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# JUNGLE HUNT

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

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A great hunt has been called in the jungles of Chult. The Amnian trading costers of Port Nyranzaru are competing to see which one can bring in the biggest, rarest beasts as trophies, and they're looking for adventuring companies to do the hunting. Are you and your companions up to the challenge? A *Living Forgotten Realms* adventure set in Chult for characters levels 1-14.

**Important Note:** At least four of the characters in the party must be members of the same Adventuring Company in order to play this adventure, and all of the characters must be within a single level band (1-4, 4-7, 7-10, or 11-14). This event may only be run at Wizards Play Network (WPN) Public Play events. It is not available for Private Play.

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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Most likely you ordered this adventure as part of an RPGA event, or you received it from your organizer. To play this adventure and receive rewards for it, you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be enrolled in the Wizards Play Network (or WPN for short.) Information on enrolling in the program can be found at [www.wizards.com/wpn](http://www.wizards.com/wpn). The person who sanctions the event, called the organizer, is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and gets reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM.) Sometimes (and almost all the time in the cases of home events) the organizer is also the table DM. You don't have to be enrolled in the Wizards Play Network to run this adventure if you are not the organizer.

By sanctioning and reporting this adventure you accomplish a couple of things. First, it is an official game, tracked under your play History. Second, DMs gain rewards for sanctioned RPGA play if they are members of the DM REWARDS program. DMing this adventure is worth one (1) point.

This adventure retires from RPGA-sanctioned play on December 31, 2011.

To learn more about RPGA event sanctioning and DM REWARDS, visit the RPGA website at [www.wizards.com/rpga](http://www.wizards.com/rpga).

## WHAT'S AN ADVENTURING COMPANY?

In the FORGOTTEN REALMS campaign setting, groups of adventurers often band together under a common cause or motivation. These groups are collectively referred to as "adventuring companies." A "company" is an organized group of adventurers that has taken on a specific name, heraldry or other identifying characteristic, regardless of whether their fundamental motive is one of profit. For example, an adventuring company could be part of an extended family or clan, a small religious sect, or a special team in a military organization. In the *Living Forgotten Realms* campaign, adventuring companies are player-created and player-administered organizations. They are a fun, but completely optional, component of the organized-play experience.

To learn more about the rules and guidelines for creating an adventuring company in *Living Forgotten*

*Realms*, please see the *RPGA Character Creation Guide*, which can be downloaded from the RPGA website at [www.wizards.com/rpga](http://www.wizards.com/rpga).

This adventure, like all DUNGEONS & DRAGONS<sup>®</sup> adventures, assumes that the player characters will be working together to achieve their goals. Any elements of competition between adventuring companies are intended to occur in a larger story context rather than taking place at the table. For example, an adventure might include a tournament or other contest in which the PCs score points for their adventuring company, with the company that scores the most points "winning" the overall competition. That's great, but it only works if the PCs at each individual table are working together instead of trying to undermine one another. Therefore, you may not run this adventure for a group of PCs that does not include at least four characters who are members of the same adventuring company, and it is recommended that all of the PCs be members of the same adventuring company.

If there are players whose characters aren't members of any existing adventuring company when they sit down at the table, that's fine. They can organize a new company on the spot, so long as the rules in the *RPGA Character Creation Guide* are followed (most notably, the restriction that a character may not change his or her adventuring company membership more than once per character level).

## ORGANIZER INFORMATION

Adventuring company adventures are only available for sanctioned Wizards Play Network (WPN) Public Play events. These adventures are designed to incorporate some meta-game elements (such as an overall scoring system for the participating adventuring companies). These make the most sense and are the most fun when there are a large number of tables all playing the adventure. Public Play events, especially conventions, are the biggest RPGA events, draw the most players, and run the most tables, giving them the greatest opportunity to have participants from a variety of different adventuring companies.

Everybody who participates in an adventuring company adventure receives a story object to commemorate the occasion. These story objects are handed out by the DM at the end of the adventure, just like any other *Living Forgotten Realms* adventure. Some adventuring company adventures might include an additional prize, such as a special certificate, that only the winning team gets. The additional prize may be reserved for events that are at least some minimum size (such as 10 tables). The organizer (the person who

sanctioned the event) is responsible for making sure that the adventure is run in a consistent and fair fashion, and for reporting the results back to the WPN. In the case of any disputes, the organizer makes the final decision about all elements relating to the competitive aspects of the adventure. The organizer's decisions are final and may not be appealed. Remember that the goal is for everyone to have fun!

All tables of an adventuring company adventure should be treated the same as any other RPGA event, including adherence to the RPGA General Rules. Each table must include 4-6 players and a DM. In other words, the core D&D experience should be the same, even though there might be some elements that extend beyond an individual table (such as overall scoring). Each table DM must complete a Session Tracking Form and turn it in to the event organizer, who is responsible for making sure that the results are reported to the RPGA in a timely fashion.

## COMPANIES COMPETE, NOT PCs

Adventuring company adventures are designed to offer unique challenges and opportunities. They usually pit adventuring companies head-to-head in some sort of competition (such as a tournament, scavenger hunt, or race). They might also involve a large-scale event (such as a battle to defend a frontier town, clearing out a significant monster lair, exploring a new dungeon, or staking a claim to new territory in the wilderness). In all these cases, it makes sense for the NPC sponsors to recruit adventuring companies rather than individual player characters. Regardless of the plot, the focus is on the companies themselves, and the PCs' efforts will increase or decrease their company's relative standing in the eyes of the wealthy or influential patron who has organized the event.

*However, no adventure can ever pit player characters directly against other player characters.* For example, it would be inappropriate to have a battle between two noble houses over a gold mine, where some of the adventuring companies are hired by one of the houses and the other adventuring companies are hired by the rival house, with the player characters fighting each other. *There will never be direct PC-versus-PC combat in any Living Forgotten Realms adventure.* Characters may temporarily be dominated by evil magic and forced to attack one another, but no adventure will ever set up a scenario in which individual PCs or groups of PCs are told to engage in combat against one another.

However, that does not mean that the various adventuring companies (and even members of the same company) cannot compete with each other in any way.

That same "battle for the gold mine" scenario might be just fine if all the PC adventuring companies are working for the same side. It is also okay to have the PCs represent different competing factions, so long as the PCs themselves do not directly come into conflict. For example, in a tournament, the PC adventuring companies might be presented with multiple offers of employment by different noble houses. Each group of PCs would then individually decide which of the various nobles they want to represent, and the winning adventuring company also wins the tournament on behalf the house they chose as their sponsor. But even in a tournament setting, player characters could only joust, duel, or otherwise directly engage in combat with NPCs, never with other PCs.

## WHAT AM I ALLOWED TO CHANGE?

Because they are sanctioned for public play only, adventuring company adventures can offer some interesting opportunities to organizers. The organizer decides how to structure the event for maximum publicity and enjoyment. For example, you might run the adventure multiple times over the various days of a convention and award the grand prize at the very end. Or, you can get all the participants together at the same time (and ideally in the same room) for a grand event, with scores tabulated and prizes given out on the spot.

Some adventuring company adventures might lend themselves to a slightly more elaborate setup than a typical RPGA adventure. For example, a tournament might feature individual tests of skill and prowess, such as an archery competition or a riddle contest. You could set these up as "stations" in which the individual characters would visit each station to participate in that particular competition. The DM supervising that station would have the player roll the appropriate dice or do whatever else is required, and then record the results on the player's score sheet, story certificate, or other tracking form.

However, the core RPGA DUNGEONS & DRAGONS experience remains 4-6 players and a DM at a table for 4 hours. Adventuring company adventures do not change that format. You may not run this adventure in any way that removes the core D&D experience. So, for example, you cannot run the entire adventure as a LARP (or "interactive"). The players are coming to play D&D and D&D is what you are expected to give them. Any additional elements that you present must be ancillary to the main 4-hour tabletop gaming session. You are also not allowed to change the story or encounters from what is presented in the adventure, other than as specified

herein and in the "DM Adventure Adjustments" section of the *RPGA Character Creation Guide*.

## 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 when you DM for a group:

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

To reinforce this golden rule, keep in mind the following:

- **You are empowered to make adjustments to the adventure and make decisions about how the group interacts with the world of this adventure.** This is especially important and applicable outside of combat encounters, but feel free to use the "scaling the encounter" advice (usually for adjusting to different-sized groups) to adjust combat encounters for groups that are having too easy or too hard of a time in an adventure.
- **Don't make the adventure too easy or too difficult for a group.** 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 ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Give everyone a "chance to shine."
- **Be mindful of pacing, and keep the game session moving along appropriately.** 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 within 3.5 - 4 hours; try to be very aware of running long or short. Adjust the pacing accordingly.
- **Give the players appropriate hints so they can make informed choices about how to interact with their environment.** Players should always know when enemies are affected by conditions and are bloodied. They should be given clues

about how to interact with their surroundings so they can tackle skill challenges, combats, and puzzles without getting too frustrated over lack of information. This helps to encourage immersion in the adventure and gives players "little victories" for figuring out a good choice from a clue.

In short, 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.

## PREPARING FOR PLAY

In order to play this adventure, you'll need copies of the following D&D 4th Edition rulebooks: *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*. 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 on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text.

Along with this adventure, you'll find a RPGA Session Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your organizer directly after play.

Adventuring company adventures might also have an additional scoring sheet, which is used to tabulate each individual table's results. The rules for scoring will be specified in the adventure. Fill the sheet out as you go along, so that you don't run the risk of forgetting what happened in each encounter. Check with your event organizer for any additional details about whether and how this adventuring company event is being scored at your particular WPN Public Play event.

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

## APPROPRIATE CHARACTER LEVELS

This adventure is designed for player characters (PCs) levels 1-14. Characters that fall outside of the level

range may not participate in the adventure. Furthermore, all of the characters in the party must be within the same level range. For example, you cannot have a level 3 character and a level 5 character together in the same party, even though the adventure supports both the levels 1-4 and levels 4-7 level bands. Make certain to check the levels of the PCs before beginning play to ensure that they are the proper level, both individually and as a group, to play the chosen level band.

This adventure supports four different level bands. In the adventure text, the adventure bands are referred to using the following abbreviations: H1 (levels 1-4), H2 (levels 4-7), H3 (levels 7-10), and P1 (levels 11-14). Each of the four level bands offers 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 adventure's 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, some of the rewards may not be available to them. 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 band 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. For example, "H1 10/11" means that if you are running the adventure for a group of levels 1-4 characters, the DC is 10 if they are playing the low-level version and 11 if they are playing the high-level version.

For encounters (such as skill challenges) that are identical at every level band except for the DCs, rather than listing eight different DCs for every skill check, the adventure instead uses the terms "easy," "moderate," and "hard." **Appendix 1** contains a breakdown of the DC values for each level band and tier, which matches the corresponding table in the *Dungeon Master's Guide*. Simply reference the Appendix and use the appropriate values throughout the adventure.

When the adventure specifies a single, exact DC (for example, saying that it requires a DC 15 Athletics check to climb out of a pit) then that DC is the same regardless of the level band or tier. It doesn't automatically get harder to climb a wall just because the characters are higher level. (Of course, there could also

be something special about the wall, like a magical defense, that causes it to be harder to climb at the higher level bands.)

## FAILING TO DEFEAT AN ENCOUNTER

If a group fails to defeat an encounter - that is, if they have to flee from a combat because it's too tough or they reach the predetermined number of failures in a skill challenge before reaching success - they are only awarded half experience points (round down) for the encounter. If they manage to tackle the encounter later and defeat it, award them the other half of the experience points for the encounter.

## CHARACTER DEATH

If a PC dies during the course of the adventure, the player of that character and the rest of the group have two options, provided that they have access to the Raise Dead ritual (either a PC has it and can use it or the characters return to civilization), they have access to the body, and it is possible to return the dead PC to life.

- **Pay the component cost for the ritual.** If the group chooses this option, the cost should be divided evenly among the group (500 gp for heroic tier, 5,000 gp for paragon tier, and 50,000 gp for epic tier.) Using a source outside the group to cast the ritual costs 20% more than the component cost. Total cost when using an outside source is 600 gp for heroic tier, 6,000 gp for paragon tier, and 60,000 gp for epic tier. A PC that dies and chooses this method of return gains full (or half, if the party was defeated) experience points from the encounter in which the character died, but no experience points for any encounters that were missed while the character was dead. If there are encounters remaining, the PC continues to earn experience as normal, and receives a normal cut of the rewards at the end of the adventure.
- **Invoke the Death Charity clause.** If the group cannot afford to pay for the ritual (or doesn't desire to do so), the PC can choose to return to life at the end of the adventure. Doing so forfeits all rewards (including treasure and story rewards) earned for the adventure except experience points gained prior to the character's death (the character receives the experience point award for the encounter in which they died.) The PC cannot participate in the same adventure a second time.

## MILESTONES

No matter if the characters succeed or fail in an encounter, they reach a milestone if it is the second encounter they've had since the start of the adventure or their last extended rest. **Encounters that do not give out experience points do not count for purposes of reaching a milestone.** Make certain to mention this information to the players when applicable, as it gives each PC another action point and affects how some magic item powers are used.

## LASTING EFFECTS

Sometimes a PC suffers a lasting effect that isn't easily resolved before the end of the adventure. The two most common lasting effects are the death penalty and diseases.

**Death Penalty:** When a character dies and is brought back to life by the Raise Dead ritual, that character suffers a -1 penalty to all attack rolls, skill checks, saving throws, and ability checks until they have reached three milestones. The player should simply record the adventure where the character died on their adventure log, and then keep a running tally of milestones reached. Once the PC has reached the third milestone since coming back to life, they no longer suffer the penalty.

**Diseases:** Diseases take hold of a character and last until they are cured or they reach their 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 the adventure, any character suffering from a disease must resolve the disease to either its cure or final state, using the necessary number of extended rests to do so. Other characters adventuring with the PC may decide to 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. Any effects that last for a specific period of time (that end after a certain number of days or a certain number of extended rests) should be resolved at the end of the adventure in which the effect was obtained (unless otherwise specified.) Effects that use some sort of adventuring benchmark of unknown duration (such as milestones) should be recorded on the character's logsheet and tracked across adventures.

## ADVENTURE BACKGROUND

Port Nyranzaru is a trade colony in Chult (see page 102 of the *Forgotten Realms Campaign Guide* for more information). The nation of Amn controls all activity in Port Nyranzaru. Taxes are high, but those lucky enough to be employed by one of the major trading companies live in relative safety inside the walls of this ultimate frontier city. Those not affiliated with any of the trading companies are forced to live in the expansive shantytown beyond the wall. They survive as best they can, constantly dealing with disease and threats from the jungle.

The Amnian trading houses with operations in Port Nyranzaru have decided to sponsor a great hunt in the jungles of Chult. Rather than risk their own people, they are recruiting adventuring companies to serve as their proxies. The adventuring companies are expected to compete fiercely to bring back the most dangerous or rarest monsters as trophies. The winning adventurers (and therefore the winning sponsor) will earn a great deal of prestige. To make things interesting even for those who don't win the overall grand prize, the authorities are also paying a cash bounty for each monster head, pelt, or other suitable evidence of the kill.

The hunt's objectives are threefold. First, the trading companies are in constant competition with one another for financial and political superiority. This hunt provides an opportunity for the companies to prove their worth and gain more influence with the ruling houses of Amn (who are very decadent and thus love such sport). Second, the trading companies are always on the lookout for agents who can further their aims in the world. Many times there are tasks which need to be performed that the wealthy merchants and nobles don't necessarily want to dirty their own hands with. Thus, the hunt is sort of an audition for adventuring companies - who, if they perform well, might receive future commissions. Third, with so many adventurers running around killing everything in sight, the hunt cannot help but reduce the population of dangerous monsters in the jungle near Port Nyranzaru, which will improve the overall safety and security of the colony.

## DM'S INTRODUCTION

This is a relatively straightforward adventure, but there are a number of choices that the players have to make along the way.

First, the PCs meet some of the noble houses and trading costers that are sponsoring adventuring companies in the hunt. The PCs must decide which house they will choose as their sponsor. The different

houses offer different benefits which might be useful during the adventure (such as a bonus to certain skill checks, or access to special equipment). Each house also has a particular trading philosophy or goal that the PCs might find more or less compatible with their own worldview.

The hunt lasts for one day, so once the PCs have gotten a sponsor, it's time to head into the jungle. In order to bring back the best possible trophy (the rarest and most dangerous monster around), the PCs engage in a skill challenge. They attempt to find the tracks of suitably interesting monsters while also dealing with the natural hazards of the jungle. Along the way, they discover a small set of ancient serpent empire ruins that do not appear to have been explored. There could be treasure in the ruins, but it's a distraction from the hunt. The PCs will have to decide if they want to explore the ruins right away, leave them for later, or ignore them completely. If the PCs choose to explore the ruins (either now or later) then they encounter a rival adventuring company that hasn't had any luck on their own hunt and has decided to steal from the other competitors instead.

Continuing their trek through the jungle, the PCs find some tracks that indicate a herd of rare lizards passes through the area on a regular basis. These particular lizards are highly valued for their scales, as well as for various organs used in making magic items and as ritual components. There are a mixture of smaller (less dangerous) and larger (more dangerous) reptiles in the herd. Tracking the herd of lizards leads the PCs along the banks of a rushing river.

Depending on how well they do in the tracking skill challenge, the PCs might also discover that a dragon uses this same area as its hunting ground. The PCs must decide if they want to face the dragon by itself, the dragon and the smaller lizards, the dragon and the larger lizards, or all of the monsters combined. The more monsters they choose to face, the better their chances of winning the grand prize, but the greater the danger. It is entirely possible that the PCs will bite off more than they can chew here, but the decision about how difficult a fight to face must be left entirely up to the players.

Once the PCs have fought the reptiles and the dragon and claimed whatever trophies they can, they must head back to Port Nyranzaru to present their kills and claim their reward. If they bypassed the ancient ruins earlier, then they can explore those on their way back to the port. If they choose to ignore the ruins completely, then the rival adventuring company ambushes them just outside of Port Nyranzaru, hoping to steal their trophies and claim their prize.

The PCs may choose to take an extended rest after battling the hazards of the jungle for a while. That's okay, but make sure the players understand that one element of the scoring system for the hunt is time. All else being equal, a group that does not take an extended rest (comes back earlier in the day with their trophies) will be awarded the grand prize ahead of a group that does take an extended rest (comes back later in the day or even the next day). You should share the details of the scoring system with the PCs before the adventure starts (see Appendix 2 for a sample score sheet). The point of the scoring system is not to play "gotcha" by taking away points for things the players did not know would be penalized. To be fair to everyone, explain the details ahead of time so that the players can make appropriate decisions during the adventure.

## PLAYER'S INTRODUCTION

Read or paraphrase the following to the players:

*The call has gone forth to adventuring companies across Faerun. The noble houses of Amn are sponsoring a great hunt at their nation's trade colony of Port Nyranzaru in the steamy jungles of Chult. The purpose of the hunt is ostensibly to thin the population of dangerous monsters in the vicinity of the colony, but it's an open secret that the quest for the biggest, rarest trophies is really just a proxy for the endless competition between the sponsoring houses. Because of the high degree of risk, this hunt is open only to the most highly organized: those who are part of chartered adventuring companies.*

*Most of the participants have made a long sea journey through the pirate-infested waters that surround the massive island. Port Nyranzaru itself boasts a large, heavily fortified harbor, and a high stone wall fronts the jungle, pierced only by three well-guarded gates. Amn owns and controls all activity in the port. Those lucky enough to be employed by one of the major trading companies live in relative safety within the walls of this ultimate frontier city. Those not affiliated with any of the trading companies are forced to live in the expansive shantytown beyond the wall, surviving as best they can.*

*All around the city, banners and pennants have been hung, bearing the symbols of the participating groups and the heraldry of the sponsoring houses. Among them you can see the decorations of your own company. Will you and your companions bring honor and prestige to the name of your adventuring company on this day, winning the title and the rewards that come with it?*

# ENCOUNTER 1: PORT NYRANZARU

## SETUP

The PCs are assumed to have come to Port Nyranzaru for the big game hunt as representatives of their Adventuring Company. Their first task is to decide which of the trading costers of Port Nyranzaru they will represent. They can learn a little bit about the colony, about the jungles of Chult, and about the various costers that are looking to sponsor entrants into the hunt.

The different patrons can each offer some small measure of help (for example, one coster might provide equipment, another might provide a map, etc.) which will give the party a small bonus on a particular type of skill check during the hunt. The PCs also learn that there are a large number of other adventuring companies who are participating in the hunt, and the rules for the hunt.

Port Nyranzaru has a permanent population of about 12,000 people, so it is a good-sized settlement. With the temporary addition of hundreds of adventurers to the local economy, the local merchants are putting their best foot forward. A huge open-air marketplace has been set up. It is filled with vendors of all sorts -- the PCs are bombarded with offers to sell them weapons, armor, magical and alchemical items of all sorts, ritual components, maps of the jungle (of questionable provenance), relics of the ancient Serpent Kingdoms, and much more. Any campaign-legal equipment that a particular PC is permitted to buy, may be bought here, at the standard prices.

The locals are also hoping to make some money by offering their services as guides and trackers during the hunt. However, this is strictly prohibited by the rules of the competition. Each company is allowed to use only its own resources and the approved resources of its patron.

The objective of the hunt is simple: each company has one day (24 hours) to enter the jungle, find the rarest or most powerful monster or monsters that it can, kill them, and bring them back as trophies. The judging panel for the hunt is composed of representatives from all the participating trading companies and noble houses. This panel will assess each group's haul and declare an overall winner.

***The adventuring companies who have been invited to participate in the hunt must choose their own sponsors, to avoid any appearance of impropriety. Each potential sponsor has sent a representative to meet with the members of your team, and each has something they can offer to those who choose to accept their patronage.***

The PCs must choose from among the following potential patrons. Each organization sends a representative to meet briefly with the PCs and make the case for his or her house as being the best choice for the PCs. Enact a brief roleplaying scene in which each house attempts to sway the PCs to its cause. Distribute Player Handout 1, which summarizes the following information.

**House Selemchant** - This is the most prominent noble house in Amn. Their representative is a young noblewoman named Sulima Selemchant, who some of the PCs might (or might not) have befriended in another *Living Forgotten Realms* adventure set in Amn. Sulima will be very happy to see any PCs she has met previously, and might even have invited them personally to come to the hunt. Although all the noble houses of Amn have extensive trade interests, House Selemchant is the only "nobility" who offer to sponsor the PCs directly.

House Selemchant, through its connections with the Cowled Wizards, offers the PCs access to special ammunition: *onslaught arrows* (from the *Adventurer's Vault 2* sourcebook). The PCs are given a total of three (3) pieces of ammunition of any type (arrows, bolts, or bullets) they wish. The magic is the same regardless of the type of projectile chosen. At the H1 and H2 tiers, the PCs get +1 *onslaught arrows*. At the H3 tier, the PCs get +2 *onslaught arrows*. At the P1 tier, the PCs get +3 *onslaught arrows*. See the New Rules section for details on magical ammunition.

**Naelishti's Naturals** - This trading house specializes in the exportation of rare plants from Chult to the mainland that find use in poisons, perfumes, dyes, and medicines. They have been infiltrated by locals with a faint touch of yuan-ti blood, or they are taking advantage of locals with such blood - it's hard to tell which, but regardless, they're snaky. Their representative is a dusky-skinned, beautiful female shifter who moves with a sinuous grace.

House Naelishti offers a special salve, whose recipe is known only to them, that will help protect the adventurers from the hazards of the jungle environment, such as poisonous bites of jungle insects, venomous plants, and diseases. (The effects of this salve are accounted for as a benefit during one of the skill challenges.)

**The Order of Belox** - This trading house specializes in the recovery of ancient artifacts from the ancient Serpentes Empire. Many priceless cultural artifacts are melted down for their precious metals or stripped of their decorative gems, but some are shipped back to

Amn as museum pieces. Their representative is a bespectacled human archaeologist.

House Belox offers the PCs assistance in navigating the jungle by giving them some old maps that show some of the ancient temples of the Serpentes empire, and some of the good trails that still exist between them.

**Zazefay Logging and Mining** - This company is primarily interested in extracting the abundant natural resources to be found on the island. They specialize in felling the mighty trees that make up the jungle canopy, hundreds of feet tall. Rare wood and minerals from Chult are highly prized by fine crafters all over Faerun. This company competes heavily with the logging interests from Baldur's Gate who operate out of Fort Beluarian. PCs who have story objects relating to the Unicorns or other trade guilds in Baldur's Gate would definitely have heard of this outfit. The company's gnomish owner, Zazefay, presents the PCs with his offer of employment in person.

Zazefay offers the PCs information about the local monsters that his crews have gathered recently. Among all the companies represented, Zazefay's people are the ones who spend the most actual time in the jungle, so their information about what sorts of beasts have been seen where could give the PCs a significant advantage in seeking out the rarest prey. (This is represented as a bonus during one of the skill challenges.)

**Charisk Expeditionary Outfitters** - This trading house believes in working with local suppliers. In practice, this means that Charisk's employees have gone out of their way to make friends among the savage tribes native to Chult. They have trade deals worked out where the natives bring gold, jewels, rare plants and animals, relics, and other trade goods and Charisk gives them manufactured items, glass beads, and firewater in return. Their representative is a hardy dragonborn explorer who has spent time dwelling among the local lizardfolk tribes.

Charisk Expedition and Supply offers the PCs a totem mask that will mark them as friendly to the various tribes of lizardfolk that are known to dwell in the nearby jungle. This is a clever way to get around the prohibition on hiring local guides, since technically speaking, the lizardfolk would be an eligible target as prey for the various hunters in the competition. Of course, it's still up to the PCs to find and make contact with a suitable tribe if they want to use this benefit.

To be clear, there are dozens of different trading companies and Amnian noble houses sponsoring adventuring companies in the hunt. These are just the

five that have chosen to approach the PCs with offers of employment. Free agents aren't allowed to participate, because if an unaffiliated group actually won, it would make all the competing houses look bad - so the PCs do have to choose one of these sponsors, even if none are particularly appealing.

Regardless of which sponsor the PCs choose, they are also given a very valuable item by the judging committee: a small stone that is enchanted with a limited variant of the Control Weather ritual. When activated, the stone creates a large area (500 foot radius) in which creatures cannot fly more than 15 feet above the ground. Creatures within the radius that are currently above that height when the item is activated are forced to land (taking no damage and suffering no other ill effects other than being unable to leave the area by flying). The judges explain that they are providing these items on an equal basis to all the participating groups in hopes that it will help reduce the number of monsters that are able to escape from the hunt by flying away. Activating the stone is a minor action and its effects last for the entire encounter. (The players should find it obvious when the right time is to use this item.)

## RULES OF THE HUNT

If you are running this adventure at an event that is using the scoring system to allow different tables to compare the results of their hunts, this is also the appropriate time for you to go over the details of the scoring system with the players. You shouldn't explain all the details of the formula, but they do need to know the following information:

- Each team has 24 hours to enter the jungle, track down whatever monsters it can, kill or capture them, and bring them back to Port Nyranzaru. (The monsters are not worth any more or any less points whether they are captured instead of killed, so the PCs do not need to make any special effort to take them alive. It is a hunt, not a catch-and-release program.)
- Teams earn points based on their total number of kills, and on the relative strength of each monster they defeat, but most importantly, they are scored on the rarity and prestige of their single best kill. So killing one really powerful monster is always going to be better (from the standpoint of the judges) than killing a number of weaker monsters.
- Teams are not allowed to receive any outside assistance during the hunt. However, they can draw on their own resources, including rituals and magical or alchemical items. The PCs are

expected to adhere to the spirit of the hunt, so using a teleportation ritual to bring in a bunch of additional hunters or to jump back to the mainland from Chult to fetch something would cause a team to be disqualified. Members of the Cowled Wizards are on hand to sense the usage of any such magic during the hunt. Each sponsor is allowed to aid its teams in one specific way, as previously explained. (To be clear, the prohibition on teleportation does not extend to the usage of powers or items with the Summoning keyword.)

- If a team does not return within the 24 hour period, they are assumed to have fallen to the dangers of the jungle and are disqualified. The authorities will make an effort to send out search parties, but they can't promise anything.
- Because obviously all the different tables will be going through the same skill challenges and (within the same level band and tier) fighting the same monsters, the "prestige" associated with each group's trophy is partially determined by metagame issues. The table gains points for the skill challenges (with perfect success being worth more than partial success and partial success being worth more than failure) and for each monster they kill as part of the hunt.
- At the same time, you must warn the players that they will lose points for taking an extended rest, for using action points (other than their adventuring company bonus action point), and for using RPGA Rewards Cards. That does not mean that the players are not allowed to do these things! All the normal rules are still in effect. If the players think they need to spend an action point, use a card, or take an extended rest, they should. Finishing the hunt alive is more important than getting the maximum possible score.

This adventure is designed to challenge the PCs and the players in some unusual ways, but framing this as a "competition" also makes it more likely that the players will be less risk-averse than they normally would. Please remain very aware of this potential problem as you run the adventure. The overriding goal is and always will be for everyone to have fun. The competitive aspects are intended to offer a unique angle compared to a typical *Living Forgotten Realms* adventure, but they are not intended to ruin people's fun.

## ENDING THE ENCOUNTER

The encounter ends when the PCs choose a sponsor and head into the jungle to begin their hunt. Proceed to Encounter 2.

### EXPERIENCE POINTS

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, but the PCs' chosen sponsor might supply them with certain equipment as explained above and on Handout 1. The PCs cannot keep any equipment they are loaned by their sponsor, even if they don't use it.

## ENCOUNTER 2: IN THE JUNGLE

### SETUP

In this skill challenge, the PCs must navigate their way through the hazards of the jungle. This portion of the hunt is less about tracking specific prey and more about simply getting accustomed to traveling around in the hot, humid, and very dangerous environment.

**Endurance (moderate DC, not a success or failure):** Slogging through the jungle is hard work. Each character must attempt an Endurance check at the end of Scene 1 and Scene 3. This represents the effect of biting insects, stepping on poisonous thorns, being exposed to unpleasant jungle diseases, and so forth. These individual checks do not count as successes or failures, but each character who fails a check loses 1 healing surge.

Characters under the effect of the Endure Elements ritual gain a +2 bonus on these checks (the ritual negates the heat, but not the fatigue or other maladies). If the PCs are using other rituals or powers, you might choose to give them additional bonuses depending on the specific effects of each.

**Sponsor Benefit:** If the PCs have the salve from Naelishti's Naturals, they do not need to roll these checks at all. The salve protects them from the jungle hazards.

### SKILL CHALLENGE

**Complexity:** 2 (6 successes before 3 failures)

**Victory:** The PCs make good time through the jungle, quickly discovering some tracks that lead to an ancient and apparently unexplored temple.

**Defeat:** The PCs experience a wide variety of unpleasant and uncomfortable encounters with the local flora and fauna. They still discover the ancient temple, but they lose time and some healing surges.

This skill challenge is divided into four scenes. In each scene, the PCs must deal with certain aspects of exploring the jungle. The PCs make group checks in Scene 1 and Scene 4 (and must achieve 1 success to continue), while they make individual checks in Scene 2 and Scene 3 (needing 2 successes to complete each of these scenes).

Read the following:

*The jungle is a wild green hell as you leave the relative safety of Port Nyranzaru. Cawing screeches of various*

*bird and monkeys echo through the trees. It is amazingly hot and the air is so humid that it is an effort to breathe. The jungle is shaded by the immense trees, which seems like a boon, but the shade is home to clouds of stinging and biting flies. There is one clear path into the jungle, but it rapidly divides into a series of much smaller trails that wind around and fade into the jungle.*

**Divination Rituals:** The use of divination rituals is permitted during the hunt. In most cases the rituals should provide the PCs with either a bonus on specific skill checks or an automatic success, depending on the ritual and the circumstances. You'll need to use your best judgment in adjudicating these types of matters, as it's impossible for us to predict all the different ways the PCs might use rituals to help them on the hunt.

**Flight:** One area that is worth specifically discussing is the question of overland flight, especially in the P1 level band. The PCs are certainly permitted to fly or teleport to overcome obstacles if they have the ability to do so, and this might make things easier for them in certain scenes. The one thing they cannot do, however, is scout the jungle from above and then use aerial bombardment to kill the monsters. The reason this doesn't work is simple: The jungle canopy is too thick. The trees stretch to heights ranging from tens to hundreds of feet tall, and from above, with the exception of a few clearings and lakes, the view is of a solid, verdant ceiling covering the entire island. There is simply no way for the PCs to effectively find and follow tracks without doing so from the ground. (If it were possible to simply fly around, spot the most dangerous monsters, and exterminate them from a safe height, Amn obviously would have had the Cowled Wizards do exactly that a long time ago.)

### SCENE 1: HAZARDOUS TERRAIN

**Goal:** The PCs move through hazardous jungle terrain without taking too long or getting sick.

**Primary Skills:** Heal, Nature, Perception. These skills count as a success or failure in the skill challenge.

**Other Skills:** Streetwise. This skill does not count as a success or failure, but can offer the PCs additional bonuses or information.

**Success:** The PCs move through the hazardous terrain quickly and safely.

**Failure:** The PCs get mired in the swamp, bitten by bugs, and are completely miserable and are running late.

*The ground under your boots gets mushy, water filling in the holes made by your footsteps. Your orienteering indicates that there is a good trail only a mile or so ahead, but the quickest way to get there is through the marshes. Swamp cypress trees shade the still black water and the drone of insects is shrill. The little flying pests are much thicker here than anywhere else.*

**Heal (moderate DC, 1 success):** You can try to treat some of the worst insect bites, particularly the one carrying disease.

**Nature (moderate DC, 1 success):** You notice some insects prefer shade, and other prefer the occasional sunbeam. Also, some of them can be repelled by various plants - if you can just remember which plants repel which insects!

**Perception (moderate DC, 1 success):** You search around to try to find the best path through this morass.

**Streetwise (moderate DC, not a success or failure):** You overheard something back in Port Nyranzaru about overcoming the hazards of the jungle. What was that? (May be used once to assist a Nature check.)

## SCENE 2: ASKING FOR DIRECTIONS

**Goal:** By talking to the local lizardfolk, the PCs can learn a little more about the jungle.

**Primary Skills:** Bluff, Diplomacy, Intimidate. These skills count as a success or failure in the skill challenge.

**Other Skills:** Insight, History, Religion. These skills do not count as a success or failure, but can offer the PCs additional bonuses or information.

**Success:** The lizardfolk are impressed with the PCs and willingly tell them about some of the local trails, and a temple that isn't far from here and that there are other people there.

**Failure:** The PCs establish no rapport with the lizardfolk, and they splash away into a nearby swamp without talking to the PCs about the local area.

**Sponsor Benefit:** If the PCs are working for Charisk Expeditionary Outfitters, they automatically begin this scene with 1 success, and they may use the moderate DCs instead of the hard DCs for Bluff, Diplomacy, History, and Religion in this scene.

Regardless of sponsor, any character who speaks Draconic has an easier time understanding the lizardfolk in this scene and gains a +2 bonus on all the social skill checks. The lizardmen have learned some

pidgin Common but it is difficult for them to communicate in such a foreign tongue.

*You've traveled into a marshy area of the jungle. Rushes nearly twice the height of a man surround you on all sides, cutting at any exposed skin. You see small totemic fetishes hung on some of the plants - animal skulls with feathers and hung with beads made from crudely carved bone. As you come to an open patch of water, you see several lizardfolk looking at you in amazement. You seem to have startled them. They start making noises at you that more-or-less resemble the common tongue.*

**Bluff (hard DC, 1 success):** Though a mix of bragging, hyperbole, and outright lies, you convince the lizardfolk that you are the only group of hunters in this area and that you are stalking a great beast that might harm their village. They fall for your ploy and describe a horrifying creature that they have seen in the local area.

**Diplomacy (hard DC, 1 success):** You patiently work through the thick accent and limited vocabulary of the lizardfolk. By a mixture of some pantomime and pictures drawn in the muddy shore, you understand that they know of a good trail deeper into the jungle, that goes near an ancient temple. They might be trying to tell you that there are more people there.

**History (hard DC, not a success or failure):** Though their accent is strange, you recognize certain elements of the Lizardfolk's speech as resembling the ancient language of the Serpentes Empire. (May be used once to assist a Bluff, Diplomacy or Intimidate check.)

**Insight (moderate DC, not a success or failure):** Though the Lizardfolk are different than most civilized folk, they live in a society of sorts and have their own rules of polite behavior. You can shrewdly deduce that they respect strength. (May be used once to assist an Intimidate check and confirms that an Intimidate check will be useful.)

**Intimidate (moderate DC, 1 success):** Some things transcend cultural boundaries! In an impressive display of braggadocio, you manage to capture the impressed attention of several of the powerful hunters of the tribe. They nod respectfully to you, and suggest that prey worthy of your prowess may be found along a particular jungle path that runs to the west.

**Religion (hard DC, not a success or failure):** You recognize the significance of the totems and fetishes that

you saw hanging in the reeds as you approached. They are a primitive shamanistic rite to try to ward off a threat to the lizardfolk community. Perhaps if you asked the lizardfolk what threatens them, you might find out more about large threatening creatures in the area. (May be used once to assist a Bluff or Intimidate check.)

### SCENE 3: HOW'S THE VIEW?

**Goal:** By climbing to the top of a tall cliff, the PCs can see some more features of the terrain.

**Primary Skills:** Athletics, Acrobatics, Thievery These skills count as a success or failure in the skill challenge.

**Other Skills:** Dungeoneering, Nature, Perception, These skills do not count as a success or failure, but can offer the PCs additional bonuses or information.

**Success:** The PCs get a beautiful panoramic view of the surrounding area. From their vantage point, they can see the ruins of a temple nearby, as well as some trails hacked into the jungle leading from it.

**Failure:** The PCs either fail to climb the cliff or it takes so long to do so they are substantially held up in their route.

*As you slog through the miserable heat and the annoying drone of many insects who bite at your skin, you move into a patch of relative shade. The shade seems to go on for quite a ways, and upon further exploration, you find that you have reached the base of a massive cliff. Thick roots and vines jut out of the moss-covered cliff face. Surely if you could get to the top, you could see above this impenetrable wall of jungle.*

**Acrobatics (moderate DC, 1 success):** You shimmy a bit up one of the roots and it starts swinging under you. You bump into another rope and realize it's just barely within your reach to swing to the next vine up if you are daring enough.

**Athletics (moderate DC, 1 success):** As you start climbing, you can see more and more of the surrounding terrain. Mountains off to the side are beautiful. You can just barely see something off to the side, maybe a trail? If you can just get a little farther up, you'd be able to plot a course from here.

**Dungeoneering (moderate DC, not a success or failure):** Using your knowledge of Dungeoneering you manage to rig up a clever series of straps and ropes that just might keep your companions from plummeting to their deaths. (May be used to assist an Acrobatics or Athletics check.)

**Nature (moderate DC, not a success or failure):** Some of the hanging vines are flimsy or covered with poisonous thorns. You try to identify the best ones for your companions to climb safely. (May be used to assist an Acrobatics or Athletics check.)

**Perception (moderate DC, not a success or failure):** You use your keen eyes to try to find the easiest paths up the cliff face, pointing out loose rocks and slick patches that may send your companions tumbling down. (May be used to assist an Athletics or Acrobatics check.)

### SCENE 4: HISTORIC MARKER

**Goal:** Looking at the ruined obelisks carefully, the PCs can learn of some ancient trails that connected the temples of the lost Serpentes Empire.

**Primary Skills:** Arcana, History, Religion. These skills count as a success or failure in the skill challenge.

**Other Skills:** Dungeoneering, Insight, Nature. These skills do not count as a success or failure, but can offer the PCs additional bonuses or information.

**Victory:** The PCs learn of several trails nearby as well as a large temple with several more trails radiating out from it that will speed their way through the jungle.

**Defeat:** The PCs can't make sense out of the crumbled ruins and waste time trying to decipher them.

<p><b>Sponsor Benefit:</b> If the PCs are working for the Order of Belox, they automatically begin this scene with 1 success, and they may use the moderate DCs instead of the hard DCs for the appropriate skills in this scene. The PCs also automatically know the location and details of the flamebreath statue traps in the temple encounter, because their map talks about these kinds of hazards.</p>
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*A small clearing ahead contains a series of broken off obelisks, their corners rounded with time. Looking at them briefly you can see a series of runes that must correspond to the jungle mote you saw earlier as well as a small river you forded after that. Perhaps a closer inspection will reveal more details about the surrounding terrain.*

**Arcana (hard DC, 1 success):** You stretch out with your arcane senses or look at the ancient runes on the plinths. They are written in an ancient and serpentine language that you may be able to translate.

**Dungeoneering (hard DC, not a success or failure):** You recognize that the obelisks present a puzzle, and the various heights of the various monuments is a sort of primitive navigation tool. This knowledge may be

enough to aid your companions in orienting the rough map on the stones. (May be used once to assist an Arcana, History, or Religion check.)

**History (hard DC, 1 success):** In your studies of History you've read a bit about the Serpentes Empire. They generally had a spiral of roads around each major temple. If you can figure out where on the spiral you are, you can find the temple and get a substantially easier path through part of the jungle.

**Insight (hard DC, not a success or failure):** As you look at the stones, you get some idea of the kind of people who would leave this sort of monument. You might be able to discern something about the original purpose of the stones to help your companions understand their meaning. (May be used once to assist an Arcana, History, or Religion check.)

**Nature (moderate DC, not a success or failure):** The residents of the Serpentes Empire were snake-like humanoids. Using your knowledge of their physiology and psychology you can help your companions figure out the runes. (May be used once to assist an Arcana, History, or Religion check.)

**Perception (easy DC, not a success or failure):** As you are looking around the ruined obelisks, you find a blurry footprint. With careful study, perhaps you can tell who was here and how recently. (This skill check has no bearing on the skill challenge, but a successful check lets the PCs know that a group of four to six people, wearing sturdy jungle boots, passed this way within the last few hours. These are not the prints of savage humanoids, but rather of one of the civilized races.)

**Religion (hard DC, 1 success):** The ancient priests of the Serpentes Empire were very influential, and much of the writing around the weathered map relates to their ancient worship of the god Sseth. Using what you know of their religion, you can help to find a snakelike-trail directly to a nearby temple.

## ENDING THE ENCOUNTER

The PCs find a trail to follow and discover the ruined temple regardless of whether they succeed or fail at the skill challenge.

They must decide if they will divert from their main mission (hunting) to explore the temple, or if they will ignore this opportunity. There is no right or wrong choice. If the PCs explore the temple now, they can find

some additional treasure. If they leave the temple for later, the treasure is still there, but they will probably be weakened and depleted of resources by their difficult battle to kill a trophy monster. If they ignore the temple completely, they can still get the treasure, because the rival adventuring company loots the temple and has this treasure in their possession when they ambush the PCs just outside of Port Nyranzaru.

However, the players don't need to know any of this. To them, it should simply be a decision that needs to be made. They are on a particular mission but have been presented with an interesting opportunity for a "side trek." Let them discuss the pros and cons of each alternative and then proceed as they desire. If the PCs decide to explore the temple now, run Encounter 3. If the PCs decide to hold off and save the temple for later, or ignore it completely to focus on their hunt, run Encounter 4.

## EXPERIENCE POINTS

For successfully completing the skill challenge, the PCs earn the following experience points. They earn half the listed XP if they fail the skill challenge.

H1: 40 / 60 XP per PC; H2: 70 / 100 XP per PC;  
H3: 120 / 160 XP per PC; P1: 200 / 280 XP per PC

## TREASURE

There is no treasure in this encounter.

## ENCOUNTER 3: COMPETITORS

### SETUP

The tracks that the PCs are following have led them to a set of ruins. While exploring the ruins, the PCs are ambushed by the NPC members of a rival adventuring company. The rivals have not had much luck finding their own big game; they've decided that they have no chance of winning the prize, so they intend to make some money by stealing from the PCs instead. After defeating the rival adventuring company, the PCs can search the ruins, which leads them to some treasure.

### H1: ENCOUNTER LEVEL 3 / 5 (750 / 1,050 XP)

This encounter includes the following creatures and traps at the low tier:

Dwarf Cleric (Level 2)  
Human Sureshield  
Dragonborn Brigand (Level 2)  
Elf Archer  
Human Mage (Level 2)  
Flamebreath Statue (Trap, Level 1)

This encounter includes the following creatures and traps at the high tier:

Dwarf Cleric (Level 4)  
Human Sureshield (Level 4)  
Dragonborn Brigand  
Elf Archer (Level 4)  
Human Mage  
Flamebreath Statue (Trap, Level 4)

### H2: ENCOUNTER LEVEL 6 / 8 (1,250 / 1,750 XP)

This encounter includes the following creatures and traps at the low tier:

Dwarf Cleric (Level 5)  
Human Sureshield (Level 5)  
Dragonborn Brigand (Level 6)  
Eladrin Arcane Archer  
Human Mage (Level 5)  
Flamebreath Statue (Trap, Level 5)

This encounter includes the following creatures and traps at the high tier:

Dwarf Cleric (Level 7)  
Human Sureshield (Level 7)  
Dragonborn Brigand (Level 8)  
Eladrin Arcane Archer (Level 7)

Human Mage (Level 7)  
Flamebreath Statue (Trap, Level 5)

### H3: ENCOUNTER LEVEL 9 / 11 (2,100 / 3,100 XP)

This encounter includes the following creatures and traps at the low tier:

Dwarf Cleric (Level 8)  
Human Sureshield (Level 8)  
Dragonborn Murderer  
Eladrin Arcane Archer (Level 8)  
King's Wand (Level 8)  
Flamebreath Statue (Trap, Level 7)

This encounter includes the following creatures and traps at the high tier:

Dwarf Battle Chaplain  
Human Steelshield  
Dragonborn Murderer (Level 11)  
Eladrin Arcane Archer (Level 10)  
King's Wand (Level 10)  
Flamebreath Statue (Trap, Level 7)

### P1: ENCOUNTER LEVEL 13 / 15 (4,000 / 6,200 XP)

This encounter includes the following creatures and traps at the low tier:

Dwarf Battle Chaplain (Level 13)  
Human Steelshield (Level 12)  
Dragonborn Murderer (Level 12)  
Elf Archer Captain  
Githzerai Mindmage (Level 12)  
Flamebreath Statue (Trap, Level 9)

This encounter includes the following creatures and traps at the high tier:

Dwarf Battle Chaplain (Level 15)  
Human Steelshield (Level 15)  
Dragonborn Murderer (Level 15)  
Elf Archer Captain (Level 14)  
Githzerai Mindmage  
Flamebreath Statue (Trap, Level 11)

As the adventurers enter the area, read:

*This large clearing once held a temple to Sseth. All that remains is the raised dais and altar, standing atop a rubble-choked staircase. Statues flank the stairs, though several lie in pieces. Pits fall away on both sides. Fragments of rubble, cracked flagstones, and the bleached white bones of some great beast poke up out*

*the thick carpet of grass and leaves. Tracks of small scavengers can be seen throughout the area, but it does not appear that any humanoids have been here in quite a long time.*

Give the PCs a few minutes to explore the ruins. You can allow them to start making Perception checks, having each player place his or her miniature at the appropriate location where his or her character wishes to search. If a character approaches the altar via either staircase, the flamebreath statue trap on that side triggers and attacks that character as detailed in its statistics block. (Check the character's passive Perception score to see if he or she notices the trap before it goes off.) A few minutes after the PCs arrive and begin their explorations, the members of a rival adventuring company who have been trailing the party enter the clearing.

If the PCs succeeded at the skill challenge in the previous encounter, they are aware that someone is following them. The PCs might set up an ambush. In this case, use opposed Perception and Stealth checks to determine if the NPCs notice the PCs' ambush; if not, the PCs can gain a surprise round.

If the PCs failed at the skill challenge in the previous encounter, then the NPCs are automatically aware of the PCs, and might be able to catch them by surprise. Those NPCs that have decent Stealth scores sneak up first, so the PCs only get to make Perception checks against the Stealth checks of those NPCs. If none of the PCs notice the approaching rival party, then the NPCs gain a surprise round.

Read or paraphrase the following:

*Your explorations of the ancient temple are interrupted by the arrival of what must be a rival adventuring company. They are led by a dwarf in chainmail carrying a warhammer marked with the holy symbol of Tempus. Alongside the dwarf stands a human female in gleaming heavy armor. A burly dragonborn grins wickedly, showing green teeth that drip with poison. From the trees, an archer levels her drawn bow at you, while a robed figure prepares to incant the words of a spell.*

*"My, my, my," says the dwarf. "Looks like you've made quite a nice archaeological find here. It's not going to win any trophies, but if there's treasure in these ruins, that's good enough for me. I'm sick of stomping through this cursed jungle anyway. Why don't you just leave the pickings here to us, and we'll spare you the trouble of having to get yourselves raised from the dead?"*

The rival adventuring company members wear the heraldry of one of the noble houses other than the one the PCs are working for. (You can choose randomly, or you can pick a house that the PCs were particularly disinclined to work for.) They are not interested in negotiating a peaceful settlement with the PCs, but if the PCs are willing to leave the area and let the NPCs have whatever treasure might be found in the ruins, then the NPCs' greed gets their better of their bloodlust and they allow the PCs to leave without a fight. The NPCs search the ruins, find the treasure, and head back to Port Nyranzaru.

It's entirely possible that the PCs pretend to let the NPCs have the treasure, but really just go back into the jungle and set up an ambush for their rivals. If this happens, that's fine. None of the NPCs are any good at Insight. They'll assume that the PCs simply did the smart thing in the face of their intimidating presence. Improvise some generic jungle terrain, let the PCs decide how they want to set themselves up, determine surprise normally, and proceed with the combat. (The NPCs are, of course, suspicious of such tricks by their very nature, so they travel in a reasonable formation and on high alert, giving them a +5 bonus to their Perception checks to spot the ambush.)

## FEATURES OF THE AREA

This area has the following notable features:

**Illumination:** Bright sunlight.

**Altar:** The altar is ancient and weathered. All creatures within 1 square of the altar gain a +1 bonus on attack rolls with divine powers.

**Dais:** The dais is 10 feet high. A character who falls off the dais into one of the pits takes an additional 1d10 points of falling damage for the extra distance.

**Foliage:** The trees, bushes, and other foliage provide cover, but these squares are not considered difficult terrain. The tree trunks are blocking terrain. The trees are 20 feet tall. A character may climb a tree trunk with a DC 15 Athletics check.

**Pits:** The pits are 10 feet deep (1d10 falling damage) at the H1 and H2 level bands, 20 feet deep (2d10 falling damage) at the H3 level band, and 40 feet deep (4d10 falling damage) at the P1 level band. Climbing the walls requires a DC 20 Athletics check.

**Pond:** The small pond is fed by a natural spring, deep enough to slow characters down, but not deep enough to require swimming. These squares are treated as difficult terrain.

**Rocks:** Squares containing rocks and rubble are considered difficult terrain.

**Skeleton:** The skeleton is of an ancient, gigantic serpent-like humanoid (perhaps a massive yuan-ti abomination). These squares are normal terrain.

**Stairs:** The stairs are steep and choked with rubble. They are treated as difficult terrain.

**Statues:** The two fallen statues are inert. Their squares are treated as difficult terrain. The two standing statues are treated as blocking terrain, and they contain flamejet statue traps. Each statue attacks the area in front of it whenever any creature enters that area, as detailed in the trap's statistics block.

## TACTICS

The members of the rival adventuring company are overconfident. They do not surrender or flee unless more than half their number, including the leader, have been defeated.

The brute and the soldier move directly into melee. The soldier tries to maintain a mark on a PC with high damage output, while the brute just looks for someone he can smash. The leader is also designed to get in and mix things up in melee. His healing ability requires a melee touch, so it's best to keep him close to the fray.

The two artillery monsters try to stay away from each other and from the front lines. They use their area attacks early if the PCs are in a suitable formation. Once they are down to picking out single targets, they attempt to harass any PC strikers.

The two pits are obvious, and if the flamebreath statue traps get triggered or if the NPCs make Perception checks to notice the traps, they become aware of those. In addition to avoiding these hazards, the NPCs will attempt to make best use of their push and slide abilities to force the PCs into these hazards.

## SCALING THE ENCOUNTER

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

**H1 - Four PCs:** Remove the elf archer.

**H1 - Six PCs:** Add another dragonborn brigand.

**H2 - Four PCs:** Remove the human mage.

**H2 - Six PCs:** Add another dragonborn brigand.

**H3 - Four PCs:** Remove the arcane archer.

**H3 - Six PCs:** Add another dragonborn murderer.

**P1 - Four PCs:** Remove the elf archer captain.

**P1 - Six PCs:** Add another dragonborn murderer.

## ENDING THE ENCOUNTER

The encounter ends when either the PCs have defeated the rival adventuring party or been defeated by them. The rivals have not had any luck since they came to the jungles of Chult, and as a result their coin pouches are empty and their equipment is hardly worth taking. The PCs are, however, finally able to make a thorough search of the area, in which case they might discover the Treasure.

Once the fight is over and the PCs have searched the ruins, they should get back to the hunt. They can pick up the trail they were following back outside the ruins. Proceed to the next encounter.

## EXPERIENCE POINTS

The PCs earn XP for defeating the rival adventuring company, as follows:

H1: 150 / 210 XP per PC; H2: 250 / 350 XP per PC;  
H3: 420 / 620 XP per PC; P1: 800 / 1,240 XP per PC

## TREASURE

On a successful Perception check (moderate DC) the PCs discover that there is a secret compartment built into the stone stairs. This contains a small cache of precious gems and ornate jewelry in the style of one of the ancient serpent empires. The treasure has the following value:

H1: 25 / 25 gp per PC; H2: 25 / 50 gp per PC;  
H3: 50 / 75 gp per PC; P1: 320 / 420 gp per PC.

## TROUBLESHOOTING

If the PCs are defeated in this encounter, the NPCs strip them of anything that looks valuable and throw their bodies in the pit. This deals falling damage as normal, which might kill some of the PCs who were previously only knocked unconscious. However, the NPCs do not bother climbing down into the pit to see if the PCs are really dead. After the NPCs depart, if any of the PCs are still alive, they wake up. If they are able to recover some or all of the rest of the party members in a manner that would let them continue with the adventure or at least get themselves back to town safely to raise dead party members and re-equip with basic gear, then they can continue.

Otherwise, when the PCs don't return to Port Nyranzaru as scheduled, assume that a search party from the noble house that hired them eventually finds the bodies and brings them back so that they can be raised from the dead (the noble house does not pay for this service, of course).

## ENCOUNTER 3: "COMPETITORS" STATISTICS (HI, LOW LEVEL)

Dwarf Cleric (Level 2)	Level 2 Controller (Leader)
Medium natural humanoid	XP 125
<b>Initiative</b> +1 <b>Senses</b> Perception +4; low-light vision	
<b>HP</b> 38; <b>Bloodied</b> 19	
<b>AC</b> 16; <b>Fortitude</b> 15, <b>Reflex</b> 12, <b>Will</b> 15	
<b>Saving Throws</b> +5 against poison effects	
<b>Speed</b> 5	
m <b>Warhammer</b> (standard; at-will) ♦ <b>Weapon</b>	
+7 vs. AC; 1d10 + 4 damage.	
r <b>Crossbow</b> (standard; at-will) ♦ <b>Weapon</b>	
Ranged 15/30; +4 vs. AC; 1d8 damage.	
M <b>Priest's Shield</b> (standard; at-will) ♦ <b>Weapon</b>	
+7 vs. AC; 1d10 + 4 damage, and the cleric or one adjacent ally gains a +1 power bonus to AC until the end of the cleric's next turn.	
M <b>Wrathful Thunder</b> (standard; encounter) ♦ <b>Thunder, Weapon</b>	
+7 vs. AC; 1d10 + 4 thunder damage, and the target is dazed until the end of the cleric's next turn.	
<b>Stand Your Ground</b>	
When an effect forces a dwarf to move - through a push, a pull, or a slide - the dwarf moves 1 square less than the effect specifies.	
When an attack would knock the dwarf prone, the dwarf can roll a saving throw to avoid falling prone.	
<b>Alignment</b> Unaligned	<b>Languages</b> Common, Dwarven
<b>Skills</b> Dungeoneering +6, <b>Endurance</b> +5, <b>Religion</b> +6	
<b>Str</b> 16 (+4)	<b>Dex</b> 10 (+1) <b>Wis</b> 16 (+4)
<b>Con</b> 14 (+3)	<b>Int</b> 11 (+1) <b>Cha</b> 13 (+2)
<b>Equipment</b> chainmail, warhammer, crossbow, holy symbol, 20 bolts	

Human Mage (Level 2)	Level 2 Artillery
Medium natural humanoid	XP 125
<b>Initiative</b> +3 <b>Senses</b> Perception +4	
<b>HP</b> 30; <b>Bloodied</b> 15	
<b>AC</b> 15; <b>Fortitude</b> 11, <b>Reflex</b> 12, <b>Will</b> 13	
<b>Speed</b> 6	
m <b>Quarterstaff</b> (standard; at-will) ♦ <b>Weapon</b>	
+2 vs. AC; 1d8 damage.	
r <b>Magic Missile</b> (standard; at-will) ♦ <b>Force</b>	
Ranged 20; +5 vs. Reflex; 2d4 + 3 force damage.	
R <b>Dancing Lightning</b> (standard; encounter) ♦ <b>Lightning</b>	
The mage makes a separate attack against 3 different targets.	
Ranged 10; +5 vs. Reflex; 1d6 + 3 lightning damage..	
A <b>Thunder Burst</b> (standard; encounter) ♦ <b>Thunder</b>	
Area burst 1 within 10; +5 vs. Fortitude; 1d8 + 3 thunder damage, and the target is dazed (save ends).	
<b>Alignment</b> Unaligned	<b>Languages</b> Common
<b>Skills</b> Arcana +10	
<b>Str</b> 10 (+1)	<b>Dex</b> 14 (+3) <b>Wis</b> 17 (+4)
<b>Con</b> 12 (+3)	<b>Int</b> 18 (+5) <b>Cha</b> 12 (+2)
<b>Equipment</b> quarterstaff, wand	

Human Sureshield	Level 3 Soldier
Medium natural humanoid	XP 150
<b>Initiative</b> +4 <b>Senses</b> Perception +3	
<b>HP</b> 44; <b>Bloodied</b> 22	
<b>AC</b> 19; <b>Fortitude</b> 18, <b>Reflex</b> 15, <b>Will</b> 16	
<b>Speed</b> 5	
m <b>Longsword</b> (standard; at-will) ♦ <b>Weapon</b>	
+10 vs. AC; 1d8 + 5 damage, and the target is marked until the end of the human sureshield's next turn.	
r <b>Longbow</b> (standard; at-will) ♦ <b>Weapon</b>	
Ranged 20/40; +7 vs. AC; 1d10 + 1 damage.	
M <b>Tide of Iron</b> (standard; at-will) ♦ <b>Weapon</b>	
Requires shield; +10 vs. AC; 1d8 + 5 damage, and the target (if Large or smaller) is pushed 1 square. The target is marked until the end of the human sureshield's next turn. The human sureshield can shift into the space the pushed target vacated.	
M <b>Dance of Steel</b> (standard; encounter) ♦ <b>Weapon</b>	
+10 vs. AC; 2d8 + 5 damage, and the target is marked and slowed until the end of the human sureshield's next turn.	
<b>No Opening</b> (immediate interrupt, when an enemy attacks the human sureshield and has combat advantage; encounter)	
The human sureshield cancels the combat advantage she was about to grant.	
<b>Alignment</b> Unaligned	<b>Languages</b> Common, Goblin
<b>Skills</b> Athletics +10, <b>Intimidate</b> +6	
<b>Str</b> 18 (+5)	<b>Dex</b> 13 (+2) <b>Wis</b> 14 (+3)
<b>Con</b> 12 (+2)	<b>Int</b> 11 (+1) <b>Cha</b> 10 (+1)
<b>Equipment</b> scale armor, light shield, longsword, longbow, 20 arrows	

Dragonborn Brigand (Level 2)	Level 2 Brute
Medium natural humanoid	XP 125
<b>Initiative</b> +3 <b>Senses</b> Perception +2	
<b>HP</b> 46; <b>Bloodied</b> 23	
<b>AC</b> 16; <b>Fortitude</b> 15, <b>Reflex</b> 12, <b>Will</b> 13	
<b>Speed</b> 5	
m <b>Heavy Flail</b> (standard; at-will) ♦ <b>Weapon</b>	
+5 vs. AC (+6 while bloodied); 2d6 + 3 damage. <i>Bloodstinger Poison</i> : if this is the weapon's first hit; +6 vs. Fortitude; ongoing 5 poison damage (save ends).	
C <b>Dragon Breath</b> (minor; encounter) ♦ <b>Poison</b>	
Close blast 3; +4 vs. Reflex (+5 while bloodied); 1d6 + 3 poison damage.	
<b>Dragonborn Fury</b> (only while bloodied)	
The dragonborn gains a +1 racial bonus to attack rolls.	
<b>Erratic Maneuver</b> (move; encounter)	
Make a Bluff check to gain combat advantage.	
<b>Vicious Strike</b> ♦ <b>Weapon</b>	
Requires flail and combat advantage; the dragonborn brigand deals an extra 1d6 damage on melee attacks.	
<b>Alignment</b> Evil	<b>Languages</b> Common, Draconic
<b>Skills</b> Bluff +8, <b>History</b> +3, <b>Intimidate</b> +5, <b>Stealth</b> +7	
<b>Str</b> 18 (+5)	<b>Dex</b> 14 (+3) <b>Wis</b> 12 (+2)
<b>Con</b> 16 (+4)	<b>Int</b> 10 (+1) <b>Cha</b> 14 (+3)
<b>Equipment</b> chainmail, heavy flail	

<b>Elf Archer</b>	<b>Level 2 Artillery</b>
Medium fey humanoid	XP 125
<b>Initiative</b> +5 <b>Senses</b> Perception +11; low-light vision	
<b>Group Awareness</b> aura 5; non-elf allies in the area gain a +1 racial bonus to Perception checks.	
<b>HP</b> 32; <b>Bloodied</b> 16	
<b>AC</b> 15; <b>Fortitude</b> 11, <b>Reflex</b> 13, <b>Will</b> 12	
<b>Speed</b> 7	
m <b>Short Sword</b> (standard; at-will) ♦ <b>Weapon</b>	
+5 vs. AC; 1d6 + 4 damage.	
r <b>Longbow</b> (standard; at-will) ♦ <b>Weapon</b>	
Ranged 20/40; +7 vs. AC; 1d10 + 4 damage.	
<b>Archer's Mobility</b>	
If the elf archer moves at least 4 squares from its original position, it gains a +2 bonus to ranged attacks until the start of its next turn.	
<b>Elven Accuracy</b> (free; encounter)	
An elf can reroll an attack roll. It must use the second roll, even if it's lower.	
<b>Not So Close</b> (immediate reaction, when an enemy makes a melee attack against the elf archer; encounter)	
The elf archer shifts 1 square and makes a ranged basic attack against the enemy.	
<b>Wild Step</b>	
An elf ignores difficult terrain when it shifts.	
<b>Alignment</b> Unaligned	<b>Languages</b> Common, Elven
<b>Skills</b> Nature +11, Stealth +10	
<b>Str</b> 13 (+2)	<b>Dex</b> 18 (+5) <b>Wis</b> 16 (+4)
<b>Con</b> 14 (+3)	<b>Int</b> 12 (+2) <b>Cha</b> 11 (+1)
<b>Equipment</b> leather armor, short sword, longbow, 20 arrows	

<b>Flamebreath Statues</b>	<b>Level 1 Blaster</b>
Trap	XP 100
<b>Trap:</b> The statue spits fire at any creature that enters the 2 x 2 square area directly in front of it.	
<b>Perception</b>	
♦DC 15: The character spots a nozzle in the statue's mouth and thinks it might be possible to avoid the flames with a successful Acrobatics check.	
♦DC 20: The character sees a way to disable a statue.	
<b>Trigger</b>	
The trap attacks any creature that enters a fiery square.	
<b>Attack</b>	
<b>Free Action</b>	<b>Close blast</b> 2
<b>Target:</b> The triggering creature	
<b>Attack:</b> +4 vs. Reflex	
<b>Hit:</b> 1d6 fire damage, and ongoing 5 fire damage (save ends)	
<b>Miss:</b> 1d6 fire damage.	
<b>Countermeasures</b>	
♦ Thievery (DC 20): standard action; an adjacent character can disable a statue.	
♦ Acrobatics (DC 15): part of a move action; the character can move into a flaming square without being attacked by the trap.	
♦ A statue can be destroyed. AC/Reflex 5; Fortitude 10; immune to effects that target Will; HP 40.	

## ENCOUNTER 3: "COMPETITORS" STATISTICS (H1, HIGH LEVEL)

Dwarf Cleric (Level 4)	Level 4 Controller (Leader)
Medium natural humanoid	XP 175
Initiative +2 Senses Perception +5; low-light vision	
HP 54; Bloodied 27	
AC 18; Fortitude 17, Reflex 14, Will 17	
Saving Throws +5 against poison effects	
Speed 5	
m Warhammer (standard; at-will) ♦ Weapon	
+9 vs. AC; 1d10 + 5 damage.	
r Crossbow (standard; at-will) ♦ Weapon	
Ranged 15/30; +6 vs. AC; 1d8 + 1 damage.	
M Priest's Shield (standard; at-will) ♦ Weapon	
+9 vs. AC; 1d10 + 5 damage, and the cleric or one adjacent ally gains a +1 power bonus to AC until the end of the cleric's next turn.	
M Wrathful Thunder (standard; encounter) ♦ Thunder, Weapon	
+9 vs. AC; 1d10 + 5 thunder damage, and the target is dazed until the end of the cleric's next turn.	
<b>Stand Your Ground</b>	
When an effect forces a dwarf to move - through a push, a pull, or a slide - the dwarf moves 1 square less than the effect specifies.	
When an attack would knock the dwarf prone, the dwarf can roll a saving throw to avoid falling prone.	
Alignment Unaligned	Languages Common, Dwarven
Skills Dungeoneering +7, Endurance +6, Religion +7	
Str 16 (+5)	Dex 10 (+2) Wis 16 (+5)
Con 14 (+4)	Int 11 (+2) Cha 13 (+3)
Equipment chainmail, warhammer, crossbow, holy symbol, 20 bolts	

Human Mage	Level 4 Artillery
Medium natural humanoid	XP 175
Initiative +4 Senses Perception +5	
HP 42; Bloodied 21	
AC 17; Fortitude 13, Reflex 14, Will 15	
Speed 6	
m Quarterstaff (standard; at-will) ♦ Weapon	
+4 vs. AC; 1d8 + 1 damage.	
r Magic Missile (standard; at-will) ♦ Force	
Ranged 20; +7 vs. Reflex; 2d4 + 4 force damage.	
R Dancing Lightning (standard; encounter) ♦ Lightning	
The mage makes a separate attack against 3 different targets.	
Ranged 10; +7 vs. Reflex; 1d6 + 4 lightning damage..	
A Thunder Burst (standard; encounter) ♦ Thunder	
Area burst 1 within 10; +7 vs. Fortitude; 1d8 + 4 thunder damage, and the target is dazed (save ends).	
Alignment Unaligned	Languages Common
Skills Arcana +11	
Str 10 (+2)	Dex 14 (+4) Wis 17 (+5)
Con 12 (+4)	Int 18 (+6) Cha 12 (+3)
Equipment quarterstaff, wand	

Human Sureshield (Level 4)	Level 4 Soldier
Medium natural humanoid	XP 175
Initiative +5 Senses Perception +4	
HP 52; Bloodied 26	
AC 20; Fortitude 19, Reflex 16, Will 17	
Speed 5	
m Longsword (standard; at-will) ♦ Weapon	
+11 vs. AC; 1d8 + 6 damage, and the target is marked until the end of the human sureshield's next turn.	
r Longbow (standard; at-will) ♦ Weapon	
Ranged 20/40; +8 vs. AC; 1d10 + 2 damage.	
M Tide of Iron (standard; at-will) ♦ Weapon	
Requires shield; +11 vs. AC; 1d8 + 6 damage, and the target (if Large or smaller) is pushed 1 square. The target is marked until the end of the human sureshield's next turn. The human sureshield can shift into the space the pushed target vacated.	
M Dance of Steel (standard; encounter) ♦ Weapon	
+11 vs. AC; 2d8 + 6 damage, and the target is marked and slowed until the end of the human sureshield's next turn.	
<b>No Opening</b> (immediate interrupt, when an enemy attacks the human sureshield and has combat advantage; encounter)	
The human sureshield cancels the combat advantage she was about to grant.	
Alignment Unaligned	Languages Common, Goblin
Skills Athletics +11, Intimidate +7	
Str 18 (+6)	Dex 13 (+3) Wis 14 (+4)
Con 12 (+3)	Int 11 (+2) Cha 10 (+2)
Equipment scale armor, light shield, longsword, longbow, 20 arrows	

Dragonborn Brigand	Level 4 Brute
Medium natural humanoid	XP 175
Initiative +4 Senses Perception +3	
HP 66; Bloodied 33	
AC 18; Fortitude 17, Reflex 14, Will 15	
Speed 5	
m Heavy Flail (standard; at-will) ♦ Weapon	
+7 vs. AC (+8 while bloodied); 2d6 + 4 damage. <i>Bloodstinger Poison</i> : if this is the weapon's first hit; +6 vs. Fortitude; ongoing 5 poison damage (save ends).	
C Dragon Breath (minor; encounter) ♦ Poison	
Close blast 3; +6 vs. Reflex (+7 while bloodied); 1d6 + 4 poison damage.	
<b>Dragonborn Fury</b> (only while bloodied)	
The dragonborn gains a +1 racial bonus to attack rolls.	
<b>Erratic Maneuver</b> (move; encounter)	
Make a Bluff check to gain combat advantage.	
<b>Vicious Strike</b> ♦ Weapon	
Requires flail and combat advantage; the dragonborn brigand deals an extra 1d6 damage on melee attacks.	
Alignment Evil	Languages Common, Draconic
Skills Bluff +9, History +4, Intimidate +6, Stealth +8	
Str 18 (+6)	Dex 14 (+4) Wis 12 (+3)
Con 16 (+5)	Int 10 (+2) Cha 14 (+4)
Equipment chainmail, heavy flail	

Elf Archer (Level 4)	Level 4 Artillery
Medium fey humanoid	XP 175
<b>Initiative</b> +6 <b>Senses</b> Perception +12; low-light vision	
<b>Group Awareness</b> aura 5; non-elf allies in the area gain a +1 racial bonus to Perception checks.	
<b>HP</b> 44; <b>Bloodied</b> 22	
<b>AC</b> 17; <b>Fortitude</b> 13, <b>Reflex</b> 15, <b>Will</b> 14	
<b>Speed</b> 7	
m <b>Short Sword</b> (standard; at-will) ♦ <b>Weapon</b>	
+7 vs. AC; 1d6 + 5 damage.	
r <b>Longbow</b> (standard; at-will) ♦ <b>Weapon</b>	
Ranged 20/40; +9 vs. AC; 1d10 + 5 damage.	
<b>Archer's Mobility</b>	
If the elf archer moves at least 4 squares from its original position, it gains a +2 bonus to ranged attacks until the start of its next turn.	
<b>Elven Accuracy</b> (free; encounter)	
An elf can reroll an attack roll. It must use the second roll, even if it's lower.	
<b>Not So Close</b> (immediate reaction, when an enemy makes a melee attack against the elf archer; encounter)	
The elf archer shifts 1 square and makes a ranged basic attack against the enemy.	
<b>Wild Step</b>	
An elf ignores difficult terrain when it shifts.	
<b>Alignment</b> Unaligned	<b>Languages</b> Common, Elven
<b>Skills</b> Nature +12, Stealth +11	
<b>Str</b> 13 (+3)	<b>Dex</b> 18 (+6) <b>Wis</b> 16 (+5)
<b>Con</b> 14 (+4)	<b>Int</b> 12 (+3) <b>Cha</b> 11 (+2)
<b>Equipment</b> leather armor, short sword, longbow, 20 arrows	

Flamebreath Statue (Level 4)	Level 4 Blaster
Trap	XP 175
<b>Trap:</b> The statue spits fire at any creature that enters the 2 x 2 square area directly in front of it.	
<b>Perception</b>	
♦DC 17: The character spots a nozzle in the statue's mouth and thinks it might be possible to avoid the flames with a successful Acrobatics check.	
♦DC 22: The character sees a way to disable a statue.	
<b>Trigger</b>	
The trap attacks any creature that enters a fiery square.	
<b>Attack</b>	
<b>Free Action</b>	<b>Close blast</b> 2
<b>Target:</b> The triggering creature	
<b>Attack:</b> +7 vs. Reflex	
<b>Hit:</b> 1d6 + 4 fire damage, and ongoing 5 fire damage (save ends)	
<b>Miss:</b> 1d6 + 4 fire damage.	
<b>Countermeasures</b>	
♦ Thievery (DC 20): standard action; an adjacent character can disable a statue.	
♦ Acrobatics (DC 17): part of a move action; the character can move into a flaming square without being attacked by the trap.	
♦ A statue can be destroyed. AC/Reflex 5; Fortitude 10; immune to effects that target Will; HP 40.	

## ENCOUNTER 3: "COMPETITORS" STATISTICS (H2, LOW LEVEL)

Dwarf Cleric (Level 5)	Level 5 Controller (Leader)
Medium natural humanoid	XP 200
<b>Initiative</b> +2 <b>Senses</b> Perception +5; low-light vision	
<b>HP</b> 62; <b>Bloodied</b> 31	
<b>AC</b> 19; <b>Fortitude</b> 18, <b>Reflex</b> 15, <b>Will</b> 18	
<b>Saving Throws</b> +5 against poison effects	
<b>Speed</b> 5	
m <b>Warhammer</b> (standard; at-will) ♦ <b>Weapon</b>	
+10 vs. AC; 1d10 + 5 damage.	
r <b>Crossbow</b> (standard; at-will) ♦ <b>Weapon</b>	
Ranged 15/30; +7 vs. AC; 1d8 + 1 damage.	
M <b>Priest's Shield</b> (standard; at-will) ♦ <b>Weapon</b>	
+10 vs. AC; 1d10 + 5 damage, and the cleric or one adjacent ally gains a +1 power bonus to AC until the end of the cleric's next turn.	
M <b>Wrathful Thunder</b> (standard; encounter) ♦ <b>Thunder, Weapon</b>	
+10 vs. AC; 1d10 + 5 thunder damage, and the target is dazed until the end of the cleric's next turn.	
<b>Stand Your Ground</b>	
When an effect forces a dwarf to move - through a push, a pull, or a slide - the dwarf moves 1 square less than the effect specifies.	
When an attack would knock the dwarf prone, the dwarf can roll a saving throw to avoid falling prone.	
<b>Alignment</b> Unaligned	<b>Languages</b> Common, Dwarven
<b>Skills</b> Dungeoneering +7, <b>Endurance</b> +6, <b>Religion</b> +7	
<b>Str</b> 16 (+5)	<b>Dex</b> 10 (+2) <b>Wis</b> 16 (+5)
<b>Con</b> 14 (+4)	<b>Int</b> 11 (+2) <b>Cha</b> 13 (+3)
<b>Equipment</b> chainmail, warhammer, crossbow, holy symbol, 20 bolts	

Human Mage (Level 5)	Level 5 Artillery
Medium natural humanoid	XP 200
<b>Initiative</b> +4 <b>Senses</b> Perception +5	
<b>HP</b> 48; <b>Bloodied</b> 24	
<b>AC</b> 18; <b>Fortitude</b> 14, <b>Reflex</b> 15, <b>Will</b> 16	
<b>Speed</b> 6	
m <b>Quarterstaff</b> (standard; at-will) ♦ <b>Weapon</b>	
+5 vs. AC; 1d8 + 1 damage.	
r <b>Magic Missile</b> (standard; at-will) ♦ <b>Force</b>	
Ranged 20; +8 vs. Reflex; 2d4 + 4 force damage.	
R <b>Dancing Lightning</b> (standard; encounter) ♦ <b>Lightning</b>	
The mage makes a separate attack against 3 different targets.	
Ranged 10; +8 vs. Reflex; 1d6 + 4 lightning damage..	
A <b>Thunder Burst</b> (standard; encounter) ♦ <b>Thunder</b>	
Area burst 1 within 10; +8 vs. Fortitude; 1d8 + 4 thunder damage, and the target is dazed (save ends).	
<b>Alignment</b> Unaligned	<b>Languages</b> Common
<b>Skills</b> Arcana +11	
<b>Str</b> 10 (+2)	<b>Dex</b> 14 (+4) <b>Wis</b> 17 (+5)
<b>Con</b> 12 (+4)	<b>Int</b> 18 (+6) <b>Cha</b> 12 (+3)
<b>Equipment</b> quarterstaff, wand	

Human Sureshield (Level 5)	Level 5 Soldier
Medium natural humanoid	XP 200
<b>Initiative</b> +5 <b>Senses</b> Perception +4	
<b>HP</b> 60; <b>Bloodied</b> 30	
<b>AC</b> 21; <b>Fortitude</b> 20, <b>Reflex</b> 17, <b>Will</b> 18	
<b>Speed</b> 5	
m <b>Longsword</b> (standard; at-will) ♦ <b>Weapon</b>	
+12 vs. AC; 1d8 + 6 damage, and the target is marked until the end of the human sureshield's next turn.	
r <b>Longbow</b> (standard; at-will) ♦ <b>Weapon</b>	
Ranged 20/40; +9 vs. AC; 1d10 + 2 damage.	
M <b>Tide of Iron</b> (standard; at-will) ♦ <b>Weapon</b>	
Requires shield; +12 vs. AC; 1d8 + 6 damage, and the target (if Large or smaller) is pushed 1 square. The target is marked until the end of the human sureshield's next turn. The human sureshield can shift into the space the pushed target vacated.	
M <b>Dance of Steel</b> (standard; encounter) ♦ <b>Weapon</b>	
+12 vs. AC; 2d8 + 6 damage, and the target is marked and slowed until the end of the human sureshield's next turn.	
<b>No Opening</b> (immediate interrupt, when an enemy attacks the human sureshield and has combat advantage; encounter)	
The human sureshield cancels the combat advantage she was about to grant.	
<b>Alignment</b> Unaligned	<b>Languages</b> Common, Goblin
<b>Skills</b> Athletics +11, <b>Intimidate</b> +7	
<b>Str</b> 18 (+6)	<b>Dex</b> 13 (+3) <b>Wis</b> 14 (+4)
<b>Con</b> 12 (+3)	<b>Int</b> 11 (+2) <b>Cha</b> 10 (+2)
<b>Equipment</b> scale armor, light shield, longsword, longbow, 20 arrows	

Dragonborn Brigand (Level 6)	Level 6 Brute
Medium natural humanoid	XP 250
<b>Initiative</b> +5 <b>Senses</b> Perception +4	
<b>HP</b> 86; <b>Bloodied</b> 43	
<b>AC</b> 20; <b>Fortitude</b> 19, <b>Reflex</b> 16, <b>Will</b> 17	
<b>Speed</b> 5	
m <b>Heavy Flail</b> (standard; at-will) ♦ <b>Weapon</b>	
+9 vs. AC (+10 while bloodied); 2d6 + 5 damage. <i>Bloodstinger Poison</i> : if this is the weapon's first hit; +6 vs. Fortitude; ongoing 5 poison damage (save ends).	
C <b>Dragon Breath</b> (minor; encounter) ♦ <b>Poison</b>	
Close blast 3; +8 vs. Reflex (+9 while bloodied); 1d6 + 5 poison damage.	
<b>Dragonborn Fury</b> (only while bloodied)	
The dragonborn gains a +1 racial bonus to attack rolls.	
<b>Erratic Maneuver</b> (move; encounter)	
Make a Bluff check to gain combat advantage.	
<b>Vicious Strike</b> ♦ <b>Weapon</b>	
Requires flail and combat advantage; the dragonborn brigand deals an extra 2d6 damage on melee attacks.	
<b>Alignment</b> Evil	<b>Languages</b> Common, Draconic
<b>Skills</b> Bluff +10, <b>History</b> +5, <b>Intimidate</b> +7, <b>Stealth</b> +9	
<b>Str</b> 18 (+7)	<b>Dex</b> 14 (+5) <b>Wis</b> 12 (+4)
<b>Con</b> 16 (+6)	<b>Int</b> 10 (+3) <b>Cha</b> 14 (+5)
<b>Equipment</b> chainmail, heavy flail	

Eladrin Arcane Archer		Level 5 Artillery	
Medium fey humanoid		XP 200	
<b>Initiative</b> +6 <b>Senses</b> Perception +7; low-light vision			
<b>HP</b> 51; <b>Bloodied</b> 25			
<b>AC</b> 17; <b>Fortitude</b> 16, <b>Reflex</b> 18, <b>Will</b> 16			
<b>Speed</b> 6			
m <b>Short Sword</b> (standard; at-will) ♦ <b>Weapon</b>			
+12 vs. AC; 1d6 + 4 damage.			
r <b>Scorching Arrows</b> (standard; at-will) ♦ <b>Fire, Weapon</b>			
Ranged 20/40; +10 vs. AC or Reflex (whichever is lower); 1d10 damage plus 1d6 fire damage. <i>Effect:</i> The eladrin arcane archer makes the attack against the same target or a different one.			
R <b>Eldritch Burst</b> (standard; recharge 4 5 6) ♦ <b>Force</b>			
Area burst 1 within 20; +10 vs. Fortitude; 1d10 + 5 force damage, and the target is knocked prone.			
<b>Fey Step</b> (move; encounter) ♦ <b>Teleportation</b>			
The eladrin arcane archer teleports 5 squares.			
<b>Alignment</b> Unaligned		<b>Languages</b> Common, Elven	
<b>Skills</b> Nature +12, Stealth +11			
<b>Str</b> 12 (+3)	<b>Dex</b> 18 (+6)	<b>Wis</b> 11 (+2)	
<b>Con</b> 15 (+4)	<b>Int</b> 17 (+5)	<b>Cha</b> 15 (+4)	
<b>Equipment</b> chainmail, longbow, 2 short swords			

Flamebreath Statue (Level 5)		Level 5 Blaster	
Trap		XP 200	
<b>Trap:</b> The statue spits fire at any creature that enters the 2 x 2 square area directly in front of it.			
<b>Perception</b>			
♦DC 17: The character spots a nozzle in the statue's mouth and thinks it might be possible to avoid the flames with a successful Acrobatics check.			
♦DC 22: The character sees a way to disable a statue.			
<b>Trigger</b>			
The trap attacks any creature that enters a fiery square.			
<b>Attack</b>			
<b>Free Action</b>	<b>Close blast</b> 2		
<b>Target:</b> The triggering creature			
<b>Attack:</b> +8 vs. Reflex			
<b>Hit:</b> 1d6 + 4 fire damage, and ongoing 5 fire damage (save ends)			
<b>Miss:</b> 1d6 + 4 fire damage.			
<b>Countermeasures</b>			
♦ Thievery (DC 20): standard action; an adjacent character can disable a statue.			
♦ Acrobatics (DC 17): part of a move action; the character can move into a flaming square without being attacked by the trap.			
♦ A statue can be destroyed. AC/Reflex 5; Fortitude 10; immune to effects that target Will; HP 40.			

## ENCOUNTER 3: "COMPETITORS" STATISTICS (H2, HIGH LEVEL)

Dwarf Cleric (Level 7)	Level 7 Controller (Leader)
Medium natural humanoid	XP 300
Initiative +3 Senses Perception +6; low-light vision	
HP 78; Bloodied 39	
AC 21; Fortitude 20, Reflex 17, Will 20	
Saving Throws +5 against poison effects	
Speed 5	
m Warhammer (standard; at-will) ♦ Weapon	
+12 vs. AC; 1d10 + 6 damage.	
r Crossbow (standard; at-will) ♦ Weapon	
Ranged 15/30; +9 vs. AC; 1d8 + 2 damage.	
M Priest's Shield (standard; at-will) ♦ Weapon	
+12 vs. AC; 1d10 + 6 damage, and the cleric or one adjacent ally gains a +1 power bonus to AC until the end of the cleric's next turn.	
M Wrathful Thunder (standard; encounter) ♦ Thunder, Weapon	
+12 vs. AC; 1d10 + 6 thunder damage, and the target is dazed until the end of the cleric's next turn.	
<b>Stand Your Ground</b>	
When an effect forces a dwarf to move - through a push, a pull, or a slide - the dwarf moves 1 square less than the effect specifies.	
When an attack would knock the dwarf prone, the dwarf can roll a saving throw to avoid falling prone.	
Alignment Unaligned	Languages Common, Dwarven
Skills Dungeoneering +8, Endurance +7, Religion +8	
Str 16 (+6)	Dex 10 (+3) Wis 16 (+6)
Con 14 (+5)	Int 11 (+3) Cha 13 (+4)
Equipment chainmail, warhammer, crossbow, holy symbol, 20 bolts	

Human Mage (Level 7)	Level 7 Artillery
Medium natural humanoid	XP 300
Initiative +5 Senses Perception +6	
HP 60; Bloodied 30	
AC 20; Fortitude 16, Reflex 17, Will 18	
Speed 6	
m Quarterstaff (standard; at-will) ♦ Weapon	
+7 vs. AC; 1d8 + 2 damage.	
r Magic Missile (standard; at-will) ♦ Force	
Ranged 20; +10 vs. Reflex; 2d4 + 5 force damage.	
R Dancing Lightning (standard; encounter) ♦ Lightning	
The mage makes a separate attack against 3 different targets.	
Ranged 10; +10 vs. Reflex; 1d6 + 5 lightning damage..	
A Thunder Burst (standard; encounter) ♦ Thunder	
Area burst 1 within 10; +10 vs. Fortitude; 1d8 + 5 thunder damage, and the target is dazed (save ends).	
Alignment Unaligned	Languages Common
Skills Arcana +12	
Str 10 (+3)	Dex 14 (+5) Wis 17 (+6)
Con 12 (+5)	Int 18 (+7) Cha 12 (+4)
Equipment quarterstaff, wand	

Human Sureshield (Level 7)	Level 7 Soldier
Medium natural humanoid	XP 300
Initiative +6 Senses Perception +5	
HP 76; Bloodied 38	
AC 23; Fortitude 22, Reflex 19, Will 20	
Speed 5	
m Longsword (standard; at-will) ♦ Weapon	
+14 vs. AC; 1d8 + 7 damage, and the target is marked until the end of the human sureshield's next turn.	
r Longbow (standard; at-will) ♦ Weapon	
Ranged 20/40; +11 vs. AC; 1d10 + 3 damage.	
M Tide of Iron (standard; at-will) ♦ Weapon	
Requires shield; +14 vs. AC; 1d8 + 7 damage, and the target (if Large or smaller) is pushed 1 square. The target is marked until the end of the human sureshield's next turn. The human sureshield can shift into the space the pushed target vacated.	
M Dance of Steel (standard; encounter) ♦ Weapon	
+14 vs. AC; 2d8 + 7 damage, and the target is marked and slowed until the end of the human sureshield's next turn.	
<b>No Opening</b> (immediate interrupt, when an enemy attacks the human sureshield and has combat advantage; encounter)	
The human sureshield cancels the combat advantage she was about to grant.	
Alignment Unaligned	Languages Common, Goblin
Skills Athletics +12, Intimidate +8	
Str 18 (+7)	Dex 13 (+4) Wis 14 (+5)
Con 12 (+4)	Int 11 (+3) Cha 10 (+3)
Equipment scale armor, light shield, longsword, longbow, 20 arrows	

Dragonborn Brigand (Level 8)	Level 8 Brute
Medium natural humanoid	XP 350
Initiative +6 Senses Perception +5	
HP 106; Bloodied 53	
AC 22; Fortitude 21, Reflex 18, Will 19	
Speed 5	
m Heavy Flail (standard; at-will) ♦ Weapon	
+11 vs. AC (+12 while bloodied); 2d6 + 6 damage. <i>Bloodstinger Poison</i> : if this is the weapon's first hit; +11 vs. Fortitude; ongoing 5 poison damage (save ends).	
C Dragon Breath (minor; encounter) ♦ Poison	
Close blast 3; +10 vs. Reflex (+11 while bloodied); 1d6 + 6 poison damage.	
<b>Dragonborn Fury</b> (only while bloodied)	
The dragonborn gains a +1 racial bonus to attack rolls.	
<b>Erratic Maneuver</b> (move; encounter)	
Make a Bluff check to gain combat advantage.	
<b>Vicious Strike</b> ♦ Weapon	
Requires flail and combat advantage; the dragonborn brigand deals an extra 2d6 damage on melee attacks.	
Alignment Evil	Languages Common, Draconic
Skills Bluff +11, History +6, Intimidate +8, Stealth +10	
Str 18 (+8)	Dex 14 (+6) Wis 12 (+5)
Con 16 (+7)	Int 10 (+4) Cha 14 (+6)
Equipment chainmail, heavy flail	

Eladrin Arcane Archer (Level 7)	Level 7 Artillery
Medium fey humanoid	XP 300
<b>Initiative</b> +7 <b>Senses</b> Perception +8; low-light vision	
<b>HP</b> 63; <b>Bloodied</b> 31	
<b>AC</b> 19; <b>Fortitude</b> 18, <b>Reflex</b> 20, <b>Will</b> 18	
<b>Speed</b> 6	
m <b>Short Sword</b> (standard; at-will) ♦ <b>Weapon</b>	
+14 vs. AC; 1d6 + 5 damage.	
r <b>Scorching Arrows</b> (standard; at-will) ♦ <b>Fire, Weapon</b>	
Ranged 20/40; +12 vs. AC or Reflex (whichever is lower); 1d10 + 1 damage plus 1d6 fire damage. <i>Effect:</i> The eladrin arcane archer makes the attack against the same target or a different one.	
R <b>Eldritch Burst</b> (standard; recharge 4 5 6) ♦ <b>Force</b>	
Area burst 1 within 20; +12 vs. Fortitude; 1d10 + 6 force damage, and the target is knocked prone.	
<b>Fey Step</b> (move; encounter) ♦ <b>Teleportation</b>	
The eladrin arcane archer teleports 5 squares.	
<b>Alignment</b> Unaligned	<b>Languages</b> Common, Elven
<b>Skills</b> Nature +13, Stealth +12	
<b>Str</b> 12 (+4)	<b>Dex</b> 18 (+7) <b>Wis</b> 11 (+3)
<b>Con</b> 15 (+5)	<b>Int</b> 17 (+6) <b>Cha</b> 15 (+5)
<b>Equipment</b> chainmail, longbow, 2 short swords	

Flamebreath Statue (Level 5)	Level 5 Blaster
Trap	XP 200
<b>Trap:</b> The statue spits fire at any creature that enters the 2 x 2 square area directly in front of it.	
<b>Perception</b>	
♦DC 17: The character spots a nozzle in the statue's mouth and thinks it might be possible to avoid the flames with a successful Acrobatics check.	
♦DC 22: The character sees a way to disable a statue.	
<b>Trigger</b>	
The trap attacks any creature that enters a fiery square.	
<b>Attack</b>	
<b>Free Action</b>	<b>Close blast</b> 2
<b>Target:</b> The triggering creature	
<b>Attack:</b> +8 vs. Reflex	
<b>Hit:</b> 1d6 + 4 fire damage, and ongoing 5 fire damage (save ends)	
<b>Miss:</b> 1d6 + 4 fire damage.	
<b>Countermeasures</b>	
♦ Thievery (DC 20): standard action; an adjacent character can disable a statue.	
♦ Acrobatics (DC 17): part of a move action; the character can move into a flaming square without being attacked by the trap.	
♦ A statue can be destroyed. AC/Reflex 5; Fortitude 10; immune to effects that target Will; HP 40.	

## ENCOUNTER 3: "COMPETITORS" STATISTICS (H3, LOW LEVEL)

Dwarf Cleric (Level 8)	Level 8 Controller (Leader)
Medium natural humanoid	XP 350
<b>Initiative</b> +4 <b>Senses</b> Perception +7; low-light vision	
<b>HP</b> 86; <b>Bloodied</b> 43	
<b>AC</b> 22; <b>Fortitude</b> 21, <b>Reflex</b> 18, <b>Will</b> 21	
<b>Saving Throws</b> +5 against poison effects	
<b>Speed</b> 5	
m <b>Warhammer</b> (standard; at-will) ♦ <b>Weapon</b>	
+13 vs. AC; 1d10 + 7 damage.	
r <b>Crossbow</b> (standard; at-will) ♦ <b>Weapon</b>	
Ranged 15/30; +10 vs. AC; 1d8 + 3 damage.	
M <b>Priest's Shield</b> (standard; at-will) ♦ <b>Weapon</b>	
+13 vs. AC; 1d10 + 7 damage, and the cleric or one adjacent ally gains a +1 power bonus to AC until the end of the cleric's next turn.	
M <b>Wrathful Thunder</b> (standard; encounter) ♦ <b>Thunder, Weapon</b>	
+13 vs. AC; 1d10 + 7 thunder damage, and the target is dazed until the end of the cleric's next turn.	
<b>Stand Your Ground</b>	
When an effect forces a dwarf to move - through a push, a pull, or a slide - the dwarf moves 1 square less than the effect specifies.	
When an attack would knock the dwarf prone, the dwarf can roll a saving throw to avoid falling prone.	
<b>Alignment</b> Unaligned	<b>Languages</b> Common, Dwarven
<b>Skills</b> Dungeoneering +9, Endurance +8, Religion +9	
<b>Str</b> 16 (+7)	<b>Dex</b> 10 (+4) <b>Wis</b> 16 (+7)
<b>Con</b> 14 (+6)	<b>Int</b> 11 (+4) <b>Cha</b> 13 (+5)
<b>Equipment</b> chainmail, warhammer, crossbow, holy symbol, 20 bolts	

King's Wand (Level 8)	Level 8 Artillery
Small fey humanoid, gnome	XP 350
<b>Initiative</b> +6 <b>Senses</b> Perception +10; low-light vision	
<b>HP</b> 64; <b>Bloodied</b> 32	
<b>AC</b> 20; <b>Fortitude</b> 17, <b>Reflex</b> 22, <b>Will</b> 21	
<b>Speed</b> 5	
m <b>Short Sword</b> (standard; at-will) ♦ <b>Weapon</b>	
+15 vs. AC; 1d6 + 5 damage.	
r <b>Mind Razor</b> (standard; at-will) ♦ <b>Implement, Psychic</b>	
Ranged 10; +13 vs. Will; 2d8 + 5 psychic damage.	
R <b>Bedeviling Bolts</b> (standard; encounter) ♦ <b>Illusion, Implement</b>	
Ranged 10; +13 vs. Will; 1d10 + 6 damage, and the Wand slides the target 1 square.	
A <b>Scintillating Pattern</b> (standard; recharge 6) ♦ <b>Illusion</b>	
Area burst 2 within 10; targets enemies; +11 vs. Will; 3d8 + 5 damage, and the target is dazed (save ends).	
<b>Alignment</b> Unaligned	<b>Languages</b> Common, Elven
<b>Skills</b> Arcana +14, Bluff +13, Insight +10, Stealth +11	
<b>Str</b> 9 (+3)	<b>Dex</b> 14 (+6) <b>Wis</b> 13 (+5)
<b>Con</b> 10 (+4)	<b>Int</b> 20 (+9) <b>Cha</b> 18 (+8)
<b>Equipment</b> short sword, wand	

Human Sureshield (Level 8)	Level 8 Soldier
Medium natural humanoid	XP 350
<b>Initiative</b> +7 <b>Senses</b> Perception +6	
<b>HP</b> 84; <b>Bloodied</b> 42	
<b>AC</b> 24; <b>Fortitude</b> 23, <b>Reflex</b> 20, <b>Will</b> 21	
<b>Speed</b> 5	
m <b>Longsword</b> (standard; at-will) ♦ <b>Weapon</b>	
+15 vs. AC; 1d8 + 8 damage, and the target is marked until the end of the human sureshield's next turn.	
r <b>Longbow</b> (standard; at-will) ♦ <b>Weapon</b>	
Ranged 20/40; +12 vs. AC; 1d10 + 4 damage.	
M <b>Tide of Iron</b> (standard; at-will) ♦ <b>Weapon</b>	
Requires shield; +15 vs. AC; 1d8 + 8 damage, and the target (if large or smaller) is pushed 1 square. The target is marked until the end of the human sureshield's next turn. The human sureshield can shift into the space the pushed target vacated.	
M <b>Dance of Steel</b> (standard; encounter) ♦ <b>Weapon</b>	
+15 vs. AC; 2d8 + 8 damage, and the target is marked and slowed until the end of the human sureshield's next turn.	
<b>No Opening</b> (immediate interrupt, when an enemy attacks the human sureshield and has combat advantage; encounter)	
The human sureshield cancels the combat advantage she was about to grant.	
<b>Alignment</b> Unaligned	<b>Languages</b> Common, Goblin
<b>Skills</b> Athletics +13, Intimidate +9	
<b>Str</b> 18 (+8)	<b>Dex</b> 13 (+5) <b>Wis</b> 14 (+6)
<b>Con</b> 12 (+5)	<b>Int</b> 11 (+4) <b>Cha</b> 10 (+4)
<b>Equipment</b> scale armor, light shield, longsword, longbow, 20 arrows	

Eladrin Arcane Archer (Level 8)	Level 8 Artillery
Medium fey humanoid	XP 350
<b>Initiative</b> +8 <b>Senses</b> Perception +9; low-light vision	
<b>HP</b> 69; <b>Bloodied</b> 34	
<b>AC</b> 20; <b>Fortitude</b> 19, <b>Reflex</b> 21, <b>Will</b> 19	
<b>Speed</b> 6	
m <b>Short Sword</b> (standard; at-will) ♦ <b>Weapon</b>	
+15 vs. AC; 1d6 + 6 damage.	
r <b>Scorching Arrows</b> (standard; at-will) ♦ <b>Fire, Weapon</b>	
Ranged 20/40; +13 vs. AC or Reflex (whichever is lower); 1d10 + 2 damage plus 1d6 fire damage. <i>Effect:</i> The eladrin arcane archer makes the attack against the same target or a different one.	
R <b>Eldritch Burst</b> (standard; recharge 4 5 6) ♦ <b>Force</b>	
Area burst 1 within 20; +13 vs. Fortitude; 1d10 + 7 force damage, and the target is knocked prone.	
<b>Fey Step</b> (move; encounter) ♦ <b>Teleportation</b>	
The eladrin arcane archer teleports 5 squares.	
<b>Alignment</b> Unaligned	<b>Languages</b> Common, Elven
<b>Skills</b> Nature +14, Stealth +13	
<b>Str</b> 12 (+5)	<b>Dex</b> 18 (+8) <b>Wis</b> 11 (+4)
<b>Con</b> 15 (+6)	<b>Int</b> 17 (+7) <b>Cha</b> 15 (+6)
<b>Equipment</b> chainmail, longbow, 2 short swords	

<b>Dragonborn Murderer</b>	<b>Level 9 Brute</b>
Medium natural humanoid	XP 400
<b>Initiative</b> +7 <b>Senses Perception</b> +5	
<b>HP</b> 118; <b>Bloodied</b> 59	
<b>AC</b> 21; <b>Fortitude</b> 21, <b>Reflex</b> 18, <b>Will</b> 16	
<b>Speed</b> 6	
m <b>Battleaxe</b> (standard; at-will) ♦ <b>Weapon</b>	
+12 vs. AC (+13 while bloodied); 2d10 + 5 damage, and the target is slowed until the end of the murderer's next turn.	
M <b>Executioner's Swing</b> (standard; at-will) ♦ <b>Weapon</b>	
Slowed creatures only; +12 vs. AC (+13 while bloodied); 3d10 + 5 damage.	
C <b>Deadly Arc</b> (standard; encounter) ♦ <b>Weapon</b>	
Close burst 1; +10 vs. Reflex (+11 while bloodied); 2d10 + 5 damage, ongoing 5 damage (save ends), and the target is slowed until the end of the dragonborn murderer's next turn.	
C <b>Dragon Breath</b> (minor; encounter) ♦ <b>Poison</b>	
Close blast 3; +11 vs. Reflex (+12 while bloodied); 1d6 + 6 poison damage.	
<b>Dragonborn Fury</b> (only while bloodied)	
The dragonborn gains a +1 racial bonus to attack rolls.	
<b>Alignment</b> Evil	<b>Languages</b> Common, Draconic
<b>Skills</b> Intimidate +8, Stealth +12	
<b>Str</b> 22 (+10)	<b>Dex</b> 17 (+7) <b>Wis</b> 12 (+5)
<b>Con</b> 18 (+8)	<b>Int</b> 10 (+4) <b>Cha</b> 8 (+3)
<b>Equipment</b> hide armor, battleaxe	

<b>Flamebreath Statue (Level 7)</b>	<b>Level 7 Blaster</b>
Trap	XP 300
<b>Trap:</b> The statue spits fire at any creature that enters the 2 x 2 square area directly in front of it.	
<b>Perception</b>	
♦DC 19: The character spots a nozzle in the statue's mouth and thinks it might be possible to avoid the flames with a successful Acrobatics check.	
♦DC 24: The character sees a way to disable a statue.	
<b>Trigger</b>	
The trap attacks any creature that enters a fiery square.	
<b>Attack</b>	
<b>Free Action</b>	<b>Close blast</b> 2
<b>Target:</b> The triggering creature	
<b>Attack:</b> +10 vs. Reflex	
<b>Hit:</b> 2d6 + 5 fire damage, and ongoing 5 fire damage (save ends)	
<b>Miss:</b> 1d8 + 5 fire damage.	
<b>Countermeasures</b>	
♦ Thievery (DC 20): standard action; an adjacent character can disable a statue.	
♦ Acrobatics (DC 19): part of a move action; the character can move into a flaming square without being attacked by the trap.	
♦ A statue can be destroyed. AC/Reflex 5; Fortitude 10; immune to effects that target Will; HP 40.	

## ENCOUNTER 3: "COMPETITORS" STATISTICS (H3, HIGH LEVEL)

Dwarf Battle Chaplain		Level 11 Controller (Leader)	
Medium natural humanoid		XP 600	
Initiative +5 Senses Perception +9; low-light vision			
HP 110; Bloodied 55			
AC 25; Fortitude 24, Reflex 21, Will 24			
Saving Throws +5 against poison effects			
Speed 5			
m Warhammer (standard; at-will) ♦ Weapon			
+16 vs. AC; 1d10 + 8 damage.			
r Crossbow (standard; at-will) ♦ Weapon			
Ranged 15/30; +13 vs. AC; 1d8 + 4 damage.			
M Priest's Shield (standard; at-will) ♦ Weapon			
+16 vs. AC; 1d10 + 8 damage, and the battle chaplain or one adjacent ally gains a +1 power bonus to AC until the end of the battle chaplain's next turn.			
M Wrathful Thunder (standard; encounter) ♦ Thunder, Weapon			
+16 vs. AC; 1d10 + 8 thunder damage, and the target is dazed until the end of the battle chaplain's next turn.			
M Revelation of Battle (standard; encounter) ♦ Weapon			
+15 vs. Reflex; 2d10 + 8 damage. <i>Effect:</i> Each ally within 10 squares of the battle chaplain gains a +2 power bonus to attack rolls and damage rolls until the end of the chaplain's next turn.			
<b>Stand Your Ground</b>			
When an effect forces a dwarf to move - through a push, a pull, or a slide - the dwarf moves 1 square less than the effect specifies.			
When an attack would knock the dwarf prone, the dwarf can roll a saving throw to avoid falling prone.			
Alignment Unaligned		Languages Common, Dwarven	
Skills Dungeoneering +10, Endurance +9, Religion +10			
Str 18 (+9)	Dex 10 (+5)	Wis 18 (+9)	
Con 14 (+7)	Int 11 (+5)	Cha 13 (+6)	
Equipment chainmail, warhammer, crossbow, holy symbol, 20 bolts			

King's Wand (Level 10)		Level 10 Artillery	
Small fey humanoid, gnome		XP 500	
Initiative +7 Senses Perception +11; low-light vision			
HP 76; Bloodied 38			
AC 22; Fortitude 19, Reflex 24, Will 23			
Speed 5			
m Short Sword (standard; at-will) ♦ Weapon			
+17 vs. AC; 1d6 + 6 damage.			
r Mind Razor (standard; at-will) ♦ Implement, Psychic			
Ranged 10; +15 vs. Will; 2d8 + 6 psychic damage.			
R Bedeviling Bolts (standard; encounter) ♦ Illusion, Implement			
Ranged 10; +15 vs. Will; 1d10 + 7 damage, and the Wand slides the target 1 square.			
A Scintillating Pattern (standard; recharge 6) ♦ Illusion			
Area burst 2 within 10; targets enemies; +13 vs. Will; 3d8 + 6 damage, and the target is dazed (save ends).			
Alignment Unaligned		Languages Common, Elven	
Skills Arcana +15, Bluff +14, Insight +11, Stealth +12			
Str 9 (+4)	Dex 14 (+7)	Wis 13 (+6)	
Con 10 (+5)	Int 20 (+10)	Cha 18 (+9)	
Equipment short sword, wand			

Human Steelshield		Level 11 Soldier	
Medium natural humanoid		XP 600	
Initiative +9 Senses Perception +8			
HP 113; Bloodied 56			
AC 27; Fortitude 26, Reflex 23, Will 24			
Speed 5			
m Longsword (standard; at-will) ♦ Weapon			
+18 vs. AC; 1d8 + 9 damage, and the target is marked until the end of the human steelshield's next turn.			
r Longbow (standard; at-will) ♦ Weapon			
Ranged 20/40; +15 vs. AC; 1d10 + 5 damage.			
M Tide of Iron (standard; at-will) ♦ Weapon			
Requires shield; +18 vs. AC; 1d8 + 9 damage, and the target (if Large or smaller) is pushed 1 square. The target is marked until the end of the human steelshield's next turn. The human steelshield can shift into the space the pushed target vacated.			
M Iron Bulwark (standard; encounter) ♦ Weapon			
+18 vs. AC; 2d8 + 9 damage, and the target is marked until the end of the human steelshield's next turn. <i>Effect:</i> The steelshield gains a +2 power bonus to AC until the end of her next turn.			
<b>No Opening</b> (immediate interrupt, when an enemy attacks the human steelshield and has combat advantage; encounter)			
The human steelshield cancels the combat advantage she was about to grant.			
Rain of Steel (minor; daily) ♦ Stance, Weapon			
Until the end of the encounter, any enemy that starts its turn adjacent to the human steelshield takes 1d8 + 5 damage, as long as the human steelshield is able to make opportunity attacks.			
Alignment Unaligned		Languages Common, Goblin	
Skills Athletics +16, Intimidate +11			
Str 22 (+11)	Dex 15 (+7)	Wis 16 (+8)	
Con 17 (+8)	Int 11 (+5)	Cha 12 (+6)	
Equipment scale armor, heavy shield, longsword, longbow, 20 arrows			

Eladrin Arcane Archer (Level 10)		Level 10 Artillery	
Medium fey humanoid		XP 500	
Initiative +9 Senses Perception +10; low-light vision			
HP 81; Bloodied 40			
AC 22; Fortitude 21, Reflex 23, Will 21			
Speed 6			
m Short Sword (standard; at-will) ♦ Weapon			
+17 vs. AC; 1d6 + 7 damage.			
r Scorching Arrows (standard; at-will) ♦ Fire, Weapon			
Ranged 20/40; +15 vs. AC or Reflex (whichever is lower); 1d10 + 3 damage plus 1d6 fire damage. <i>Effect:</i> The eladrin arcane archer makes the attack against the same target or a different one.			
R Eldritch Burst (standard; recharge 4 5 6) ♦ Force			
Area burst 1 within 20; +15 vs. Fortitude; 1d10 + 8 force damage, and the target is knocked prone.			
Fey Step (move; encounter) ♦ Teleportation			
The eladrin arcane archer teleports 5 squares.			
Alignment Unaligned		Languages Common, Elven	
Skills Nature +15, Stealth +14			
Str 12 (+6)	Dex 18 (+9)	Wis 11 (+5)	
Con 15 (+7)	Int 17 (+8)	Cha 15 (+7)	
Equipment chainmail, longbow, 2 short swords			

<b>Dragonborn Murderer (Level 11)</b>	<b>Level 11 Brute</b>
Medium natural humanoid	
Initiative +8 Senses Perception +6	
HP 138; Bloodied 69	
AC 23; Fortitude 23, Reflex 20, Will 18	
Speed 6	
m <b>Battleaxe</b> (standard; at-will) ♦ <b>Weapon</b>	
+14 vs. AC (+15 while bloodied); 2d10 + 6 damage, and the target is slowed until the end of the murderer's next turn.	
M <b>Executioner's Swing</b> (standard; at-will) ♦ <b>Weapon</b>	
Slowed creatures only; +14 vs. AC (+15 while bloodied); 3d10 + 6 damage.	
C <b>Deadly Arc</b> (standard; encounter) ♦ <b>Weapon</b>	
Close burst 1; +12 vs. Reflex (+13 while bloodied); 2d10 + 6 damage, ongoing 5 damage (save ends), and the target is slowed until the end of the dragonborn murderer's next turn.	
C <b>Dragon Breath</b> (minor; encounter) ♦ <b>Poison</b>	
Close blast 3; +15 vs. Reflex (+16 while bloodied); 2d6 + 7 poison damage.	
<b>Dragonborn Fury</b> (only while bloodied)	
The dragonborn gains a +1 racial bonus to attack rolls.	
<b>Alignment</b> Evil	<b>Languages</b> Common, Draconic
<b>Skills</b> Intimidate +9, Stealth +13	
<b>Str</b> 22 (+11)	<b>Dex</b> 17 (+8) <b>Wis</b> 12 (+6)
<b>Con</b> 18 (+9)	<b>Int</b> 10 (+5) <b>Cha</b> 8 (+4)
<b>Equipment</b> hide armor, battleaxe	

<b>Flamebreath Statue (Level 7)</b>	<b>Level 7 Blaster</b>
Trap	
Trap: The statue spits fire at any creature that enters the 2 x 2 square area directly in front of it.	
<b>Perception</b>	
♦DC 19: The character spots a nozzle in the statue's mouth and thinks it might be possible to avoid the flames with a successful Acrobatics check.	
♦DC 24: The character sees a way to disable a statue.	
<b>Trigger</b>	
The trap attacks any creature that enters a fiery square.	
<b>Attack</b>	
<b>Free Action</b>	<b>Close blast 2</b>
<b>Target:</b> The triggering creature	
<b>Attack:</b> +10 vs. Reflex	
<b>Hit:</b> 2d6 + 5 fire damage, and ongoing 5 fire damage (save ends)	
<b>Miss:</b> 1d8 + 5 fire damage.	
<b>Countermeasures</b>	
♦ Thievery (DC 20): standard action; an adjacent character can disable a statue.	
♦ Acrobatics (DC 19): part of a move action; the character can move into a flaming square without being attacked by the trap.	
♦ A statue can be destroyed. AC/Reflex 5; Fortitude 10; immune to effects that target Will; HP 40.	

## ENCOUNTER 3: "COMPETITORS" STATISTICS (P1, LOW LEVEL)

Dwarf Battle Chaplain (Level 13)	Level 13 Controller (Leader)
Medium natural humanoid	
XP 800	
Initiative +6 Senses Perception +10; low-light vision	
HP 126; Bloodied 63	
AC 27; Fortitude 26, Reflex 23, Will 26	
Saving Throws +5 against poison effects	
Speed 5	
m <b>Warhammer</b> (standard; at-will) ♦ <b>Weapon</b>	
+18 vs. AC; 1d10 + 9 damage.	
r <b>Crossbow</b> (standard; at-will) ♦ <b>Weapon</b>	
Ranged 15/30; +15 vs. AC; 1d8 + 5 damage.	
M <b>Priest's Shield</b> (standard; at-will) ♦ <b>Weapon</b>	
+18 vs. AC; 1d10 + 9 damage, and the battle chaplain or one adjacent ally gains a +1 power bonus to AC until the end of the battle chaplain's next turn.	
M <b>Wrathful Thunder</b> (standard; encounter) ♦ <b>Thunder, Weapon</b>	
+18 vs. AC; 1d10 + 9 thunder damage, and the target is dazed until the end of the battle chaplain's next turn.	
M <b>Revelation of Battle</b> (standard; encounter) ♦ <b>Weapon</b>	
+17 vs. Reflex; 2d10 + 9 damage. <i>Effect:</i> Each ally within 10 squares of the battle chaplain gains a +2 power bonus to attack rolls and damage rolls until the end of the chaplain's next turn.	
<b>Stand Your Ground</b>	
When an effect forces a dwarf to move - through a push, a pull, or a slide - the dwarf moves 1 square less than the effect specifies.	
When an attack would knock the dwarf prone, the dwarf can roll a saving throw to avoid falling prone.	
Alignment Unaligned Languages Common, Dwarven	
Skills Dungeoneering +11, Endurance +10, Religion +11	
Str 18 (+10)	Dex 10 (+6) Wis 18 (+10)
Con 14 (+8)	Int 11 (+6) Cha 13 (+7)
Equipment chainmail, warhammer, crossbow, holy symbol, 20 bolts	

Dragonborn Murderer (Level 12)	Level 12 Brute
Medium natural humanoid	
XP 700	
Initiative +9 Senses Perception +7	
HP 148; Bloodied 74	
AC 24; Fortitude 24, Reflex 21, Will 19	
Speed 6	
m <b>Battleaxe</b> (standard; at-will) ♦ <b>Weapon</b>	
+15 vs. AC (+16 while bloodied); 2d10 + 7 damage, and the target is slowed until the end of the murderer's next turn.	
M <b>Executioner's Swing</b> (standard; at-will) ♦ <b>Weapon</b>	
Slowed creatures only; +15 vs. AC (+16 while bloodied); 3d10 + 7 damage.	
C <b>Deadly Arc</b> (standard; encounter) ♦ <b>Weapon</b>	
Close burst 1; +13 vs. Reflex (+14 while bloodied); 2d10 + 7 damage, ongoing 5 damage (save ends), and the target is slowed until the end of the dragonborn murderer's next turn.	
C <b>Dragon Breath</b> (minor; encounter) ♦ <b>Poison</b>	
Close blast 3; +16 vs. Reflex (+17 while bloodied); 2d6 + 8 poison damage.	
<b>Dragonborn Fury</b> (only while bloodied)	
The dragonborn gains a +1 racial bonus to attack rolls.	
Alignment Evil Languages Common, Draconic	
Skills Intimidate +10, Stealth +14	
Str 22 (+12)	Dex 17 (+9) Wis 12 (+7)
Con 18 (+10)	Int 10 (+6) Cha 8 (+5)
Equipment hide armor, battleaxe	

Human Steelshield (Level 12)	Level 12 Soldier
Medium natural humanoid	
XP 700	
Initiative +10 Senses Perception +9	
HP 121; Bloodied 60	
AC 28; Fortitude 27, Reflex 24, Will 25	
Speed 5	
m <b>Longsword</b> (standard; at-will) ♦ <b>Weapon</b>	
+19 vs. AC; 1d8 + 10 damage, and the target is marked until the end of the human steelshield's next turn.	
r <b>Longbow</b> (standard; at-will) ♦ <b>Weapon</b>	
Ranged 20/40; +16 vs. AC; 1d10 + 6 damage.	
M <b>Tide of Iron</b> (standard; at-will) ♦ <b>Weapon</b>	
Requires shield; +19 vs. AC; 1d8 + 10 damage, and the target (if large or smaller) is pushed 1 square. The target is marked until the end of the human steelshield's next turn. The human steelshield can shift into the space the pushed target vacated.	
M <b>Iron Bulwark</b> (standard; encounter) ♦ <b>Weapon</b>	
+19 vs. AC; 2d8 + 10 damage, and the target is marked until the end of the human steelshield's next turn. <i>Effect:</i> The steelshield gains a +2 power bonus to AC until the end of her next turn.	
<b>No Opening</b> (immediate interrupt, when an enemy attacks the human steelshield and has combat advantage; encounter)	
The human steelshield cancels the combat advantage she was about to grant.	
<b>Rain of Steel</b> (minor; daily) ♦ <b>Stance, Weapon</b>	
Until the end of the encounter, any enemy that starts its turn adjacent to the human steelshield takes 1d8 + 6 damage, as long as the human steelshield is able to make opportunity attacks.	
Alignment Unaligned Languages Common, Goblin	
Skills Athletics +17, Intimidate +12	
Str 22 (+12)	Dex 15 (+8) Wis 16 (+9)
Con 17 (+9)	Int 11 (+6) Cha 12 (+7)
Equipment scale armor, heavy shield, longsword, longbow, 20 arrows	

Flamebreath Statue (Level 9)	Level 9 Blaster
Trap	
XP 400	
<b>Trap:</b> The statue spits fire at any creature that enters the 2 x 2 square area directly in front of it.	
<b>Perception</b>	
♦DC 19: The character spots a nozzle in the statue's mouth and thinks it might be possible to avoid the flames with a successful Acrobatics check.	
♦DC 24: The character sees a way to disable a statue.	
<b>Trigger</b>	
The trap attacks any creature that enters a fiery square.	
<b>Attack</b>	
<b>Free Action</b>	<b>Close blast 2</b>
<b>Target:</b> The triggering creature	
<b>Attack:</b> +12 vs. Reflex	
<b>Hit:</b> 2d8 + 5 fire damage, and ongoing 5 fire damage (save ends)	
<b>Miss:</b> 1d8 + 5 fire damage.	
<b>Countermeasures</b>	
♦ Thievery (DC 20): standard action; an adjacent character can disable a statue.	
♦ Acrobatics (DC 19): part of a move action; the character can move into a flaming square without being attacked by the trap.	
♦ A statue can be destroyed. AC/Reflex 5; Fortitude 10; immune to effects that target Will; HP 40.	

<b>Githzerai Mindmage (Level 12)</b>		<b>Level 12 Artillery</b>
Medium natural humanoid		XP 700
<b>Initiative</b> +12	<b>Senses</b> Perception +15	
<b>HP</b> 93; <b>Bloodied</b> 46		
<b>AC</b> 26; <b>Fortitude</b> 22, <b>Reflex</b> 24, <b>Will</b> 24		
<b>Speed</b> 7		
m <b>Unarmed Strike</b> (standard; at-will)		
+17 vs. AC; 2d8 + 3 damage.		
R <b>Mindstrike</b> (standard; at-will) ♦ <b>Psychic</b>		
Ranged 20; +15 vs. Reflex; 2d8 + 3 psychic damage, and the target is dazed (save ends).		
R <b>Elemental Bolts</b> (standard; at-will) ♦ <b>Varies</b>		
Ranged 10; the githzerai mindmage makes up to 3 attacks, each against a different target; +15 vs. Reflex; 4d8 acid, cold, fire, or lightning damage (the mindmage chooses the damage type for each attack).		
A <b>Concussion Orb</b> (standard; encounter)		
Area burst 2 within 10; +15 vs. Fortitude, 1d10 + 3 damage, and the target is knocked prone.		
<b>Accurate Mind</b>		
The githzerai mindmage's ranged attacks ignore cover and concealment (but not superior cover or total concealment).		
<b>Iron Mind</b> (immediate interrupt, when hit by an attack; encounter)		
The githzerai mindmage gains a +2 bonus to all defenses until the end of its next turn.		
<b>Alignment</b> Unaligned	<b>Languages</b> Common, Deep Speech	
<b>Skills</b> Acrobatics +17, Athletics +9, Arcana +12, Insight +15		
<b>Str</b> 13 (+7)	<b>Dex</b> 19 (+10)	<b>Wis</b> 19 (+10)
<b>Con</b> 15 (+8)	<b>Int</b> 13 (+7)	<b>Cha</b> 10 (+6)

<b>Elf Archer Captain</b>		<b>Level 12 Artillery</b>
Medium fey humanoid		XP 700
<b>Initiative</b> +12	<b>Senses</b> Perception +17; low-light vision	
<b>Group Awareness</b> aura 5; non-elf allies in the area gain a +1 racial bonus to Perception checks.		
<b>HP</b> 94; <b>Bloodied</b> 47		
<b>AC</b> 25; <b>Fortitude</b> 24, <b>Reflex</b> 26, <b>Will</b> 25		
<b>Speed</b> 7		
m <b>Short Sword</b> (standard; at-will) ♦ <b>Weapon</b>		
+15 vs. AC; 1d8 + 6 damage.		
r <b>Longbow</b> (standard; at-will) ♦ <b>Weapon</b>		
Ranged 20/40; +19 vs. AC; 2d6 + 6 damage.		
R <b>Impaling Shot</b> (standard; recharge 4 5 6) ♦ <b>Weapon</b>		
Requires longbow; Ranged 20; +19 vs. AC; 3d6 + 5 damage, and the archer makes a secondary attack against the same target. <i>Secondary Attack:</i> +17 vs. Fortitude; the target is restrained (save ends).		
R <b>Rain of Arrows</b> (standard; recharge 4 5 6) ♦ <b>Weapon</b>		
The archer makes three longbow attacks, each with a -2 penalty to the attack roll.		
<b>Archer's Mobility</b>		
If the elf archer moves at least 4 squares from its original position, it gains a +2 bonus to ranged attacks until the start of its next turn.		
<b>Elven Accuracy</b> (free; encounter)		
An elf can reroll an attack roll. It must use the second roll, even if it's lower.		
<b>Not So Close</b> (immediate reaction, when an enemy makes a melee attack against the elf archer; encounter)		
The elf archer shifts 1 square and makes a ranged basic attack against the enemy.		
<b>Wild Step</b>		
An elf ignores difficult terrain when it shifts.		
<b>Alignment</b> Unaligned		<b>Languages</b> Common, Elven
<b>Skills</b> Nature +18, Stealth +17		
<b>Str</b> 15 (+8)	<b>Dex</b> 23 (+12)	<b>Wis</b> 18 (+10)
<b>Con</b> 16 (+9)	<b>Int</b> 14 (+8)	<b>Cha</b> 16 (+9)
<b>Equipment</b> leather armor, short sword, longbow, 30 arrows		

## ENCOUNTER 3: "COMPETITORS" STATISTICS (P1, HIGH LEVEL)

Dwarf Battle Chaplain (Level 15) Medium natural humanoid	Level 15 Controller (Leader) XP 1,200
<b>Initiative</b> +7 <b>Senses</b> Perception +11; low-light vision	
<b>HP</b> 142; <b>Bloodied</b> 71	
<b>AC</b> 29; <b>Fortitude</b> 28, <b>Reflex</b> 25, <b>Will</b> 28	
<b>Saving Throws</b> +5 against poison effects	
<b>Speed</b> 5	
m <b>Warhammer</b> (standard; at-will) ♦ <b>Weapon</b>	
+20 vs. AC; 1d10 + 10 damage.	
r <b>Crossbow</b> (standard; at-will) ♦ <b>Weapon</b>	
Ranged 15/30; +17 vs. AC; 1d8 + 6 damage.	
M <b>Priest's Shield</b> (standard; at-will) ♦ <b>Weapon</b>	
+20 vs. AC; 1d10 + 10 damage, and the battle chaplain or one adjacent ally gains a +1 power bonus to AC until the end of the battle chaplain's next turn.	
M <b>Wrathful Thunder</b> (standard; encounter) ♦ <b>Thunder, Weapon</b>	
+20 vs. AC; 1d10 + 10 thunder damage, and the target is dazed until the end of the battle chaplain's next turn.	
M <b>Revelation of Battle</b> (standard; encounter) ♦ <b>Weapon</b>	
+19 vs. Reflex; 2d10 + 10 damage. <i>Effect:</i> Each ally within 10 squares of the battle chaplain gains a +2 power bonus to attack rolls and damage rolls until the end of the chaplain's next turn.	
<b>Stand Your Ground</b>	
When an effect forces a dwarf to move - through a push, a pull, or a slide - the dwarf moves 1 square less than the effect specifies.	
When an attack would knock the dwarf prone, the dwarf can roll a saving throw to avoid falling prone.	
<b>Alignment</b> Unaligned <b>Languages</b> Common, Dwarven	
<b>Skills</b> Dungeoneering +12, Endurance +11, Religion +12	
<b>Str</b> 18 (+11)	<b>Dex</b> 10 (+7) <b>Wis</b> 18 (+11)
<b>Con</b> 14 (+9)	<b>Int</b> 11 (+7) <b>Cha</b> 13 (+8)
<b>Equipment</b> chainmail, warhammer, crossbow, holy symbol, 20 bolts	

Dragonborn Murderer (Level 15) Medium natural humanoid	Level 15 Brute XP 1,200
<b>Initiative</b> +10 <b>Senses</b> Perception +8	
<b>HP</b> 178; <b>Bloodied</b> 89	
<b>AC</b> 27; <b>Fortitude</b> 27, <b>Reflex</b> 24, <b>Will</b> 22	
<b>Speed</b> 6	
m <b>Battleaxe</b> (standard; at-will) ♦ <b>Weapon</b>	
+18 vs. AC (+19 while bloodied); 2d10 + 8 damage, and the target is slowed until the end of the murderer's next turn.	
M <b>Executioner's Swing</b> (standard; at-will) ♦ <b>Weapon</b>	
Slowed creatures only; +18 vs. AC (+19 while bloodied); 3d10 + 8 damage.	
C <b>Deadly Arc</b> (standard; encounter) ♦ <b>Weapon</b>	
Close burst 1; +16 vs. Reflex (+17 while bloodied); 2d10 + 8 damage, ongoing 10 damage (save ends), and the target is slowed until the end of the dragonborn murderer's next turn.	
C <b>Dragon Breath</b> (minor; encounter) ♦ <b>Poison</b>	
Close blast 3; +19 vs. Reflex (+20 while bloodied); 2d6 + 9 poison damage.	
<b>Dragonborn Fury</b> (only while bloodied)	
The dragonborn gains a +1 racial bonus to attack rolls.	
<b>Alignment</b> Evil <b>Languages</b> Common, Draconic	
<b>Skills</b> Intimidate +11, Stealth +15	
<b>Str</b> 22 (+13)	<b>Dex</b> 17 (+10) <b>Wis</b> 12 (+8)
<b>Con</b> 18 (+11)	<b>Int</b> 10 (+7) <b>Cha</b> 8 (+6)
<b>Equipment</b> hide armor, battleaxe	

Human Steelshield (Level 15) Medium natural humanoid	Level 15 Soldier XP 1,200
<b>Initiative</b> +11 <b>Senses</b> Perception +10	
<b>HP</b> 145; <b>Bloodied</b> 72	
<b>AC</b> 31; <b>Fortitude</b> 30, <b>Reflex</b> 27, <b>Will</b> 28	
<b>Speed</b> 5	
m <b>Longsword</b> (standard; at-will) ♦ <b>Weapon</b>	
+22 vs. AC; 1d8 + 11 damage, and the target is marked until the end of the human steelshield's next turn.	
r <b>Longbow</b> (standard; at-will) ♦ <b>Weapon</b>	
Ranged 20/40; +19 vs. AC; 1d10 + 7 damage.	
M <b>Tide of Iron</b> (standard; at-will) ♦ <b>Weapon</b>	
Requires shield; +22 vs. AC; 1d8 + 11 damage, and the target (if large or smaller) is pushed 1 square. The target is marked until the end of the human steelshield's next turn. The human steelshield can shift into the space the pushed target vacated.	
M <b>Iron Bulwark</b> (standard; encounter) ♦ <b>Weapon</b>	
+22 vs. AC; 2d8 + 11 damage, and the target is marked until the end of the human steelshield's next turn. <i>Effect:</i> The steelshield gains a +2 power bonus to AC until the end of her next turn.	
<b>No Opening</b> (immediate interrupt, when an enemy attacks the human steelshield and has combat advantage; encounter)	
The human steelshield cancels the combat advantage she was about to grant.	
<b>Rain of Steel</b> (minor; daily) ♦ <b>Stance, Weapon</b>	
Until the end of the encounter, any enemy that starts its turn adjacent to the human steelshield takes 1d8 + 7 damage, as long as the human steelshield is able to make opportunity attacks.	
<b>Alignment</b> Unaligned <b>Languages</b> Common, Goblin	
<b>Skills</b> Athletics +18, Intimidate +13	
<b>Str</b> 22 (+13)	<b>Dex</b> 15 (+9) <b>Wis</b> 16 (+10)
<b>Con</b> 17 (+10)	<b>Int</b> 11 (+7) <b>Cha</b> 12 (+8)
<b>Equipment</b> scale armor, heavy shield, longsword, longbow, 20 arrows	

Flamebreath Statue (Level 11) Trap	Level 11 Blaster XP 600
<b>Trap:</b> The statue spits fire at any creature that enters the 2 x 2 square area directly in front of it.	
<b>Perception</b>	
♦DC 21: The character spots a nozzle in the statue's mouth and thinks it might be possible to avoid the flames with a successful Acrobatics check.	
♦DC 26: The character sees a way to disable a statue.	
<b>Trigger</b>	
The trap attacks any creature that enters a fiery square.	
<b>Attack</b>	
<b>Free Action</b>	<b>Close blast</b> 2
<b>Target:</b> The triggering creature	
<b>Attack:</b> +14 vs. Reflex	
<b>Hit:</b> 3d6 + 5 fire damage, and ongoing 10 fire damage (save ends)	
<b>Miss:</b> 2d6 + 5 fire damage.	
<b>Countermeasures</b>	
♦ Thievery (DC 30): standard action; an adjacent character can disable a statue.	
♦ Acrobatics (DC 21): part of a move action; the character can move into a flaming square without being attacked by the trap.	
♦ A statue can be destroyed. AC/Reflex 5; Fortitude 10; immune to effects that target Will; HP 40.	

<b>Githzerai Mindmage</b>		<b>Level 14 Artillery</b>
Medium natural humanoid		XP 1,000
<b>Initiative</b> +13	<b>Senses</b> Perception +16	
<b>HP</b> 105; <b>Bloodied</b> 52		
<b>AC</b> 28; <b>Fortitude</b> 24, <b>Reflex</b> 26, <b>Will</b> 26		
<b>Speed</b> 7		
m <b>Unarmed Strike</b> (standard; at-will)		
+19 vs. AC; 2d8 + 4 damage.		
R <b>Mindstrike</b> (standard; at-will) ♦ <b>Psychic</b>		
Ranged 20; +17 vs. Reflex; 2d8 + 4 psychic damage, and the target is dazed (save ends).		
R <b>Elemental Bolts</b> (standard; at-will) ♦ <b>Varies</b>		
Ranged 10; the githzerai mindmage makes up to 3 attacks, each against a different target; +17 vs. Reflex; 4d8 acid, cold, fire, or lightning damage (the mindmage chooses the damage type for each attack).		
A <b>Concussion Orb</b> (standard; encounter)		
Area burst 2 within 10; +17 vs. Fortitude, 1d10 + 4 damage, and the target is knocked prone.		
<b>Accurate Mind</b>		
The githzerai mindmage's ranged attacks ignore cover and concealment (but not superior cover or total concealment).		
<b>Iron Mind</b> (immediate interrupt, when hit by an attack; encounter)		
The githzerai mindmage gains a +2 bonus to all defenses until the end of its next turn.		
<b>Alignment</b> Unaligned	<b>Languages</b> Common, Deep Speech	
<b>Skills</b> Acrobatics +18, Athletics +10, Arcana +13, Insight +16		
<b>Str</b> 13 (+8)	<b>Dex</b> 19 (+11)	<b>Wis</b> 19 (+11)
<b>Con</b> 15 (+9)	<b>Int</b> 13 (+8)	<b>Cha</b> 10 (+7)

<b>Elf Archer Captain (Level 14)</b>		<b>Level 14 Artillery</b>
Medium fey humanoid		XP 1,000
<b>Initiative</b> +13	<b>Senses</b> Perception +18; low-light vision	
<b>Group Awareness</b> aura 5; non-elf allies in the area gain a +1 racial bonus to Perception checks.		
<b>HP</b> 106; <b>Bloodied</b> 53		
<b>AC</b> 27; <b>Fortitude</b> 26, <b>Reflex</b> 28, <b>Will</b> 27		
<b>Speed</b> 7		
m <b>Short Sword</b> (standard; at-will) ♦ <b>Weapon</b>		
+17 vs. AC; 1d8 + 7 damage.		
r <b>Longbow</b> (standard; at-will) ♦ <b>Weapon</b>		
Ranged 20/40; +21 vs. AC; 2d6 + 7 damage.		
R <b>Impaling Shot</b> (standard; recharge 4 5 6) ♦ <b>Weapon</b>		
Requires longbow; Ranged 20; +21 vs. AC; 3d6 + 6 damage, and the archer makes a secondary attack against the same target. <i>Secondary Attack:</i> +19 vs. Fortitude; the target is restrained (save ends).		
R <b>Rain of Arrows</b> (standard; recharge 4 5 6) ♦ <b>Weapon</b>		
The archer makes three longbow attacks, each with a -2 penalty to the attack roll.		
<b>Archer's Mobility</b>		
If the elf archer moves at least 4 squares from its original position, it gains a +2 bonus to ranged attacks until the start of its next turn.		
<b>Elven Accuracy</b> (free; encounter)		
An elf can reroll an attack roll. It must use the second roll, even if it's lower.		
<b>Not So Close</b> (immediate reaction, when an enemy makes a melee attack against the elf archer; encounter)		
The elf archer shifts 1 square and makes a ranged basic attack against the enemy.		
<b>Wild Step</b>		
An elf ignores difficult terrain when it shifts.		
<b>Alignment</b> Unaligned		<b>Languages</b> Common, Elven
<b>Skills</b> Nature +19, Stealth +18		
<b>Str</b> 15 (+9)	<b>Dex</b> 23 (+13)	<b>Wis</b> 18 (+11)
<b>Con</b> 16 (+10)	<b>Int</b> 14 (+9)	<b>Cha</b> 16 (+10)
<b>Equipment</b> leather armor, short sword, longbow, 30 arrows		

## ENCOUNTER 3: "COMPETITORS" MAP

The PCs should start on the map in whatever positions you think most appropriate based on the players' stated description of where their characters stand while exploring the ruins. Most if not all of the PCs will probably be on the left-hand side of the map when the monsters arrive. The NPC adventuring party enters from the right-hand side of the map, moving through the wooded area, in whatever formation you think appropriate. These NPCs are reasonably intelligent and cautious in their approach. Their initial formation is slightly spread out, with the leader in the center of the formation, the artillery at the back or to the sides, and the brute and soldier in front.

### TILE SETS NEEDED

*DT2 Arcane Corridors x2, DT4 Ruins of the Wild x2*



## ENCOUNTER 4: ON THE PROWL

### SETUP

This second phase of the skill challenge tests the PCs' ability to track large and prestigious prey. The better the PCs do on the skill challenge, the more challenging (and prestigious) opponent they face in the final encounter.

*The hunt has gone on for many long hours. The endless jungle looms over you on all sides, the thick canopy above blocking most of the sun's rays. You know you have to find some truly dangerous beast, kill it, and bring its corpse back to Port Nyranzaru, but what little light filters down through the broad leaves tells you that time is beginning to run out for you to find your trophy.*

### SKILL CHALLENGE

**Complexity:** 1 (4 successes before 3 failures)

**Victory:** The PCs are able to spot the tracks of a number of different monsters, identify the monsters, and decide which ones they would like to fight.

**Defeat:** The PCs find some tracks to follow, but they aren't sure exactly what they are following, and might lose the chance to fight the most prestigious monster of all, having to settle for a lesser beast instead.

### SCENE 1: TRACKING PREY

**Goal:** The PCs attempt to locate the tracks of the most desirable trophy they can.

**Primary Skills:** Nature, Perception

**Success:** The PCs discover all the possible tracks and can learn a great deal about the different types of monsters in the area, allowing them to pick and choose exactly what they would like to fight.

**Failure:** The PCs don't discover all the possible tracks, limiting their options in the upcoming battle.

*The squawks of birds and monkeys and the constant motion of the greenery of the jungle surround you. With some careful consideration of your trail and the various animal signs, you may be able to find the trail of some suitable trophy to bring back to Port Nyranzaru.*

**Sponsor Benefit:** If the PCs are working for Zazefay Logging and Mining, they automatically begin this scene with 1 success, and they gain a +5 bonus to all their monster knowledge checks to identify the types of monsters they might face, and the details about those monsters, once they discover each new set of tracks.

**Nature (moderate DC, 1 success):** Part of finding good tracks is knowing where to look. You may be able to use your knowledge of the jungle to find the most likely watering holes or feeding grounds for appropriate critters.

**Perception (moderate DC, 1 success):** The first thing to do is to try and see if you can find some good tracks of an appropriately large and dangerous beast. With close inspection of the jungle, you may locate some interesting tracks.

**First success:** The PCs find the tracks of a group of about 7-8 small lizards.

**Second success:** The PCs the tracks of several (2-3) larger reptiles.

**Third success:** The PCs are able to mark a trail and follow the tracks in the direction of what seems to be a good place to lay an ambush for these monsters. They hear the sound of a rushing river ahead and see a break in the jungle cover, indicating a clearing. This is just the sort of place where a pack of lizards would probably go to soak up the sun.

**Fourth success:** The PCs realize that there are signs that this area is also the hunting ground of a single, far larger and more dangerous, monster - a dragon!

For each success they earn that adds more tracks (1, 2, and 4), the PCs may attempt a Monster Knowledge check (as detailed in the *Player's Handbook*) to learn more about the type of creature they are tracking. The monster knowledge checks do not count as successes or failures towards the overall skill challenge. Each check may only be attempted one time. To be clear, the PCs can still add a group of monsters to the fight even if they don't learn anything from the relevant monster knowledge check, as long as they find the tracks.

Most importantly, each success also allows the PCs to add the listed group of monsters to the next encounter, if they want. This is where the players have to decide how much they can handle. Fighting the solo monster alone will be a dangerous battle. Fighting it in the company of the pack of smaller lizards will be more difficult, and fighting in the company of both the smaller and larger lizards will be a massive challenge. Obviously, the more monsters the PCs defeat, the higher the bounty they will be paid for their hunt, and the greater their chances of winning the overall competition. However, they also increase the risk that

they will be killed or have to flee, leaving them with no trophy at all.

The solo monster by itself is an encounter two levels above the expected party level for each level band and tier; adding the minions and the brutes is the equivalent of also fighting an encounter two levels below the expected party level at the same time. If the PCs are already “playing up” (i.e. their average level is in the bottom half of the level band, but they are playing high tier) then also choosing to fight all the monsters could very easily result in a TPK. Make sure the players understand that they increase their risk by a tangible amount with each new group of monsters they add to the fray. There is no shame in just fighting the dragon – it is a worthy trophy all by itself and very well could be enough of a prize for the PCs to be recognized as the winners of the Great Hunt.

## ENDING THE ENCOUNTER

Following the tracks they've found, the PCs travel along the river for several more miles. As they continue making their way through the jungle, the river narrows and the PCs soon reach an area where the jungle canopy thins to allow some welcome sunlight through. This looks like a perfect spot for hunting. Ask the players to decide how tough a challenge they want to face in their trophy battle, and when everyone is ready, proceed to Encounter 5.

## EXPERIENCE POINTS

For successfully completing the skill challenge, the PCs earn the following experience points. They earn half the listed XP if they fail the skill challenge.

H1: 20 / 30 XP per PC; H2: 35 / 50 XP per PC;  
H3: 60 / 80 XP per PC; P1: 100 / 140 XP per PC

## TREASURE

There is no treasure in this encounter.

## TROUBLESHOOTING

If the PCs fail the skill challenge, but earned at least one success, they don't discover all the monster tracks. This is what hunting is all about – you can't catch what you can't track. However, the minions and brutes by themselves won't necessarily make for a particularly interesting encounter, because their levels are below the party's expected average level (they are the add-on monsters, not the main event). In this case, you can let the PCs engage those monsters they do find, and have the dragon show up anyway after the first round, as explained in Encounter 5. However, even if they defeat the dragon in this case, the PCs cannot win the overall hunt – someone else brings back a better trophy. This is the consequence of failing the skill challenge. (The other consequence is that because the PCs didn't find the dragon's tracks, they have no idea it's in the area, and so they don't get to make monster knowledge checks about it, which means they will most likely be completely unprepared for its abilities.)

If the PCs completely fail the skill challenge (3 failures and 0 successes) then their hunt is fruitless. You can play the combat encounter out for fun and to keep from ending the slot two hours early, but it doesn't count. The PCs suffer no consequences from the battle, earn no rewards, and cannot possibly win the great hunt. If this seems unfair, just ask yourself why someone would go into an adventure described as a great hunt in the jungle and not bring even a single character along who was trained in natural lore or tracking.

## ENCOUNTER 5: PRIZE FIGHT

### SETUP

At last, the PCs have found a suitable monster to try and claim as their prize in the great hunt. Additionally, depending on how well they did in the tracking skill challenge, they might have the option of bringing in some additional game to increase their chances of winning the grand prize. However, they will need to gauge their own capabilities and resources very accurately, or else they might bite off more than they can chew and end up going home empty-handed (or worse, not going home at all).

### H1: MAX ENCOUNTER LEVEL 5 / 7 (1,000 / 1,500 XP)

This encounter includes the following creatures at the low tier:

**1 Young Green Dragon (Level 2)**  
**optional: 7 Spitting Lizards**  
**optional: up to 2 Guard Drakes (Level 1)**

This encounter includes the following creatures at the high tier:

**1 Young Green Dragon (Level 4)**  
**optional: 8 Spitting Lizards (Level 2)**  
**optional: up to 3 Guard Drakes**

### H2: MAX ENCOUNTER LEVEL 8 / 10 (1,750 / 2,500 XP)

This encounter includes the following creatures at the low tier:

**1 Young Green Dragon**  
**optional: 8 Spitting Lizards (Level 3)**  
**optional: up to 3 Guard Drakes (Level 3)**

This encounter includes the following creatures at the high tier:

**1 Young Red Dragon**  
**optional: 8 Spitting Lizards (Level 5)**  
**optional: up to 3 Rage Drakes**

### H3: MAX ENCOUNTER LEVEL 11 / 13 (3,000 / 4,000 XP)

This encounter includes the following creatures at the low tier:

**1 Young Red Dragon (Level 8)**  
**optional: 8 Spitting Lizards (Level 6)**  
**optional: up to 3 Rage Drakes (Level 6)**

This encounter includes the following creatures at the high tier:

**1 Young Red Dragon (Level 10)**  
**optional: 8 Spitting Lizards (Level 7)**  
**optional: up to 3 Rage Drakes (Level 7)**

### PI: MAX ENCOUNTER LEVEL 15 / 17 (6,000 / 8,000 XP)

This encounter includes the following creatures at the low tier:

**1 Adult Red Dragon (Level 12)**  
**optional: 8 Spitting Lizards (Level 10)**  
**optional: up to 3 Bloodspike Behemoths (Level 10)**

This encounter includes the following creatures at the high tier:

**1 Adult Red Dragon (Level 14)**  
**optional: 8 Spitting Lizards (Level 11)**  
**optional: up to 3 Bloodspike Behemoths (Level 11)**

As the adventurers enter the area, read:

*A break in the thick jungle canopy allows bright sunlight to stream down for the first time in miles. The noise of the rushing river you have been following drowns out most of the other sounds of the jungle. Ahead, you see the wreckage of an ancient tower. The architectural style appears to have been quite serpentine, and it must have been sturdily built, as portions of the walls still stand 20 feet high, although the roof and gates are long gone.*

If the first group of optional monsters is present, read the following:

*Scattered along the far bank of the river you see a pack of four-foot-tall lizards. They alternately sun themselves on the many available rocks, munch on the abundant plants, and lap at the flowing water with tiny forked tongues while periodically scanning their surroundings for danger.*

If the second group of optional monsters is present, read the following:

*Several larger, much tougher-looking reptiles appear to be enjoying the abundant food and water to be found in this location as well.*

If the party succeeded on the skill challenge in Encounter 4, then they will also be able to fight the

dragon. However, if they did not achieve a perfect victory (4 successes and zero failures), then the dragon is not here yet, so you should not read this text now, but rather wait and read the relevant parts when the dragon arrives after the first round of combat.

*Perched atop one of the walls of the ruined tower is a creature that surely must be at the top of the local food chain -- a dragon! The majestic beast appears to be focused on sampling the tasty buffet of smaller creatures below. It spreads its wings and prepares to swoop down for a snack.*

Ask the players how close they want to try and get to the monsters. This is clearly their best chance to take some trophies, as they haven't seen anything else worth killing so far. Your first task is to determine how close the PCs are able to get to the monsters before they are noticed. Because of the noise of the river, all the reptiles (but not the dragon) take a -2 penalty on their Perception checks to notice the PCs creeping up (equivalent to listening through a door). The PCs can also use the briars shown on the map for cover (but not superior cover).

If the dragon is not present, then the monsters are not initially aware of the PCs, so compare their passive Perception scores (including the -2 penalty) to the results of the PCs' Stealth checks to determine initial awareness. After this initial check, if the monsters have not become aware of the PCs, those PCs who wish to remain within the 3x3 square area at the upper left-hand corner of the map do not need to roll any more Stealth checks. Only those who wish to get closer to the monsters must roll. Each PC must make a new Stealth check for each move action they take, with the usual -5 penalty for moving more than 2 squares. Each time some or all the PCs want to move closer, that calls for another round of Stealth checks for those who are moving vs. the monsters' active Perception checks, until the PCs are either noticed or they attack. If none of the PCs have been noticed, then they gain a surprise round.

If the dragon is present, then it always gets to make active Perception checks to notice the PCs' approach. However, it is still possible that the party can surprise even the dragon (particularly at higher levels when they might have access to invisibility and other powerful concealment effects).

## FEATURES OF THE AREA

This area has the following important features.

**Illumination:** Bright sunlight.

**Briars:** The dark green bushes shown on the map are thick briars. They may be used to gain both cover

and concealment (but not total cover or superior concealment). Entering a square of briars costs 2 squares of movement. (The small round bushes shown adjacent to the thicker green squares are also considered briars.)

**Pond:** The pond is fed by a steady trickle of water flowing from the main river, but it is not terribly deep. These squares are considered difficult terrain.

**River:** The river is 15 feet (3 squares) deep. It is a full 4 squares wide (treat any square on the map that contains any part of a stream tile as being a river square). The river flows very fast. The current moves from the left side of the map to the right side of the map.

Moving north or south through the river costs 2 squares of movement per river square, and the creature is also swept downstream by 1 square per square it moves perpendicular to the flow or diagonally with the flow. Moving directly with the flow (not diagonally) allows a creature to move 2 squares for each square of movement. Moving 1 square directly against the flow or diagonally against the flow costs 3 squares of movement. A creature that moves into or through the river, regardless of direction, must make a DC 15 Athletics check as part of the move action or be knocked prone by the force of the water. A prone creature that starts its turn in the river is automatically swept 3 squares downstream, unless it makes a DC 15 Athletics check as a free action to hold its position or has a swim speed. (If creatures are swept off the right-hand edge of the map, the river goes on for several hundred yards, so just extend the map as needed.)

**Rocks:** Squares containing rocks are treated as difficult terrain.

**Tower:** The tower does not have a roof. The walls shown on the map are 20 feet high. Squares containing debris are considered difficult terrain. The upper floors are gone, so the staircase shown on the map is just a few stone steps jutting out of the wall; it does not go anywhere.

**Trees:** The trees shown on the map represent the edge where the jungle canopy resumes. These trees are 60 feet tall and have very large leaves. As a result, the areas of tree cover depicted on the map are irrelevant except to flying creatures. Flying creatures can gain cover/concealment in the canopy but must treat such squares as difficult terrain. The tree trunks are considered blocking terrain. The trunks are slick from the high humidity and covered in moss, so climbing these trees requires a DC 20 Athletics check.

## TACTICS

When disturbed, the jungle lizards bound in all directions, hissing and spitting acid. They prefer to stay out of melee, but will bite if approached. The lizards will not go anywhere near the dragon. They fight as a pack and will gang up or focus their attacks on a single PC, particularly a bloodied PC, in hopes of bringing someone down. They move along the river to keep the PCs in range, but don't try to cross the river unless absolutely necessary because of the strong current.

The larger reptiles charge into battle. Assuming the dragon will engage the party's defenders, use the brutes to engage their strikers and controllers. These monsters ford or jump across the river if necessary. The reptiles do not want to fight the dragon and will stay away from it, but they will continue to attack the PCs, because they are highly territorial. If the dragon decides to come over and attack a target that one of the reptiles is engaged with, it will move away and engage a different target at a safe distance from the dragon.

If the dragon is not initially present, it is currently flying overhead, looking for prey. During the first round of the battle, it spots the PCs and lizards and swoops down to check out the activity. You can bring the dragon onto the map from any direction that makes the most sense. The dragon is a canny combatant and immediately understands that the PCs are much more of a threat than the lizards. It ignores the lizards to focus on the PCs.

If the players forget about their wind-control item (which they were given back at Port Nyranzaru), remind them about it once they are engaged with the dragon. The entire purpose of giving them that item is to force the dragon to fight on the ground, so that this encounter doesn't degenerate into the dragon endlessly strafing the PCs with its superior mobility and flight. When the item is active, it creates a 500 foot radius zone that completely prevents any creature from flying more than 4 squares above the ground. Creatures that would somehow reach a greater height find themselves stopped at a height of 4 squares. Creatures above this height are forced to land (taking no damage and suffering no ill effects other than being grounded). This allows the dragon to use its fly speed where appropriate, but prevents it from ever getting out the PCs' reach.

At the P1 tier, it is possible that the PCs prefer an aerial battle because of their own flight abilities; if that's their decision, they don't have to use the wind-control item. The item affects all combatants, so if it is active against the dragon, it is also active against the PCs. Once triggered, the item's effects last for the entire encounter,

even if the PCs change their mind and want to end it early.

The dragon tries to catch as many PCs as possible in its breath weapon and then starts tearing people apart. The dragon is young and cocky, and once it realizes that it can't fly away, it gets extremely angry. Realizing that it cannot escape, the dragon fights to the death. Because this is a timed and scored event, you should not call the combat early (unless you are playing at a convention that is not using the scoring system).

If the PCs flee, the monsters do not pursue. The monsters are gone by the time the PCs return (which means any dead or unconscious PCs can be recovered safely). No matter what happens, the PCs only get one crack at this battle.

## SCALING THE ENCOUNTER

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

**Four PCs:** Decrease the solo monster's hit points by 20 percent.

**Six PCs:** Increase the solo monster's hit points by 20 percent. When the solo monster is bloodied, it gains the following ability:

### Bloodied Fury (while bloodied)

While bloodied, this monster gains a +2 bonus to attack rolls and gains a +4 bonus to damage rolls (heroic tier) or a +8 bonus to damage rolls (paragon tier).

## ENDING THE ENCOUNTER

The encounter is over when the PCs have either killed all the monsters or been killed or driven off by them.

### EXPERIENCE POINTS

The PCs earn XP for defeating the monsters they decide to face, up to the following maximums if they defeat all the available monsters:

H1: 200 / 300 XP per PC; H2: 350 / 500 XP per PC;  
H3: 600 / 800 XP per PC; P1: 1,200 / 1,600 XP per PC

The PCs only earn XP for the monsters they defeat. If they choose not to fight all the monsters, they will earn less than the listed amounts (but not dramatically less).

### TREASURE

The dragon's lair is nowhere near this area, so the PCs will not be able to claim its hoard, other than the amulet that it wears into battle. The PCs will also be paid a cash bounty for all the monsters they killed, so long as they bring back a recognizable trophy (see Encounter 6).

## ENCOUNTER 5: "PRIZE FIGHT" STATISTICS (H1, LOW LEVEL)

Young Green Dragon (Level 2)		Level 2 Solo Skirmisher
Large natural magical beast (dragon)		XP 625
Initiative +8	Senses Perception +9; darkvision	
HP 164; Bloodied 82		
AC 18; Fortitude 14, Reflex 16, Will 14		
Resist 15 poison		
Saving Throws +5		
Speed 8, fly 10 (hover), overland flight 15		
Action Points 2		
m Bite (standard; at-will) ♦ Poison		
Reach 2; +7 vs. AC; 1d8 + 4 damage, and ongoing 10 poison damage (save ends).		
m Claw (standard; at-will)		
Reach 2; +7 vs. AC; 1d6 + 4 damage.		
M Double Attack (standard; at-will)		
The dragon makes two claw attacks.		
M Flyby Attack (standard; recharge 5 6)		
The dragon flies up to 10 squares and makes a bite attack at any point during the move without provoking an opportunity attack from the target.		
M Tail Sweep (immediate reaction, if an adjacent enemy does not move on its turn; at-will)		
+5 vs. Reflex; 1d8 + 4 damage, and the target is knocked prone.		
R Luring Glare (minor 1/round; at-will) ♦ Charm		
Ranged 10; +5 vs. Will; the target slides 2 squares.		
C Breath Weapon (standard; recharge 5 6) ♦ Poison		
Close blast 5; +5 vs. Fortitude; 1d10 + 2 poison damage, and the target takes ongoing 5 poison damage and is slowed (save ends both). <i>Aftereffect:</i> The target is slowed (save ends).		
C Bloodied Breath (free, when first bloodied; encounter) ♦ Poison		
The dragon's breath weapon recharges, and the dragon uses it immediately.		
M Frightful Presence (standard; encounter) ♦ Fear		
Close burst 5; targets enemies; +5 vs. Will; the target is stunned until the end of the dragon's next turn. <i>Aftereffect:</i> The target takes a -2 penalty to attack rolls (save ends).		
Alignment Evil	Languages Common, Draconic	
Skills Bluff +14, Diplomacy +9, Insight +14, Intimidate +9		
Str 15 (+3)	Dex 20 (+6)	Wis 16 (+4)
Con 17 (+4)	Int 15 (+3)	Cha 17 (+4)

The green dragon wears an *amulet of resolution* +1, which grants it the following additional power. (Do not change the dragon's listed defenses because of the amulet.)

<b>Amulet of Resolution</b> (no action required, when the wearer fails a saving throw; daily) ♦ Item
Reroll the saving throw, using the second result (even if it's lower).

Spitting Lizard		Level 1 Minion Artillery
Small natural beast (reptile)		XP 25
Initiative +4	Senses Perception +2	
HP 1; a missed attack never damages a minion.		
AC 16; Fortitude 13, Reflex 15, Will 13		
Resist 5 acid		
Speed 7		
m Bite (standard; at-will)		
+4 vs. AC; 2 damage.		
R Caustic Spit (standard; at-will) ♦ Acid		
Ranged 10; +6 vs. Reflex; 4 acid damage.		
Alignment Unaligned		Languages --
Str 12 (+1)	Dex 18 (+4)	Wis 14 (+2)
Con 14 (+2)	Int 3 (-4)	Cha 12 (+1)

Guard Drake (Level 1)		Level 1 Brute
Small natural beast (reptile)		XP 100
Initiative +2	Senses Perception +6	
HP 38; Bloodied 19		
AC 14; Fortitude 14, Reflex 12, Will 11		
Speed 6		
m Bite (standard; at-will)		
+5 vs. AC; 1d10 + 2 damage, or 1d10 + 8 damage while within 2 squares of an ally.		
Alignment Unaligned		Languages --
Str 16 (+3)	Dex 15 (+2)	Wis 12 (+1)
Con 18 (+4)	Int 3 (-4)	Cha 12 (+1)

## ENCOUNTER 5: "PRIZE FIGHT" STATISTICS (H1, HIGH LEVEL)

Young Green Dragon (Level 4)	Level 4 Solo Skirmisher
Large natural magical beast (dragon)	XP 875
<b>Initiative</b> +9 <b>Senses</b> Perception +10; darkvision	
<b>HP</b> 228; <b>Bloodied</b> 114	
<b>AC</b> 20; <b>Fortitude</b> 16, <b>Reflex</b> 18, <b>Will</b> 16	
<b>Resist</b> 15 poison	
<b>Saving Throws</b> +5	
<b>Speed</b> 8, fly 10 (hover), overland flight 15	
<b>Action Points</b> 2	
m <b>Bite</b> (standard; at-will) ♦ <b>Poison</b>	
Reach 2; +9 vs. AC; 1d8 + 5 damage, and ongoing 10 poison damage (save ends).	
m <b>Claw</b> (standard; at-will)	
Reach 2; +9 vs. AC; 1d6 + 5 damage.	
M <b>Double Attack</b> (standard; at-will)	
The dragon makes two claw attacks.	
M <b>Flyby Attack</b> (standard; recharge 5 6)	
The dragon flies up to 10 squares and makes a bite attack at any point during the move without provoking an opportunity attack from the target.	
M <b>Tail Sweep</b> (immediate reaction, if an adjacent enemy does not move on its turn; at-will)	
+7 vs. Reflex; 1d8 + 5 damage, and the target is knocked prone.	
R <b>Luring Glare</b> (minor 1/round; at-will) ♦ <b>Charm</b>	
Ranged 10; +7 vs. Will; the target slides 2 squares.	
C <b>Breath Weapon</b> (standard; recharge 5 6) ♦ <b>Poison</b>	
Close blast 5; +7 vs. Fortitude; 1d10 + 3 poison damage, and the target takes ongoing 5 poison damage and is slowed (save ends both). <i>Aftereffect:</i> The target is slowed (save ends).	
C <b>Bloodied Breath</b> (free, when first bloodied; encounter) ♦ <b>Poison</b>	
The dragon's breath weapon recharges, and the dragon uses it immediately.	
M <b>Frightful Presence</b> (standard; encounter) ♦ <b>Fear</b>	
Close burst 5; targets enemies; +7 vs. Will; the target is stunned until the end of the dragon's next turn. <i>Aftereffect:</i> The target takes a -2 penalty to attack rolls (save ends).	
<b>Alignment</b> Evil	<b>Languages</b> Common, Draconic
<b>Skills</b> Bluff +15, Diplomacy +10, Insight +15, Intimidate +10	
<b>Str</b> 15 (+4)	<b>Dex</b> 20 (+7) <b>Wis</b> 16 (+5)
<b>Con</b> 17 (+5)	<b>Int</b> 15 (+4) <b>Cha</b> 17 (+5)

The green dragon wears a *lucky charm* +1, which grants it the following additional power. (Do not change the dragon's listed defenses because of the amulet.)

**Lucky Charm** (no action required, when the wearer misses with an attack or fails a skill check, ability check, or saving throw) ♦ **Item**  
Roll 1d6 and add the result to the triggering roll.

Spitting Lizard (Level 2)	Level 2 Minion Artillery
Small natural beast (reptile)	XP 31
<b>Initiative</b> +5 <b>Senses</b> Perception +3	
<b>HP</b> 1; a missed attack never damages a minion.	
<b>AC</b> 17; <b>Fortitude</b> 14, <b>Reflex</b> 16, <b>Will</b> 14	
<b>Resist</b> 5 acid	
<b>Speed</b> 7	
m <b>Bite</b> (standard; at-will)	
+5 vs. AC; 2 damage.	
R <b>Caustic Spit</b> (standard; at-will) ♦ <b>Acid</b>	
Ranged 10; +7 vs. Reflex; 4 acid damage.	
<b>Alignment</b> Unaligned	<b>Languages</b> --
<b>Str</b> 12 (+2)	<b>Dex</b> 18 (+5) <b>Wis</b> 14 (+3)
<b>Con</b> 14 (+3)	<b>Int</b> 3 (-3) <b>Cha</b> 12 (+2)

Guard Drake	Level 2 Brute
Small natural beast (reptile)	XP 125
<b>Initiative</b> +3 <b>Senses</b> Perception +7	
<b>HP</b> 48; <b>Bloodied</b> 24	
<b>AC</b> 15; <b>Fortitude</b> 15, <b>Reflex</b> 13, <b>Will</b> 12	
<b>Speed</b> 6	
m <b>Bite</b> (standard; at-will)	
+6 vs. AC; 1d10 + 3 damage, or 1d10 + 9 damage while within 2 squares of an ally.	
<b>Alignment</b> Unaligned	<b>Languages</b> --
<b>Str</b> 16 (+4)	<b>Dex</b> 15 (+3) <b>Wis</b> 12 (+2)
<b>Con</b> 18 (+5)	<b>Int</b> 3 (-3) <b>Cha</b> 12 (+2)

## ENCOUNTER 5: "PRIZE FIGHT" STATISTICS (H2, LOW LEVEL)

Young Green Dragon		Level 5 Solo Skirmisher
Large natural magical beast (dragon)		XP 1,000
<b>Initiative</b> +9	<b>Senses</b> Perception +10; darkvision	
<b>HP</b> 260; <b>Bloodied</b> 130		
<b>AC</b> 21; <b>Fortitude</b> 17, <b>Reflex</b> 19, <b>Will</b> 17		
<b>Resist</b> 15 poison		
<b>Saving Throws</b> +5		
<b>Speed</b> 8, fly 10 (hover), overland flight 15		
<b>Action Points</b> 2		
m <b>Bite</b> (standard; at-will) ♦ <b>Poison</b>		
Reach 2; +10 vs. AC; 1d8 + 5 damage, and ongoing 10 poison damage (save ends).		
m <b>Claw</b> (standard; at-will)		
Reach 2; +10 vs. AC; 1d6 + 5 damage.		
M <b>Double Attack</b> (standard; at-will)		
The dragon makes two claw attacks.		
M <b>Flyby Attack</b> (standard; recharge 5 6)		
The dragon flies up to 10 squares and makes a bite attack at any point during the move without provoking an opportunity attack from the target.		
M <b>Tail Sweep</b> (immediate reaction, if an adjacent enemy does not move on its turn; at-will)		
+9 vs. Reflex; 1d8 + 5 damage, and the target is knocked prone.		
R <b>Luring Glare</b> (minor 1/round; at-will) ♦ <b>Charm</b>		
Ranged 10; +9 vs. Will; the target slides 2 squares.		
C <b>Breath Weapon</b> (standard; recharge 5 6) ♦ <b>Poison</b>		
Close blast 5; +9 vs. Fortitude; 1d10 + 3 poison damage, and the target takes ongoing 5 poison damage and is slowed (save ends both). <i>Aftereffect:</i> The target is slowed (save ends).		
C <b>Bloodied Breath</b> (free, when first bloodied; encounter) ♦ <b>Poison</b>		
The dragon's breath weapon recharges, and the dragon uses it immediately.		
M <b>Frightful Presence</b> (standard; encounter) ♦ <b>Fear</b>		
Close burst 5; targets enemies; +9 vs. Will; the target is stunned until the end of the dragon's next turn. <i>Aftereffect:</i> The target takes a -2 penalty to attack rolls (save ends).		
<b>Alignment</b> Evil		<b>Languages</b> Common, Draconic
<b>Skills</b> Bluff +15, Diplomacy +10, Insight +15, Intimidate +10		
<b>Str</b> 15 (+4)	<b>Dex</b> 20 (+7)	<b>Wis</b> 16 (+5)
<b>Con</b> 17 (+5)	<b>Int</b> 15 (+4)	<b>Cha</b> 17 (+5)

The green dragon wears a *lucky charm* +1, which grants it the following additional power. (Do not change the dragon's listed defenses because of the amulet.)

**Lucky Charm** (no action required, when the wearer misses with an attack or fails a skill check, ability check, or saving throw) ♦ **Item**  
Roll 1d6 and add the result to the triggering roll.

Spitting Lizard (Level 3)		Level 3 Minion Artillery
Small natural beast (reptile)		XP 38
<b>Initiative</b> +5	<b>Senses</b> Perception +3	
<b>HP</b> 1; a missed attack never damages a minion.		
<b>AC</b> 18; <b>Fortitude</b> 15, <b>Reflex</b> 17, <b>Will</b> 15		
<b>Resist</b> 5 acid		
<b>Speed</b> 7		
m <b>Bite</b> (standard; at-will)		
+6 vs. AC; 2 damage.		
R <b>Caustic Spit</b> (standard; at-will) ♦ <b>Acid</b>		
Ranged 10; +8 vs. Reflex; 4 acid damage.		
<b>Alignment</b> Unaligned		<b>Languages</b> --
<b>Str</b> 12 (+2)	<b>Dex</b> 18 (+5)	<b>Wis</b> 14 (+3)
<b>Con</b> 14 (+3)	<b>Int</b> 3 (-3)	<b>Cha</b> 12 (+2)

Guard Drake (Level 3)		Level 3 Brute
Small natural beast (reptile)		XP 150
<b>Initiative</b> +3	<b>Senses</b> Perception +7	
<b>HP</b> 58; <b>Bloodied</b> 29		
<b>AC</b> 16; <b>Fortitude</b> 16, <b>Reflex</b> 14, <b>Will</b> 13		
<b>Speed</b> 6		
m <b>Bite</b> (standard; at-will)		
+6 vs. AC; 1d10 + 3 damage, or 1d10 + 9 damage while within 2 squares of an ally.		
<b>Alignment</b> Unaligned		<b>Languages</b> --
<b>Str</b> 16 (+4)	<b>Dex</b> 15 (+3)	<b>Wis</b> 12 (+2)
<b>Con</b> 18 (+5)	<b>Int</b> 3 (-3)	<b>Cha</b> 12 (+2)

## ENCOUNTER 5: "PRIZE FIGHT" STATISTICS (H2, HIGH LEVEL)

Young Red Dragon		Level 7 Solo Soldier
Large natural magical beast (dragon)		XP 1,500
<b>Initiative</b> +8	<b>Senses</b> Perception +10; darkvision	
<b>HP</b> 332; <b>Bloodied</b> 166		
<b>AC</b> 25; <b>Fortitude</b> 25, <b>Reflex</b> 22, <b>Will</b> 21		
<b>Resist</b> 15 fire		
<b>Saving Throws</b> +5		
<b>Speed</b> 6, fly 8 (hover), overland flight 12		
<b>Action Points</b> 2		
m <b>Bite</b> (standard; at-will) ♦ <b>Fire</b>		
Reach 2; +14 vs. AC; 2d6 + 6 damage, plus 2d6 fire damage		
m <b>Claw</b> (standard; at-will)		
Reach 2; +14 vs. AC; 2d6 + 6 damage		
M <b>Double Attack</b> (standard; at-will)		
The dragon makes two claw attacks.		
M <b>Tail Strike</b> (immediate reaction, when an enemy moves to a position where it flanks the red dragon; at-will)		
The dragon attacks the enemy with its tail; reach 2; +12 vs. Reflex; 1d10 + 6 damage, and the target is pushed 1 square		
C <b>Breath Weapon</b> (standard; recharge 5/6) ♦ <b>Fire</b>		
Close blast 5; +12 vs. Reflex; 1d12 + 4 fire damage.		
<i>Miss:</i> Half damage.		
C <b>Bloodied Breath</b> (free, when first bloodied; encounter) ♦ <b>Fire</b>		
The dragon's breath weapon recharges, and the dragon uses it immediately.		
M <b>Frightful Presence</b> (standard; encounter) ♦ <b>Fear</b>		
Close burst 5; targets enemies; +12 vs. Will; the target is stunned until the end of the dragon's next turn. <i>Aftereffect:</i> The target takes a -2 penalty to attack rolls (save ends).		
<b>Alignment</b> Evil		<b>Languages</b> Common, Draconic
<b>Skills</b> Bluff +9, Insight +10, Intimidate +14		
<b>Str</b> 22 (+9)	<b>Dex</b> 17 (+6)	<b>Wis</b> 14 (+5)
<b>Con</b> 19 (+7)	<b>Int</b> 11 (+3)	<b>Cha</b> 12 (+4)

The red dragon wears an *amulet of resolution* +2, which grants it the following additional power. (Do not change the dragon's listed defenses because of the amulet.)

<b>Amulet of Resolution</b> (no action required, when the wearer fails a saving throw; daily) ♦ <b>Item</b>
Reroll the saving throw, using the second result (even if it's lower).

Spitting Lizard (Level 5)		Level 5 Minion Artillery
Small natural beast (reptile)		XP 50
<b>Initiative</b> +6	<b>Senses</b> Perception +4	
<b>HP</b> 1; a missed attack never damages a minion.		
<b>AC</b> 20; <b>Fortitude</b> 17, <b>Reflex</b> 19, <b>Will</b> 17		
<b>Resist</b> 5 acid		
<b>Speed</b> 7		
m <b>Bite</b> (standard; at-will)		
+8 vs. AC; 3 damage.		
R <b>Caustic Spit</b> (standard; at-will) ♦ <b>Acid</b>		
Ranged 10; +10 vs. Reflex; 5 acid damage.		
<b>Alignment</b> Unaligned		<b>Languages</b> --
<b>Str</b> 12 (+3)	<b>Dex</b> 18 (+6)	<b>Wis</b> 14 (+4)
<b>Con</b> 14 (+4)	<b>Int</b> 3 (-2)	<b>Cha</b> 12 (+3)

Rage Drake		Level 5 Brute
Large natural beast (mount, reptile)		XP 200
<b>Initiative</b> +3	<b>Senses</b> Perception +3	
<b>HP</b> 77; <b>Bloodied</b> 38		
<b>AC</b> 17; <b>Fortitude</b> 17, <b>Reflex</b> 15, <b>Will</b> 15		
<b>Speed</b> 8		
m <b>Bite</b> (standard; at-will)		
+9 vs. AC; 1d10 + 4 damage.		
M <b>Claw</b> (standard; at-will)		
+8 vs. AC; 1d6 + 4 damage.		
M <b>Raking Charge</b> (standard; at-will)		
When the rage drake charges, it makes two claw attacks against a single target.		
<b>Bloodied Rage</b> (while bloodied)		
While bloodied, a rage drake gains a +2 bonus to attack rolls and deals an extra 5 damage per attack.		
<b>Raging Mount</b> (while bloodied and mounted by a friendly rider of 5th level or higher; at-will) ♦ <b>Mount</b>		
The rage drake grants its rider a +2 bonus to attack rolls and damage rolls with melee attacks.		
<b>Alignment</b> Unaligned		<b>Languages</b> --
<b>Str</b> 19 (+6)	<b>Dex</b> 13 (+3)	<b>Wis</b> 13 (+3)
<b>Con</b> 17 (+5)	<b>Int</b> 3 (-2)	<b>Cha</b> 12 (+3)

## ENCOUNTER 5: "PRIZE FIGHT" STATISTICS (H3, LOW LEVEL)

Young Red Dragon (Level 8)	Level 8 Solo Soldier
Large natural magical beast (dragon)	XP 1,750
<b>Initiative</b> +9	<b>Senses</b> Perception +11; darkvision
<b>HP</b> 364; <b>Bloodied</b> 182	
<b>AC</b> 26; <b>Fortitude</b> 26, <b>Reflex</b> 23, <b>Will</b> 22	
<b>Resist</b> 15 fire	
<b>Saving Throws</b> +5	
<b>Speed</b> 6, fly 8 (hover), overland flight 12	
<b>Action Points</b> 2	
<b>m Bite</b> (standard; at-will) ♦ <b>Fire</b>	
Reach 2; +15 vs. AC; 2d6 + 7 damage, plus 2d6 fire damage	
<b>m Claw</b> (standard; at-will)	
Reach 2; +15 vs. AC; 2d6 + 7 damage	
<b>M Double Attack</b> (standard; at-will)	
The dragon makes two claw attacks.	
<b>M Tail Strike</b> (immediate reaction, when an enemy moves to a position where it flanks the red dragon; at-will)	
The dragon attacks the enemy with its tail; reach 2; +13 vs. Reflex; 1d10 + 7 damage, and the target is pushed 1 square	
<b>C Breath Weapon</b> (standard; recharge 5/6) ♦ <b>Fire</b>	
Close blast 5; +13 vs. Reflex; 1d12 + 5 fire damage.	
<i>Miss:</i> Half damage.	
<b>C Bloodied Breath</b> (free, when first bloodied; encounter) ♦ <b>Fire</b>	
The dragon's breath weapon recharges, and the dragon uses it immediately.	
<b>M Frightful Presence</b> (standard; encounter) ♦ <b>Fear</b>	
Close burst 5; targets enemies; +13 vs. Will; the target is stunned until the end of the dragon's next turn. <i>Aftereffect:</i> The target takes a -2 penalty to attack rolls (save ends).	
<b>Alignment</b> Evil	<b>Languages</b> Common, Draconic
<b>Skills</b> Bluff +10, Insight +11, Intimidate +15	
<b>Str</b> 22 (+10)	<b>Dex</b> 17 (+7)
<b>Con</b> 19 (+8)	<b>Int</b> 11 (+4)
	<b>Wis</b> 14 (+6)
	<b>Cha</b> 12 (+5)

The red dragon wears a *steadfast amulet* +2, which grants it the following additional power. (Do not change the dragon's listed defenses because of the amulet.)

<b>Steadfast Amulet</b> (immediate interrupt, when the wearer is dazed or stunned by an attack; daily) ♦ <b>Item</b>
Make a saving throw against the dazed or stunned condition. On a failure, you don't expend the use of this power and no daily use of a magic item power occurs.

Spitting Lizard (Level 6)	Level 6 Minion Artillery
Small natural beast (reptile)	XP 63
<b>Initiative</b> +7	<b>Senses</b> Perception +5
<b>HP</b> 1; a missed attack never damages a minion.	
<b>AC</b> 21; <b>Fortitude</b> 18, <b>Reflex</b> 20, <b>Will</b> 18	
<b>Resist</b> 5 acid	
<b>Speed</b> 7	
<b>m Bite</b> (standard; at-will)	
+9 vs. AC; 3 damage.	
<b>R Caustic Spit</b> (standard; at-will) ♦ <b>Acid</b>	
Ranged 10; +11 vs. Reflex; 5 acid damage.	
<b>Alignment</b> Unaligned	<b>Languages</b> --
<b>Str</b> 12 (+4)	<b>Dex</b> 18 (+7)
<b>Con</b> 14 (+5)	<b>Int</b> 3 (-1)
	<b>Wis</b> 14 (+5)
	<b>Cha</b> 12 (+4)

Rage Drake (Level 6)	Level 6 Brute
Large natural beast (mount, reptile)	XP 250
<b>Initiative</b> +4	<b>Senses</b> Perception +4
<b>HP</b> 87; <b>Bloodied</b> 43	
<b>AC</b> 18; <b>Fortitude</b> 18, <b>Reflex</b> 16, <b>Will</b> 16	
<b>Speed</b> 8	
<b>m Bite</b> (standard; at-will)	
+10 vs. AC; 1d10 + 5 damage.	
<b>M Claw</b> (standard; at-will)	
+9 vs. AC; 1d6 + 5 damage.	
<b>M Raking Charge</b> (standard; at-will)	
When the rage drake charges, it makes two claw attacks against a single target.	
<b>Bloodied Rage</b> (while bloodied)	
While bloodied, a rage drake gains a +2 bonus to attack rolls and deals an extra 5 damage per attack.	
<b>Raging Mount</b> (while bloodied and mounted by a friendly rider of 5th level or higher; at-will) ♦ <b>Mount</b>	
The rage drake grants its rider a +2 bonus to attack rolls and damage rolls with melee attacks.	
<b>Alignment</b> Unaligned	<b>Languages</b> --
<b>Str</b> 19 (+7)	<b>Dex</b> 13 (+4)
<b>Con</b> 17 (+6)	<b>Int</b> 3 (-1)
	<b>Wis</b> 13 (+4)
	<b>Cha</b> 12 (+4)

## ENCOUNTER 5: "PRIZE FIGHT" STATISTICS (H3, HIGH LEVEL)

Young Red Dragon (Level 10)	Level 10 Solo Soldier
Large natural magical beast (dragon) XP 2,500	
<b>Initiative</b> +10 <b>Senses</b> Perception +12; darkvision	
<b>HP</b> 428; <b>Bloodied</b> 214	
<b>AC</b> 28; <b>Fortitude</b> 28, <b>Reflex</b> 25, <b>Will</b> 24	
<b>Resist</b> 15 fire	
<b>Saving Throws</b> +5	
<b>Speed</b> 6, fly 8 (hover), overland flight 12	
<b>Action Points</b> 2	
m <b>Bite</b> (standard; at-will) ♦ <b>Fire</b>	
Reach 2; +17 vs. AC; 2d6 + 8 damage, plus 2d6 fire damage	
m <b>Claw</b> (standard; at-will)	
Reach 2; +17 vs. AC; 2d6 + 8 damage	
M <b>Double Attack</b> (standard; at-will)	
The dragon makes two claw attacks.	
M <b>Tail Strike</b> (immediate reaction, when an enemy moves to a position where it flanks the red dragon; at-will)	
The dragon attacks the enemy with its tail; reach 2; +15 vs. Reflex; 2d6 + 8 damage, and the target is pushed 1 square	
C <b>Breath Weapon</b> (standard; recharge 5 6) ♦ <b>Fire</b>	
Close blast 5; +15 vs. Reflex; 2d8 + 5 fire damage.	
<i>Miss:</i> Half damage.	
C <b>Bloodied Breath</b> (free, when first bloodied; encounter) ♦ <b>Fire</b>	
The dragon's breath weapon recharges, and the dragon uses it immediately.	
M <b>Frightful Presence</b> (standard; encounter) ♦ <b>Fear</b>	
Close burst 5; targets enemies; +15 vs. Will; the target is stunned until the end of the dragon's next turn. <i>Aftereffect:</i> The target takes a -2 penalty to attack rolls (save ends).	
<b>Alignment</b> Evil	<b>Languages</b> Common, Draconic
<b>Skills</b> Bluff +11, Insight +12, Intimidate +16	
<b>Str</b> 22 (+11)	<b>Dex</b> 17 (+8) <b>Wis</b> 14 (+7)
<b>Con</b> 19 (+9)	<b>Int</b> 11 (+5) <b>Cha</b> 12 (+6)

The red dragon wears a *steadfast amulet* +2, which grants it the following additional power. (Do not change the dragon's listed defenses because of the amulet.)

<b>Steadfast Amulet</b> (immediate interrupt, when the wearer is dazed or stunned by an attack; daily) ♦ <b>Item</b>
Make a saving throw against the dazed or stunned condition. On a failure, you don't expend the use of this power and no daily use of a magic item power occurs.

Spitting Lizard (Level 7)	Level 7 Minion Artillery
Small natural beast (reptile) XP 75	
<b>Initiative</b> +7 <b>Senses</b> Perception +5	
<b>HP</b> 1; a missed attack never damages a minion.	
<b>AC</b> 22; <b>Fortitude</b> 19, <b>Reflex</b> 21, <b>Will</b> 19	
<b>Resist</b> 5 acid	
<b>Speed</b> 7	
m <b>Bite</b> (standard; at-will)	
+10 vs. AC; 4 damage.	
R <b>Caustic Spit</b> (standard; at-will) ♦ <b>Acid</b>	
Ranged 10; +12 vs. Reflex; 6 acid damage.	
<b>Alignment</b> Unaligned	<b>Languages</b> --
<b>Str</b> 12 (+4)	<b>Dex</b> 18 (+7) <b>Wis</b> 14 (+5)
<b>Con</b> 14 (+5)	<b>Int</b> 3 (-1) <b>Cha</b> 12 (+4)

Rage Drake (Level 7)	Level 7 Brute
Large natural beast (mount, reptile) XP 300	
<b>Initiative</b> +4 <b>Senses</b> Perception +4	
<b>HP</b> 97; <b>Bloodied</b> 48	
<b>AC</b> 19; <b>Fortitude</b> 19, <b>Reflex</b> 17, <b>Will</b> 17	
<b>Speed</b> 8	
m <b>Bite</b> (standard; at-will)	
+11 vs. AC; 1d10 + 5 damage.	
M <b>Claw</b> (standard; at-will)	
+10 vs. AC; 1d6 + 5 damage.	
M <b>Raking Charge</b> (standard; at-will)	
When the rage drake charges, it makes two claw attacks against a single target.	
<b>Bloodied Rage</b> (while bloodied)	
While bloodied, a rage drake gains a +2 bonus to attack rolls and deals an extra 5 damage per attack.	
<b>Raging Mount</b> (while bloodied and mounted by a friendly rider of 5th level or higher; at-will) ♦ <b>Mount</b>	
The rage drake grants its rider a +2 bonus to attack rolls and damage rolls with melee attacks.	
<b>Alignment</b> Unaligned	<b>Languages</b> --
<b>Str</b> 19 (+7)	<b>Dex</b> 13 (+4) <b>Wis</b> 13 (+4)
<b>Con</b> 17 (+6)	<b>Int</b> 3 (-1) <b>Cha</b> 12 (+4)

## ENCOUNTER 5: "PRIZE FIGHT" STATISTICS (P1, LOW LEVEL)

Adult Red Dragon (Level 12)	Level 12 Solo Soldier
Large natural magical beast (dragon)	XP 3,500
<b>Initiative</b> +12 <b>Senses</b> Perception +14; darkvision	
<b>HP</b> 504; <b>Bloodied</b> 252	
<b>AC</b> 30; <b>Fortitude</b> 30, <b>Reflex</b> 27, <b>Will</b> 26	
<b>Resist</b> 20 fire	
<b>Saving Throws</b> +5	
<b>Speed</b> 6, fly 8 (hover), overland flight 12	
<b>Action Points</b> 2	
m <b>Bite</b> (standard; at-will) ♦ <b>Fire</b>	
Reach 2; +19 vs. AC; 2d8 + 6 damage, plus 3d6 fire damage	
m <b>Claw</b> (standard; at-will)	
Reach 2; +19 vs. AC; 2d8 + 6 damage.	
M <b>Double Attack</b> (standard; at-will)	
The dragon makes two claw attacks.	
M <b>Tail Strike</b> (immediate reaction, when an enemy moves to a position where it flanks the red dragon; at-will)	
The dragon attacks the enemy with its tail; reach 2; +17 vs. Reflex; 2d10 + 7 damage, and the target is pushed 1 square	
C <b>Breath Weapon</b> (standard; recharge 5 6) ♦ <b>Fire</b>	
Close blast 5; +17 vs. Reflex; 2d12 + 5 fire damage.	
<i>Miss:</i> Half damage.	
C <b>Bloodied Breath</b> (free, when first bloodied; encounter) ♦ <b>Fire</b>	
The dragon's breath weapon recharges, and the dragon uses it immediately.	
M <b>Frightful Presence</b> (standard; encounter) ♦ <b>Fear</b>	
Close burst 5; targets enemies; +17 vs. Will; the target is stunned until the end of the dragon's next turn. <i>Aftereffect:</i> The target takes a -2 penalty to attack rolls (save ends).	
<b>Alignment</b> Evil	<b>Languages</b> Common, Draconic
<b>Skills</b> Bluff +13, Insight +14, Intimidate +18	
<b>Str</b> 25 (+13)	<b>Dex</b> 19 (+10) <b>Wis</b> 16 (+9)
<b>Con</b> 22 (+12)	<b>Int</b> 13 (+7) <b>Cha</b> 14 (+8)

The red dragon wears a *steadfast amulet* +3, which grants it the following additional power. (Do not change the dragon's listed defenses because of the amulet.)

<b>Steadfast Amulet</b> (immediate interrupt, when the wearer is dazed or stunned by an attack; daily) ♦ <b>Item</b>
Make a saving throw against the dazed or stunned condition. On a failure, you don't expend the use of this power and no daily use of a magic item power occurs.

Spitting Lizard (Level 10)	Level 10 Minion Artillery
Small natural beast (reptile)	XP 125
<b>Initiative</b> +9 <b>Senses</b> Perception +7	
<b>HP</b> 1; a missed attack never damages a minion.	
<b>AC</b> 25; <b>Fortitude</b> 22, <b>Reflex</b> 24, <b>Will</b> 22	
<b>Resist</b> 10 acid	
<b>Speed</b> 7	
m <b>Bite</b> (standard; at-will)	
+13 vs. AC; 5 damage.	
R <b>Caustic Spit</b> (standard; at-will) ♦ <b>Acid</b>	
Ranged 10; +15 vs. Reflex; 7 acid damage.	
<b>Alignment</b> Unaligned	<b>Languages</b> --
<b>Str</b> 12 (+6)	<b>Dex</b> 18 (+9) <b>Wis</b> 14 (+7)
<b>Con</b> 14 (+7)	<b>Int</b> 3 (+1) <b>Cha</b> 12 (+6)

Bloodspike Behemoth (Level 10)	Level 10 Brute
Large natural beast (reptile)	XP 500
<b>Initiative</b> +6 <b>Senses</b> Perception +8	
<b>HP</b> 128; <b>Bloodied</b> 64	
<b>AC</b> 22; <b>Fortitude</b> 25, <b>Reflex</b> 19, <b>Will</b> 21	
<b>Speed</b> 5	
m <b>Spiked Tail</b> (standard; at-will)	
Reach 2; +14 vs. AC; 2d6 + 8 damage, and ongoing 5 damage (save ends).	
C <b>Tail Sweep</b> (standard; recharge 4 5 6)	
Close burst 1; +12 vs. Reflex; 1d8 + 8 damage, and the target is knocked prone if it is Medium size or smaller.	
C <b>Bloodied Sweep</b> (free, when first bloodied; encounter)	
Close burst 1; +14 vs. Fortitude; 1d8 + 8 damage, and ongoing 5 damage (save ends).	
<b>Alignment</b> Unaligned	<b>Languages</b> --
<b>Str</b> 24 (+12)	<b>Dex</b> 12 (+6) <b>Wis</b> 16 (+8)
<b>Con</b> 18 (+9)	<b>Int</b> 2 (+1) <b>Cha</b> 6 (+3)

## ENCOUNTER 5: "PRIZE FIGHT" STATISTICS (P1, HIGH LEVEL)

Adult Red Dragon (Level 14)	Level 14 Solo Soldier
Large natural magical beast (dragon) XP 5,000	
<b>Initiative</b> +13 <b>Senses</b> Perception +15; darkvision	
<b>HP</b> 568; <b>Bloodied</b> 284	
<b>AC</b> 32; <b>Fortitude</b> 32, <b>Reflex</b> 29, <b>Will</b> 28	
<b>Resist</b> 20 fire	
<b>Saving Throws</b> +5	
<b>Speed</b> 6, fly 8 (hover), overland flight 12	
<b>Action Points</b> 2	
m <b>Bite</b> (standard; at-will) ♦ <b>Fire</b>	
Reach 2; +21 vs. AC; 2d8 + 7 damage, plus 3d6 fire damage	
m <b>Claw</b> (standard; at-will)	
Reach 2; +21 vs. AC; 2d8 + 7 damage.	
M <b>Double Attack</b> (standard; at-will)	
The dragon makes two claw attacks.	
M <b>Tail Strike</b> (immediate reaction, when an enemy moves to a position where it flanks the red dragon; at-will)	
The dragon attacks the enemy with its tail; reach 2; +19 vs. Reflex; 2d10 + 7 damage, and the target is pushed 1 square	
C <b>Breath Weapon</b> (standard; recharge 5 6) ♦ <b>Fire</b>	
Close blast 5; +19 vs. Reflex; 2d12 + 6 fire damage.	
<i>Miss:</i> Half damage.	
C <b>Bloodied Breath</b> (free, when first bloodied; encounter) ♦ <b>Fire</b>	
The dragon's breath weapon recharges, and the dragon uses it immediately.	
M <b>Frightful Presence</b> (standard; encounter) ♦ <b>Fear</b>	
Close burst 5; targets enemies; +19 vs. Will; the target is stunned until the end of the dragon's next turn. <i>Aftereffect:</i> The target takes a -2 penalty to attack rolls (save ends).	
<b>Alignment</b> Evil	<b>Languages</b> Common, Draconic
<b>Skills</b> Bluff +14, Insight +15, Intimidate +19	
<b>Str</b> 25 (+14)	<b>Dex</b> 19 (+11) <b>Wis</b> 16 (+10)
<b>Con</b> 22 (+13)	<b>Int</b> 13 (+8) <b>Cha</b> 14 (+9)

The red dragon wears a *steadfast amulet* +3, which grants it the following additional power. (Do not change the dragon's listed defenses because of the amulet.)

<b>Steadfast Amulet</b> (immediate interrupt, when the wearer is dazed or stunned by an attack; daily) ♦ <b>Item</b>
Make a saving throw against the dazed or stunned condition. On a failure, you don't expend the use of this power and no daily use of a magic item power occurs.

Spitting Lizard (Level 11)	Level 11 Minion Artillery
Small natural beast (reptile) XP 150	
<b>Initiative</b> +9 <b>Senses</b> Perception +7	
<b>HP</b> 1; a missed attack never damages a minion.	
<b>AC</b> 26; <b>Fortitude</b> 23, <b>Reflex</b> 25, <b>Will</b> 23	
<b>Resist</b> 10 acid	
<b>Speed</b> 7	
m <b>Bite</b> (standard; at-will)	
+13 vs. AC; 5 damage.	
R <b>Caustic Spit</b> (standard; at-will) ♦ <b>Acid</b>	
Ranged 10; +15 vs. Reflex; 7 acid damage.	
<b>Alignment</b> Unaligned	<b>Languages</b> --
<b>Str</b> 12 (+6)	<b>Dex</b> 18 (+9) <b>Wis</b> 14 (+7)
<b>Con</b> 14 (+7)	<b>Int</b> 3 (+1) <b>Cha</b> 12 (+6)

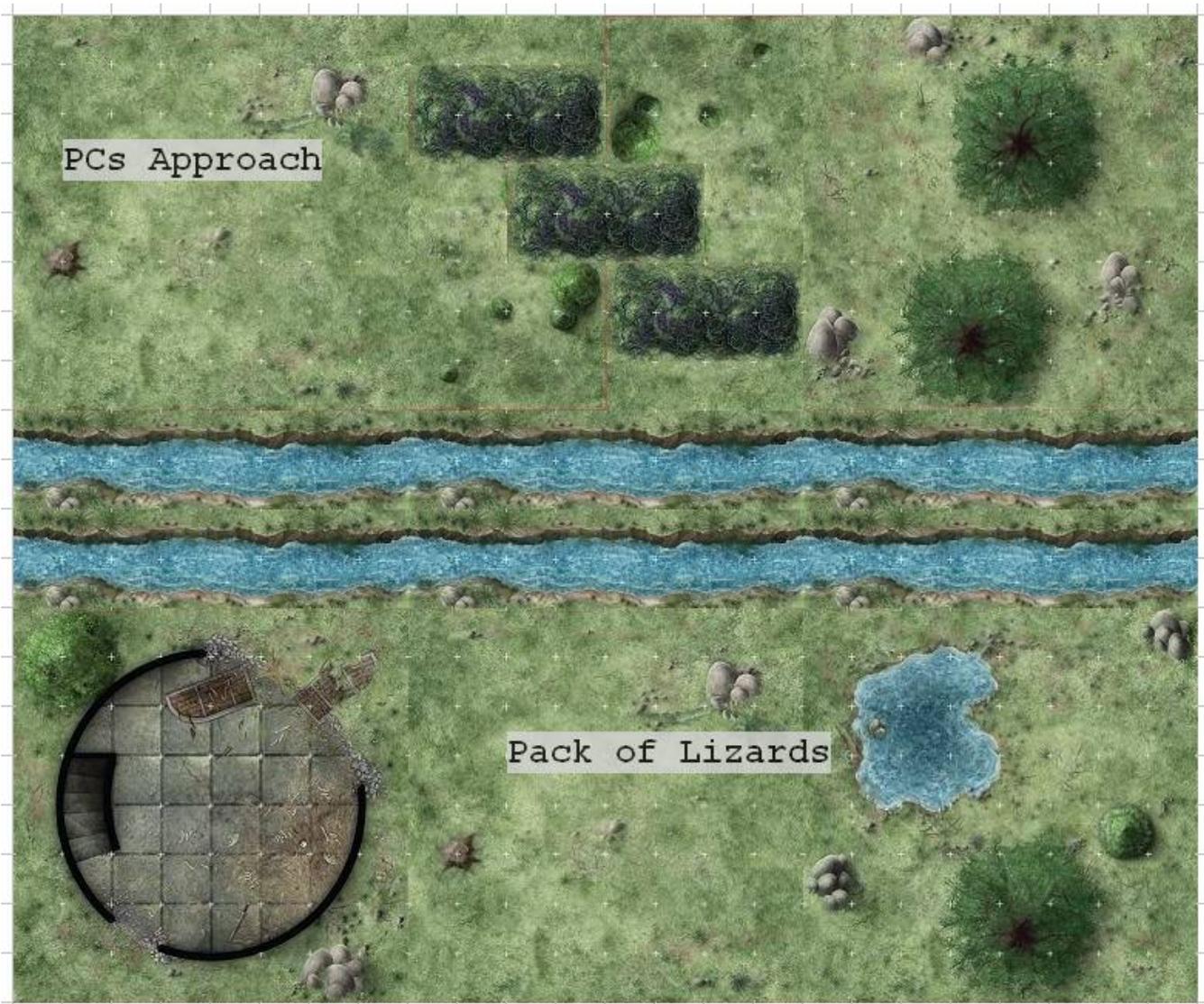
Bloodspike Behemoth (Level 11)	Level 11 Brute
Large natural beast (reptile) XP 600	
<b>Initiative</b> +6 <b>Senses</b> Perception +8	
<b>HP</b> 138; <b>Bloodied</b> 69	
<b>AC</b> 23; <b>Fortitude</b> 26, <b>Reflex</b> 20, <b>Will</b> 22	
<b>Speed</b> 5	
m <b>Spiked Tail</b> (standard; at-will)	
Reach 2; +15 vs. AC; 2d6 + 8 damage, and ongoing 5 damage (save ends).	
C <b>Tail Sweep</b> (standard; recharge 4 5 6)	
Close burst 1; +13 vs. Reflex; 1d8 + 8 damage, and the target is knocked prone if it is Medium size or smaller.	
C <b>Bloodied Sweep</b> (free, when first bloodied; encounter)	
Close burst 1; +15 vs. Fortitude; 1d8 + 8 damage, and ongoing 5 damage (save ends).	
<b>Alignment</b> Unaligned	<b>Languages</b> --
<b>Str</b> 24 (+12)	<b>Dex</b> 12 (+6) <b>Wis</b> 16 (+8)
<b>Con</b> 18 (+9)	<b>Int</b> 2 (+1) <b>Cha</b> 6 (+3)

## ENCOUNTER 5: "PRIZE FIGHT" MAP

When the PCs approach, the pack of lizards (including any optional monsters the players have chosen to pursue) are drinking out of the river and pond in the general area shown on the map. Like all herds, they are spread out and alert for danger. When the PCs engage with the lizards, the dragon swoops in from behind them (off the northern edge of the map) and joins the battle. However, if the PCs achieved a superlative success on the tracking skill challenge (as explained in Encounter 4) then instead, the dragon is perched atop the ruined tower, getting ready to swoop down on the pack of lizards for an afternoon snack. This allows the PCs to target the dragon during their first combat round.

### TILE SETS NEEDED

*DT4: Ruins of the Wild* x2



Note: The river is 4 squares wide (all squares that contain any part of a stream tile are considered to be river squares).

## ENCOUNTER 6: TO THE VICTOR GO THE SPOILS

### SETUP

The PCs make their way back to Port Nyranzaru with the spoils (if any) of their hunt. Note that if the PCs left the ruined temple for later and went directly from Encounter 2 to Encounter 4, they can go back to Encounter 3 now, and it runs the same as it would had they gone there first. If the PCs decide that the ruined temple is a completely unnecessary distraction and do not want to bother with it at all, then the rival adventuring company ambushes them in the jungle, trying to steal the PCs' trophy (particularly if it is something really good, like, say a dragon head). Use the map from Encounter 3, but replace the area around the altar with some more generic jungle terrain.

Once the PCs have finished all their explorations of the jungle, read the following:

*Your return to Port Nyranzaru is without further incident. Many of the other adventuring companies have already completed their own expedition. A massive, grisly pile of monster parts has accumulated in the center of town, where the judging committee has set up its review stand. A huge crowd has gathered, watching with rapt attention as the hunters are called forth to present their most impressive kills and tell the story of how the beast was taken. The judges examine each trophy with a critical eye and take notes, whispering to one another and smiling or frowning as each company makes its trophy presentation.*

This is the PCs' last opportunity to impress the judges. Allow them to make one (and only one) group skill check, using any skill that they want and that you think would be appropriate, to make their trophy seem as impressive as possible. For example, they could use Nature to make some cosmetic modifications to the pelt or head of the best monster they killed, they could use Bluff to make the story of the battle sound even more impressive than it really was, they could use Thievery to subtly deface a few of their competitors' trophies... really anything that they come up with that you think is plausible, they can try. If they at least beat the easy DC, then the judges and crowd react favorably. If they beat the moderate DC, then the reaction is more pronounced, and if they beat the hard DC, they get a standing ovation and cheers, while the judges seem very impressed. On a failure, the judges accept their trophy without comment, and the crowd seems unimpressed.

## ENDING THE ENCOUNTER

After presenting their kills and telling their tale, the hunt is over for the PCs. Their sponsor provides them with lavish accommodations (at least, by Chultan standards) for them to rest and recover from the day's ordeal. After the 24-hour eligibility period ends, the judges announce their final decision about who has won the overall grand prize.

Just to be clear, lots of individual tables - perhaps most of them - will win. This has no bearing on the overall competition for your convention. The scoring system is for the overall competition, if any; there is no minimum score to earn the Big Game Hunter award as long as the PCs meet the specified criteria.

Read the following:

*At last the time for announcing the results has come. You and all the other adventuring companies - at least, those who made it back out of the jungle - make your way back to the makeshift parade ground at the center of town. A large, rectangular box stands on the stage, draped with a velvet cloth embroidered with the heraldry of Amn.*

*The governor of Port Nyranzaru, a thin human with a reedy voice, steps to the podium and clears his throat. The crowd falls silent. "It was a truly magnificent hunt," intones the governor. "My thanks, and the thanks of all Port Nyranzaru, go to these brave souls who risked their lives in pursuit of terrifying and deadly beasts of all sorts. Our colony is much safer thanks to the culling you have performed."*

*The crowd breaks into applause and cheers, slapping the nearest adventurers on the back.*

*"But helping us protect our colony is not truly why you came here, is it? You came to test your strength and mind against the wily beasts of the Chultan jungle - and, perhaps more importantly, you came to pit yourselves against the mettle of your fellow adventurers. One group among you has met that challenge and risen to the top! Ladies and gentlemen, I present the finest specimen that was taken during the Jungle Hunt!"*

If the PCs succeeded on both skill challenges (Encounter 2 and Encounter 4) and they defeated the trophy (solo) monster in Encounter 5 (regardless of whether they fought the optional monsters), and they at least beat the easy DC when making their final trophy presentation, they win the *Big Game Hunter* award. Encounter 3 does not matter for purposes of the hunt (unless the rival adventurers were able to steal the PCs' trophy, of course).

Read the following if the PCs win the grand prize:

*The governor dramatically yanks the velvet cloth away, revealing a magnificent display case. A collective gasp rises from the crowd as the winning trophy is revealed - your trophy! The governor calls your names and the name of your adventuring company, but his words are lost in the roar of the cheering crowd. You are hoisted on the shoulders of the people of Port Nyranzaru and carried around the town in a spontaneous parade. The other adventurers and the representatives of the trading houses you did not choose watch enviously while your sponsor beams with pride.*

*You will not have to buy your own drinks for many days, as you are asked to tell and retell your story time and again. And perhaps it grows a bit more with each telling, but such is the prerogative of a Big Game Hunter, is it not?*

If the PCs do not meet the criteria for the Big Game Hunter award, they instead receive the *Bungle in the Jungle* award. Read the following:

*The governor dramatically yanks the velvet cloth away, revealing a magnificent display case. A collective gasp rises from the crowd as the winning trophy is revealed - but it is not your trophy. The governor calls out the names of some other adventurers and the name of their adventuring company, but his words are lost in the roar of the cheering crowd. The winning team members are hoisted on the shoulders of the people of Port Nyranzaru and carried around the town in a spontaneous parade. From across the parade ground, you cannot help but notice your sponsor glaring at you icily. Looks like you won't be getting any more offers of employment from them any time soon.*

*Still, you survived, and that's more than some. You brought back a trophy, and that's better than many. You might have to buy your own drinks, but at least you've earned a bounty for your efforts, and perhaps next year it will be you who earns the title of Big Game Hunter.*

#### EXPERIENCE POINTS

If the PCs win the Big Game Hunter award, they receive a Minor Quest award (regardless of whether or not they defeated or even fought the optional monsters).

H1: 25 / 35 XP per PC; H2: 40 / 60 XP per PC;  
H3: 70 / 100 XP per PC; P1: 140 / 200 XP per PC

#### TREASURE

The PCs receive a payment for the monsters they killed, regardless of whether they bagged a "trophy kill" in Encounter 5 or not. As long as they killed at least some

monsters and brought back recognizable evidence of their deed, they will earn a bounty. They have thinned the population of dangerous beasts in the vicinity of Port Nyranzaru, which was the ultimate purpose of the hunt.

For defeating the minions, the PCs earn the following bounty. (If they failed to defeat or did not fight some or all of these monsters, reduce the award proportionally.)

H1: 10 / 15 gp per PC; H2: 15 / 20 gp per PC;  
H3: 20 / 30 gp per PC; P1: 200 / 400 gp per PC.

For defeating the standard monsters, the PCs earn the following bounty. (If they failed to defeat or did not fight some or all of these monsters, reduce the award proportionally.)

H1: 20 / 25 gp per PC; H2: 25 / 35 gp per PC;  
H3: 35 / 40 gp per PC; P1: 300 / 600 gp per PC.

For defeating the solo monster, the PCs earn the following bounty.

H1: 30 / 45 gp per PC; H2: 45 / 60 gp per PC;  
H3: 60 / 75 gp per PC; P1: 500 / 1,000 gp per PC.

Adding up the previous numbers shows that if the PCs fought and defeated all of the possible monsters, then their total bounty is:

H1: 60 / 85 gp per PC; H2: 85 / 115 gp per PC;  
H3: 115 / 145 gp per PC; P1: 1,000 / 2,000 gp per PC.

## CONCLUDING THE ADVENTURE

Each PC receives a story object commemorating their participation in the Great Hunt. If the PCs defeated the trophy monster (the solo monster) in Encounter 5, regardless of whether or not they fought the optional monsters, they receive the *Big Game Hunter* award. If the PCs did not defeat the trophy monster, then they instead receive the *Bungle in the Jungle* award.

In either case, each player should record the name of his or her adventuring company and the name of the noble house that the party chose as their sponsor. You (not the players) should record the total score that the group earned on each player's story object certificate. The convention might have additional certificates or prizes to award for the table or company that achieves certain criteria (such as the highest overall score, the most total players participating as members of the same company, and so forth). Check with your event organizer for details.

## 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 2: In the Jungle

**H1: 40 / 60 XP**  
**H2: 70 / 100 XP**  
**H3: 120 / 160 XP**  
**P1: 200 / 280 XP**

#### Encounter 3: Competitors

**H1: 150 / 210 XP**  
**H2: 250 / 350 XP**  
**H3: 420 / 620 XP**  
**P1: 800 / 1,240 XP**

#### Encounter 4: On the Prowl

**H1: 20 / 30 XP**  
**H2: 35 / 50 XP**  
**H3: 60 / 80 XP**  
**P1: 100 / 140 XP**

#### Encounter 5: Prize Fight

**H1: up to 200 / 300 XP**  
**H2: up to 350 / 500 XP**  
**H3: up to 600 / 800 XP**  
**P1: up to 1,200 / 1,600 XP**

#### Minor Quest: Big Game Hunter

**H1: 25 / 35 XP**  
**H2: 40 / 60 XP**  
**H3: 70 / 100 XP**  
**P1: 140 / 200 XP**

#### Total Possible Experience

**H1: 435 / 635 XP**  
**H2: 745 / 1,060 XP**  
**H3: 1,270 / 1,760 XP**  
**P1: 2,440 / 3,460 XP**

Note: These XP totals exceed the normal maximum XP gains for a standard adventure. This is by design. The

PCs get to keep the extra XP from this adventure, if they earn it. Note that in order to earn the maximum XP, the PCs have to succeed at both skill challenges, and they must take on and defeat the hardest possible prize fight in Encounter 5.

#### Gold per PC

**H1: 85 / 110 gp**  
**H2: 110 / 165 gp**  
**H3: 165 / 220 gp**  
**P1: 1,320 / 2,420 gp**

Note: The gold comes from Encounter 3 and the Conclusion. See those sections of the adventure for the specific breakdown by level band and tier. These totals are slightly higher than the normal maximum totals for each level band, to reflect the increased XP gain that is also possible in this adventure.

### TREASURE

Each PC receives treasure in the form of gold pieces as well as one share from a treasure bundle. The treasure bundle 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; players may choose the same treasure bundle. Note that it is possible (and likely) that some characters will not select a bundle for each session of play.

If characters buy or sell magic items or other gear during the adventure (or pay for services) add or subtract that amount from the total gold the PC receives at the end of the adventure. If a player selects an option that gives their character more gold, add that amount to that character's base gold award. It is possible and permissible for a character who spends more gold than he or she earns to have a negative total for the adventure. PCs receive 20% of the item's market price when they sell any magic item or consumable. They receive 50% of the market price for ritual books and alchemical formulas.

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 choice in a bundle, 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.

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

### EACH PC SELECTS ONE OF THE FOLLOWING BUNDLES:

**Bundle A:** (H1 only, low-level only): Any level 1 magic item from any campaign-legal source; or an *amulet of resolution* +1\* (level 2 item; *Adventurer's Vault*)

**Bundle B:** (H1 only, high-level only): Any magic item of level 3 or lower from any campaign-legal source; or a *lucky charm* +1\* (level 4 item; *Adventurer's Vault* 2)

**Bundle C:** (H2 only, low-level only): Any magic item of level 4 or lower from any campaign-legal source; or a *lucky charm* +1\* (level 4 item; *Adventurer's Vault* 2)

**Bundle D:** (H2 only, high-level only): Any magic item of level 6 or lower from any campaign-legal source; or an *amulet of resolution* +2\* (level 7 item; *Adventurer's Vault*)

**Bundle E:** (H3 only, low-level only): Any magic item of level 7 or lower from any campaign-legal source; or a *steadfast amulet* +2\* (level 8 item; *Adventurer's Vault*)

**Bundle F:** (H3 only, high-level only): Any magic item of level 9 or lower from any campaign-legal source; or a *periapt of cascading health* +2\* (level 10 item; *Dragon Magazine* 369)

**Bundle G:** (P1 only, low-level only): Any magic item of level 11 or lower from any campaign-legal source; or a *steadfast amulet* +3\* (level 13 item; *Adventurer's Vault*)

**Bundle H:** (P1 only, high-level only): Any magic item of level 13 or lower from any campaign-legal source; or a *lucky charm* +3\* (level 14 item; *Adventurer's Vault* 2)

**Ammunition plus Gold:** If a player doesn't want to select one of the bundles listed above for their character, they can choose to add some *onslaught arrows* (from AV2) to their rewards from this adventure. The player should write the ammunition gained on their adventure log. The PCs are limited to spending a total amount on ammunition equal to the amount listed under More Gold for their level band and tier. That character (and only that character) receives the purchased ammunition plus any remaining gold instead of any other treasure bundle. Ammunition obtained in this fashion does not take up a found magic item slot. A character may choose lower-level (and therefore less expensive) ammunition than what he or she qualifies for, but may not purchase more than 20 pieces of ammunition in total.

H1/H2 - +1 *onslaught arrows*\* (level 2, 25 gp per piece)

H3 - +2 *onslaught arrows*\* (level 7, 100 gp per piece)

P1 - +3 *onslaught arrows*\* (level 12, 500 gp per piece)

**More Gold:** If a player doesn't want to select one of the bundles listed above for their character, they can choose to add more gold to their rewards from this adventure. That character (and only that character) receives more gold instead of any other treasure bundle. The amount of extra gold is:

H1 - 50 / 75 gp

H2 - 125 / 250 gp

H3 - 350 / 500 gp

P1 - 1,300 / 2,100 gp

## STORY AWARDS

All participating characters receive at least one story award, which commemorates their participation. Please fill out all the scoring information at the table (don't leave it blank for the players to fill in later). If there is a dispute over the scoring, contact your event organizer, whose decisions regarding adventuring company event scoring are final and cannot be appealed.

**Text for both awards:** On the back of this certificate, write the name of the adventuring company you were a member of at the time you played this adventure, along with the name of the noble house or trading company who sponsored your entry into the Jungle Hunt. The DM should record the total score that your team earned.

### ADCP01 *Bungle in the Jungle*

Your adventuring company participated in a great hunt in the jungles of Chult sponsored by various noble houses and trading companies of Amn. Unfortunately, you were not able to bring back a trophy of sufficient quality to impress the judges.

### ADCP02 *Big Game Hunter*

Your adventuring company participated in a great hunt in the jungles of Chult sponsored by various noble houses and trading companies of Amn. You brought back an excellent trophy and were recognized for your efforts. Your patron has commissioned a special tabard, banner, or other heraldic device of your choosing. Depicted on one side is the symbol or heraldry of your adventuring company; depicted on the other side is your sponsor's crest.

Displaying this item openly may grant you benefits when interacting with members of the sponsoring noble house or company in future adventures (as determined by the DM).

## ADVENTURE QUESTIONS

Mark the answers to the following adventure questions on the tracking form.

### 1. Did the PCs earn the Big Game Hunter award?

- a. Yes, and they even fought the optional monsters.
- b. Yes, but they chose not to fight the optional monsters.
- c. No, they chose to fight the optional monsters and the combined encounter was too much for them to handle.
- d. No, they did not choose to fight the optional monsters, but they still were not able to handle the trophy battle.
- e. No, the PCs never made it to the trophy battle.

### 2. Which noble house did the PCs accept as their sponsor?

- a. House Selemchant.
- b. Naelishti's Naturals.
- c. The Order of Belox.
- d. Zazefay Logging and Mining.
- e. Charisk Expeditionary Outfitters.

### 3. Were at least some of the PCs already members of the same adventuring company prior to this adventure?

- a. At least four of the PCs at the table were already members of the same adventuring company, and they showed up with some kind of regalia (T-shirts, table tents, signs, banners, or something else indicating their adventuring company membership).
- b. At least four of the PCs at the table were already members of the same adventuring company, but they did not have any sort of regalia.
- c. Less than four of the PCs at the table were already members of the same adventuring company, so some of the PCs had to join a company for the first time or change companies in order for the group to be able to play the adventure.
- d. None of the PCs at the table were already members of an adventuring company (so they formed one on the spot).

### 4. Where did you play this adventure?

- a. At a large regional or national convention primarily dedicated to tabletop gaming (such as Origins or Gen Con).
- b. At a large regional or national convention primarily dedicated to something other than tabletop gaming, but where gaming nevertheless has a presence (such as Comic Con or PAX).
- c. At a multi-table convention or game day primarily dedicated to tabletop gaming.
- d. At a retail game store or other public location where DUNGEONS & DRAGONS books are sold (regardless of whether it was one table or multiple tables). Please be sure to thank your store owner for supporting the RPGA!
- e. As a single table at a public location, but not a location where DUNGEONS & DRAGONS books are sold.

### 2. How do you and the players rate this adventure? (You can have each person vote individually and take the average, including your own vote, or use any other method that the group prefers.)

- a. Five stars (best possible rating - loved it).
- b. Four stars (very good).
- c. Three stars (average).
- d. Two stars (below average).
- e. One star (worst possible rating - hated it).

## NEW RULES

### Amulet of Resolution +1 / +2

Level 2 / 7

Whether the affliction be of mind or body, this mithral necklace gives you a second chance to ward it off.

Lvl 2 +1 (520 gp)

Lvl 7 +2 (2,600 gp)

**Item Slot:** Neck

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

**Power (Daily):** No Action. Use this power when you fail a saving throw. Reroll the saving throw, using the second result even if it's lower.

**Reference:** *Adventurer's Vault*, page 149.

### Lucky Charm +1

Level 4

Monkey's paw or rabbit's foot, this lucky charm helps you snatch victory from the jaws of defeat.

Lvl 4 +1 (840 gp)

**Item Slot:** Neck

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

**Power (Daily):** No Action. *Trigger:* You miss with an attack or fail a skill check, ability check, or saving throw. *Effect:* Roll a d6 and add the result to the attack roll, skill check, ability check, or saving throw.

**Reference:** *Adventurer's Vault 2*, page 67.

### Lucky Charm +3

Level 14

Monkey's paw or rabbit's foot, this lucky charm helps you snatch victory from the jaws of defeat.

Lvl 14 +3 (21,000 gp)

**Item Slot:** Neck

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

**Power (Daily):** No Action. *Trigger:* You miss with an attack or fail a skill check, ability check, or saving throw. *Effect:* Roll a d6 twice and add either result to the attack roll, skill check, ability check, or saving throw.

**Reference:** *Adventurer's Vault 2*, page 67.

### Periapt of Cascading Health +2

Level 10

Adventurers feel a little more confident fighting dragons with this bauble in their possession.

Lvl 10 +2 (5,000 gp)

**Item Slot:** Neck

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

**Power (Encounter):** Minor Action. You end one condition that a save can end.

**Reference:** *Dragon Magazine* 369, page 16.

### Steadfast Amulet +2 / +3

Level 8 / 13

The crystal set in this amulet helps to focus your mind.

Lvl 8 +2 (3,400 gp)

Lvl 13 +3 (17,000 gp)

**Item Slot:** Neck

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

**Power (Daily):** Immediate Interrupt. Use this power when you are dazed or stunned by an attack. Make a saving throw against

the condition. On a failure, you don't expend the use of this power and no daily use of a magic item power occurs.

**Reference:** *Adventurer's Vault*, page 154.

## AMMUNITION

Enchanted arrows, bolts, and sling bullets can be activated and fired from ranged weapons to achieve exceptional results. You must load magic ammunition before you can activate and fire it (spending whatever action is necessary to do so), and it's used up when fired. When used with powers that target multiple enemies, magic ammunition affects only the first attack roll or target after it's loaded. In certain circumstances (such as when loading is a free action), however, a ranged attacker can load more magic ammunition during an attack against multiple targets if desired.

Ammunition applies an enhancement bonus to an attack roll and damage roll when used. If the projectile weapon is magical, use the ammunition's enhancement bonus in place of the weapon's enhancement bonus. The weapon's critical bonus and the properties from both the weapon and the ammunition still apply. Using magic ammunition doesn't prevent you from activating a magic weapon's powers.

You can fire magic ammunition without activating it, using your weapon's enhancement bonus and receiving no benefit from the ammunition's magic. The ammunition is still expended.

Ammunition names are keyed to certain ammunition types, but any of the enchantments described in this section can be placed on any type of ammunition; for instance, it's possible to create or acquire an arrow or a sling bullet that has the attributes of a *dispelling bolt*.

### Onslaught Arrow

Level 2+

This black arrow trails a bright pennant, flagging its target.

Lvl 2 +1 (25 gp)

Lvl 7 +2 (100 gp)

Lvl 12 +3 (500 gp)

**Ammunition**

**Enhancement:** Attack rolls and damage rolls

**Property:** When you hit an enemy with an attack using this ammunition, each ally that can see that enemy gains a +1 item bonus to attack rolls against it until the end of your next turn.

**Reference:** *Adventurer's Vault 2*, page 27.

## PLAYER HANDOUT: THE SPONSORS

The following groups have offered to sponsor your adventuring company in the great hunt. Each group can offer you certain resources and benefits. Free agents are not allowed to participate, so you must choose a sponsor (and you may not choose more than one -- all these organizations are competing with each other in hopes that their representatives will be the ones to win the overall grand prize).

**House Selemchant** - This is the most prominent noble house in Amn. Their representative is a young noblewoman named Sulima Selemchant. Although all the noble houses of Amn have extensive trade interests, House Selemchant is the only "nobility" who offers to sponsor you directly.

House Selemchant, through its connections with the Cowled Wizards, offers access to special ammunition: *onslaught arrows* (from the *Adventurer's Vault 2* sourcebook). You will be given a total of three (3) pieces of ammunition of any type (arrows, bolts, or bullets) you wish. This won't help you find the best monsters to try and claim as your trophy, but it might help you kill them if and when you do find them.

**Naelishti's Naturals** - This trading house specializes in the exportation of rare plants from Chult to the mainland that find use in poisons, perfumes, dyes, and medicines. They have been infiltrated by locals with a faint touch of yuan-ti blood, or they are taking advantage of locals with such blood - it's hard to tell which, but regardless, they're snaky. Their representative is a dark-skinned, beautiful female shifter who moves with a sinuous grace.

House Naelishti offers a special salve, whose recipe is known only to them, that will help protect you from the hazards of the jungle environment, such as poisonous bites of jungle insects, venomous plants, and diseases.

**The Order of Belox** - This trading house specializes in the recovery of ancient artifacts from the ancient Serpentes Empire. Many priceless cultural artifacts are melted down for their precious metals or stripped of their decorative gems, but some are shipped back to Amn as museum pieces. Their representative is a bespectacled human archaeologist.

The Order of Belox offers assistance in navigating the jungle by providing you with copies of ancient maps that show some of the former temples of the Serpentes empire, and some of the good trails that still exist between them.

**Zazefay Logging and Mining** - This company is primarily interested in extracting the abundant natural resources to be found on the island. They specialize in felling the mighty trees that make up the jungle canopy, sometimes hundreds of feet tall. Rare wood and minerals from Chult are highly prized by fine crafters all over Faerun. This company competes heavily with the logging interests from Baldur's Gate who operate out of Fort Beluarian. The company's gnomish owner, Zazefay, presents you with his offer of employment in person.

Zazefay offers information about the local monsters that his crews have gathered recently. Among all the companies represented, Zazefay's people are the ones who spend the most actual time in the jungle, so their observations about what sorts of beasts have been seen where could give you a significant advantage in seeking out the rarest prey.

**Charisk Expeditionary Outfitters** - This trading house believes in working with local suppliers rather than flooding the landscape with outsiders. In practice, this means that Charisk's employees have gone out of their way to make friends among the savage tribes native to Chult. They have trade deals worked out where the natives bring gold, jewels, and rare plants and animals; Charisk gives them manufactured goods, glass beads, and firewater in return. Their representative is a hardy dragonborn explorer who has spent time among the lizardfolk tribes of the area.

Charisk Expedition and Supply offers you a totem mask that will mark you as friendly to the various tribes of lizardfolk that are known to dwell in the nearby jungle. This is a clever way to get around the prohibition on hiring local guides, since technically speaking, the lizardfolk would be an eligible target as prey for the various hunters in the competition.

## APPENDIX 1: DCs BY LEVEL BAND AND TIER

For determining certain skill check DCs, this adventure uses a modified version of the "Difficulty Class and Damage by Level" table found in the *Dungeon Master's Guide*. This version of the table is based on the core rules, but it is adapted for the *Living Forgotten Realms* level bands (H1 = levels 1-4, H2 = levels 4-7, H3 = levels 7-10, and P1 = levels 11-14). Each level band is further subdivided into "low" and "high" tier with the target levels for each tier as specified in the *Living Forgotten Realms Writer's Guidelines*. The exception is the H1 level band, where this adventure uses target levels 1 and 3 instead of 2 and 4.

During skill challenges and other portions of this adventure that are identical save for the check DCs, the adventure uses the terms "easy," "moderate," and "hard" instead of listing long strings of numbers. Simply substitute the values from this table wherever you see those words listed as check DCs. For example, If you are running for a group of levels 4-7 characters (H2 level band) and they choose to play high tier, the table tells you that the "easy" DC is 8, the "moderate" DC is 14, and the "hard" DC is 19.

If you are running this adventure using a scoring system, then a maximum of two other characters may cooperate to assist a character who is making a primary skill check during a skill challenge where the check result counts towards the party's overall score. Each cooperating character who gets a check result of 10 or higher (regardless of level band or tier) grants the primary character a +2 bonus on his or her check, to a maximum of +4. Cooperating characters' check results do not count as successes or failures towards the overall skill challenge. This rule is in place so that tables with six PCs cannot automatically achieve higher maximum check results than tables with four or five PCs.

Level Band / Tier	Easy DC	Moderate DC	Hard DC
H1 / Low (Level 1)	5	10	15
H1 / High (Level 3)	6	11	16
H2 / Low (Level 5)	7	12	17
H2 / High (Level 7)	8	14	19
H3 / Low (Level 8)	9	15	20
H3 / High (Level 10)	10	16	21
P1 / Low (Level 12)	11	17	22
P1 / High (Level 14)	12	19	24

## APPENDIX 2: EXAMPLE SCORING SYSTEM

On the next page you will find a sample score sheet for this adventure. Check with your organizer to make sure you are using the right score sheet for your event. Different organizers may choose to modify the scoring system for this adventure as they see fit. The scoring system presented here is the one that was used during the premiere of *Jungle Hunt* at Gen Con Indianapolis 2009. The goal of this scoring system is to try and reflect how well the PCs did in the adventure, as well as how efficient they were in terms of resources. However, the total amount of certain types of resources varies greatly between tables (because of character classes and levels, and the number of players at a table). So, this system does not count things like healing surges used or number of combat rounds taken. The deductions for using action points and RPGA Rewards cards are capped for similar reasons. The adventuring company action point does not count as an action point in this scoring system; the players should be encouraged to use it.

If there is a dispute between you and the players over how to fill out the score sheet, check with your event organizer or appeals DM (if any). All decisions of the event organizer regarding scoring disputes are final. The Wizards Play Network / RPGA will not get involved in debates over the scoring of this event. Any sort of "competition" sometimes brings out the worst in people. All participants should remember that this is purely intended to be fun; it's a game, not something that is worth fighting over in real life.

The rules of this adventure require that at least four PCs at the table be members of the same Adventuring Company in order to play. If there are PCs from multiple Adventuring Companies at the table, only the single Adventuring Company that is represented by the majority of PCs gets credit for the table's results.

Encounter 1: There are no points available in this encounter. The PCs' decision will affect their adventure in different ways, which ultimately affects their score, but there is no "right" or "wrong" choice of sponsor.

Encounter 2: 80 points for successfully completing the skill challenge with 0 failures; 70 points with 1 failure; 60 points with 2 failures. If the PCs failed at the overall skill challenge then they instead score 10 points per success (to a maximum of 30 points).

Encounter 3: There are no points available in this encounter; the combat with the mercenaries is intended to reduce the team's resources, but as it is not officially part of the hunt, it does not count for scoring. The PCs do not gain or lose any points if they bypass the temple initially and come back to it later, or if they skip it completely and get ambushed by the rival adventuring party on their way back to Port Nyranzaru. If the rival adventurers defeat the PCs and steal their trophy, then the PCs lose the points they would have scored for the most powerful monster they killed.

Encounter 4: For each success that the PCs earn in this skill challenge, they earn a minimum of 10 points (for hitting at least the moderate DC). It does not matter if they use Perception or Nature. If they exceed the hard DC, then they earn a number of bonus points equal to the difference between their check result and the hard DC. So, for example, if the moderate DC is 16 and the hard DC is 21, the PCs earn 10 points for any success where they got a check result between 16 and 21. If their check result is 22 or higher, they earn 10 points plus (their check result - 21) bonus points for that success. Repeat up to four times, scoring points for each success separately. They do not lose points for failures, but once they reach 3 failures, the skill challenge ends, which means they cannot score any more points in this encounter. The monster knowledge checks are not worth any points, but should help make the fight easier.

Encounter 5: 100 points for defeating the solo monster. +5 points for each minion defeated (maximum of 8 minions). +20 points for each brute defeated (maximum of 3 brutes). Max: 100 + 40 (8 minions) + 60 (3 brutes) = 200 points.

Encounter 6: For embellishing their trophy with a great story or some cosmetic enhancements (as detailed in the encounter). 5 points if they hit the easy DC, 10 points if they hit the moderate DC, or 15 points if they hit the hard DC. If they exceed the hard DC, they earn a bonus +1 point for each additional point by which they beat the hard DC. So if the hard DC was 22 and they got a check result of 29, that's 22 points: 15 points base + 7 points for beating the hard DC by 7 (29 - 22). No penalty for failure.

## APPENDIX 3: EXAMPLE SCORE SHEET

Name of Adventuring Company: \_\_\_\_\_

Total number of PCs in the party: \_\_\_\_\_

Total number of character levels in the party: \_\_\_\_\_

Level band played (circle): H1 H2 H3 P1 Tier played (circle): LOW HIGH

Name of Sponsor (as chosen in Encounter 1): \_\_\_\_\_

### SECTION I: POINTS SCORED

Encounter 2 Score: \_\_\_\_\_

Encounter 4 Score: \_\_\_\_\_

Encounter 5 Score: \_\_\_\_\_

Encounter 6 Score: \_\_\_\_\_

**Total Score (sum of the individual scores for each encounter):** \_\_\_\_\_

### SECTION II: DEDUCTIONS

TOTAL number of action points (OTHER than the Adventuring Company bonus) that were used by all players: \_\_\_\_\_

Deduction for action points used (4 points per action point, maximum deduction 40 points): \_\_\_\_\_

For purposes of this scoring system, an RPGA Rewards card is "used" when the primary benefit printed on the card is activated. The additional "die bump" effect does not count as a second usage, and even if the die bump never gets added before the end of the adventure, the card still counts as having been used. (Creation/Quest cards do not count.)

TOTAL number of RPGA Rewards Cards that were used by all players: \_\_\_\_\_

Deduction for Rewards Cards used (4 points per card, maximum deduction 60 points): \_\_\_\_\_

Did the PCs take an extended rest (taking multiple short rests is NOT the same thing as taking an extended rest) at any point during the adventure (circle): YES NO

Deduction for taking an extended rest (0 points if they didn't, 50 points if they did): \_\_\_\_\_

**Total Deductions (sum of the individual deduction amounts listed above, maximum 150):** \_\_\_\_\_

**FINAL SCORE (TOTAL SCORE MINUS TOTAL DEDUCTIONS):** \_\_\_\_\_

DM's Name and RPGA/DCI Number: \_\_\_\_\_

Be sure to record the group's Final Score on the story award certificates given to each player. Turn this sheet in to your event organizer as soon as possible so that the table's results can be considered for the overall grand prize.