEL)

Young Volcanic Dragon (level 9)	Level 9 Elite Brute
Large elemental magical beast (fire, dragon)	XP 800
HP 244; Bloodied 122	Initiative +9
AC 21, Fortitude 22, Reflex 20, Will 21	Perception +10
Speed 8, fly 8 (clumsy)	Darkvision
Saving Throws +2; Action Points 1	
TRAITS	
O Noxious Fumes (poison) • Aura 1	
Any enemy that ends its turn within the aura takes 5 poison damage.	
STANDARD ACTIONS	
m Bite (fire) • At-Will	
Attack: Melee 2 (one creature); +13 vs. AC	
Hit: 2d10 + 3 damage, and ongoing 5 fire damage (save ends).	
m Claw • At-Will	
Attack: Melee 2 (one creature); +15 vs. AC	
Hit: 2d8 + 3 damage, and the target loses all fire resistance until the end of the dragon's next turn.	
M Double Attack • At-Will	
Effect: The dragon uses <i>bite</i> and <i>claw</i> or uses <i>claw</i> twice.	
MINOR ACTIONS	
C Growing Heat (fire) • Recharge at the start of any turn when <i>noxious fumes</i> is aura 1	
Effect: The <i>noxious fumes</i> expend to aura 3. At the start of the dragon's next turn, the <i>noxious fumes</i> expands to aura 5. At the start of its following turn, the dragon makes the following attack.	
Attack (No Action): Close burst 5 (enemies in burst); +12 vs. Reflex	
Hit: 2d10 + 3 fire damage, and ongoing 5 fire damage (save ends).	
Effect: The <i>noxious fumes</i> aura reverts to its original state and size (aura 1).	
Lava Vent (fire, zone) • Recharge when first bloodied	
Effect: The dragon creates a zone in an area burst 1 within 10 squares that last until the end of the encounter. Any creature that enters the zone or starts its turn there takes 5 fire damage.	
TRIGGERED ACTIONS	
Sudden Flare (fire) • At-Will	
Trigger: The dragon is hit by a fire attack.	
Effect (Free Action): Each enemy in the dragon's <i>noxious fumes</i> aura takes 5 fire damage.	
Str 13 (+6)	Dex 12 (+6) Wis 16 (+8)
Con 16 (+8)	Int 22 (+11) Cha 18 (+9)
Alignment unaligned Languages Common, Draconic, Primordial	

Masika (level 11)	Level 11 Elite Controller (leader)
Medium fey magical beast (shapechanger)	XP 1,200
HP 228; Bloodied 114	Initiative +7
AC 27, Fortitude 24, Reflex 23, Will 25	Perception +12
Speed 6, climb 6	
Resist half damage from melee and ranged attacks, 10 fire; Vulnerable 10 against close and area attacks	
Saving Throws +2; Action Points 1	
TRAITS	
O Swarm's Embrace • Aura 1	
An enemy that starts its turn in the aura takes 5 damage.	
Squeezing Swarm	
By altering its shape, a lamia can squeeze through small openings as if it were a Tiny creature.	
STANDARD ACTIONS	
m Cursed Touch (healing) • At-Will	
Attack: Melee 1 (one creature); +14 vs. Fortitude	
Hit: 2d6 + 7 damage, and the target is dazed (save ends). In addition, the lamia regains a number of hit points equal to the amount of damage dealt.	
M Devouring Swarm • At-Will	
Attack: Melee 5 (one creature); +14 vs. Fortitude	
Hit: 3d6 + 9 damage.	
M Devil's Claw (charm) • Daily	
Requirement: The target is a devil or tiefling.	
Attack: Melee 1 (one creature); +14 vs. Will	
Hit: The target is dominated until the end of Masika's next turn.	
C Pacifying Burst (psychic) • Recharge when first bloodied	
Attack: Close burst 5 (all enemies in burst); +14 vs. Will	
Hit: The target is dazed (save ends).	
MINOR ACTIONS	
Sustain Devouring Swarm • At-Will (1/round per original <i>devouring swarm</i> attack)	
Requirement: Target was hit by <i>devouring swarm</i> or affected by <i>sustain devouring swarm</i> in the previous round and remained within melee 5 range.	
Effect: 3d6 + 9 damage.	
Change Shape (polymorph) • At-Will	
Effect: A lamia can alter its physical form to appear as an attractive Medium humanoid of any race or gender.	
Skills Arcana +13, Bluff +15, Insight +12	
Str 13 (+6)	Dex 14 (+7) Wis 14 (+7)
Con 18 (+9)	Int 17 (+8) Cha 21 (+10)
Alignment evil Languages Common, Elven	
Equipment <i>devil's claw</i> +2	

Note: Damage updated to *Monster Vault* values. *Pacifying burst* downgraded to daze instead of stun because of change to a heroic monster instead of a paragon level monster. Power of *devil's claw* +2 added.

ENCOUNTER 8: “STRIKING BACK” STATISTICS (HIGH LEVEL)

Fire Archon Flameshield (level 10)	Level 10 Soldier
Medium elemental humanoid (fire)	XP 500
HP 108; Bloodied 54	Initiative +13
AC 26, Fortitude 22, Reflex 23, Will 21	Perception +14
Speed 8	
Immune disease, poison; Resist 30 fire	
Saving Throws +2; Action Points 1	
TRAITS	
O Ember Cloud (fire) • Aura 1	
Each creature that begins its turn in the aura takes 5 fire damage and is marked by the flameshield until the end of the flameshield's next turn.	
Flame Mark Fire	
The flameshield deals an extra 1d8 fire damage against any enemy that is marked by it.	
STANDARD ACTIONS	
m Scimitar (fire, weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +15 vs. AC	
<i>Hit:</i> 1d8 + 9 damage (crit 2d8 + 15) plus 1d8 fire damage, and the target is marked until the end of the flameshield's next turn.	
C Flameshield Enticement (fire) • Recharge 4-6	
<i>Attack:</i> Close burst 3 (all enemies in burst); +13 vs. Fortitude	
<i>Hit:</i> 2d6 + 6 fire damage, the target is pulled 2 squares, and the target takes ongoing 5 fire damage (save ends).	
Str 16 (+8)	Dex 22 (+11)
Con 20 (+10)	Int 16 (+8)
	Wis 18 (+9)
	Cha 14 (+7)
Alignment chaotic evil Languages Primordial	
Equipment light shield, plate armor, scimitar	
Note: Damage updated to <i>Monster Vault</i> values.	

ENCOUNTER 8: “STRIKING BACK” (MAP)

TILE SETS NEEDED

Ruins of the Wild x1



ENCOUNTER 9: REBUILDING RUINSPOKE

SETUP

Important NPCs:

Lord Tuanek, polite, stern, and disciplined male dragonborn ruler of Ruinspoke

Dirnth, male stout middle-aged dwarf prospector

After defeating Masika, the enemy army is easily routed. With no commanders, the army quickly dissolves into chaos. That, combined with the timely arrival of support from Djerad Thymar, breaks the siege of Ruinspoke. A few days after the attack, the PCs are called into Lord Tuanek's office for a final meeting with him.

You enter Lord Tuanek's office, seeing Dirnth and a representative of the Platinum Cadre from Djerad Thymar standing with him.

"I can only commend you for your courage," Tuanek says, his voice warmer and less formal than usual. "While many lives were lost on this day, it would have been much, much worse if you had not been here."

"As such," the other dragonborn says, stepping into the conversation, "the nation of Tymanther would like to extend its gratitude in a special way. Vanquisher Tarhun himself has granted me the authority to create a new order of Tymantherian knights, the Protectors of Ruinspoke. Should you be willing to accept it, this is a great honor that is rarely bestowed upon even dragonborn citizens of Tymanther. In addition, the Vanquisher has sent a generous selection from his personal storehouse of treasures for you to choose from."

"Of course," the commander adds, "we would be delighted to have such capable individuals formally enlist in the Platinum Cadre, but I'm afraid that is a bit more of a commitment. Still, please do see me later if you are interested in joining our ranks."

Lord Tuanek beams with satisfaction as the commander finishes speaking. His face then goes grim as he turns back to you. "While a blow has been struck against our enemies and the immediate threat to Ruinspoke is ended, for me this battle is not finished. I do not believe it is good policy to allow someone to invade my home without fear of reprisal. You have shown yourselves to be devoted to the well-being of my House and my people, or at the very least driven to do the right thing. After Ruinspoke has been rebuilt, I intend to commit the resources of House Jalt and charter an expedition into the ruins of Unthalass. We

will go in search of Queen Sisay, so that we may exterminate her once and for all. I hope that I will be able to count on your support when the time comes. What say you?"

Lord Tuanek does not understand why she harbors such animosity toward Ruinspoke in general and himself in particular, but he is determined to find out. If the PCs accept his petition for further assistance, he thanks them, and then sends them off with the Platinum Cadre commander from Djerad Thymar to receive their rewards. If they refuse, he simply nods, thanks them for their service, and politely has them escorted out of his presence. They still receive all the rewards from the adventure even if they don't offer their support.

MAJOR QUEST AWARD

Characters who have Story Award **TYMA16** and/or **TYMA19** earn a bonus of 350/500 XP and 50/75 gold pieces for finishing the *Rise of Darkness* Major Quest. These characters are offered the chance to keep their *stone of fortune* (or exchange it for another one; see Treasure A). They also earn Story Award **TYMA24**.

TREASURE

All PCs, regardless of whether they completed the Major Quest or not, get a share of the spoils worth 75/150 gold pieces each, and have access to the other magic items that were recovered during the battle (Treasures B through F). Those who wish to choose a specific item from Vanquisher Tarhun's arsenal or simply get a larger share of the coin may do that instead (Treasures X, Y, and Z). All PCs earn **TYMA23** and may optionally earn **TYMA21** if they are willing to join the Platinum Cadre.

CONCLUDING THE ADVENTURE

If the PCs were successful, the town is saved and the forces from Djerad Thymar stay to help rebuild the town and protect it for some time. Although Ruinspoke is damaged, Lord Tuanek is confident that the rebuilding will be accomplished quickly.

If the PCs failed to defeat Masika, then Ruinspoke falls before the reinforcements can arrive. The area is later retaken by Djerad Thymar, but Ruinspoke will have to be rebuilt from scratch, a project that will take many years and drain the resources of House Jalt.

If the lamia Masika was taken prisoner, Lord Tuanek assures the PCs that the inquisitors of the Platinum Cadre will take care to extract all possible information from her, and perhaps House Jalt will even be able to use her as a bargaining chip against her mother, although loyalty among such creatures is rare.

REWARDS SUMMARY

At the conclusion of the adventure, the PCs earn experience points, treasure, and possibly story awards. All totals listed here are per PC. A number before the slash is the low-level value; after the slash is the high-level value.

EXPERIENCE POINTS

Give PCs a full award for each encounter they successfully completed, and a half award if they were unsuccessful. Give no award if the characters did not play the encounter at all.

Encounter 4: Town Defense

70 / 100 XP

Encounter 5: The Attack!

320 / 420 XP

Encounter 6: The Walls

310 / 480 XP

Encounter 8: Striking Back

420 / 600

Major Quest: Rise of Darkness

+350 / +500 XP

Total Possible Experience

1,120 / 1,600 XP

(1,470 / 2,100 XP with the Major Quest bonus)

Base Gold per PC

150 / 200 gp (200 / 275 with Major Quest)

(Encounter 3: 75 / 100 gp, Encounter 8: 75 / 100 gp;
Major Quest: +50 / +75 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.)

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

EACH PC SELECTS ONE OF THE FOLLOWING:

Treasure A: One *fortune stone** of the player's choice (level 12; *Adventurer's Vault* 2). This Treasure is only available to PCs who successfully completed the *Rise of Darkness* Major Quest.

Found in Encounter 3

Treasure B: *diamond bracers** (level 9; *Adventurer's Vault* 2)

Found in Encounter 7

Treasure C: *circlet of continuity** (level 11; *Adventurer's Vault* 2)

Found in Encounter 7

Treasure D: *strikebacks** (level 10; *Adventurer's Vault* 1)

Found in Encounter 7

Treasure E: *diamond cincture** (level 10; *Adventurer's Vault* 2)

Treasure F: *devil's claw +2** (level 10; *Vor Rukoth*)

Found in Encounter 8

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 a *potion of clarity* (level 10) plus 150 / 300 gp. The player should write the consumable gained on their Adventure Log. Consumable items obtained in this fashion do not take up found-item slots.

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) worth 350 / 500 gp.

STORY AWARDS

Award these if the PC completes the condition for the award in the adventure. Pass out certificates to the players for their story awards.

All characters receive **TYMA23 Knight Protector of Ruinspoke**, which is open to characters of all races and nationalities; it *does not* require swearing allegiance to Tymanther. (Those who are uncomfortable accepting a title from Tymanther may decline this Story Award without giving offense.) To be clear, the Knight-Protectors of Ruinspoke are not a formal campaign meta-organization.

TYMA23 Knight-Protector of Ruinspoke

Vanquisher Tarhun has personally granted a charter for the formation of a new knighthood, dedicated to the protection of Ruinspoke. You do not need to change your allegiance to Tymanther in order to accept the honorary title of Knight-Protector of Ruinspoke. The only requirement is that you swear to defend Ruinspoke whenever called upon by the lawful authorities of Tymanther. Lord Tuanek of House Jalt personally commissions a portrait of every Knight-Protector to hang in the knighthood's chapter house in Ruinspoke.

Characters that are already natives of Tymanther, do not have any conflicting obligations, or are willing to give up their conflicting obligations and change their allegiance to Tymanther may accept TYMA21 Platinum Cadre Membership (this opportunity is also available in another Tymanther adventure, which is why the numbering is out of order).

TYMA21 and TYMA23 do not conflict with each other, so characters can earn both of these Story Awards. Being a Knight-Protector of Ruinspoke does not help a PC get promoted within the Platinum Cadre, however.

TYMA21 Platinum Cadre Membership

For your service in defense of Ruinspoke, you have been invited to enlist in the Platinum Cadre. In order to accept this award, you must forswear other allegiances, make your home in Tymanther, and swear loyalty to the dragonborn, so if you have other Story Awards that impose conflicting requirements, you might lose the benefits of those awards if you accept this one.

As a member of the Platinum Cadre, you can gain rank and position amongst the elite defenders of Tymanther. For full details on the rights, responsibilities, and benefits of membership in the Platinum Cadre, please see the *Living Forgotten Realms Meta-Organization Guide*.

Note: For space reasons, details on the benefits of gaining membership in the the Platinum Cadre will be found in the *Living Forgotten Realms Meta-Organization Guide*.

Only those PCs who previously had Story Award **TYMA16 Notice of Queen Sisay** and/or Story Award **TYMA19 Anger of Queen Sisay** (and therefore completed the *Rise of Darkness* Major Quest) receive **TYMA24 Seething Hatred of Queen Sisay**. A PC does not need this Story Award to play the future adventure featuring Lord Tuanek and Queen Sisay, but those who do have this award will be in for some extra surprises.

TYMA24 Seething Hatred of Queen Sisay

You stood in the vanguard and defended the town of Ruinspoke from an army of monsters sent by the enigmatic Queen Sisay. Though the *Rise of Darkness* Major Quest has concluded, this story is not quite over. Lord Tuanek intends to personally lead an expedition into the ruins of Unthalass and deal with this threat once and for all. When the time comes, Sisay will no doubt recognize you as being one of her most formidable tormentors.

NEW RULES

Alchemist Spark

Level 13

Price: 650 gp

Alchemical Item

Power (Consumable • Lightning): Standard Action. Make an attack: Area burst 1 within 10; targets each creature in burst; +16 vs. Reflex; 3d6 lightning damage and a -1 penalty to attack rolls.

Reference: *Eberron Player's Guide*, page(s) 99.

Circlet of Continuity

Level 11

Price: 9,000 gp

Item Slot: Head

Property: You gain a +2 item bonus to saving throws against dazing or stunning effects.

Power (Encounter): No Action. Trigger: You are dazed or stunned at the start of your turn. Effect: You sustain a power that normally requires a minor action to sustain.

Reference: *Adventurer's Vault 2*, page(s) 61.

Devil's Claw

Level 10

Price: 5,000 gp

Item Slot: Neck

Enhancement: +2 Fortitude, Reflex, and Will

Property: You gain resist 10 fire.

Power (Daily): Standard Action. Make an attack against a devil or tiefling: Melee 1; Charisma or Constitution + the item's enhancement bonus vs. Will; on a hit, the target is dominated until the end of your next turn.

Reference: *Vor Rukoth*, page(s) 18.

Diamond Bracers

Level 9

Price: 4,200 gp

Item Slot: Arms

Power (Daily): Minor Action. Until the end of the encounter, gain resist 10 against a damage type from which you were dealt damage since the end of your last turn.

Reference: *Adventurer's Vault 1*, page(s) 116.

Diamond Cincture

Level 10

Price: 5,000 gp

Item Slot: Waist

Property: This belt holds one diamond and you gain a +1 item bonus to Fortitude.

Power (At-Will • Healing): Minor Action. When you use this power, you can spend a healing surge and one diamond on the belt cracks and darkens, becoming worthless. Each time a diamond cracks, the belt's item bonus is reduced by 1. If there are no diamonds on the belt, you can't use this power. After an extended rest, each diamond destroyed by this power is restored.

Reference: *Adventurer's Vault 2*, page(s) 75.

Potion of Clarity

Level 10

Price: 200 gp

Potion

Power (Consumable): Minor Action. When you drink this potion, you must spend a daily magic item use. Once, before the end of the encounter, when you make an attack roll with an encounter or a daily attack power of 10th level or lower, you can reroll the attack roll but must use the second result.

Reference: *Adventurer's Vault 1*, page(s) 188.

Stone of Earth

Level 12

Price: 13,000 gp

Wondrous Item

Power (Daily): Free Action. Trigger: You miss an enemy with a melee weapon attack. Effect: Reroll the attack roll.

Reference: *Adventurer's Vault 2*, page(s) 133.

Stone of Flame

Level 12

Price: 13,000 gp

Wondrous Item

Power (Daily): Free Action. Trigger: You miss an enemy with a fire attack power. Effect: Reroll the attack roll.

Reference: *Adventurer's Vault 2*, page(s) 133.

Stone of Light Level 12
Price: 13,000 gp
Wondrous Item
Power (Daily): Free Action. Trigger: You miss an enemy with a radiant attack power. Effect: Reroll the attack roll.
Reference: *Adventurer's Vault 2*, page(s) 133.

Stone of Shadow Level 12
Price: 13,000 gp
Wondrous Item
Power (Daily): Free Action. Trigger: You miss an enemy with a necrotic attack power. Effect: Reroll the attack roll.
Reference: *Adventurer's Vault 2*, page(s) 133.

Stone of Spirit Level 12
Price: 13,000 gp
Wondrous Item
Power (Daily): Free Action. Trigger: You miss an enemy with a psychic attack power. Effect: Reroll the attack roll.
Reference: *Adventurer's Vault 2*, page(s) 133.

Stone of Storms Level 12
Price: 13,000 gp
Wondrous Item
Power (Daily): Free Action. Trigger: You miss an enemy with a lightning or thunder attack power. Effect: Reroll the attack roll.
Reference: *Adventurer's Vault 2*, page(s) 133.

Stone of Wind Level 12
Price: 13,000 gp
Wondrous Item
Power (Daily): Free Action. Trigger: You miss an enemy with a ranged weapon attack. Effect: Reroll the attack roll.
Reference: *Adventurer's Vault 2*, page(s) 133.

Fortune Stone Set Benefits

Wielders*	Benefit
2	Each ally who bears a <i>fortune stone</i> gains an item bonus to the reroll granted by the stone's power equal to the number of allies who bear one or more items from this set.
5	Each ally who bears a <i>fortune stone</i> gains a +2 item bonus to initiative and a +1 item bonus to saving throws.

* The number of allies who bear one or more items from this set.

Strikebacks Level 10
Price: 5,000 gp
Item Slot: Hands
Property: Gain a +1 item bonus to opportunity attacks.
Power (Encounter): Immediate Reaction. Use this power when an adjacent enemy hits you. Make a melee basic attack against that enemy.
Reference: *Adventurer's Vault 1*, page(s) 136.

PLAYER HANDOUT 1: RUINSPOKE

Ruinspoke is a frontier village located near the border of Tymanther and the former Mulhorand. Ruinspoke was settled by House Jalt a few years after the dragonborn came to Faerûn. The House decided to charter a settlement here to serve as a border outpost for dragonborn travelers, allowing them to rest and resupply before heading out of Tymanther. The village has grown ever since then.

Population: 758; Dragonborn make up roughly 60% of the population. Tieflings are few and far between; the rest is pretty evenly divided among dwarves, humans, halflings, eladrins, elves, and half-elves.

Government: House Jalt is in charge of Ruinspoke and Lord Tuanek is in charge of House Jalt so in turn Lord Tuanek is in charge of Ruinspoke. Tuanek is an older dragonborn. He came here to “retire” and help train the young ones. He is kind but firm. He doesn’t especially like mercenaries (he worries about their changing loyalties) but does understand that they are needed especially out here on the frontier.

Defense: The town boasts a small number of defenses but they are formidable. House Jalt has a small garrison stationed here and they serve as the city guard. The town has two Lance Defenders assigned to it and a few Platinum Cadre members. (See the Tymanther entry in the Forgotten Realms Campaign Guide for more information about these military organizations.)

Inns: Several inns cater to travelers.

Hammerfell - the proprietor of this clean, but barebones, inn is Olket, a no-nonsense, male dragonborn.

Home Cookin’ - the proprietor is Imiere, a gregarious female half-elf. She is very talkative, loves a good story and treats customers more like family. The furniture has seen better days, but the food is the best in Ruinspoke.

Taverns: The best tavern in Ruinspoke is the Full Mugs. Its proprietor is Temget, a male dwarf whose pride in his homebrewed beer is justifiable. Bring your own mug and the first one’s free. Just don’t cause any trouble.

Supplies: There are a number of places where supplies and essential items can be purchased.

General Store - Hikath’s General Provisions. The proprietor is Almer Hikath, a male human and the second generation of Hikaths to operate this family business. Heavier weapons and armor, as well as foodstuffs and building supplies, are the focus of this store. Almer is professional and helpful, but does not haggle.

Traveling Gear - Spoke in ‘Spoke. The shop is owned and operated by a quiet elderly halfling couple, Jiran and Kelsa Wheelfixer. They used to be wilderness guides, but a bad wagon accident left this couple sidelined a few years back. They loved helping people travel and decided to open a store. Traveling supplies, light weapons, and armor are their specialties. Their son, Wielfan, operates the adjoining stables.

Stables - Trusty’s Stables. The proprietor, Wielfan Wheelfixer, has only been in business a few years. Originally named Trusty’s Rest, after his beloved dappled pony, he changed the name after too many visitors entered the stable and asked for a drink and a bed.

Temples: The Temple of Bahamut is the most prominent, of course. The High Priest is Dauret, a male dragonborn. He has a reputation of being firm yet helpful. There is also a small temple to Ilmater. The High Priestess is Tihaket, an elderly human woman, whose family moved to Tymanther from Mulhorand. She is a skilled midwife and an excellent healer.

Outlying Areas: Most of the outlying areas are not heavily patrolled. The people that live out in the outlying areas tend to be farmers, ranchers, woodsmen, hunters, or trappers. Adventurers often go out to explore the many ruins that dot the area. About as many of them return as don’t.

DUNGEONS & DRAGONS LIVING FORGOTTEN REALMS

(character name)

HAS RECEIVED STORY AWARDS FROM:
TYMA2~ 4 STAND AGAINST THE DARKNESS

TYMA21 Platinum Cadre Membership

You have been invited to enlist in the Platinum Cadre. In order to accept this award, you must forswear other allegiances, make your home in Tymanter, and swear loyalty to the dragonborn, so if you have other Story Awards that impose conflicting requirements, you might lose the benefits of those awards if you accept this one.

As a member of the Platinum Cadre, you can gain rank and position amongst the elite defenders of Tymanter. For details on the rights, responsibilities, and benefits of membership, please see the *Living Forgotten Realms Meta-Organization Guide*.

TYMA23 Knight-Protector of Ruinspoke

Vanquisher Tarhun has personally granted a charter for the formation of a new knighthood, dedicated to the protection of Ruinspoke. You do not need to change your allegiance to Tymanter in order to accept the honorary title of Knight-Protector of Ruinspoke. The only requirement is that you swear to defend Ruinspoke whenever called upon by lawful authorities. Lord Tuanek of House Jalt personally commissions a portrait of every Knight-Protector to hang in the knighthood's chapter house in Ruinspoke.

TYMA24 Seething Hatred of Queen Sisay

You stood in the vanguard and defended the town of Ruinspoke from an army of monsters sent by the enigmatic Queen Sisay. Though the *Rise of Darkness* Major Quest has concluded, this story is not quite over. Lord Tuanek intends to personally lead an expedition into the ruins of Unthalass and deal with this threat once and for all. When the time comes, Sisay will no doubt recognize you as being one of her most formidable tormentors.

DUNGEONS & DRAGONS LIVING FORGOTTEN REALMS

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

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

Date of Play: / /
Month Day Year

Start Time: :
Hour Minute

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

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

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DUNGEONS & DRAGONS®

SESSION TRACKING

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