PLAYER'S HANDOUT 1A: RIGHT INTO THE DANGER ZONE
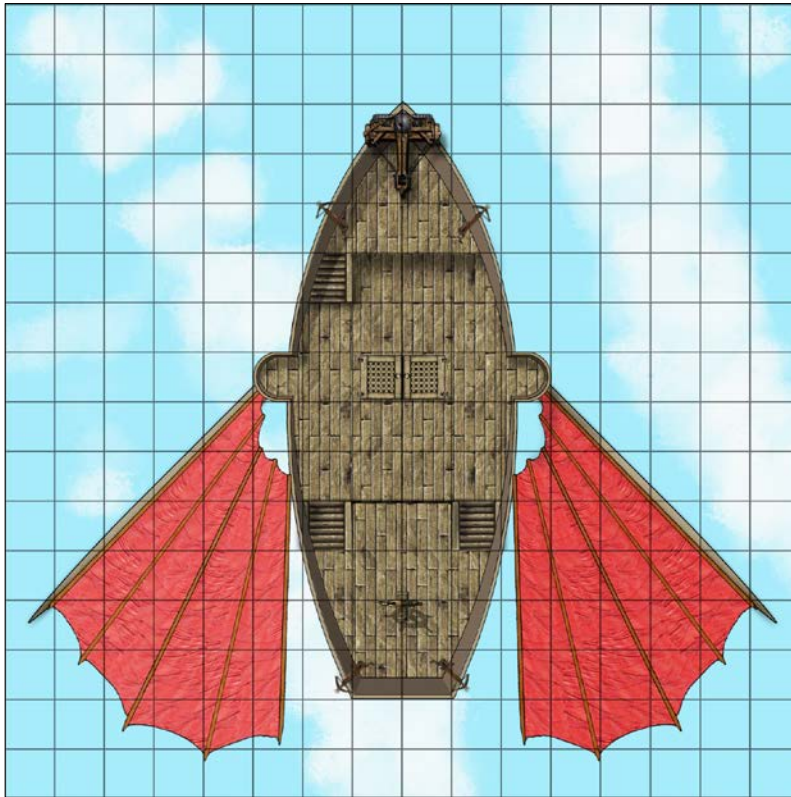

Airyacht
Gargantuan vehicle

HP 300   **Space** 4 squares by 10 squares
AC 4, **Fortitude** 20, **Reflex** 2
Speed 0, fly 15 (hover)

Pilot
The pilot must stand at the control wheel at the top of the aft deck protected by rope netting.

Crew
In addition to the pilot, an airyacht requires at least a crew of five, all of whom use a standard action each round to help control the vessel. Reduce the ship's speed by 3 for each missing crew member. This penalty stacks with any penalty from the ship being damaged. At fly speed 0, the ship is unable to travel and flies out of control.

Load
Twenty Medium creatures; three tons of cargo.

Out of Control
An out-of-control airyacht moves forward at half speed. Each round, it has a 50% chance of descending. It descends 5 squares for the first 10 rounds it is out of control. After 10 rounds, it descends 10 squares per round. An out-of-control airyacht that hits the ground after descending more than 20 squares is destroyed.

Decks
The airyacht has two decks: the topmost open deck, and a deck for crew and passengers. It has two cabins on top of the deck one at the aft and one at the front.

Fragile Propulsion
For every 50 damage the airyacht takes, its speed is reduced by 2 square. This penalty stacks with any penalty from the ship having less than 5 crew. At fly speed 0, the ship is unable to travel and flies out of control.
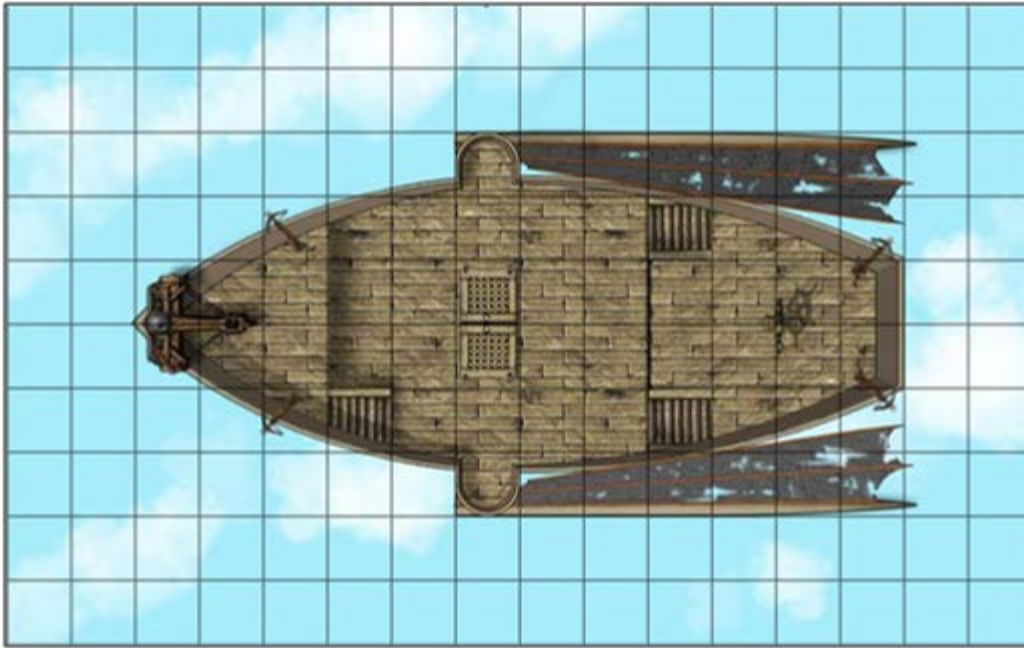
Crew: A crew of 12 has been provided. They are not involved in the fights and are usually not targeted. PCs can aid and/or replace crew members.

Sails: Creatures can walk over the sails with a DC 15 Acrobatics or Athletics check, immediately falling prone in case of failure. They are considered climbing.

Maneuvering the Ship: Ship can move as any flying creature. The ship has two move actions independent of the PCs!

Armaments: 1 ballista and 4 arbalests (see Handout 3).

PLAYER'S HANDOUT 1B: BATTLE~READY AND SKYSHIP~SHAPE

Damaged Airyacht	
Gargantuan vehicle	
HP 200	**Space** 4 squares by 10 squares
AC 4, **Fortitude** 20, **Reflex** 2	
Speed 0, fly 8 (hover), overland flight 10	

Pilot

The pilot must stand at the control wheel at the top of the aft deck protected by rope netting.

Crew

In addition to the pilot, an airyacht requires a crew of five, all of whom use a standard action each round to help control the vessel. Reduce the ship's speed by 4 for each missing crew member. This penalty stacks with any penalty from the ship being damaged. At fly speed 0, the ship is unable to travel and flies out of control.

Load

Twenty Medium creatures; three tons of cargo.

Out of Control

An out-of-control airyacht moves forward at half speed. Each round, it has a 75% chance of descending. It descends 5 squares for the first 5 rounds it is out of control. After 5 rounds, it descends 10 squares per round. An out-of-control airyacht that hits the ground after descending more than 20 squares is destroyed.

Decks

The airyacht has two decks: the topmost open deck, and a deck for crew and passengers. It has two cabins on top of the deck one at the aft and one at the front.

Fragile Propulsion

For every 50 damage the airyacht takes, its speed is reduced by 2 square This penalty stacks with any penalty from the ship having less than 5 crew. At fly speed 0, the ship is unable to travel and flies out of ontrol.

Crew: A crew of 12 has been provided. They are not involved in the fights and are usually not targeted. PCs can aid and/or replace crew members.

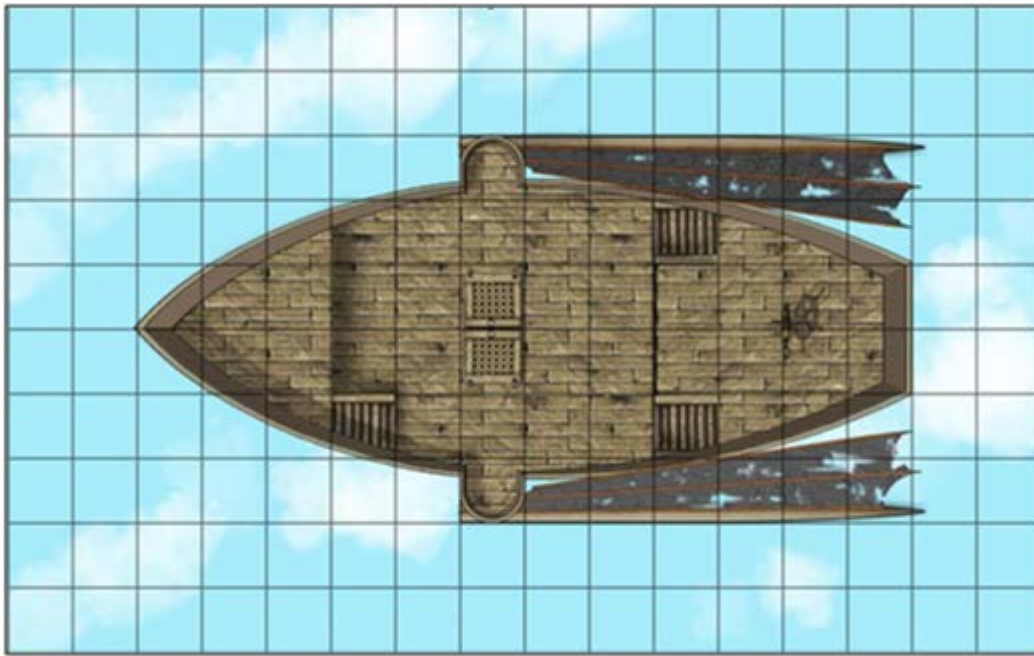**Sails:** The sails are too weak to walk upon.

Maneuvering the Ship: Turning takes time. Each square forward allows the ship to turn 45°.

A player adjacent to the pilot can remove the restriction for 1 turn by making a DC Moderate Arcana check as a move action. A failure forces everybody aboard to make a DC Moderate Acrobatic check or fall prone, but the ship still manages to make the turn.

The ship has two move actions independent of the PCs!

Armaments: 1 ballista and 4 arbalests (see Handout 3).

Player's Handout 1C: Wind~Sail and a Prayer

Damaged Airyacht
Gargantuan vehicle

HP 200   **Space** 4 squares by 10 squares
AC 4, **Fortitude** 20, **Reflex** 2
Speed 0, fly 8 (hover), overland flight 10

Pilot
The pilot must stand at the control wheel at the top of the aft deck protected by rope netting.

Crew
In addition to the pilot, an airyacht requires a crew of five, all of whom use a standard action each round to help control the vessel. Reduce the ship's speed by 4 for each missing crew member. This penalty stacks with any penalty from the ship being damaged. At fly speed 0, the ship is unable to travel and flies out of control.

Load
Twenty Medium creatures; three tons of cargo.

Out of Control
An out-of-control airyacht moves forward at half speed. Each round, it has a 75% chance of descending. It descends 5 squares for the first 5 rounds it is out of control. After 5 rounds, it descends 10 squares per round. An out-of-control airyacht that hits the ground after descending more than 20 squares is destroyed.

Decks
The airyacht has two decks: the topmost open deck, and a deck for crew and passengers. It has two cabins on top of the deck one at the aft and one at the front.

Fragile Propulsion
For every 50 damage the airyacht takes, its speed is reduced by 2 squares. This penalty stacks with any penalty from the ship having less than 5 crew. At fly speed 0, the ship is unable to travel and flies out of control.

Crew: A crew of 12 has been provided. They are not involved in the fights and are usually not targeted. PCs can aid and/or replace crew members.

**Sails:** The sails are too weak to walk upon.

Maneuvering the Ship: Turning takes time. Each square forward allows the ship to turn 45°.

A player adjacent to the pilot can remove the restriction for 1 turn by making a DC Moderate Arcana check as a move action. A failure forces everybody aboard to make a DC Moderate Acrobatic check or fall prone, but the ship still manages to make the turn.

The ship has two move actions independent of the PCs!

Armaments: None. The PCs can buy up to 4 arbalests for 30 gp each at the start of the battle (see Handout 2).

Player's Handout 2: Greatship
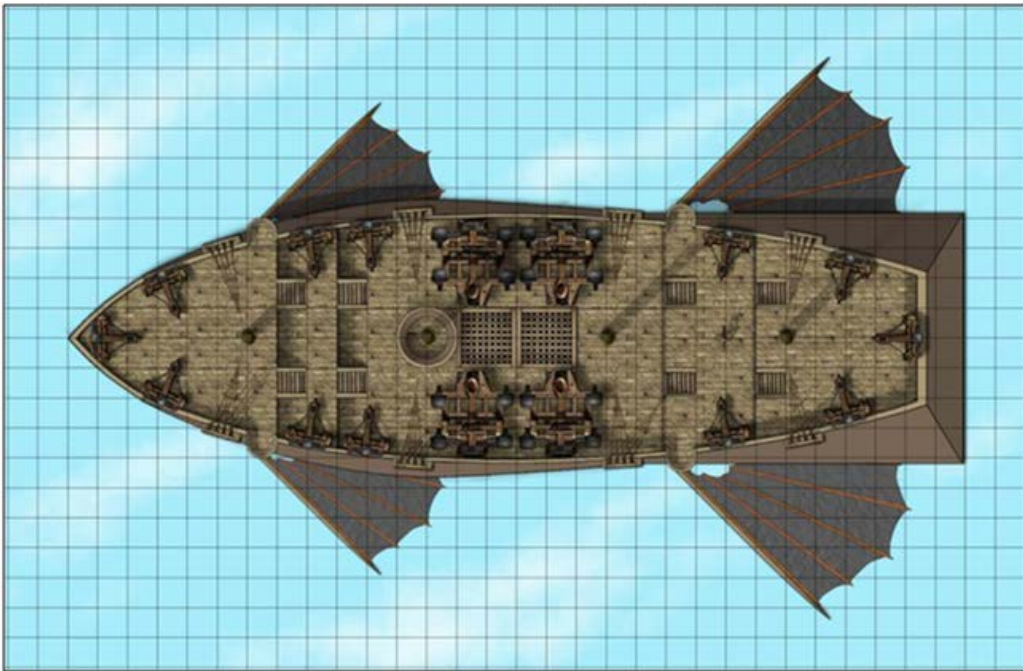
Greatship	
Gargantuan vehicle	
HP 450	**Space** 8 squares by 30 squares
AC 8, **Fortitude** 30, **Reflex** 1	
Speed 0, fly 6 (hover)	

Pilot
The pilot must stand at the control wheel near the aft mast, protected by rope netting.

Crew
In addition to the pilot, an airyacht requires at least a crew of 7, all of whom use a standard action each round to help control the vessel. Reduce the ship's speed by 1 for each missing crew member. This penalty stacks with any penalty from the ship being damaged. At fly speed 0, the ship is unable to travel and flies out of control.

Load
Hundred Medium creatures; 15 tons of cargo.

Out of Control
An out-of-control Greatship moves forward at half speed. Each round, it has a 75% chance of descending. It descends 5 squares for the first 10 rounds it is out of control. After 10 rounds, it descends 10 squares per round. An out-of-control airyacht that hits the ground after descending more than 20 squares is destroyed.

Decks
The airyacht has five decks: two raised decks at the bow, two raised deck at the stern and a large open deck in the center. Cabins are spread around the ship.

Fragile Propulsion
For every 75 damage the airyacht takes, its speed is reduced by 1 square. This penalty stacks with any penalty from the ship having less than 7 crew. At fly speed 0, the ship is unable to travel and flies out of control.

Crew: A crew of 20 has been provided. They are not involved in the fights and are usually not targeted. PCs can aid and/or replace crew members.

Catapult: The catapults are blocking terrain.

Maneuvering the Ship: The greatships are not particularly fast or maneuverable. They have a fly speed of 6 (hover). Turning is slow and cumbersome, allowing a turn of 45° for each 6 squares forward. When necessary though the pilot can certainly move the ship closer to flying opponents if that is what you require.

Rigging: The ship has four masts and regular riggings. Remember you climb up with a DC 10 Athletics check. The riggings are sturdy, offering some protection. Creatures on the deck have cover against attacks originating from outside the ship.

Sails: Creatures can walk over the sails with a DC 15 Acrobatics or Athletics check, immediately falling prone in case of failure. They are considered climbing.

Stairs: The various cabins are each about 10 feet high. The stairs are steep, counting as a difficult terrain. A DC 15 Acrobatics or Athletics check allows characters moving down to do so at normal speed. Failure leads to the character ending up prone at the foot of the stairs.

Armaments: 12 ballista and 4 catapults (see Handout 3).

Player's Handout 3: Ship Armaments

Ballista — Large siege weapon

This oversized crossbow is going to be require some work to aim and time to reload, but if it hits, it should hurt. The ship has a store of explosive ammunitions available, but bringing them up to the deck is dangerous and unpredictable.

ATTACK OPTIONS

R **Regular Ammo • Recharge** reload

Requires one adjacent character to spend their standard action.
Attack: Ranged 30/60 (one creature); Dex or Int +2 (+4 at paragon) vs. AC
Hit: 5d8 + level of the person firing in damage

A **Explosive Ammo • Recharge** special, see reload

Requires one adjacent character to spend their standard action.
Attack: Close burst 1 within 20 (creatures in burst); Dex or Int +2 (+4 at paragon) vs. AC
Hit: 4d8 damage + level of the person firing in fire damage.

Reload

Requires one adjacent character to spend their standard action.
Effect: Roll a d6. On a result of 6 explosive power recharges on any other result regular ammo recharges.

Arbalest — Mounted crossbow

This large crossbow is mounted on the railing of the ship. While this limits aiming, it otherwise makes it easy for anyone to handle.

ATTACK OPTIONS

R **Regular Ammo • Recharge** reload

Requires one adjacent character to spend their standard action.
Attack: Ranged 30/60 (one creature); highest ability +2 (+4 at paragon) vs. AC
Hit: 2d8 + level of the person firing in damage.

Reload

Requires one adjacent character to spend their minor action.
Effect: regular ammo recharges.

Catapult — Large siege weapon

It's a catapult! Its big , cumbersome, and very hard to use against moving targets. It takes a ton of ammo and is simply of most use against walls or other stationary objects. However if you can find some people to help you load it with shrapnel you might get somewhere. Firing this beast is still really a specialists job though.

ATTACK OPTIONS

R **Shrapnel • Recharge** reload

Requires one adjacent character to spend their standard action.
Attack: Close burst 2 within 20 (creatures in burst); Dex or Int (+2 at paragon) vs. Reflex
Hit: 3d8 + ½ level of the person firing damage.

Reload

Requires two adjacent characters to spend their standard action.
Effect: shrapnel recharges.

These armaments cannot be activated used by the crew of the ships unless the encounter indicates otherwise.

Player's Handout 4: Five Companies Captains' Boons

At the start of the battle interactive, the Senior DM announces which three captains (if any) joined the alliance in *SPEC5-4*. Scratch the boons below of those captains that did **not** join the alliance.

During each encounter of Round 1, each of the following remaining encounter powers may be used by each PC who has the appropriate Story Award from *SPEC5-4* representing an alliance formed with that particular captain. If multiple characters have the same Story Award, each of those characters gains access to the corresponding boon, but the boons cannot be shared or traded among characters. The character activating the benefit uses the action specified and then makes any targeting decisions and/or die rolls required.

Captain Ianthe Bez	Boon

Arcane combat is the specialty of Company Bez. You call for a blistering volley of magical energy, and your allies are happy to comply.

Special

Attack Power ✦ Encounter (Standard Action)

Attack: Area burst 1, AL + 5 vs. Reflex (creatures in burst)

Hit: AL x 2 lightning and thunder damage and the target falls prone.

Option: Instead of knocking targets prone, you may choose to have this power deal radiant damage in addition to its other damage types.

Airship: *The Storm Vengeance*

Captain Kurkar Randred	Boon

It's widely known (but rarely acknowledged) that the best soldiers from among the Five Companies tend to be found in Company Tungar. You point at a single target and a withering barrage of crossbow bolts shreds its armor and flesh.

Special

Utility Power ✦ Encounter (Standard Action)

Attack: Ranged 20 (one creature); no attack roll necessary.

Effect: The target creature takes damage equal to the AL and its AC is reduced by 2 until the end of the encounter.

Airship: *Thunder Hammer*

Captain Jorrz Errowd	Boon

The wizards of Company Errowd specialize in smuggling, fast transport, and oracular power. A voice whispers in your mind at just the right moment, helping you correct your aim or complete a difficult task.

Special

Utility Power ✦ Encounter (No Action)

Effect: Reroll one d20 that you just rolled and take the better of the two rolls. You must decide to use this reroll before the DM tells you the outcome of the original roll.

Airship: *Shield of Savras*

Captain Shil Yargo	Boon

A prominent halfling family, descended from the infamous Pirate King of old, still leads Company Yargo. They are the most versatile among the Five Companies, and also have the most accomplished poison-crafters.

Special

Attack Power ✦ Encounter (Free Action)

Effect: Use this power when you hit a target with a melee attack. In addition to the attack's normal effect, the target takes ongoing damage equal to 2 + the AL (save ends).

Option: When you use this power, you may halve the ongoing damage (making it 1 + one-half the AL). If you do, the ongoing damage from this power becomes radiant.

Airship: *Buccaneer's Tear*

Captain Bearn Hearthammer	Boon

The dwarves of Company Flurrig prefer to stick to the moral high ground, and it's hard to stay on the high ground if you fall off your ship.

Special

Utility Power ✦ Encounter (Immediate Interrupt)

Trigger: You would be knocked prone, or you would suffer forced movement.

Effect: You cannot be knocked prone or suffer forced movement until the end of your next turn.

Airship: *Lamassu*

PLAYER'S HANDOUT 5: REPORT SHEET ENCOUNTER 1

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

PCs Deaths: ____ ; **Table Condition:** Fine / Scrapped / Hurt / Critically Injured

How Many Netherese Opponents Did You Kill (excluding vasarab):
(Minimum required 50%)

Circle number of players at table: 4 / 5 / 6 (max monsters 11 / 12 / 13)

Remarks:

PLAYER'S HANDOUT 6: REPORT SHEET ENCOUNTER 2B

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

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

Damage to PC ship rnd 1 ____   **Total D20 roll result rnd 1:** ____ (-4 to 24)
Damage to PC ship rnd 2 ____   **Total D20 roll result rnd 2:** ____ (-4 to 24)
Damage to PC ship rnd 3 ____   **Total D20 roll result rnd 3:** ____ (-4 to 24)

Performed a sacrifice play: Yes / No
Crashed: Yes / No

Remarks:

PLAYER HANDOUT 7: ENCOUNTER 2B FAST PLAY RULES

You are part of a massive ship to ship battle. All around you are allied and enemy vessels maneuvering and shooting. It is your goal to:

- Stay airborne
- Take down as many netherese ships as possible

In order to reach that goal you will have to accomplish the following each round:

Control the Ship

Moving the ship into a good firing position, while avoiding the worst of enemy fire, is no easy task. It requires an individual skill check from **each** player. A greatship is more cumbersome to control, so all players gain a -5 penalty to their skill checks.

- One PC may aid in steering the ship and make an Arcana check.
- One PC may assist in aiming the armaments with an Intelligence or Wisdom check at a +5 bonus.
- All other PCs must make either an Athletics or Acrobatics check.

Each individual check may lead to the ship taking some or no damage. PCs who make no check automatically roll a 0 at an Athletics or Acrobatics check.

Attacking the Enemy

After making individual skill checks to determine damage to the ship, **one and only one player** at the table gets to make one D20 roll each round, The result of this roll is listed in the following table. This is a **plain D20 roll** and not an attack roll in relation to player feats and/or powers.

D20 Roll result	Netherese ships destroyed
1 to 9	No ships hit
10 to 18	1 enemy yacht destroyed
19 to 23	1 enemy greatship destroyed
24+	1 enemy yacht and 1 enemy greatship destroyed

The D20 roll is modified by the chosen stance and the ship type. Greatships provide a more stable platform for shooting and carry bigger arms. Shooting from a greatship provides a +2 bonus to the D20 roll,

Stances

At the end of each round you get to select your attack stance for the following round. For the first round you are in a neutral stance.

Stance	Effect
Cautious	PCs get a +2 bonus to skill checks for the round and the table has a -2 penalty to the next ship D20 roll
Aggressive	PCs get a -2 penalty to skill checks for the round and the table has a +2 bonus to the next ship D20 roll
Tactical retreat	PCs get a +5 bonus to skill checks for the round and the table has a -5 penalty to the next ship D20 roll
Suicidal / Sacrificial	PCs get a -5 penalty to skill checks for the round and the table has a +5 bonus to the next ship D20 roll

A greatship is too cumbersome to be used in a suicidal manner. As such this stance is not available if you are flying a greatship.

Crashing and Sacrifice

It seems unavoidable that at some point during the battle ships start going down. If this is your ship, you may have the option to attempt a controlled crash, check with your DM about this option.

The final fate of your ship will be determined after all results are processed by HQ.

PLAYER'S HANDOUT 8: TAMING THE COLOSSUS

(Encounter 8)

You find the journal of the captain/commander that details how to control the colossus that powers the dreadnaught. The colossus is a shadow elemental of immense power that is to be reckoned with. The following is a detailed list of ways to make it submit to your group.

Any PC of shadow origin gets a +2 bonus to attack and skill rolls. Any PC who drank the *liquid darkness* (story award ADCP18 from *ADCP3-2 From Dawn Till Dusk*) gets a +1 bonus to attack and skill rolls. The PC with the pendant of Shar gets a +2 bonus to attack and skill rolls. The bonuses are cumulative.

All skill checks are **STANDARD ACTIONS** at the **Hard DC** and must be made adjacent to the area.

When there is only one check remaining the DM tells you. The final skill check must be made by the PC wearing the pendant of Shar (see Final Area).

AREA 1: PILLARS

All checks must be made adjacent to a pillar. Once there is a success at a pillar, the pillar is deactivated and can't be used for any more successes. This is the list of skills that can be done to deactivate each pillar: Arcana or Religion.

Alternatively, the columns can be damaged with attacks though each pillar is infused with shadow energy and very hard to damage.

AREA 2: ALTARS OF OFFERINGS

You must be adjacent to an altar can only do this twice (per PC). You must expend his highest level daily attack power remaining as a standard action as an offering to the shadows. None of the effects of the power occurs. It is just spent.

AREA 3: CHAIRS OF TITHING

You must be sitting in a chair. In the chair, you grant combat advantage. You must offer part of your life force. As a standard action, you spend one (heroic)/ two (paragon) healing surges. You can only do this twice (per PC).

AREA 4: COLOSSUS

All skill checks must be made adjacent to the colossus. Athletics and Acrobatics can be done to get a success. Insight and Perception gain be done as a standard action to give a +5 bonus to the next Athletics or Acrobatics roll.

FINAL AREA: BOW TO ME!

This can only be done by a PC wearing the pendant of Shar and adjacent to the colossus. A Diplomacy or Intimidate to complete the taming of the colossus.

PLAYER'S HANDOUT 9: REPORT SHEET DREADNAUGHT

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

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

Did the party successfully defuse the bomb (Forecastle **only**; 6 skill successful skill checks while adjacent to a control panel; skill – Arcana, Athletics, Insight, Thievery)?

Did the party successfully take over control of the ship (Poopdeck **only**; see Handout 8)?

Did the party successfully defend the main deck (Maindeck **only**; 75% of the Netherese attacking the ship are defeated by the end of Enounter 5)?

Did the party take down the shadow shield (unless otherwise stated Maindeck **only;** pull a lever adjacent to a green globe to turn it red as a minor action, it can be activated again with a minor action unless precautions have been taken; precautions standard action, moderate DC, skills Arcana, Athletics, Thievery; 4 PCs need to disable 6 levers, 5 PCs need to disable 8 levers, 6 PCs need to disable 10 levers)?

PLAYER'S HANDOUT 10: TAKING POINT – ENEMY YACHTS

(Encounter 12)

Primary Objective: Kill the Netherese.
Secondary Objective: Destroy the Netherese ship.

Ship to ship artillery: Once per round a PC can use a standard action to order their crew to fire a missile at the Netherese ship. Roll a d20. On a result of 8+ the attack deals 50 damage to the ship, on a result of 16+ the damage is 75. The Netherese can and will do the same, but any Netherese creature that has been engaged ((has a PC next to them or has been attacked by a PC) is unable to take this action.

Ramming speed: As the your ship and the Netherese ship meet you will have to decide whether to try and ram the other ship. Doing so deals 50 points of damage to both ships. If you decide ram the ship you will gain +2 bonus to your acrobatics check to stay on your feet.

Destroy the Yacht: If you can do enough damage to the yacht to reduce it to 0 hit points, the yacht is no longer able to stay airborne. At the end of the next turn of the player that reduced the yacht to 0 hit points, the yacht crashes

Disable the Yacht: Disabling the yacht takes 8/10/12 successful Thievery checks (Moderate DC as a standard action and Hard DC as a minor action) while adjacent to the rigging. The player who completed the final check can decide whether to send the yacht into a controlled descent (leaving you PCs have plenty of time to abandon ship), rapid descent (you have one round to abandon ship), or nosedive (the ship immediately crashes).

Going down: If a ship crashes (normally rather than a rapid descent) anyone left on the ship has until the end of their next turn to make it off the ship. Should your ship be destroyed you can either go down with it or attempt to take over the Netherese ship by killing al enemies (your crew will probably be smart enough to follow your lead). If you decide to go down with your ship, please report to HQ for your next encounter.
If you succeed in taking over the Netherese ship the DM will inform you of the ship's current hitpoints and status.

Moving from ship to ship: Moving from ship to ship is easy as long as they are close together and requires 2 extra squares of movement. Creatures with a climb speed also are immune to this effect.

Fleeing: At any time, you can attempt to flee the encounter. This does not take effect until the end of the round you are in.

Player's Handout 11: Ahead of the Troops
(Encounter 13)

Primary Objective: Disperse the Netherese forces.
Secondary Objective: Kill Kir-lanan sergeants and recruits, destroy the Netherese artillery.

Disperse the Netherese forces: This can be accomplished by either killing all kir-lanan sergeants and destroying the artillery, or causing the recruits to flee. In order to scare away the recruits, you need a total of 2 successful skill checks per PC at the table.
Checks that can be made:

> **Intimidate or Bluff:** Threaten or Lie.
> **Nature**: Influence the veserabs.
> **Athletics**: Intimidation through a feat of strength.
> **Endurance**: Intimidation through ignoring damage.
> **Arcana**: A dazzling display of illusionary magic.

Each player may attempt one check per round against the moderate DC as a standard action or the high DC as a move action. Anyone failing the skill check immediately takes AL damage as a few emboldened recruits fire spears at them.

Anyone that kills one of the kir-lanans, or destroys one of the artillery, gains a +4 reputation bonus to their next skill check. Anyone that kills one of the recruits gains a +1 reputation bonus to their next skill check. These bonuses do not stack.

At the end of each round any player that has not either made a successful skill check or killed one of the recruits or kir-lanans, takes AL damage to represent the deluge of spears aimed their way.

Fleeing: At any time, you can flee the encounter. This does not take effect until the end of the round you are in.

PLAYER'S HANDOUT 12: REPORT SHEET ENCOUNTER 12

(Enemy Yachts)

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

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

Kill all Netherese troops? Yes / No   **Destroyed Netherese Ship?** Yes / No
Damage to Netherese ship: ____   **Damage to PC's ship:** ____
Enemies Left: ____

Remarks:

PLAYER'S HANDOUT 13: REPORT SHEET ENCOUNTER 13

(Ahead of the Troops)

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

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

Netherese Forces Dispersed? Yes / No   **# of Artillery destroyed:** ____
# of Kir-lanan killed: ____   **# of Recruits killed:** ____

Remarks:

PLAYER'S HANDOUT 14: REPORT SHEET ENCOUNTER 14

(Swarms of Darkness)

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

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

All Wraiths Destroyed? Yes / No   **Did the PC's ship crash?** Yes / No
Crewmembers lost: ____   **Enemies Left:** ____

Remarks:

Player's Handout 15: Repel Boarders (Encounter 17)

Primary Objective: Preserve the Cormyrean ship and crew.
Secondary Objective: Destroy the Netherese ship

Boarding hooks: The Netherese ship is attached to the Cormyrean vessel with boarding hooks. A boarding hook can be removed with a successful Athletics or Thievery check versus Moderate (as a standard action) or High (as a minor action) DC while adjacent to the hook or its tether on the Netherese ship. Alternatively the boarding hook's rope can be attacked. The ropes are magically reinforced, have an AC of 13+AL, a Fortitude defense of 15+AL, a Reflex defense of 1 and cannot be attacked vs. Will. The rope has 15+AL hit points.

The Netherese ship: Damaging the Netherese ship and making it crash is possible, but keep in mind that if the boarding hooks are still attached when it goes down, it may take the Cormyrean ship with it. The Netherese ship drifts away once no boarding hooks are attached and no Netherese crew is manning the ship.

Once per round a PC can use a <u>standard action</u> to order their crew to fire a missile at the Netherese ship. Roll a d20. On a result of 8+ the attack deals 50 damage to the ship, on a result of 16+ the damage is 75.

Going down: If the Netherese ship crashes any PCs left on the ship have until the end of their next turn to make it off the ship.

The Netherese crew: While the Netherese ship is manned it does not drift away even if the boarding hooks are removed. Keeping the crew from manning the Netherese ship requires either killing them all (there may be crew below decks) or a number of successful Diplomacy, Bluff, Intimidate or Thievery checks versus Moderate (as a standard action) or High (as a minor action) DC.

The Netherese soldiers: Netherese soldiers that have not been engaged (has a PC next to them or has been attacked by a PC) attempt to make their way to the steering wheel and kill one of the crew members.

The Cormyrean ship and crew: If the last of the Cormyrean crew members dies you have to either abandon ship or have to take the wheel.

Moving from ship to ship: Moving from ship to ship is easy as long as they are close together and requires only 2 extra squares of movement. When moving across a boarding line/hook no extra movement is required. Creatures with a climb speed also are immune to this effect.

Fleeing: At any time, you can make your way back to your ship and flee the encounter. This does not take effect till the end of the current round.

PLAYER'S HANDOUT 16: REINFORCEMENTS (ENCOUNTER 18)

Primary Objective: Disperse the Netherese forces.
Secondary Objective: Kill Kir-lanan sergeants and recruits.

Disperse the Netherese forces: This can be accomplished by either killing all kir-lanan sergeants or causing the recruits to flee. In order to scare away the recruits, you need a total of 2 successful skill checks per PC at the table.

Checks that can be made:
   Intimidate or Bluff: Threaten or Lie.
   Nature: Influence the veserabs.
   Athletics: Intimidation through a feat of strength.
   Endurance: Intimidation through ignoring damage.
   Arcana: A dazzling display of illusionary magic.

Each player may attempt one check per round against the moderate DC as a standard action or the high DC as a move action. Anyone failing the skill check immediately takes AL damage as a few emboldened recruits fire spears at them.

Anyone that kills one of the kir-lanans gains a +4 reputation bonus to their next skill check. Anyone that kills one of the recruits gains a +1 reputation bonus to their next skill check. These bonuses do not stack.

The PCs gain a +1 bonus to their checks per table running this encounter, but only if there is more than 1 (so 1 table, no bonus, 2 tables +2 bonus, 3 tables +3, etc.)

At the end of each round any player that has not either made a successful skill check or killed one of the recruits or kir-lanans, takes AL damage to represent the deluge of spears aimed their way.

Fleeing: At any time, you can flee the encounter. This does not take effect till the end of the current round.

PLAYER'S HANDOUT 17: REPORT SHEET AB3. ENCOUNTER 15

(Shady Harriers; AL 2 to 14 only)

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

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

Netherese Harriers Defeated? Yes / No   **Was the elite killed?** Yes / No
Enemies Left: _____

Remarks:

PLAYER'S HANDOUT 18: REPORT SHEET AB3. ENCOUNTER 16

(Netherese Shadow Dragon; AL 16 to 20 only)

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

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

Netherese Shadow Dragon Defeated? Yes / No
Shadow Dragon Hitpoints left: _____

Remarks:

Player's Handout 19: Report Sheet AB3. Encounter 17

(repel boarders)

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

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

Preserved Cormyrean ship? Yes / No   **Damage to Cormyrean ship:** ____
Number of crew left standing: ____   **Hooks Removed:** ____
Destroyed Netherese ship? Yes / No   **Subdued Netherese Crew?** Yes / No
Enemies Left: ____

Remarks:

Player's Handout 20: Report Sheet AB3. Encounter 18

(Netherese Reinforcements)

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

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

Netherese Forces Dispersed? Yes / No
# of Kir-lanan killed: ____   **# of Recruits killed:** ____

Remarks:

Player's Handout 21: Report Sheet AB4. Grounded

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

PCs Deaths: _____ ; **Table Condition:** Fine / Scrapped / Hurt / Critically Injured

Two encounter. Switch is possible, either by fully defeating an encounter, or by retreating. It is impossible to return once the group left an encounter. The **lowest score** of the two encounters counts towards the end result.

Encounter 20 - Taking the Fight to the Enemy
Captains Disabled (5 points each): _____
Netherese Regulars Disabled (1 point each): _____
Minions Disabled (0 points each): _____
Total Points: _____

Encounter 21 - Besieged
#Rounds Present and Able to Fight: _____
Score: _____

Round	Score
1	1
2	2
3	3
4	5
5	7

Round	Score
6	9
7	11
8	14
9	17
10	20

If your table did **not** crash, your group has the following power for use once during each fight. The power can be used by any PC, but only with permission from the group as a whole:

MINOR ACTION
C **Bombing (HEROIC) • Encounter**
Attack: Close burst 2 (creatures in burst); automatic hit
Hit: 10 damage and target is knocked prone.
C **Explosive ammunition (PARAGON) • Encounter**
Attack: Close burst 2 (creatures in burst); automatic hit
Hit: 20 damage and the target is knocked prone.

Remarks: