Player's Handout 1: Phase 2 – Conquering Sakkors

Defeat as many encounters as possible. Each encounter has different victory conditions. Select a new encounter at the end of the current one. Tell HQ your next encounter when you report your current results.

Each encounter contributes success against a specific trait of the Netherese army. The army has five traits, each with a value between 0 and 4. Lower values are better. If you succeed, the trait is lowered by an amount based on the number of tables present. If you fail badly the trait may increase. If a trait is reduced to 0, no new table can select the encounter associated with it. It is permanently defeated. Special events happen when a trait reaches a specific value. This could be something that immediately influences the current encounters, or it could unlock a new encounter not listed below.

Traits:
- <u>Offense</u>: Attacking the magical offensive capabilities of the fortress itself influences the fortress attack at the start of each round.
- <u>Defense</u>: Attacking the creatures defending the city influences combat bonuses of the Netherese army.
- <u>Maneuverability</u>: Interfering with the coordination of the Netherese forces influences maneuverability of creatures.
- <u>Morale</u>: Demoralizing the will of the Netherse to fight influences Netherese defenses against control effects.
- <u>City Command</u>: Breaking control of the Netherese over the city itself provides no direct mechanical effect, but reducing this to 0 is **<u>vital</u>** for victory.

Initial Assault:
- <u>Reign of Fire</u>: Attack the artillery platforms on the outside of the city. Scouts report seeing lots of flames. (*Offense Trait*).
- <u>Shadow's Den</u>: Attack the gates and block the kir-lanan (gargoyle-like servants of Shar) hives. This mission involves using explosives effectively and the ability to maneuver and reach key points quickly. (*Maneuverability Trait*).
- <u>Through the Roof</u>: Make an opening in the roof and breach a wall. Hold the breach until our troops arrive. (*Defense Trait*).

Available After the First Fight (These encounters are deeper in the city. They are in <u>addition</u> to initial assault options):
- <u>Into the Hearts</u>: Attack the heart of the Netherese by assaulting shrines of Shar, the mess hall, the barracks, or the hospitals (*Morale Trait*).
- <u>Taking Command</u>: Attack control points that keep Sakkors shackled to the Netherese. Arcana, Athletics, and Thievery will be key. (*City Command Trait*).

Other special missions may become unlocked based on the progress of the battle.

Victory: City Command must be at 0. The other traits must have total of 8 or lower added together. Lower values are better for the overall results.

PLAYER'S HANDOUT 2: SAKKORS

Primary Objective: Destroy the Netherese constructs guarding the room.
Secondary Objective: Complete the skill challenge to convince Sakkors that you are trustworthy.

Resolve Pool: The Resolve Pool represents the reservations Sakkors has in trusting you. Approximate values for the Reserve Pool are 400-600 for AL 2-10 and 600-800 for AL 12-20. (The values are lower for 4 PCs and higher for 6 PCs.) At AL 2-6, you also get a bonus when the reserve pool reduced to half.

Skill Checks: Using a skill on your turn requires a standard action. Additionally, at the end of the round, everyone can make a check as a free action if they choose to do so. The result of each skill check is subtracted from the Reserve Pool. However, if the result is less than a Hard DC for the AL, Sakkors drains at least one healing surge from you.
<u>Note:</u> Each round the skills that are available to use are very limited, and you need to be in a specific location to use the key skill.

Universal Skill: Bluff can be used in place of any skill, provided you are in the correct location. However, failing the Hard DC check undermines the efforts to earn the trust of Sakkors.

Powers: As with any skill challenge, you may use appropriate powers or other creative solutions to the obstacles presented.

Energy Drain: At the end of each round, make a saving throw. On a failure, lose a healing surge. Note: As long as you have at least one action point, you automatically succeed at this saving throw (you do not need to spend the AP for this protection).

Healing Surges: For the purposes of this encounter, if you must lose a healing surge but do not have any left, you choose to either take your healing surge value in damage or count as failing a death save.

Fleeing: At the start of your turn, you can flee the encounter. Deep behind enemy lines, so there is a mini-skill challenge you will need to complete to make it to safety. It is not advised to exhaust your resources before fleeing. (Note: At the end of the encounter, everyone "flees" back to friendly forces.)

PLAYER'S HANDOUT 3: REPORT SHEET ENCOUNTER 1

Table #: ____ ; **Team Name:** _____

PCs Deaths: ____
Team Condition: Fine / Scrapped / Hurt / Critically Injured

Area Picked? Top / Side / Bottom
Opened Bunker Wall? Yes / No
Steel Doors Opened? Yes / No
Condition Flamethrower? One Piece / Destroyed / Self-Destruct
Enemies Left:

Remarks:

PLAYER'S HANDOUT 4: REPORT SHEET ENCOUNTER 2

Table #: ____ ; **Team Name:** _____

PCs Deaths: ____
Team Condition: Fine / Scrapped / Hurt / Critically Injured

Number of Pillars Destroyed: 1 / 2 / 3 / 4
(#PCs at Table: 4 / 5 / 6)
Gate Opened? Yes / No
How many non-minion kir-lanan were killed?

Note on Mechanics

Opening the Gate: Takes #PC at table successes to open; requires an adjacent PC to spend a move action for automatic success; maximum 1 success per PC and 2 successes per round; DC Moderate Strength check provides 2 success instead of 1, with failure still 1 success.

Explosives: Placing is a move action; setting the timer is a minor action. Explodes after 1 to 4 rounds, chosen by character placing bomb. Thievery check influences control of timer. Dungeoneering check influences you control of the size of explosion (burst 5 or burst 2). Kir-lanan can meddle with a placed bomb! DM provides location without need for a skill check.

PLAYER'S HANDOUT 5: REPORT SHEET ENCOUNTER 3

Table #: ___; **Team Name:** _____

PCs Deaths: ____
Team Condition: Fine / Scrapped / Hurt / Critically Injured

Wall Breached? Yes / No
How many squares of the breach did the Netherese repair? 0 / 1 / 2 / 3 / 4
Was the elite killed? Yes / No
Which enemies were left (if any):

Remarks:

PLAYER'S HANDOUT 6: REPORT SHEET ENCOUNTER 4

Table #: ___; **Team Name:** _____

PCs Deaths: ____
Team Condition: Fine / Scrapped / Hurt / Critically Injured

All - Did you kill all the unwounded Netherese forces that were present at the start* of the fight? Yes / No
If no, what % (100% is best)? ____%
* Reinforcements can be ignored for result determination.

Pick 1; scratch others (DM might limit choice):
Barracks - How many useful plans did you find?
(4 PC: 6 required; 5 PCs: 7 required; 6 PCs: 8 required; Task: search desks, History or Perception checks.)

Hospital - How many wounded fled?
Hospital - How many wounded were killed?
(Intimidate check, it is easy to scare 1. You can scare more but must decide to do so beforehand.)

Shrine - Did you destroy the relic? Yes / No
(Can be targeted by attacks, Arcana and Athletics while adjacent work as well.)

Warehouse - How many crates did you destroy? 0 ≤ 50% / 50% ≤ 100% / all
Warehouse - How many creates did you steal? 0 ≤ 50% / 50% ≤ 100% / all
(Each stack contains one crate per PC; crates drain healing surges; any damage or dropping a crate destroys it; destroyed crate explodes, burst 1, AL necrotic damage; carry out room for theft.)

PLAYER'S HANDOUT 7: REPORT SHEET ENCOUNTER 5

Table #: ___ ; Team Name: _____

PCs Deaths: ____
Team Condition: Fine / Scrapped / Hurt / Critically Injured

Was the mage captain killed? Yes / No
Was the ritual circle disrupted? Yes / No

Were all opponents killed (if not, which ones were killed)?

Remarks:

PLAYER'S HANDOUT 8: REPORT SHEET ENCOUNTER 6

Table #: ___ ; Team Name: _____

PCs Deaths: ____
Team Condition: Fine / Scrapped / Hurt / Critically Injured

Did you survive for 4 full rounds? Yes / No; **If no, how many rounds did you survive? ___**

How many elites did you kill? 0 / 1 / 2
Did you kill the enemy commander? Yes / No
How many minions did you kill? ____

Remarks:

PLAYER'S HANDOUT 9: REPORT SHEET ENCOUNTER 7

Table #: ___ ; **Team Name:** _____

PCs Deaths: ____
Team Condition: Fine / Scrapped / Hurt / Critically Injured

Did you destroy all of the constructs? Yes / No; **If no, how many were left?** ___

Did you complete the skill challenge? Yes / No
How many PCs fled before the end of the encounter? ____

Remarks: