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HEART OF THE DESERT: CLASH OF TITANS

A DUNGEONS & DRAGONS® *LIVING
FORGOTTEN REALMS* ADVENTURE

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A great race has been called in the desert of Calimshan. The genasi and humans of Memnon, Calimport and Almraiven are competing in a race through Calim Desert. That race is just one match; another, much more dangerous, takes place in the Elemental Chaos. It is a match that requires truly powerful and resourceful champions. Are you and your companions up to the challenge? A *Living Forgotten Realms* adventure set in Calimshan and the Elemental Chaos for characters levels 11-17.

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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OFFICIAL D&D PLAY

Most likely you ordered this adventure as part of an event, or you received it from your organizer. To play this adventure and receive rewards for it, you must schedule it as an 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 schedule a game for public play, you must be enrolled in the Wizards Play Network. Information on enrolling in the program can be found at www.wizards.com/wpn. If you are scheduling the game for private play, you do not need to be enrolled in the Wizards Play Network. The person who schedules the event, called the organizer, is in charge of making sure the event is scheduled before play, runs smoothly on the date scheduled, and gets reported back to Wizards 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 DM this adventure if you are not the organizer.

By scheduling 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 scheduled play if they are members of the DM REWARDS program. DMing this adventure is worth one (1) point.

To learn more about event scheduling and DM REWARDS, visit the D&D Events website at www.wizards.com/dnd and click on "Events."

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 the *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 session tracking sheet. If you're playing this adventure as part of an officially scheduled event, complete and turn in this sheet to your organizer directly after play.

READING MONSTER STAT BLOCKS

Most of the information should be easy to understand, as it mirrors the information presented in the *Monster Manual*. Attacks may have a letter next to them designating the type: M for melee, R for ranged, C for close, and A for area. A lower-case letter (used only in some melee and ranged attacks) denotes that the attack can be used as a basic attack.

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.

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.

This adventure, like all DUNGEONS & DRAGONS® 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).

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.

There must never be direct PC-versus-PC combat in any Living Forgotten Realms adventure. You may not force or permit player characters to fight 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. The dominated condition is part of the core rules, and characters subjected to that condition may temporarily be forced to attack one another, but adventures may not be designed in a way that individual PCs or groups of PCs are intended or allowed to engage in direct combat against one another.

Having a battle as the subject of an adventure is a perfectly legitimate storyline; just make sure that all the PCs are on the same side. For example, that same "battle for the gold mine" scenario described above would be just fine so long as all the PC adventuring companies in the battle are working for the same faction, fighting against NPCs hired by the opposing faction.

It is also okay to have the PCs represent different competing factions, so long as the PCs themselves do not directly come into conflict. 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. The winning adventuring company also wins the tournament on behalf the house they chose as their sponsor. Even in a tournament setting, however, 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 sitting at a table for 4 to 5 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 (live action roleplaying). 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 tabletop gaming session. You are also not allowed to change the story or encounters from what is presented herein, other than as specified in the adventure itself and in the "DM Adventure Adjustments" section of the campaign rules.

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.

APPROPRIATE CHARACTER LEVELS

This adventure is designed for player characters (PCs) levels 11-17. 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 13 character and a level 15 character together in the same party, even though the adventure supports both the levels 11-14 and levels 14-17 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 two level bands. In the adventure text, the adventure bands are referred to using the following abbreviations: P1 (levels 11-14) and P2 (levels 14-17). Each of the level bands offers a low-level version and a high-level version. The low tier is meant for a group whose levels, on average, fall in the lower levels of the adventure's level spread. The high tier is meant for a group whose levels, on average, fall in the upper levels of the adventure's level spread.

A group may decide to play the high tier when their levels are more suited to the low tier 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 tier when their levels are more suited to the high tier 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, "P1 20/21" means that if you are running the adventure for a group of levels 1-4 characters, the DC is 20 if they are playing the low-level version and 21 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 is based on the corresponding table in the *Dungeon Master's Guide*. Please reference this 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 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

For the past 30 years, every three years a race has taken place in the Calim desert of Calimshan. A race in which champions from the three cities Memnon, Calimport and Almraiven, cross the wastelands of Calimshan from the middle of the desert to the coast in a perilous journey. The winners earn glory, riches and, for some, freedom. The losers, those that survive the race, face disgrace or worse at the hands of the rulers of Calimshan who are as harsh and unforgiving as the desert. Throughout the race, the three warring cities hold to an uneasy truce, their hatred for one another suppressed, but not forgotten.

The origins of this tradition harken back to the disappearance of the great genies Memnon and Calim at the end of the Second Era of Skyfire. Factions of all three cities organized a race and declared the biggest gem found within those three years, named the Heart of the Desert, as the ultimate price. Competitors' motivations may differ, but their core is a matter of pride, another means by which to disgrace their enemies, and some extra gold on the side.

This year, however, the leaders of the three cities learned that the frost titan Thrym had imprisoned a dao prince in a diamond known as Ickamar's Ice, forcing the prince's father to lend Thrym troops in the frost titan's ongoing war against the fire titan Surtur. Surtur had learned this, and he proposed the race to the powers of Calimshan as a way to find the gem-prison, thus removing it from Thrym's possession and giving the dao the ability to stop supporting the frost titan's forces.

The leadership of each city, of course, saw an opportunity to liberate the dao prince from his prison—either to earn a reward from his father or otherwise use the dao to tip the strife among the Calimshan cities in their own favor.

Instead of mounting excursions into the Elemental Chaos to find and retrieve the dao prince's gem-prison, the leaders of the three cities decided to have an additional race. Each city would recruit teams to take part in the competition, and they would let those teams compete to be the first to find and secure the gem. If a race through the desert is exciting, a race through the Elemental Chaos would be even more exciting!

DM'S INTRODUCTION

This adventure features several groups of adventurers and mercenaries competing to be the first to locate and secure the diamond which holds the dao prince called Graneev. The groups taking part in the competition do

not know Graneev is trapped in the gem until they gain possession of it.

This adventure can be run as a competition between tables at a public play event. It does not mean that PC teams are competing against each other in the adventure. The players are only competing against each other in terms of the scoring system presented in the adventure. The DMs should be keeping track of each table's score during play. More about scoring for each encounter is described within the encounters. Appendix 2 at the end of this adventure contains a scoring worksheet. Note that while the use of action points is not penalized, the use of RPGA Reward Cards is penalized in the final point tally. For each reward card used, the group uses 5 points.

The leaders of the three cities of Calimshan have created a few rules for the competition. The first and most important rule is that the teams may not attack each other or sabotage each other's chaos gliders during the competition. Any team that does so is automatically disqualified. The first team to take possession of the gem-prison of the dao prince Graneev wins the competition for its patron city.

At different points in the adventure, the PCs must make Endurance checks to deal with the harsh conditions of the Elemental Chaos. The DCs for these checks are moderate checks based on the chart in Appendix 1. For normal environmental dangers, creatures protected by the Endure Elements ritual do not need to make the Endurance check. For extreme environmental dangers, only the Endure Primordial Elements ritual can protect the creature enough to forego the Endurance check. If a PC fails the Endurance check, that PC loses a healing surge. No PC may use the Aid Another action for these Endurance checks. Each Endurance check made during the adventure may have circumstance and skill checks that can assist or hinder the final Endurance checks.

In combat, a creature can attack an enemy by controlling the essence of the Elemental Chaos. This attack is detailed in Appendix 3, and it can be presented to the PCs before the start of the first combat. Note that this attack is probably only useful to a small subset of PCs in certain situations. Regardless, the PCs should be presented with the option.

If the PCs take an extended rest at any point before securing Ickamar's Ice, they find upon completing the extended rest that another team has won. However, they can still be contacted by Speaker Kal-Lom (from Encounter 5) and asked to find a different diamond for him (letting the PCs play Encounter 6B instead of just sending the players away early).

PLAYER'S INTRODUCTION

Read or paraphrase the following to the players:

The main topic of conversation among many adventurers in taverns the world over for the last several months has been the great race in Calimshan. Every three years, teams of adventurers, thrill-seekers, and even slaves of Calimshan meet in the Calim Desert. The starting point of the race is somewhere in the barren lands at the center of the desert, and the race ends at the coast.

Although any team can enter the race, the most skilled and experienced teams have sponsors. These sponsors pay the entry fee for the participants and make sure their teams are the best equipped and have the best chance of winning—within the rules, of course.

The prize for the winners of this race is the largest gem found in the desert in the previous 3 years. This gem is called "the Heart of the Desert." In most cases, the gem is claimed by the winning team's sponsor, and the team is rewarded appropriately. The powers of Calimshan, like the land itself, are unforgiving however. Sometimes the penalty for losing the race is severe and swift, as opposed to the slow and painful deaths some participants face during the brutal desert race.

But the lure of glory, honor, and wealth is strong, and this race is one place where all three are heaped upon the victors.

ENCOUNTER 1: THAT SILLY LITTLE RACE?

SETUP

This encounter contains no combat or skill challenge, but it provides an opportunity for the PCs to get invited to the more important and dangerous race. The PCs are recruited and courted by different powers and individuals to represent them in this race.

As the PCs arrive at the staging area for the race in the Calim Desert, read:

Normally this area of the Calim Desert would contain no life at all, save for the creatures that can survive, or even thrive, in such a hostile environment. However, this forsaken land is now covered in tents, makeshift buildings, and other temporary shelters. It was not difficult to follow the mass of people streaming from the civilized areas of Calimshan to get to this place, in the literal middle of nowhere. What was just desert sand a week ago is now bustling like a small city, with vendors and hawkers and all manner of adventurers.

Give the PCs a chance to introduce themselves to each other if they have not met before. Let the PCs figure out their motivations for coming to be a part of the race. If the PCs are not part of an adventure company, role-play their meeting in the shelter of a water tent, and make it clear that each team of race participants must contain 4-6 members, and encourage the table to all become members of the same adventuring company. Once the PCs have decided to become a team, continue below:

A fire-haired genasi, sporting decorative jewelry of ruby and sapphire, eyes your group, obviously sizing you up. After a moment of consideration, she moves in your direction, a smile dancing like a flame across her lips. "You are just the group I am looking for. And although you don't know it, you are looking for me. My friends call me Remmielou." She places a finger on her chin and narrows her eyes. "Haven't I heard of your adventures before?"

This firesoul genasi is called Remmielou. She is a broker who has just learned that the powers of Calimshan and other free agents are looking for particularly powerful and experienced adventurers to undertake the special race in the Elemental Chaos. She hopes to recruit a group of powerful adventures, introduce them to a potential sponsor, and take a small commission on the gold they are paid.

As a broker, Remmielou makes it her business to know as much as possible about the people who have come to take part in the race. As paragon-level adventurers, the PCs have obviously gained a bit of a reputation. Before play begins, learn about the PCs and their exploits so that Remmielou can praise them and be able speak to potential sponsors on their behalf.

Once Remmielou has spoken with the PCs, she reveals the existence of the more challenging and rewarding race:

"Many have come here to take part in a race across the desert, and great wealth and fame are at stake for them. But you are not here for that race. No, there is a greater race for you, which makes this desert race look like child's play."

If the PCs show interest, Remmielou provides the details:

- This year, the sponsors of the desert race have decided to also hold a more exciting and challenging race. The sponsors are only looking for the most experienced and powerful adventurers to take part in this race. Those of lesser skill and stamina would not even survive starting this special race.
- Remmielou does not know anything about the rules or details of the race, but she can put the PCs into contact with the powers who are sponsoring the racing teams.
- Her broker's fee for sending the PCs to the various contacts is 25 gp per PC. She thinks this is a very small price to pay for the opportunity to take part in the most prestigious race ever run, and it is likely the sponsors would hire the PCs for a much greater payment than a mere 25 gp per PC. Also, no teams can take part in the race without a sponsor.

ENDING THE ENCOUNTER

If the PCs agree to Remmielou's terms, she takes them to meet their potential patrons. If the PCs refuse, they find that no sponsor is willing to give them entry into the normal desert race. They can still gain sponsorship into the Elemental Chaos race, but none of the sponsors now give them the extra benefits offered if they had come through Remmielou. (Only the coin is offered as payment.)

EXPERIENCE POINTS

This encounter gives no experience and does not count toward a milestone.

ENCOUNTER 2: SPONSORS

SETUP

There are four sponsors willing to put up the money and equipment to prepare a team to race in the Elemental Chaos. Below are the sponsors and what benefits the PCs receive if they choose to work for those sponsors. Remember that if the PCs refuse to pay Remmielou her small commission, they can still choose a sponsor from the list below. However, since the PCs did not come with a recommendation from an established broker, the sponsors do not provide the PCs with any extra help.

Remmielou brings the PCs to the sponsors listed below. Present them in random order rather than in the order listed below. None of the sponsors reveal anything about the race, as that would be breaking the rules—nor do the sponsors reveal what benefit they give until the PCs accept them as a sponsor.

MEMNON

A male firesoul genasi called Corporal Ignace wearing the uniform of the Army of Memnon meets with the PCs. After hearing the PCs describe their talents and previous adventures, he offers each PC 400/550 gp at P1 or 550/1200 gp at P2, plus a bonus for being the team that wins the race. He also offers the PCs 100 slaves, with whom the PCs can do anything they want (including free them).

The corporal also states that if the PCs work for him, he can offer them something that can protect them against the dangers they face in the race. If the PCs accept his patronage, he provides each PC with a single stone. If the PCs crush this stone as a minor action, they gain resist 5 for the following elements for 5 rounds: fire, cold, lightning, and acid.

CALIMPORT

A female windsoul genasi called Minister Vaelite entertains the PCs. She insinuates that she is a high-ranking government official in the Calimport government. If the PCs agree to represent Calimport in the race, she offers each PC 400/550 gp at P1 or 550/1200 gp at P2, plus a bonus for winning. Additionally, she offers the PCs 100 slaves (as did the Memnon representative).

The minister also states that if the PCs work for her, she can provide advice in how to gain an advantage over the other race contestants. If the PCs agree to work for her, she describes some principles of arcane and natural movement. In the skill challenge in Encounter 3, the

PCs can ignore one of their failures, and immediately re-roll the check.

ALMRAIVEN

A female half-elf wearing the livery of the city-state of Almraiven plies the PCs with food and drink, introducing herself simply as “The Voice of the WeavePasha.” She offers each PC 400/550 gp at P1 or 550/1200 gp at P2, plus a bonus for winning. She reminds the PCs that the cities of Memnon and Calimport are vicious in their use and abuse of slaves, and working for them would risk giving either of those evil places more power.

The Voice also states that if the PCs work for her, she can offer them protection to make them hardier. If the PCs accept her offer, she provides the PCs with a scroll. When the PCs read the scroll, they are under the effect of the Endure Elements ritual for the entire race. Additionally, during the race they gain a +2 on all Endurance checks and a +1 on death saving throws.

GRAVE-MINDERS

A male human meets with the PCs, and he introduces himself as Jostonius of the Grave-Minders. He says that his group has no interest in the politics of this plane, but they seek information and knowledge regarding other planes. Jostonius offers each PC 400/550 gp at P1 or 550/1200 gp at P2, plus a bonus for winning.

He adds that his group has knowledge that would be helpful in the navigation portion of the race. If the PCs accept his sponsorship, he provides each PC with a scroll. The scroll details some of the dangerous terrain and atmosphere in the Elemental Chaos. This allows the PCs to avoid the first Endurance check entirely, and during the githyanki combat, the PCs gain a +4 to initiative, since they have a better awareness of the area and what can simply appear there.

ENDING THE ENCOUNTER

Once the PCs have chosen their sponsor, proceed immediately to the next encounter.

EXPERIENCE POINTS

This encounter gives no experience and does not count toward a milestone.

TREASURE

Each PC gains 400/550 gp at P1 and 550/1200 gp at P2, plus whatever else was provided by the sponsor. The extra gift is not permanent treasure.

ENCOUNTER 3: THE STARTING LINE

SKILL CHALLENGE LEVEL P1 12/14, P2 15/17 COMPLEXITY 1 (P1 700/1000, P2 1200/1600 XP)

SETUP

The PCs, having been hired by one of the sponsors in the previous encounter, are told that the race begins in just a few minutes: there is no time to make further preparations. The lack of preparation is part of the challenge.

As soon as the PCs gather their gear, they are teleported to the place where the race begins.

When reality comes back into focus, your group is standing on an earthmote floating within a violent lightning storm. Other earthmotes dot the area, on which other teams stand, looking bewildered as well.

On the small earthmote with you is a vessel like a raft, 10 by 15 feet (2x3 squares), although it is covered with glowing white runes.

A DC 20 Arcana check lets the PCs know they are in the Elemental Chaos. A DC 20 Arcana or History check reveals that the vessel in front of them is a slightly modified version of a chaos glider: essentially a raft that can float upon the waves of chaos that wash through this plane. To call such a vessel “unstable” is a terrible understatement.

A horizontal wall of electricity appears before you. Standing atop the electricity is a large form, most likely a storm giant. His voice booms over the other noises of this place. “Welcome to your deaths, silly mortals!” The giant laughs. “The masters of the Calimshan on your world wanted to see a race beyond anything ever run in their little desert. And so such a race they shall have!”

“Each team has use of a chaos glider. This will be your only means of transport in your race. Without it, you will be stranded and likely perish. So care for it well! And now we get to the heart of the matter. This is not a race to get from one place to another the fastest—indeed, ‘places’ in the Elemental Chaos have no meaning. This is a race to obtain an elemental diamond called Ickamar’s Ice. The path to the diamond is unclear, so each team has been given a guide to lead them there.” The giant claps his hands together, and eagles made of pure lightning appear before you.

“Now the race begins. The first team to take possession of the diamond for their sponsor wins. If everyone dies before reaching the diamond—well, I guess we can call that a draw then! BEGIN!!!”

With that, the giant gives a tremendous bellow, and chaos ensues.

With the start of the race, the earthmotes disappear. As you plummet through nothingness, you see that the team to your right, all of its members screaming and flailing helplessly, is consumed by what looks like a gigantic maw comprised of earth and acid. The team to your left has gotten into their glider, but it is spiraling straight up. The lightning eagle that is supposed to be your guide is flying off rapidly. Will your race end before it even truly begins?

SKILL CHALLENGE: RIDING THE CHAOS

Goal: Get the chaos glider under control and moving in the right direction.

Complexity: 1 (4 successes before 3 failures)

Primary Skills: Arcana, Athletics, Nature, Perception

Other Skills: None

Victory: The PCs are able to gain control of their chaos glider and navigate the vehicle well enough to move it in the right direction.

Defeat: The PCs are unable to control their chaos glider immediately, or their navigation of the glider leads them off course.

Arcana DC moderate (1 success, 1 maximum)

While the chaos glider is propelled by the essence of the Elemental Chaos, someone on the glider must regulate that propulsion by drawing upon arcane energy.

Athletics DC easy (1 success, 1 maximum)

While chaos powers the glider and arcane skill regulates that power, the glider still needs to be steered by a strong hand. Without a firm grasp on the rudder, the vessel quickly spins out of control.

Nature DC moderate (1 success, 1 maximum)

The path that the chaos glider takes is fraught with peril, as the Elemental Chaos constantly bubbles with dangers. One of the glider’s occupants must be vigilant to differentiate between true natural dangers and mirages.

Perception DC hard (1 success, 1 maximum)

Even when the glider is flying straight and under control, someone has to be the navigator. It takes a keen eye and incredibly honed senses not to get lost when the very path you are traveling is moving.

In order to fly the glider properly, each occupant must make a standard action each round. If one person fails to take that standard action, the glider careens out of control.

For the purposes of this skill challenge, list each of the 4 skills needed to control and navigate the chaos glider. Four of the PCs (or all of them for a table of 4 players) must choose a different skill to use. Any leftover players cannot assist on these checks, as they are busy keeping the glider aloft and under control.

Those first 4 PCs each attempt their skill check on the skill they chose. Anyone who succeeds has locked up that skill and is performing his or her task with no problems. PCs who succeed cannot attempt to make a different skill check. If a PC fails a skill check, he or she must step aside and let a PC who has not yet attempted a check try to take over. All remaining players get to attempt one skill that the party has yet to succeed at. If all of the PCs have attempted a skill check and there is still one or more skills that have yet to be succeeded at, PCs can re-attempt those skills one at a time. This continues until all of the skills have been succeeded at (in which case the skill challenge is a success), or until there have been a total of 3 failures at the skill checks (in which case the skill challenge is a failure).

FIRST ENDURANCE CHECK

After the PCs are a couple hours into their journey, they run into their first truly harsh environment. A rainstorm turns into an ice storm, and then it becomes a pelting storm of earth chunks while the temperature rises enough to be extremely dangerous. An Endure Elements ritual (or better) removes the necessity of the moderate Endurance check. Failure means a loss of 1 healing surge.

ENDING THE ENCOUNTER

Once the PCs have gained control of their chaos glider, with or without some minor mishaps, they can begin the race and their journey to find Ickamar's Ice.

Success: The PCs are able to get their chaos glider under control without any major mishaps.

Failure: Although the PCs finally get their chaos glider under control and heading in the right direction, they are taken on a wild ride before that. They first each lose one healing surge as they accidentally drive through a pocket of elemental energy. Also, until the PCs take an

extended rest, the gain vulnerable 5 to one of the following: (roll 1d4 to determine) 1 = cold, 2 = fire, 3 = lightning, 4 = psychic. This can be different for each PC.

EXPERIENCE POINTS

PCs that successfully complete this encounter each earn 140/200 experience points at P1 or 240/320 experience points at P2.

ENCOUNTER SCORING

A team earns 8 points for succeeding in the overall skill challenge. For each failure gained in the skill challenge, the team loses 2 points. In this way, a team can earn between 8 points (total success with no failed skill checks) and -6 points (failed the skill challenge with three failures.)

ENCOUNTER 4: CHAOS PIRATES

P1: EL 15/17 (5900/8500 XP)

This encounter includes the following creatures at the low tier:

- 1 githyanki captain (level 13) (C)
- 1 githyanki reaver (level 14) (R)
- 4 githyanki warriors (level 11) (W)
- 6 githyanki psychic archers (level 11) (A)

This encounter includes the following creatures at the high tier:

- 1 githyanki captain (level 15) (C)
- 1 githyanki reaver (level 16) (R)
- 4 githyanki warriors (level 13) (W)
- 5 githyanki psychic archers (level 15) (A)

P2: EL 18/20 (10400/13200 XP)

This encounter includes the following creatures at the low tier:

- 1 githyanki captain (level 16) (C)
- 1 githyanki reaver (level 17) (R)
- 4 githyanki warriors (level 15) (W)
- 4 githyanki psychic archers (level 15) (A)

This encounter includes the following creatures at the high tier:

- 1 githyanki captain (level 17) (C)
- 1 githyanki reaver (level 17) (R)
- 4 githyanki warriors (level 17) (W)
- 5 githyanki psychic archers (level 17) (A)

The PCs are finally acclimated to maneuvering their chaos glider, and they are following their lightning eagle guide. The nature of the Elemental Chaos means that even though all the racers and their guides are headed toward the same place, they are taking many different paths to get there. (In the Elemental Chaos, the shortest distance between two points is any number of straight-ish lines....) The PCs, unfortunately, are about to run afoul of a band of githyanki pirates.

The pirates spent years in the Astral Sea, but having been banished, they turned to the Elemental Chaos. Here they learned of a way to make pieces of land appear within the Elemental Chaos. Now they use their knowledge to phase their land-ship into the path of vessels, gaining surprise and a decided advantage. Having been hired by a rival sponsor (they don't know nor care whom), they are here for the loot as well as the pay.

As the adventurers race toward their first destination, read:

The swirling and chaotic substance of the Elemental Chaos makes it practically impossible to know how fast you are going, where you have been, or even what is directly in front of you. Already you have barely avoided pockets of fire, acid, ice, and other more exotic substances that seem to appear and disappear with no warning. The assaults of various elemental explosions have blown you off course many times.

At this point, compare each PC's passive Perception to a moderate DC. If the PCs succeed, read:

The air in front of you begins to shimmer, as if something is about to happen all around you.

PCs succeeding on this Perception check can act in the surprise round, and they also gain a +4 modifier to the Athletics check they are about to make below.

All around you soil forms where before there was air. The ground comes in sandy at first then quickly hardens to solid ground. Your chaos glider is consumed by the appearing earth, and your momentum causes you to lurch forward as your glider slams to a halt.

All the PCs must now attempt a hard Athletics check. Those who succeed are able to maintain their seats as the glider comes to a stop. Those who fail are thrown forward 4 squares, taking 2d6 (at P1) or 2d12 (at P2) damage in the crash and ending up prone. Anyone trained in Acrobatics can make an easy Acrobatics check to reduce the damage to 1d6 (at P1) or 1d12 (at P2) and land on their feet.

You now rest atop a large floating piece of land. As is befitting the Elemental Chaos, the land seems to churn and waver, the earth turning to fire or water or lightning at various intervals.

Just as the land materialized, so do several strange figures. The humanoid creatures are tall and long-limbed. They wield weapons and raise them at you. They are currently hazy, but their forms get more solid with each passing second.

Remember to also provide the read-aloud text in the skill challenge section on the following page!

During the surprise round, all of the githyanki are considered weakened and insubstantial as they materialize. If there is no surprise round, the githyanki

are weakened and insubstantial for the first round of combat.

The chaos glider lands in the area marked in purple on the map.

FEATURES OF THE AREA

Illumination: The area is brightly lit.

Black Squares: The three areas of black on the left side of the map appear to be pits. However, they are areas of reverse gravity. Any creature entering one of those squares, even flying or jumping, thrown upward and then down as if they fell 4 squares. The creature ends up prone in the square from which they entered the black square. The action that brought them into that square ends.

Black and Red Squares: The area of black and red is comprised of molten lava. It counts as difficult terrain, and any creature that enters or starts its turn in those squares bursts into flames and takes ongoing 10 fire damage (save ends).

Gouts of Acid: When a creature enters or starts its turn in one of these squares, roll a d10. On a 9 or 10, acid spray erupts in that square (not all of them), doing 2d10 acid damage, and blinding the creature (save ends).

Wooden Plank: This area contains super-gravity. Any creature (not objects like missiles or spells) entering the square, even flying or jumping over it, is instantly pulled prone to the ground and immobilized and restrained (save ends). Once succeeding at the saving throw, the creature is safe from the effects until re-entering the area.

Circle Rune: This area is hazy with shimmering white vapor. A creature within the area cannot spend a healing surge; however, attacks made by these creatures crit on a 19-20.

Sphere of Electricity: As a free action, anyone controlling the sphere can make an attack with it: Range 20 from the sphere, +22 (at P1) or +25 (at P2) vs. Will, on a hit the target takes 2d10 damage and takes -4 to all defenses until a short rest or until the effect is removed with a Heal check. This effect does not stack with itself. The sphere can only be used once per round total. When the encounter begins, any of the githyanki can control the sphere. See the Skill Challenge: Controlling the Sphere later in this encounter for further details. Creatures can move through the sphere normally, and it has no other effects.

Silver Wall: The silver wall is a shimmering curtain that seems to pulse and waver. At initiative count 0, roll a d6. On a 6, the wall turns solid for the entire following round. However, there is no way to know if the wall is

solid or not until something tries to pass through it, as it remains translucent even when solid (does not block line of sight). It cannot be climbed or jumped, and it begins as insubstantial.

Localized Gravity: This land mass is its own small world. If a creature moves off the edge of the map to the north for example, it comes into the map on the south side. This effect is not noticeable until a creature is pushed/slid off the edge, or one of the githyanki moves in such a way.

TACTICS

The githyanki do not use their more potent encounter or rechargeable powers while they are weakened at the start of the battle as they materialize.

The archers remain away from melee combat as much as possible, staying spread out to avoid area attacks. They rely on their *psychic shot* to keep PCs dazed.

The warriors try to work in tandem when possible, with the first trying to immobilize a target with *telekinetic grasp*, then the next attempting to get the extra damage with the *silver longsword* attack. The reaver uses the same strategy, preferring the find immobilized targets to get the extra damage.

The captain uses *astral entanglement* as much as possible, especially against immobilized foes. If the captain finds himself next to an immobilized foe, he uses *double attack* to maximize potential damage.

The githyanki are pirates, cruising the Elemental Chaos for coin and magic. They do not kill the PCs, but instead knock them out and ransom them back to their sponsors for whatever gold they can get.

SKILL CHALLENGE: THE SPHERE

SETUP

The sphere of electricity represents the engine that allows the gith to control their land-ship, and it also has other powers. In addition to the powers mentioned in the terrain section, it also draws power away from the PCs' chaos glider

As soon as the combat starts, read the following:

A great sphere of electricity roils on the back of the piece of land. One of the creatures points at it, and a hissing blue mist shoots from it, engulfing the chaos glider. The glowing blue runes on the glider dim, as if the magic of the glider is being drained.

Upon seeing this, the PCs automatically know that their glider is being hurt by the mist from the sphere, and they know that they are in a skill challenge to take over

the power of the sphere. They know the skills they can use and how they work. They also know that each round the sphere active severely damages their glider.

LEVEL P1 12/14, P2 15/17 COMPLEXITY 1 (P1 700/1000, P2 1200/1600 XP)

Goal: Remove control of the elemental sphere from the githyanki and use it against them.

Complexity: 1 (4 successes before 3 failures)

Primary Skills: Arcana, Endurance, Insight, Thievery

Other Skills: Heal

Victory: The PCs remove the githyankis' control over the sphere, and they gain the capability to use it against the githyanki.

Defeat: The PCs fail to remove control of the sphere from the githyanki, and they must contend with the githyanki using it for the entire combat.

Arcana DC hard (1 success, 2 maximum)

As a minor action (1/turn), a PC within 10 squares of the sphere can attempt to weaken the connection between the sphere and the githyanki.

Endurance DC easy (1 success, 2 maximum)

As an immediate reaction when targeted by the power of the sphere, a PC can attempt to use his or her own body to overload the current and weaken the control the githyanki has over the sphere.

Heal DC moderate (0 success, no maximum)

A PC may perform a Heal check on an adjacent creature (or on himself) as a standard action to remove the effect of the sphere's energy.

Insight DC easy (1 success, 1 maximum)

As a minor action (1/turn), the PC can study the sphere's behavior and learn something about stopping it. This counts as a success and provides a +2 bonus to Arcana, Endurance, and Thievery checks.

Thievery DC moderate (1 success, 1 maximum)

As a minor action (1/turn), a PC on or adjacent to the chaos glider can manipulate the energy of the sphere to weaken it.

SCALING THE ENCOUNTER

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

Four PCs: At all tiers, remove 1 githyanki warrior.

Six PCs: At all tiers, add 1 githyanki reaver.

ENDING THE ENCOUNTER

With the death/capture of the last githyanki pirate, their island/vessel begins to lose form. The PCs have enough time to loot the bodies, find the treasure, and get back into their glider. They can find their eagle guide and resume their trip.

If the PCs attempt to interrogate the githyanki about anything relevant to this adventure, they quickly learn the gith know nothing about the race or Ickamar's Ice.

If the PCs lose this combat and are captured, they regain consciousness to find themselves back in the presence of their sponsor. The patron recounts that the PCs have been ransomed back but the race is over. The patron demands the PCs undertake a mission for them to make up for the ransom money lost by the patron. This extra mission is Encounter 6B.

EXPERIENCE POINTS

PCs that successfully complete the combat each earn 1180/1700 experience points at P1 or 2080/2640 experience points at P2. PCs that successfully complete the skill challenge each earn 140/200 experience points at P1 or 240/320 experience points at P2.

TREASURE

The pirates have collected other treasure during their travels. It is mundane loot equal to 200/400 gp at P1 or 400/1000 gp at P2. These numbers are per PC. The captain wears a P1 a *periapt of cascading health* +3, at P2 a *resplendent cloak* +4.

ENCOUNTER SCORING

Scoring for this encounter is divided into two parts.

For the combat portion, the PCs earn 15 points for succeeding in the encounter. For each round less than 12 that the PCs win the combat, they earn 2 extra points (2 points for 11 rounds, 4 points for 10 rounds, etc.) For each PC that drops to 0 hit points or below, the PCs lose 1 point. For each healing surge used during combat or before the next combat, the PCs lose 1 point. For each PC that dies, the PCs lose 5 points.

If the PCs fail the skill challenge, they lose 3 points as the chaos glider is damaged. If the PCs do not attempt the skill challenge at all, they lose 6 point instead. If the PCs succeed at the skill challenge, they get 3 points. If the PCs succeed at the skill challenge and use the sphere at least once against the githyanki, they get 6 points. If the PCs fail the skill challenge, or do not even attempt it before the end of the combat, they also face penalties in later encounters.

If the PCs lose the combat, they cannot win the prize.

ENCOUNTER 4: CHAOS PIRATES STATISTICS (P1 LOW LEVEL)

Githyanki Captain	Level 13 Elite Skirmisher (Leader)
Medium natural humanoid	XP 1600
Initiative +11 Senses Perception +10	
HP 256; Bloodied 128	
AC 29; Fortitude 26, Reflex 25, Will 25	
Saving Throws +2; +4 against charm effects	
Speed 5; see also <i>telekinetic leap</i>	
Action Point 1	
m Silver Greatsword (standard; at-will) ◆ Psychic, Weapon	
+18 vs. AC; 1d10 + 6 damage plus 1d10 psychic damage, plus an extra 2d10 psychic damage against an immobilized target.	
r Mindhook (standard; at-will) ◆ Psychic	
Ranged 10; +17 vs. Will; 2d8 + 3 psychic damage, and the githyanki captain or an ally of the captain's choice marks the target (save ends).	
M/R Double Attack (standard; at-will)	
The githyanki captain makes two basic attacks.	
R Telekinetic Leap (move; encounter)	
Ranged 10; the githyanki captain or an ally within range can fly up to 8 squares.	
C Psychic Upheaval (standard; recharges when first blooded)	
◆ Psychic	
Close burst 3; targets enemies; +16 vs. Fortitude; 2d10 + 4 psychic damage, and the target is immobilized (save ends). Allies within the area gain 10 temporary hit points.	
Astral Engagement (move; recharge 4-6) ◆ Teleportation	
The captain teleports 6 squares to a square adjacent to an enemy, and one ally within 5 squares of the captain's start or end point can charge the same enemy.	
Cascading Health (minor; encounter)	
The githyanki captain ends a condition that a save can end.	
Alignment Evil	Languages Common, Deep Speech
Skills Arcana +15, History +17	
Str 21 (+11)	Dex 12 (+7) Wis 19 (+10)
Con 16 (+9)	Int 18 (+10) Cha 16 (+9)
Equipment silver greatsword, plate armor, <i>periapt of cascading health</i> +3.	

Note: Modified with item *periapt of cascading health* +3.

Githyanki Reavers (level 14)	Level 14 Brute
Medium natural humanoid	XP 1000
Initiative +12 Senses Perception +9	
HP 167; Bloodied 83	
AC 26; Fortitude 27, Reflex 25, Will 25	
Saving Throws +2 against charm effects	
Speed 5; see also <i>telekinetic leap</i>	
m Silver Fullblade (standard; at-will) ◆ Psychic, Weapon	
+17 vs. AC; 2d12 + 3 (crit 2d12 + 27) plus 1d6 psychic damage, plus an extra 3d6 psychic damage if the target is immobilized.	
M Reaving Strike (standard; encounter) ◆ Psychic, Reliable, Weapon	
+15 vs. Fortitude; 3d12 + 3 damage plus 1d6 psychic damage, and the target is immobilized (save ends).	
R Telekinetic Leap (move; encounter)	
Ranged 10; the githyanki reaver or an ally within range can fly 5 squares.	
Alignment Evil	Languages Common, Deep Speech
Str 24 (+14)	Dex 21 (+12) Wis 14 (+9)
Con 17 (+10)	Int 15 (+9) Cha 21 (+12)
Equipment silver full blade, plate armor.	

Githyanki Warrior (level 11)	Level 11 Soldier
Medium natural humanoid	XP 600
Initiative +12 Senses Perception +11	
HP 110; Bloodied 55	
AC 27; Fortitude 24, Reflex 22, Will 21	
Saving Throws +2 against charm effects	
Speed 5; see also <i>telekinetic leap</i>	
m Silver Greatsword (standard; at-will) ◆ Psychic, Weapon	
+16 vs. AC; 1d10 + 6 damage plus 1d6 psychic damage, plus an extra 3d6 psychic damage if the target is immobilized.	
R Telekinetic Grasp (standard; encounter)	
Ranged 5; Medium or smaller target; +16 vs. Fortitude; the target is immobilized (save ends).	
R Telekinetic Leap (move; encounter)	
Ranged 10; the githyanki reaver or an ally within range can fly 5 squares.	
Alignment Evil	Languages Common, Deep Speech
Skills History +8, Insight +11	
Str 21 (+10)	Dex 17 (+8) Wis 12 (+6)
Con 14 (+7)	Int 12 (+6) Cha 13 (+6)
Equipment silver greatsword, plate armor.	

Githyanki Psychic Archers (level 11)	Level 11 Minion
Medium natural humanoid	XP 150
Initiative +7 Senses Perception +8	
HP 1; a missed attack never damages a minion.	
AC 23; Fortitude 22, Reflex 23, Will 22	
Saving Throws +2 against charm effects	
Speed 6; see also <i>telekinetic jump</i>	
m Silver Dagger (standard; at-will) ◆ Weapon	
+18 vs. AC; 3 damage.	
R Psychic Shot (standard, requires longbow; at-will) ◆ Psychic, Weapon	
Ranged 15/30; +16 vs. Will; 5 psychic damage and the target is dazed until the end of its next turn.	
R Telekinetic Jump (move; encounter)	
The githyanki psychic archer flies 5 squares.	
Alignment Evil	Languages Common, Deep Speech
Str 18 (+9)	Dex 15 (+7) Wis 17 (+8)
Con 21 (+10)	Int 24 (+12) Cha 21 (+10)
Equipment silver dagger, quiver with 20 arrows, leather armor, longbow.	

ENCOUNTER 4: CHAOS PIRATES STATISTICS (P1 HIGH LEVEL)

Githyanki Captain (level 15)	Level 15 Elite Skirmisher (Leader) XP 2400
Medium natural humanoid	
Initiative +12 Senses Perception +11 HP 288; Bloodied 144 AC 31; Fortitude 28, Reflex 27, Will 27 Saving Throws +2; +4 against charm effects Speed 5; see also <i>telekinetic leap</i> Action Point 1	
m Silver Greatsword (standard; at-will) ♦ Psychic, Weapon +20 vs. AC; 1d10 + 7 damage plus 1d10 psychic damage, plus an extra 2d10 psychic damage against an immobilized target.	
r Mindhook (standard; at-will) ♦ Psychic Ranged 10; +19 vs. Will; 2d8 + 4 psychic damage, and the githyanki captain or an ally of the captain's choice marks the target (save ends).	
M/R Double Attack (standard; at-will) The githyanki captain makes two basic attacks.	
R Telekinetic Leap (move; encounter) Ranged 10; the githyanki captain or an ally within range can fly up to 8 squares.	
C Psychic Upheaval (standard; recharges when first blooded) ♦ Psychic Close burst 3; targets enemies; +18 vs. Fortitude; 2d10 + 6 psychic damage, and the target is immobilized (save ends). Allies within the area gain 10 temporary hit points.	
Astral Engagement (move; recharge 4-6) ♦ Teleportation The captain teleports 6 squares to a square adjacent to an enemy, and one ally within 5 squares of the captain's start or end point can charge the same enemy.	
Cascading Health (minor; encounter) The githyanki captain ends a condition that a save can end.	
Alignment Evil Languages Common, Deep Speech Skills Arcana +16, History +18 Str 21 (+12) Dex 12 (+8) Wis 19 (+11) Con 16 (+10) Int 18 (+11) Cha 16 (+10)	
Equipment silver greatsword, plate armor, <i>periapt of cascading health</i> +3.	

Note: Modified with item *periapt of cascading health* +3.

Githyanki Reavers (level 16)	Level 16 Brute XP 1400
Medium natural humanoid	
Initiative +13 Senses Perception +10 HP 187; Bloodied 93 AC 28; Fortitude 29, Reflex 27, Will 27 Saving Throws +2 against charm effects Speed 5; see also <i>telekinetic leap</i>	
m Silver Fullblade (standard; at-will) ♦ Psychic, Weapon +19 vs. AC; 2d12 + 4 (crit 2d12 + 28) plus 1d6 psychic damage, plus an extra 3d6 psychic damage if the target is immobilized.	
M Reaving Strike (standard; encounter) ♦ Psychic, Reliable, Weapon +17 vs. Fortitude; 3d12 + 4 damage plus 1d6 psychic damage, and the target is immobilized (save ends).	
R Telekinetic Leap (move; encounter) Ranged 10; the githyanki reaver or an ally within range can fly 5 squares.	
Alignment Evil Languages Common, Deep Speech Str 24 (+15) Dex 21 (+13) Wis 14 (+10) Con 17 (+11) Int 15 (+10) Cha 21 (+13)	
Equipment silver full blade, plate armor.	

Githyanki Warrior (level 13)	Level 13 Soldier XP 800
Medium natural humanoid	
Initiative +13 Senses Perception +12 HP 126; Bloodied 63 AC 29; Fortitude 26, Reflex 24, Will 23 Saving Throws +2 against charm effects Speed 5; see also <i>telekinetic leap</i>	
m Silver Greatsword (standard; at-will) ♦ Psychic, Weapon +18 vs. AC; 1d10 + 7 damage plus 1d6 psychic damage, plus an extra 3d6 psychic damage if the target is immobilized.	
R Telekinetic Grasp (standard; encounter) Ranged 5; Medium or smaller target; +18 vs. Fortitude; the target is immobilized (save ends).	
R Telekinetic Leap (move; encounter) Ranged 10; the githyanki reaver or an ally within range can fly 5 squares.	
Alignment Evil Languages Common, Deep Speech Skills History +9, Insight +12 Str 21 (+11) Dex 17 (+9) Wis 12 (+7) Con 14 (+8) Int 12 (+7) Cha 13 (+7)	
Equipment silver greatsword, plate armor.	

Githyanki Psychic Archers (level 15)	Level 15 Minion XP 300
Medium natural humanoid	
Initiative +9 Senses Perception +10 HP 1; a missed attack never damages a minion. AC 27; Fortitude 26, Reflex 27, Will 26 Saving Throws +2 against charm effects Speed 6; see also <i>telekinetic jump</i>	
m Silver Dagger (standard; at-will) ♦ Weapon +22 vs. AC; 5 damage.	
R Psychic Shot (standard, requires longbow; at-will) ♦ Psychic, Weapon Ranged 15/30; +20 vs. Will; 7 psychic damage and the target is dazed until the end of its next turn.	
R Telekinetic Jump (move; encounter) The githyanki psychic archer flies 5 squares.	
Alignment Evil Languages Common, Deep Speech Str 18 (+11) Dex 15 (+9) Wis 17 (+10) Con 21 (+12) Int 24 (+14) Cha 21 (+12)	
Equipment silver dagger, quiver with 20 arrows, leather armor, longbow.	

ENCOUNTER 4: CHAOS PIRATES STATISTICS (P2 LOW LEVEL)

Githyanki Captain (level 16)	Level 16 Elite Skirmisher (Leader)
Medium natural humanoid	XP 2800
Initiative +13 Senses Perception +12	
HP 304; Bloodied 152	
Resplendent Cloak aura 10; the captain and each ally gain a +2 bonus to Will defense against charm, fear and illusion attacks.	
AC 32; Fortitude 29, Reflex 28, Will 28	
Saving Throws +2; +4 against charm effects	
Speed 5; see also <i>telekinetic leap</i>	
Action Point 1	
m Silver Greatsword (standard; at-will) ♦ Psychic, Weapon +21 vs. AC; 1d10 + 8 damage plus 1d10 psychic damage, plus an extra 2d10 psychic damage against an immobilized target.	
r Mindhook (standard; at-will) ♦ Psychic Ranged 10; +20 vs. Will; 2d8 + 5 psychic damage, and the githyanki captain or an ally of the captain's choice marks the target (save ends).	
M/R Double Attack (standard; at-will) The githyanki captain makes two basic attacks.	
R Telekinetic Leap (move; encounter) Ranged 10; the githyanki captain or an ally within range can fly up to 8 squares.	
C Psychic Upheaval (standard; recharges when first blooded) ♦ Psychic Close burst 3; targets enemies; +19 vs. Fortitude; 2d10 + 7 psychic damage, and the target is immobilized (save ends). Allies within the area gain 10 temporary hit points.	
Astral Engagement (move; recharge 4-6) ♦ Teleportation The captain teleports 6 squares to a square adjacent to an enemy, and one ally within 5 squares of the captain's start or end point can charge the same enemy.	
Alignment Evil	Languages Common, Deep Speech
Skills Arcana +17, History +19	
Str 21 (+13)	Dex 12 (+9) Wis 19 (+12)
Con 16 (+11)	Int 18 (+12) Cha 16 (+11)
Equipment silver greatsword, plate armor, <i>resplendent cloak</i> +4.	
Note: Modified with item <i>resplendent cloak</i> +4.	

Githyanki Reavers	Level 17 Brute
Medium natural humanoid	XP 1600
Initiative +13 Senses Perception +10	
HP 197; Bloodied 98	
AC 29; Fortitude 30, Reflex 28, Will 28	
Saving Throws +2 against charm effects	
Speed 5; see also <i>telekinetic leap</i>	
m Silver Fullblade (standard; at-will) ♦ Psychic, Weapon +20 vs. AC; 2d12 + 4 (crit 2d12 + 28) plus 1d6 psychic damage, plus an extra 3d6 psychic damage if the target is immobilized.	
M Reaving Strike (standard; encounter) ♦ Psychic, Reliable, Weapon +18 vs. Fortitude; 3d12 + 4 damage plus 1d6 psychic damage, and the target is immobilized (save ends).	
R Telekinetic Leap (move; encounter) Ranged 10; the githyanki reaver or an ally within range can fly 5 squares.	
Alignment Evil	Languages Common, Deep Speech
Str 24 (+15)	Dex 21 (+13) Wis 14 (+10)
Con 17 (+11)	Int 15 (+10) Cha 21 (+13)
Equipment silver full blade, plate armor.	

Githyanki Warrior (level 15)	Level 15 Soldier
Medium natural humanoid	XP 1200
Initiative +14 Senses Perception +13	
HP 142; Bloodied 71	
AC 31; Fortitude 28, Reflex 26, Will 25	
Saving Throws +2 against charm effects	
Speed 5; see also <i>telekinetic leap</i>	
m Silver Greatsword (standard; at-will) ♦ Psychic, Weapon +20 vs. AC; 1d10 + 8 damage plus 1d6 psychic damage, plus an extra 3d6 psychic damage if the target is immobilized.	
R Telekinetic Grasp (standard; encounter) Ranged 5; Medium or smaller target; +20 vs. Fortitude; the target is immobilized (save ends).	
R Telekinetic Leap (move; encounter) Ranged 10; the githyanki reaver or an ally within range can fly 5 squares.	
Alignment Evil	Languages Common, Deep Speech
Skills History +10, Insight +13	
Str 21 (+12)	Dex 17 (+10) Wis 12 (+8)
Con 14 (+9)	Int 12 (+8) Cha 13 (+8)
Equipment silver greatsword, plate armor.	

Githyanki Psychic Archers (level 15)	Level 15 Minion
Medium natural humanoid	XP 300
Initiative +9 Senses Perception +10	
HP 1; a missed attack never damages a minion.	
AC 27; Fortitude 26, Reflex 27, Will 26	
Saving Throws +2 against charm effects	
Speed 6; see also <i>telekinetic jump</i>	
m Silver Dagger (standard; at-will) ♦ Weapon +22 vs. AC; 5 damage.	
R Psychic Shot (standard, requires longbow; at-will) ♦ Psychic, Weapon Ranged 15/30; +20 vs. Will; 7 psychic damage and the target is dazed until the end of its next turn.	
R Telekinetic Jump (move; encounter) The githyanki psychic archer flies 5 squares.	
Alignment Evil	Languages Common, Deep Speech
Str 18 (+11)	Dex 15 (+9) Wis 17 (+10)
Con 21 (+12)	Int 24 (+14) Cha 21 (+12)
Equipment silver dagger, quiver with 20 arrows, leather armor, longbow.	

ENCOUNTER 4: CHAOS PIRATES STATISTICS (P2 HIGH LEVEL)

Githyanki Captain (level 17)	Level 17 Elite Skirmisher (Leader) XP 3200
Medium natural humanoid	
Initiative +13 Senses Perception +12	
HP 320; Bloodied 160	
Resplendent Cloak aura 10; the captain and each ally gain a +2 bonus to Will defense against charm, fear and illusion attacks.	
AC 33; Fortitude 30, Reflex 29, Will 29	
Saving Throws +2; +4 against charm effects	
Speed 5; see also <i>telekinetic leap</i>	
Action Point 1	
m Silver Greatsword (standard; at-will) ♦ Psychic, Weapon +22 vs. AC; 1d10 + 8 damage plus 1d10 psychic damage, plus an extra 2d10 psychic damage against an immobilized target.	
r Mindhook (standard; at-will) ♦ Psychic Ranged 10; +21 vs. Will; 2d8 + 5 psychic damage, and the githyanki captain or an ally of the captain's choice marks the target (save ends).	
M/R Double Attack (standard; at-will) The githyanki captain makes two basic attacks.	
R Telekinetic Leap (move; encounter) Ranged 10; the githyanki captain or an ally within range can fly up to 8 squares.	
C Psychic Upheaval (standard; recharges when first blooded) ♦ Psychic Close burst 3; targets enemies; +20 vs. Fortitude; 2d10 + 7 psychic damage, and the target is immobilized (save ends). Allies within the area gain 10 temporary hit points.	
Astral Engagement (move; recharge 4-6) ♦ Teleportation The captain teleports 6 squares to a square adjacent to an enemy, and one ally within 5 squares of the captain's start or end point can charge the same enemy.	
Alignment Evil Languages Common, Deep Speech	
Skills Arcana +18, History +20	
Str 21 (+14) Dex 12 (+10) Wis 19 (+13)	
Con 16 (+12) Int 18 (+13) Cha 16 (+12)	
Equipment silver greatsword, plate armor, <i>resplendent cloak</i> +4.	
Note: Modified with item <i>resplendent cloak</i> +4.	

Githyanki Reavers	Level 17 Brute XP 1600
Medium natural humanoid	
Initiative +13 Senses Perception +10	
HP 197; Bloodied 98	
AC 29; Fortitude 30, Reflex 28, Will 28	
Saving Throws +2 against charm effects	
Speed 5; see also <i>telekinetic leap</i>	
m Silver Fullblade (standard; at-will) ♦ Psychic, Weapon +20 vs. AC; 2d12 + 4 (crit 2d12 + 28) plus 1d6 psychic damage, plus an extra 3d6 psychic damage if the target is immobilized.	
M Reaving Strike (standard; encounter) ♦ Psychic, Reliable, Weapon +18 vs. Fortitude; 3d12 + 4 damage plus 1d6 psychic damage, and the target is immobilized (save ends).	
R Telekinetic Leap (move; encounter) Ranged 10; the githyanki reaver or an ally within range can fly 5 squares.	
Alignment Evil Languages Common, Deep Speech	
Str 24 (+15) Dex 21 (+13) Wis 14 (+10)	
Con 17 (+11) Int 15 (+10) Cha 21 (+13)	
Equipment silver full blade, plate armor.	

Githyanki Warrior (level 17)	Level 17 Soldier XP 1600
Medium natural humanoid	
Initiative +15 Senses Perception +14	
HP 158; Bloodied 79	
AC 33; Fortitude 30, Reflex 28, Will 27	
Saving Throws +2 against charm effects	
Speed 5; see also <i>telekinetic leap</i>	
m Silver Greatsword (standard; at-will) ♦ Psychic, Weapon +22 vs. AC; 1d10 + 9 damage plus 1d6 psychic damage, plus an extra 3d6 psychic damage if the target is immobilized.	
R Telekinetic Grasp (standard; encounter) Ranged 5; Medium or smaller target; +22 vs. Fortitude; the target is immobilized (save ends).	
R Telekinetic Leap (move; encounter) Ranged 10; the githyanki reaver or an ally within range can fly 5 squares.	
Alignment Evil Languages Common, Deep Speech	
Skills History +11, Insight +14	
Str 21 (+13) Dex 17 (+11) Wis 12 (+9)	
Con 14 (+10) Int 12 (+9) Cha 13 (+9)	
Equipment silver greatsword, plate armor.	

Githyanki Psychic Archers (level 17)	Level 17 Minion XP 400
Medium natural humanoid	
Initiative +10 Senses Perception +11	
HP 1; a missed attack never damages a minion.	
AC 29; Fortitude 28, Reflex 29, Will 28	
Saving Throws +2 against charm effects	
Speed 6; see also <i>telekinetic jump</i>	
m Silver Dagger (standard; at-will) ♦ Weapon +24 vs. AC; 6 damage.	
R Psychic Shot (standard, requires longbow; at-will) ♦ Psychic, Weapon Ranged 15/30; +22 vs. Will; 8 psychic damage and the target is dazed until the end of its next turn.	
R Telekinetic Jump (move; encounter) The githyanki psychic archer flies 5 squares.	
Alignment Evil Languages Common, Deep Speech	
Str 18 (+12) Dex 15 (+10) Wis 17 (+11)	
Con 21 (+13) Int 24 (+15) Cha 21 (+13)	
Equipment silver dagger, quiver with 20 arrows, leather armor, longbow.	

ENCOUNTER 4: CHAOS PIRATES MAP

TILE SETS NEEDED

Fane of the Forgotten Gods x1



ENCOUNTER 5: XAOS REIGNS

**SKILL CHALLENGE LEVEL P1 12/14,
P2 15/17 COMPLEXITY 1 (P1 700/1000,
P2 1200/1600 XP)**

SECOND ENDURANCE CHECK

Before arriving at Speaker Kal-Lom's home, the PCs travel for several hours through extremely dangerous conditions. Choking, noxious clouds of acidic air and water assault the PCs. An Endure Elements ritual does not prevent the Endurance check here. An Endure Primordial Elements ritual is needed to protect the PCs. Failure means a loss of 1 healing surge.

If the PCs failed the skill challenge in the previous encounter, their glider is damaged, making it slower and harder to control. In this case, the PCs take a -2 on their Endurance checks.

In this check, the nature of the hazard is something that can be mitigated with a hard Heal check. Each PC may make a roll, although only 2 PCs may use the Aid Another action to assist a primary checker. If any primary check beats the hard DC, the PCs may all add +4 to the Endurance check.

SETUP

Important NPCs: Speaker of Xaos Kal-Lom.

Kal-Lom is a human who has used his knowledge of the Elemental Chaos to make a home here. As a member of the Speakers of Xaos (which rhymes with "chaos"), Kal-Lom has dedicated his life to studying the Elemental Chaos, believing the essence of this plane is the stuff of all creation, and knowledge of it must eventually lead to power over all things.

The lightning eagle leads the PCs on another wild ride through the primordial chaos to a chunk of rock bobbing on the surface of an ocean of mud. On the rock is a small but well-built brick house. When the PCs see the abode, the eagle flies directly to it and lands atop it.

The building where your eagle guide has led you is a small house made from brick. It contains no windows or chimney, and only one door. There is a small docking area on the earthmote in front of the building, looking like it was built to land vessels similar to yours.

The PCs can either knock or open the door to gain entrance. Once they make themselves known, Kal-Lom invites his guests in:

The building is filled with mostly books, tomes, scrolls, and papers. Aside from a small kitchen and sleeping area, everything else appears to be an incredibly unkempt library.

Behind a desk sits a tall, slender human with gray and thinning hair. A pair of reading spectacles rests on his nose. He smiles when he sees you, stands, and opens his arms: "I assume you are here because you are lost and need information. You have come to the right place. I am Kal-Lom. What knowledge do you seek?"

Kal-Lom is currently interested in gaining possession of a diamond being used as a prison, but not the same one as the PCs. When he hears what they seek, he sees an opportunity to trick them and send them off on his mission instead. Not wanting to appear too eager, Kal-Lom makes the PCs earn the information. If the PCs are paying attention, they might be able to detect Kal-Lom's subterfuge and get the correct information out of him.

SKILL CHALLENGE: SO SPEAKS KAL-LOM

Goal: To gain information about the location of Ickamar's Ice from Kal-Lom and discern his treacherous attempt to send them to the wrong place.

Complexity: 1 (4 successes before 3 failures)

Primary Skills: Bluff, Diplomacy, Insight, Intimidate, Perception, Stealth, Thievery

Other Skills: History

Victory: The PCs gain Kal-Lom's trust and get him to send them to the correct place.

Defeat: The PCs fail to earn his trust and detect his treachery, and they end up going to the wrong place.

Because of the competitive nature of this event, it is important that the skill challenge follows the same pattern at each table. If this adventure is being run in a non-competitive environment, the DM is encouraged to run the skill challenge more loosely and organically.

Each skill check undertaken is considered a step toward the end of the encounter. Each step is detailed in a separate scene:

SCENE 1

After the PCs tell Kal-Lom what they seek, they must convince him they are worthy of his knowledge. He cares not for riches, magic, or even his own health. He deals only in knowledge.

Diplomacy DC easy (1 success, 1 maximum)

The PCs are invited into Kal-Lom's home, and they can tell him of the object of their search. One PC can

make the check, and up to 2 others can assist. The PCs cannot move past Scene 3 unless they succeed at a one Diplomacy check. If they gain 3 failures before getting one success here, Kal-Lom goes through the motions of Scene 3, but he feeds them the wrong location and sends them on to Encounter 6B for his own purposes, rather than the correct Encounter 6A.

History DC easy (0 successes, 1 maximum)

The PCs notice the paperwork on Kal-Lom's desk contains words and symbols that suggest he is in the Speakers of Xaos. Knowing this gives the PCs the information about the group and gives the PCs +4 on the Diplomacy check in this scene.

SCENE 2

While the PCs try convincing Kal-Lom to help them, they may see him attempt to discretely slip a sheet of paper beneath a stack of books.

Perception DC moderate (1 success, 1 maximum)

Take the highest passive Perception check of the PCs. If the highest passive Perception score succeeds, the PCs gain a success, and the PC who succeeds should be told that the paper seems to be something that Kal-Lom is trying to hide.

SCENE 3

Once the PCs convince Kal-Lom to help, he demands a payment. He does not want coin, however. He wants information. Each PC must answer one question below. Start with the PC to your left, and move around the table clockwise. As long as the PCs each answer 1 question, they gain 1 success total. If there are less than 6 players, just ignore the last questions.

- ***“Before I dispense my information, I require information from each of you as well. First, tell me what you know and remember about your mother (or creator), and what was her/his/its name?”***
- ***“Describe for me the area where you spent your childhood, and tell me about the most powerful person or creature in the area.”***
- ***“Next, I need to know about the time when you were the most terrified in your existence.”***
- ***“If I were able to give you one wish that could provide you with your heart's desire, what would it be?”***
- ***“If you perish while on this quest of yours, what would you want written on a memorial in your honor, and who from your past would you want to speak of you at the ceremony?”***

- ***“What advice would you give to a younger version of yourself if you could speak to that person right now?”***

As noted above, as long as each player at least makes an attempt to answer, this satisfies Kal-Lom and earns the party 1 success in the skill challenge.

SCENE 4

At this point, the PCs could have as many as 3 successes, 2 successes if the Perception check was failed, or they could have already failed. Regardless, Kal-Lom offers to give them information, although he sends them in the wrong direction.

“You have satisfied my curiosity and proven yourselves worthy my knowledge. I know of the gem you seek. It is located in an island of water, guarded by a foul beast. If you tell your guide to seek out Aqualineaus, you will find your destination.”

If the PCs noticed Kal-Lom's attempt to hide the paper, they have 3 successes at this point, and need only 1 more to succeed at the skill challenge. They can use a skill listed below to get the paper, either with or without Kal-Lom noticing.

Bluff DC hard (1 success, 1 maximum)

The PCs somehow trick Kal-Lom into leaving his home or looking away so they can grab the paper.

Intimidate DC hard (1 success, 1 maximum)

The PCs attempt to force Kal-Lom to give up the paper.

Stealth DC hard (1 success, 1 maximum)

The PCs attempt to sneak a glance at the paper, or otherwise uses their sneaky natures to obtain it.

Thievery DC hard (1 success, 1 maximum)

The PCs use slight of hand or other trickery to gain access to the paper.

If the PCs succeed here and gain the 4th success, they get the paper. On it are notes specifically about Ickamar's Ice, saying that it is being guarded by servants of the frost titan Thrym, what is inside the gem, why it was taken, and detailed instructions on how to find it.

If they earn the 3rd failure here, the PCs may still suspect something. In this case, knowing his deception was spotted, Kal-Lom admits he was hiding something. He reveals that the gem the PCs are seeking is special, and that it contains a very powerful demon. He says that

it must not be touched by bare skin or the demon might escape. The PCs may believe this or not, but as they have failed the skill challenge, they have no other choice. He even produces a different paper with this information, saying that this was what he tried hiding.

SCENE 5

If the PCs failed at the Perception check to see him hide the paper, they only have 2 successes now (and at least 1 failure), and they have no reason to be interested in the paper that they didn't see him hide. So after Kal-Lom provides the information, he offers the PCs some food and drink and tries to send them on their way. But he seems agitated.

Insight DC moderate (1 success, 1 maximum)

Unless the PCs ask specifically for an Insight check, find the PC with the highest passive Insight check. If the PC succeeds here, then he/she notices that Kal-Lom seems much more nervous than he did when they arrived. Something about him, or something he has told the PCs, is amiss. (They can now try 1 more check to succeed in Scene 6.)

If the PCs fail this Insight check, there is a chance that they only have 2 failures. If that is the case, call on them to each make an active Insight check. If no one succeeds, they have failed the skill challenge.

SCENE 6

This scene only comes into play if the PCs failed to spot the hidden paper but succeeded in noticing Kal-Lom's nervousness. They can attempt to learn about his duplicity.

Intimidate DC hard (1 success, 1 maximum)

The PCs attempt to force Kal-Lom to admit that he was trying to trick them into doing his bidding.

Stealth DC hard (1 success, 1 maximum)

The PCs attempt to sneak around the house and search things, until they find evidence that he has tried to send them to the wrong location.

Thievery DC hard (1 success, 1 maximum)

The PCs gain access to locked areas or other parts of the home to find clues as to Kal-Lom's true motivations.

As with Scene 4, if the PCs succeed here and gain the 4th success, they get the information that proves Kal-Lom is trying to trick them. He provides notes or information specifically about Ickamar's Ice, saying that it is being guarded by servants of the frost titan Thrym, telling what

the gem contains, and detailed instructions on how to find it.

If they earn the 3rd failure here, the PCs may still suspect something. In this case, knowing that his deception was detected, Kal-Lom says that he was hiding something. He reveals that the gem the PCs are seeking is special, containing a very powerful demon. He says it must not be touched by bare skin or the demon might escape. The PCs may believe this or not, but as they have failed the skill challenge, they have no other choice. He even produces a paper with this information, saying that this is what he was trying to hide from them.

ENDING THE ENCOUNTER

At this point, the PCs are either heading to the right place (Encounter 6A) or the wrong place (Encounter 6B). Either way, they can provide the information to their eagle guide, who leads them to their final combat.

Success: The PCs are heading to the right place (Encounter 6A).

Failure: The PCs are heading to the wrong place (Encounter 6B).

EXPERIENCE POINTS

PCs that successfully complete this encounter each earn 140/200 experience points at P1 or 240/320 experience points at P2.

ENCOUNTER SCORING

A team earns 8 points for succeeding in the overall skill challenge. For each failure gained in the skill challenge, the team loses 2 points. In this way, a team can earn between 8 points (total success with no failed skill checks) and -6 points (failed the skill challenge with three failures.)

Also, the DM should rate the players' role-playing ability based on their interactions with Kal-Lom when he asks them his questions. You should rate on a scale of 1 to 10, with 5 being average role-players. That means most tables should score a 5. If an entire table can come up with elaborate backstories for their characters and reply in-character in a believable manner, they could score in the 8-9 range. Tables where most players give monosyllabic answers and are unwilling or unable to give answers that seem reasonable for their characters should get a 2-3. Rate the table on average, based on each of the players there. One great role-player and one terrible role-player would still average out to a 5.

ENCOUNTER 6A: A DIAMOND AS COLD AS ICE

P1: EL 15/17 (6000/8500 XP)

This encounter includes the following creatures at the low tier:

- 1 eisk jaat mauler (M)
- 2 eisk jaat rimebolters (R)
- 4 eisk jaat warriors (level 14) (W)
- 1 frostblight hazard (F)

This encounter includes the following creatures at the high tier:

- 1 eisk jaat mauler (level 18) (M)
- 2 eisk jaat rimebolters (level 17) (R)
- 6 eisk jaat warriors (level 16) (W)
- 1 frostblight hazard (F)

P2: EL 18/20 (10000/14000 XP)

This encounter includes the following creatures at the low tier:

- 1 eisk jaat mystic (E)
- 1 eisk jaat mauler (level 18) (M)
- 3 eisk jaat rimebolters (level 17) (R)
- 1 frostblight hazard (F)

This encounter includes the following creatures at the high tier:

- 1 eisk jaat mystic (E)
- 2 eisk jaat maulers (level 18) (M)
- 3 eisk jaat rimebolters (level 18) (R)
- 1 frostblight hazard (level 18) (F)

The PCs only face this encounter if they succeeded at the skill challenge in Encounter 5, and therefore do not face Encounter 6B. If the PCs detected the deception of Speaker Kal-Lom and were able to get the truth from him, then they race off on their chaos glider in search of the snow pocket created by the frost giants.

THIRD AND FOURTH ENDURANCE CHECKS

After the PCs are a few hours into their journey, they run into more environmental hazards. The first is not too bad, so an Endure Elements ritual (or better) remove the necessity of the moderate Endurance check. The second, however, requires an Endure Primordial Elements to skip the Endurance check. Failure means a loss of 1 healing surge each in each check.

In both checks, if the PCs failed the skill challenge in Encounter 4, they take a -2 penalty to the Endurance check because of the damage the glider has taken.

In the fourth and final Endurance check, the PCs are flying through an electrical storm and being pelted by pieces of what looks like bone. They notice a large piece of earth in the distance that is riddled with tunnels. With a successful hard Dungeoneering check, they can seek shelter and passage through those tunnels. Doing this gives the PCs a +4 to the Endurance check, as they careen wildly through the tunnels on their glider.

After several hours of flying, the PCs reach the snow pocket. As Kal-Lom told them, the gem is being guarded by trusted servants of the frost giants. As the adventurers approach the area, read:

A colossal white globe floats quickly through the Elemental Chaos. It's like a snow globe that you have heard gnome tinkers make—except this globe has no glass to hold the white flakes in. Whatever is inside the globe is completely obscured by the swirling whiteness.

Until the PCs fly their glider into the snow pocket, they cannot learn anything about what awaits them. As soon as they enter, read:

As you steer your glider into the snowy area, it bucks wildly. Wind buffets you, and razor sharp ice crystals sting you. Suddenly, the snow parts momentarily, and you realize you are about to crash onto an ice-covered plateau at the top of a mountain.

At the last moment, the PCs are able to regain control of their glider, and they land roughly but safely on the edge of the plateau (purple rectangle on encounter map).

FEATURES OF THE AREA

Illumination: The area is brightly lit.

Wind: The wind makes flying nearly impossible. Any creatures trying to fly find all movement considered difficult terrain while flying, and at the end of the movement the creature crashes to the ground, taking damage as normal if the fall was 10 feet or more.

Icy Areas: The areas shown as green sewer water on the map are icy terrain. A creature starting or ending movement (including forced movement) on an icy square must make an easy Acrobatics check or fall prone in that square. Also, if a forced movement is performed and only icy squares are used in that movement, the distance moved is increased by 1 square.

Also, a creature shifting from one icy square to another may attempt a hard Acrobatics check. If

successful, the creature may shift one additional square. If the check fails, the creature falls prone and the action that prompted the shift ends immediately.

Cliffs: The map shows the area atop the plateau. Surrounding this plateau are sheer cliffs that fall 50 feet to narrow ledges below. A creature falling off the cliffs takes normal falling damage. She can attempt to climb (easy Athletics check) to regain the plateau, but the wind prevents flying as described above.

TACTICS

As the PCs land forcefully on the plateau, the guardians of the diamond are called to this place. While they appear in the places shown on the map, the PCs have a chance to regain their senses and footing after the crash. Because of this, there is no surprise round.

The frostblight hazard delays until at least one PC is within 5 squares of its starting position. At that point, or when its normal initiative begins, the hazard moves to fill as many squares as possible that contain PCs. Being cold creatures, the eisk jaat are not targeted by the frostblight. Since the frostblight's attacks are opportunity attacks triggered when a target's turn begins, it only moves if it can get more PCs into its area than it currently has. Remember that the frostblight does not have to remain in a perfect square formation: as long as it occupies 9 contiguous squares, it is viable. In that way it can spread out to get the most PCs possible. The frostblight is immune to cold damage, but is vulnerable 5 to fire attacks.

PCs affected by the frostblight insanity have a choice of taking ongoing damage or attacking an ally with a basic attack. As the DM, if the PCs choose to make the basic attack, you pick the target and the method of attack. However, you do not get to take any move actions on behalf of the PCs—only the basic attack as a standard action.

Also, creatures lose any cold immunity and resistance when they are in a square occupied by the frostblight hazard.

The eisk jaat warriors avoid the first close or area attacks targeting them using *slide away*. They position themselves to keep the PCs away from the rimebolters and/or mystic, while at the same time keeping the PCs within the area of the frostblight.

The eisk jaat maunder attempts to get to a non-defender PC who is within the area of the frostblight and then tries to keep PCs there by knocking prone and/or slowing with attacks. The eisk jaat rimebolters attempt similar tactics, only with their ranged attacks.

The eisk jaat mystic (present in P2) does not phase in until his turn to act in the first round. He comes in

with *blizzard cloak* already active, which can be sustained with a minor action. He uses *winter's fury* soon after, especially if there is a chance to restrain or immobilize PCs in the area of the frostblight.

SCALING THE ENCOUNTER

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

Four PCs: At all tiers, remove one rimebolter.

Six PCs: At P1 for both tiers, add two rimebolters. At P2 Low Tier, add one maunder. At P2 High Tier, add one maunder and one rimebolter.

ENDING THE ENCOUNTER

Once the PCs have defeated the eisk jaat and removed the frostblight, they can search the plateau. Under the ice in the center of the plateau they can easily notice a diamond sparkling as if some interior light burns within.

Any PC studying the diamond closely sees a small figure struggling within. A DC 20 Arcana check recognizes the figure as a dao, an elemental creature of earth. Generally unaligned by nature and temperament, these creatures tend to keep to themselves and take great joy in mining gems and precious materials. A DC 25 History check reveals that in the great Dawn War between the gods and primordials, the dao decided to remain neutral.

The PCs' dealings with the diamond and the gem is handled in Encounter 7.

EXPERIENCE POINTS

PCs that successfully complete this encounter each earn 1200/1700 experience points at P1 or 2000/2800 experience points at P2.

TREASURE

The eisk jaat have collected other treasure during their guardianship of the gem. It is mundane loot equal to 400/700 gp at P1 or 700/2000 gp at P2. These numbers are per PC.

ENCOUNTER SCORING

For this combat, the PCs earn 15 points for succeeding in the encounter. For each round less than 12 that the PCs win the combat, they earn 2 extra points (2 points for 11 rounds, 4 points for 10 rounds, etc.) For each PC that drops to 0 hit points or below, the PCs lose 2 points. For each healing surge used during the combat, the PCs lose 1 point. For each PC that dies, the PCs lose 3 points.

ENCOUNTER 6A: A DIAMOND AS COLD AS ICE STATISTICS (P1 Low)

Eisk Jaat Mauler		Level 16 Brute (leader)
Medium elemental humanoid (cold)		XP 1400
Initiative +12	Senses Perception +14	
Pack Master aura 5: each elemental beast ally that starts its turn within the aura rolls twice when recharging a power that recharges on a die roll, taking the higher result.		
HP 194; Bloodied 97		
AC 28; Fortitude 29, Reflex 26, Will 28		
Immune slowed; Resist 15 cold		
Speed 5 (ice walk)		
m Frost Maul (standard; at-will) ♦ Cold, Weapon		
+19 vs. AC; 2d6 + 5 damage plus 2d6 cold damage, and the target is slowed until the end of the eisk jaat mauler's next turn.		
M Icebind Strike (standard; recharge 5-6) ♦ Cold, Weapon		
Targets a prone or slowed creature; +17 vs. Fortitude; 4d6 + 5 cold damage, and the target is restrained (save ends). Aftereffect: The target is slowed until the end of the eisk jaat mauler's next turn.		
Icebound Footing		
When an effect pulls, pushes, or slides an eisk jaat, the eisk jaat moves 1 square less than the effect specifies. Also, an eisk jaat can make a saving throw to avoid being knocked prone.		
Alignment Evil		Languages Giant
Str 20 (+13)	Dex 19 (+12)	Wis 22 (+14)
Con 24 (+15)	Int 10 (+8)	Cha 12 (+9)
Equipment frost maul, hide armor.		

Eisk Jaat Rimebolter		Level 15 Artillery
Medium elemental humanoid (cold)		XP 1200
Initiative +13	Senses Perception +12	
HP 115; Bloodied 57		
AC 27; Fortitude 26, Reflex 28, Will 27		
Immune slowed; Resist 15 cold		
Speed 5 (ice walk)		
m Frost Axe (standard; at-will) ♦ Cold, Weapon		
+20 vs. AC; 1d10 + 5 damage plus 1d10 cold damage.		
r Rimebolt Crossbow (standard; at-will) ♦ Cold, Weapon		
Ranged 15/30; +22 vs. AC; 2d8 + 5 cold damage, and the target is slowed until the end of the eisk jaat rimebolter's next turn.		
R Winterbite Bolt (standard; recharge 5-6) ♦ Cold, Weapon		
Ranged 15/30; +20 vs. Fortitude; 2d8 + 5 cold damage, and the target takes ongoing 10 cold damage and is slowed (save ends both). Until the target saves, any creature that starts its turn within 2 squares of the target takes 5 cold damage.		
Slide Away (immediate interrupt, when hit by a melee or close attack; recharges when first bloodied)		
The eisk jaat rimebolter shifts 5 squares.		
Icebound Footing		
When an effect pulls, pushes, or slides an eisk jaat, the eisk jaat moves 1 square less than the effect specifies. Also, an eisk jaat can make a saving throw to avoid being knocked prone.		
Alignment Evil		Languages Giant
Str 17 (+10)	Dex 23 (+13)	Wis 21 (+12)
Con 19 (+11)	Int 10 (+7)	Cha 12 (+8)
Equipment frost axe, rimebolt crossbow, chainmail, 20 bolts.		

Eisk Jaat Warrior (level 14)		Level 14 Minion
Small natural humanoid		XP 250
Initiative +13	Senses Perception +12	
HP 1; a missed attack never damages a minion.		
AC 28; Fortitude 27, Reflex 25, Will 26		
Immune slowed; Resist 15 cold		
Speed 5 (ice walk)		
m Icy Pick (standard; at-will) ♦ Cold, Weapon		
+19 vs. AC; 7 cold damage (crit 10).		
Slide Away (immediate interrupt, when hit by a melee or close attack; encounter)		
The eisk jaat warrior shifts 3 squares.		
Alignment Evil		Languages Giant
Str 17 (+10)	Dex 19 (+11)	Wis 20 (+12)
Con 23 (+13)	Int 10 (+7)	Cha 10 (+7)
Equipment icy pick, hide armor.		

Frostblight		Level 15 Blaster
Hazard		XP 1200
Hazard: The frostblight occupies 9 contiguous squares. Each frostblight square must share a side, not just a corner, with at least one other frostblight square.		
Perception		
No check is necessary to notice the mass.		
Additional Skills: Arcana		
DC 23: The character recognizes the hazard's nature.		
Initiative +2		
Trigger		
The frostblight can sense none cold living creatures within 20 squares, whether or not it has line of sight to them. When it does, the hazard rolls initiative. The mass moves on its turn, oozing through the air or dragging along the surface to a square occupied by a non cold living creature. It has a speed of 5, fly 5 (hover). It then attacks such creatures that start their turns within its area.		
Attack		
Opportunity Action		Melee
Targets: Each none cold living creature that starts its turn in the frostblight's square		
Attack: +18 vs. Fortitude		
Hit: 1d10 + 6 cold damage, and ongoing 10 cold damage and the target is affected by frostblight insanity (save ends both). While a conscious target is affected by the insanity, it must make a basic attack against an ally during its turn or take 10 extra cold damage at the end of its turn.		
Special: A creature cannot make a saving throw against the frostblight's effect while within the hazard's square.		
Countermeasures		
♦A character can attack a square of frostblight (AC 29; other defenses 27; hp 30; half damage from melee and ranged attacks). When reduced to 0 hit points, that square of frostblight is destroyed.		
Note: A voidblight modified for cold and a more elemental nature.		

ENCOUNTER 6A: A DIAMOND AS COLD AS ICE STATISTICS (P1 HIGH)

Eisk Jaat Mauler (level 18)	Level 18 Brute (leader)
Medium elemental humanoid (cold)	XP 2000
Initiative +13 Senses Perception +15	
Pack Master aura 5: each elemental beast ally that starts its turn within the aura rolls twice when recharging a power that recharges on a die roll, taking the higher result.	
HP 214; Bloodied 107	
AC 30; Fortitude 31, Reflex 28, Will 30	
Speed 5 (ice walk)	
m Frost Maul (standard; at-will) ♦ Cold, Weapon	
+21 vs. AC; 2d6 + 6 damage plus 2d6 cold damage, and the target is slowed until the end of the eisk jaat mauler's next turn.	
M Icebind Strike (standard; recharge 5-6) ♦ Cold, Weapon	
Targets a prone or slowed creature; +19 vs. Fortitude; 4d6 + 6 cold damage, and the target is restrained (save ends). Aftereffect: The target is slowed until the end of the eisk jaat mauler's next turn.	
Icebound Footing	
When an effect pulls, pushes, or slides an eisk jaat, the eisk jaat moves 1 square less than the effect specifies. Also, an eisk jaat can make a saving throw to avoid being knocked prone.	
Alignment Evil	Languages Giant
Str 20 (+14)	Dex 19 (+13) Wis 22 (+15)
Con 24 (+16)	Int 10 (+9) Cha 12 (+10)
Equipment frost maul, hide armor.	

Eisk Jaat Rimebolter (level 17)	Level 17 Artillery
Medium elemental humanoid (cold)	XP 1600
Initiative +14 Senses Perception +13	
HP 127; Bloodied 63	
AC 29; Fortitude 28, Reflex 30, Will 29	
Immune slowed; Resist 15 cold	
Speed 5 (ice walk)	
m Frost Axe (standard; at-will) ♦ Cold, Weapon	
+22 vs. AC; 1d10 + 6 damage plus 1d10 cold damage.	
r Rimebolt Crossbow (standard; at-will) ♦ Cold, Weapon	
Ranged 15/30; +24 vs. AC; 2d8 + 6 cold damage, and the target is slowed until the end of the eisk jaat rimebolter's next turn.	
R Winterbite Bolt (standard; recharge 5-6) ♦ Cold, Weapon	
Ranged 15/30; +22 vs. Fortitude; 2d8 + 6 cold damage, and the target takes ongoing 10 cold damage and is slowed (save ends both). Until the target saves, any creature that starts its turn within 2 squares of the target takes 5 cold damage.	
Slide Away (immediate interrupt, when hit by a melee or close attack; recharges when first bloodied)	
The eisk jaat rimebolter shifts 5 squares.	
Icebound Footing	
When an effect pulls, pushes, or slides an eisk jaat, the eisk jaat moves 1 square less than the effect specifies. Also, an eisk jaat can make a saving throw to avoid being knocked prone.	
Alignment Evil	Languages Giant
Str 17 (+11)	Dex 23 (+14) Wis 21 (+13)
Con 19 (+12)	Int 10 (+8) Cha 12 (+9)
Equipment frost axe, rimebolt crossbow, chainmail, 20 bolts.	

Eisk Jaat Warrior (level 16)	Level 16 Minion
Small natural humanoid	XP 350
Initiative +14 Senses Perception +13	
HP 1; a missed attack never damages a minion.	
AC 30; Fortitude 29, Reflex 27, Will 28	
Immune slowed; Resist 15 cold	
Speed 5 (ice walk)	
m Icy Pick (standard; at-will) ♦ Cold, Weapon	
+21 vs. AC; 8 cold damage (crit 11).	
Slide Away (immediate interrupt, when hit by a melee or close attack; encounter)	
The eisk jaat warrior shifts 3 squares.	
Alignment Evil	Languages Giant
Str 17 (+11)	Dex 19 (+12) Wis 20 (+13)
Con 23 (+14)	Int 10 (+8) Cha 10 (+8)
Equipment icy pick, hide armor.	

Frostblight	Level 15 Blaster
Hazard	XP 1200
Hazard: The frostblight occupies 9 contiguous squares. Each frostblight square must share a side, not just a corner, with at least one other frostblight square.	
Perception	
No check is necessary to notice the mass.	
Additional Skills: Arcana	
DC 23: The character recognizes the hazard's nature.	
Initiative +2	
Trigger	
The frostblight can sense none cold living creatures within 20 squares, whether or not it has line of sight to them. When it does, the hazard rolls initiative. The mass moves on its turn, oozing through the air or dragging along the surface to a square occupied by a non cold living creature. It has a speed of 5, fly 5 (hover). It then attacks such creatures that start their turns within its area.	
Attack	
Opportunity Action	Melee
Targets: Each none cold living creature that starts its turn in the frostblight's square	
Attack: +18 vs. Fortitude	
Hit: 1d10 + 6 cold damage, and ongoing 10 cold damage and the target is affected by frostblight insanity (save ends both). While a conscious target is affected by the insanity, it must make a basic attack against an ally during its turn or take 10 extra cold damage at the end of its turn.	
Special: A creature cannot make a saving throw against the frostblight's effect while within the hazard's square.	
Countermeasures	
♦A character can attack a square of frostblight (AC 29; other defenses 27; hp 30; half damage from melee and ranged attacks). When reduced to 0 hit points, that square of frostblight is destroyed.	

Note: A voidblight modified for cold and a more elemental nature.

ENCOUNTER 6A: A DIAMOND AS COLD AS ICE STATISTICS (P2 LOW)

Eisk Jaat Mauler (level 18)		Level 18 Brute (leader)	
Medium elemental humanoid (cold)		XP 2000	
Initiative +13	Senses Perception +15		
Pack Master aura 5: each elemental beast ally that starts its turn within the aura rolls twice when recharging a power that recharges on a die roll, taking the higher result.			
HP 214; Bloodied 107			
AC 30; Fortitude 31, Reflex 28, Will 30			
Speed 5 (ice walk)			
m Frost Maul (standard; at-will) ♦ Cold, Weapon			
+21 vs. AC; 2d6 + 6 damage plus 2d6 cold damage, and the target is slowed until the end of the eisk jaat mauler's next turn.			
M Icebind Strike (standard; recharge 5-6) ♦ Cold, Weapon			
Targets a prone or slowed creature; +19 vs. Fortitude; 4d6 + 6 cold damage, and the target is restrained (save ends). Aftereffect: The target is slowed until the end of the eisk jaat mauler's next turn.			
Icebound Footing			
When an effect pulls, pushes, or slides an eisk jaat, the eisk jaat moves 1 square less than the effect specifies. Also, an eisk jaat can make a saving throw to avoid being knocked prone.			
Alignment Evil		Languages Giant	
Str 20 (+14)	Dex 19 (+13)	Wis 22 (+15)	
Con 24 (+16)	Int 10 (+9)	Cha 12 (+10)	
Equipment frost maul, hide armor.			

Eisk Jaat Rimebolter (level 17)		Level 17 Artillery	
Medium elemental humanoid (cold)		XP 1600	
Initiative +14	Senses Perception +13		
HP 127; Bloodied 63			
AC 29; Fortitude 28, Reflex 30, Will 29			
Immune slowed; Resist 15 cold			
Speed 5 (ice walk)			
m Frost Axe (standard; at-will) ♦ Cold, Weapon			
+22 vs. AC; 1d10 + 6 damage plus 1d10 cold damage.			
r Rimebolt Crossbow (standard; at-will) ♦ Cold, Weapon			
Ranged 15/30; +24 vs. AC; 2d8 + 6 cold damage, and the target is slowed until the end of the eisk jaat rimebolter's next turn.			
R Winterbite Bolt (standard; recharge 5-6) ♦ Cold, Weapon			
Ranged 15/30; +22 vs. Fortitude; 2d8 + 6 cold damage, and the target takes ongoing 10 cold damage and is slowed (save ends both). Until the target saves, any creature that starts its turn within 2 squares of the target takes 5 cold damage.			
Slide Away (immediate interrupt, when hit by a melee or close attack; recharges when first bloodied)			
The eisk jaat rimebolter shifts 5 squares.			
Icebound Footing			
When an effect pulls, pushes, or slides an eisk jaat, the eisk jaat moves 1 square less than the effect specifies. Also, an eisk jaat can make a saving throw to avoid being knocked prone.			
Alignment Evil		Languages Giant	
Str 17 (+11)	Dex 23 (+14)	Wis 21 (+13)	
Con 19 (+12)	Int 10 (+8)	Cha 12 (+9)	
Equipment frost axe, rimebolt crossbow, chainmail, 20 bolts.			

Eisk Jaat Mystic		Level 18 Artillery	
Medium elemental humanoid (cold)		XP 2000	
Initiative +15	Senses Perception +16		
HP 136; Bloodied 68			
AC 32; Fortitude 30, Reflex 29, Will 31			
Immune slowed; Resist 15 cold			
Speed 5 (ice walk)			

m Rime Mace (standard; at-will) ♦ Cold, Weapon		
+23 vs. AC; 1d6 + 3 damage, and ongoing 10 cold damage (save ends).		
r Chilling Ray (standard; at-will) ♦ Cold		
Ranged 10; +21 vs. Reflex; 2d6 + 7 cold damage, and the target gains vulnerable 10 cold until the end of the eisk jaat mystic's next turn.		
C Blizzard Cloak (standard; recharge 5-6) ♦ Cold, Zone		
Close burst 2; the burst creates a zone of whirling snow and wind centered on the eisk jaat mystic that lasts until the end of the mystic's next turn. When the mystic moves, the zone moves with it, remaining centered on it. Any enemy that ends its turn within the zone takes 15 cold damage and is slowed until the end of its next turn. The zone's space is heavily obscured. Sustain Minor: The zone persists.		
A Winter's Fury (standard; recharges when <i>blizzard cloak</i> ends)		
Area burst 1 within 10; +20 vs. Fortitude; 2d8 + 7 cold damage, and the target is immobilized (save ends). If the target is already immobilized, prone, or slowed, it is instead restrained (save ends).		
Icebound Footing		
When an effect pulls, pushes, or slides an eisk jaat, the eisk jaat moves 1 square less than the effect specifies. Also, an eisk jaat can make a saving throw to avoid being knocked prone.		
Alignment Evil		Languages Giant
Str 17 (+12)	Dex 14 (+11)	Wis 24 (+16)
Con 22 (+15)	Int 21 (+14)	Cha 14 (+11)
Equipment robes, rime mace.		

Frostblight		Level 15 Blaster	
Hazard		XP 1200	
Hazard: The frostblight occupies 9 contiguous squares. Each frostblight square must share a side, not just a corner, with at least one other frostblight square.			
Perception			
No check is necessary to notice the mass.			
Additional Skills: Arcana			
DC 23: The character recognizes the hazard's nature.			
Initiative +2			
Trigger			
The frostblight can sense none cold living creatures within 20 squares, whether or not it has line of sight to them. When it does, the hazard rolls initiative. The mass moves on its turn, oozing through the air or dragging along the surface to a square occupied by a non cold living creature. It has a speed of 5, fly 5 (hover). It then attacks such creatures that start their turns within its area.			
Attack			
Opportunity Action		Melee	
Targets: Each none cold living creature that starts its turn in the frostblight's square			
Attack: +19 vs. Fortitude			
Hit: 1d10 + 4 cold damage, and ongoing 10 cold damage and the target is affected by frostblight insanity (save ends both). While a conscious target is affected by the insanity, it must make a basic attack against an ally during its turn or take 10 extra cold damage at the end of its turn.			
Special: A creature cannot make a saving throw against the frostblight's effect while within the hazard's square.			
Countermeasures			
♦A character can attack a square of frostblight (AC 29; other defenses 27; hp 30; half damage from melee and ranged attacks). When reduced to 0 hit points, that square of frostblight is destroyed.			
Note: A voidblight modified for cold and a more elemental nature.			

ENCOUNTER 6A: A DIAMOND AS COLD AS ICE STATISTICS (P2 HIGH)

Eisk Jaat Mauler (level 18)		Level 18 Brute (leader)	
Medium elemental humanoid (cold)		XP 2000	
Initiative +13	Senses Perception +15		
Pack Master aura 5: each elemental beast ally that starts its turn within the aura rolls twice when recharging a power that recharges on a die roll, taking the higher result.			
HP 214; Bloodied 107			
AC 30; Fortitude 31, Reflex 28, Will 30			
Speed 5 (ice walk)			
m Frost Maul (standard; at-will) ♦ Cold, Weapon			
+21 vs. AC; 2d6 + 6 damage plus 2d6 cold damage, and the target is slowed until the end of the eisk jaat mauler's next turn.			
M Icebind Strike (standard; recharge 5-6) ♦Cold, Weapon			
Targets a prone or slowed creature; +19 vs. Fortitude; 4d6 + 6 cold damage, and the target is restrained (save ends). Aftereffect: The target is slowed until the end of the eisk jaat mauler's next turn.			
Icebound Footing			
When an effect pulls, pushes, or slides an eisk jaat, the eisk jaat moves 1 square less than the effect specifies. Also, an eisk jaat can make a saving throw to avoid being knocked prone.			
Alignment Evil		Languages Giant	
Str 20 (+14)	Dex 19 (+13)	Wis 22 (+15)	
Con 24 (+16)	Int 10 (+9)	Cha 12 (+10)	
Equipment frost maul, hide armor.			

Eisk Jaat Rimebolter (level 18)		Level 18 Artillery	
Medium elemental humanoid (cold)		XP 2000	
Initiative +15	Senses Perception +14		
HP 133; Bloodied 66			
AC 30; Fortitude 29, Reflex 31, Will 30			
Immune slowed; Resist 15 cold			
Speed 5 (ice walk)			
m Frost Axe (standard; at-will) ♦ Cold, Weapon			
+23 vs. AC; 1d10 + 7 damage plus 1d10 cold damage.			
r Rimebolt Crossbow (standard; at-will) ♦ Cold, Weapon			
Ranged 15/30; +25 vs. AC; 2d8 + 7 cold damage, and the target is slowed until the end of the eisk jaat rimebolter's next turn.			
R Winterbite Bolt (standard; recharge 5-6) ♦Cold, Weapon			
Ranged 15/30; +23 vs. Fortitude; 2d8 + 7 cold damage, and the target takes ongoing 10 cold damage and is slowed (save ends both). Until the target saves, any creature that starts its turn within 2 squares of the target takes 5 cold damage.			
Slide Away (immediate interrupt, when hit by a melee or close attack; recharges when first bloodied)			
The eisk jaat rimebolter shifts 5 squares.			
Icebound Footing			
When an effect pulls, pushes, or slides an eisk jaat, the eisk jaat moves 1 square less than the effect specifies. Also, an eisk jaat can make a saving throw to avoid being knocked prone.			
Alignment Evil		Languages Giant	
Str 17 (+12)	Dex 23 (+15)	Wis 21 (+14)	
Con 19 (+13)	Int 10 (+9)	Cha 12 (+10)	
Equipment frost axe, rimebolt crossbow, chainmail, 20 bolts.			

Eisk Jaat Mystic		Level 18 Artillery	
Medium elemental humanoid (cold)		XP 2000	
Initiative +15	Senses Perception +16		
HP 136; Bloodied 68			
AC 32; Fortitude 30, Reflex 29, Will 31			
Immune slowed; Resist 15 cold			
Speed 5 (ice walk)			

m Rime Mace (standard; at-will) ♦ Cold, Weapon		
+23 vs. AC; 1d6 + 3 damage, and ongoing 10 cold damage (save ends).		
r Chilling Ray (standard; at-will) ♦ Cold		
Ranged 10; +21 vs. Reflex; 2d6 + 7 cold damage, and the target gains vulnerable 10 cold until the end of the eisk jaat mystic's next turn.		
C Blizzard Cloak (standard; recharge 5-6) ♦Cold, Zone		
Close burst 2; the burst creates a zone of whirling snow and wind centered on the eisk jaat mystic that lasts until the end of the mystic's next turn. When the mystic moves, the zone moves with it, remaining centered on it. Any enemy that ends its turn within the zone takes 15 cold damage and is slowed until the end of its next turn. The zone's space is heavily obscured. Sustain Minor: The zone persists.		
A Winter's Fury (standard; recharges when <i>blizzard cloak</i> ends)		
Area burst 1 within 10; +20 vs. Fortitude; 2d8 + 7 cold damage, and the target is immobilized (save ends). If the target is already immobilized, prone, or slowed, it is instead restrained (save ends).		
Icebound Footing		
When an effect pulls, pushes, or slides an eisk jaat, the eisk jaat moves 1 square less than the effect specifies. Also, an eisk jaat can make a saving throw to avoid being knocked prone.		
Alignment Evil		Languages Giant
Str 17 (+12)	Dex 14 (+11)	Wis 24 (+16)
Con 22 (+15)	Int 21 (+14)	Cha 14 (+11)
Equipment robes, rime mace.		

Frostblight (level 18)		Level 18 Blaster	
Hazard		XP 2000	
Hazard: The frostblight occupies 9 contiguous squares. Each frostblight square must share a side, not just a corner, with at least one other frostblight square.			
Perception			
No check is necessary to notice the mass.			
Additional Skills: Arcana			
DC 25: The character recognizes the hazard's nature.			
Initiative +4			
Trigger			
The frostblight can sense none cold living creatures within 20 squares, whether or not it has line of sight to them. When it does, the hazard rolls initiative. The mass moves on its turn, oozing through the air or dragging along the surface to a square occupied by a non cold living creature. It has a speed of 5, fly 5 (hover). It then attacks such creatures that start their turns within its area.			
Attack			
Opportunity Action		Melee	
Targets: Each none cold living creature that starts its turn in the frostblight's square			
Attack: +21 vs. Fortitude			
Hit: 1d10 + 8 cold damage, and ongoing 10 cold damage and the target is affected by frostblight insanity (save ends both). While a conscious target is affected by the insanity, it must make a basic attack against an ally during its turn or take 10 extra cold damage at the end of its turn.			
Special: A creature cannot make a saving throw against the frostblight's effect while within the hazard's square.			
Countermeasures			
♦A character can attack a square of frostblight (AC 32; other defenses 30; hp 30; half damage from melee and ranged attacks). When reduced to 0 hit points, that square of frostblight is destroyed.			
Note: A voidblight modified for cold and a more elemental nature.			

ENCOUNTER 6A: A DIAMOND AS COLD AS ICE MAP

TILE SETS NEEDED

Streets of Shadow x1



ENCOUNTER 6B: A COLD, WET LIE

P1: EL 15/17 (6000/8400 XP)

This encounter includes the following creatures at the low tier:

- 1 adult bronze dragon (D)
- 2 water archon waveshapers (level 10) (W)

This encounter includes the following creatures at the high tier:

- 1 adult bronze dragon (level 16) (D)
- 2 water archon waveshapers (level 12) (W)

P2: EL 18/20 (10000/14000 XP)

This encounter includes the following creatures at the low tier:

- 1 elder bronze dragon (level 17) (D)
- 2 water archon waveshapers (level 14) (W)

This encounter includes the following creatures at the high tier:

- 1 elder bronze dragon (level 19) (D)
- 2 water archon waveshapers (level 14) (W)

The PCs only face this encounter if they failed the skill challenge in Encounter 5, and therefore do not face Encounter 6A. If the PCs failed to detect the deception of Speaker Kal-Lom, they race off on their chaos glider in search of the island of water.

THIRD AND FOURTH ENDURANCE CHECKS

After the PCs are a few hours into their journey, they run into more environmental hazards. The first is not too bad, so an Endure Elements ritual (or better) remove the necessity of the moderate Endurance check. The second, however, requires an Endure Primordial Elements to skip the Endurance check. Failure means a loss of 1 healing surge each in each check.

In both checks, if the PCs failed the skill challenge in Encounter 4, they take a -2 penalty to the Endurance check because of the damage the glider has taken.

In the fourth and final Endurance check, the PCs are flying through an electrical storm and being pelted by pieces of what looks like bone. They notice a large piece of earth in the distance that is riddled with tunnels. With a successful hard Dungeoneering check, they can seek shelter and passage through those tunnels.

Doing this gives the PCs a +4 to the Endurance check, as they careen wildly through the tunnels on their glider.

After several hours of flying, the PCs reach the island. As Kal-Lom told them, a beast is guarding a gem that contains a powerful magic. The dragon is a bronze, and it has recruited assistants to help it keep away those who may try to free the demon that holds it. The dragon is in no mood to talk, as it has been tasked with guarding this gem. It treats any creature that comes here as a threat.

As the adventurers enter the area, read:

Below you, an enormous pocket of water floats, unbound by any land. A few specks of solid earth dot the watery terrain. Only one such bit of land looks large enough to land the glider and move about.

The dragon lives under the waves, and the gem that it guards resides there as well. If the PCs do not land on the largest piece of solid earth (or if they land in the water instead), the dragon and its helpers simply stay out of sight, well below the water and out of danger. Only when the PCs land and prove themselves a threat does the dragon make its presence known.

From out of the murky water bursts a dragon, its orange-brown scales glimmering. It roars a challenge and moves to attack. Out in the water, some of the ripples from the dragon's emergence form into aquatic creatures. The way the water moves when it splashes is strange, as if the water is not natural and has been affected by the powers of the Elemental Chaos.

FEATURES OF THE AREA

Illumination: The area is brightly lit, but because of the murkiness of the water, there is no line of sight to anything underwater unless a creature is adjacent.

Water: Initially, the first square of water adjacent to an island of land is difficult terrain, and everything past that is deep water (100 feet) that requires swimming. However, with an easy Arcana or Nature check, a PC standing on the land or in the water can take a minor action to alter the nature of the water within 20 squares of that PC at the time the check is made. Each check has a different and incremental affect on the water.

First successful check: All the water squares can be moved over by normal walking as difficult terrain. Creatures can still submerge and swim in the water if they so choose.

Second successful check: All the water squares can be moved over as if it were normal land. Creatures can still submerge and swim in the water if they so choose.

Third successful check: All the water squares are considered land. Creatures may not submerge in the water. Any creature currently in the water is pushed to the top. The waveshapers are considered weakened for the remainder of the encounter, and the dragon cannot use *restorative dive* during the encounter. The dragon also loses the ability to fly.

An easy Nature or Arcana check, taken as a free action while standing on the island or while in contact with the water, reveals that these checks can be made and what they accomplish.

TACTICS

The dragon uses its abilities to fly and swim to put itself in a position where it can get to the less sturdy members of the party while avoiding the defenders. The waveshapers' *ocean call* also allows the dragon to shift 3 once each turn as a free action, meaning that the dragon should always be a threat to ranged strikers, leaders, and controllers who are more effective when away from their foes. The dragon definitely tries to focus fire on one PC, even granting opportunity attacks or triggering defenders' marks to do so, until that PC is unconscious.

The waveshapers remain in the safety of the water, on opposite sides of the island but within 10 squares of the dragon and the PCs to make their ranged attacks and *ocean call* aura most effective. They join the dragon in focusing fire on one PC, unless they can use their abilities to keep a defender prone and away from the dragon. For example, a fighter under the effect of a *geyser* could not use his combat challenge ability, since it is an immediate interrupt.

SCALING THE ENCOUNTER

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

Four PCs: At all tiers, remove one waveshaper.

Six PCs: At all tiers, add two waveshapers.

ENDING THE ENCOUNTER

If the PCs defeat the dragon and its helpers, the diamond that it is protecting floats to the surface of the water. If the water has been made solid by the PCs, then appears on the top of the solid water once the creatures are defeated.

A PC studying the gem sees what looks like a small flicker of flame trapped within it. A DC 15 Religion or Arcana check reveals that the thing inside the gem is a trapped balor. If the PCs attempt to break the diamond, the gem shatters (it has been weakened by the creature

inside trying to escape). The pit fiend emerges, laughs, thanks the PCs for releasing it, and then disappears.

If the PCs attempt to return the gem to their sponsors to win the race, continue to Encounter 7.

EXPERIENCE POINTS

PCs that successfully complete this encounter each earn 1200/1680 experience points at P1 or 2000/2800 experience points at P2.

TREASURE

The dragon has collected other treasure during his guardianship of the gem. It is mundane loot equal to 400/700 gp at P1 or 700/2000 gp at P2. These numbers are per PC.

ENCOUNTER SCORING

If the PCs played this encounter, it means they failed a skill challenge earlier in the adventure, and therefore they are ineligible to win the competition.

ENCOUNTER 6B: A COLD WET LIE STATISTICS (P1 Low)

Adult Bronze Dragon		Level 14 Solo Brute
Large natural magical beast (aquatic, dragon)		XP 5000
Initiative +12	Senses Perception +13; darkvision	
HP 507; Bloodied 253; see also <i>bloodied breath</i>		
AC 26; Fortitude 28, Reflex 25, Will 25		
Resist 20 lightning		
Saving Throws +5		
Speed 6, fly 8 (hover), overland flight 10, swim 6		
Action Points 2		
m Bite (standard; at-will) ◆ Lightning		
Reach 2; +17 vs. AC; 2d8 + 8 damage plus 3d6 lightning damage.		
m Claw (standard; at-will)		
Reach 2; +17 vs. AC; 2d8 + 10 damage.		
M Double Attack (standard; at-will)		
The dragon makes two claw attacks.		
M Wing Smash (immediate reaction, when an enemy moves to a space where it flanks the dragon; at-will)		
+15 vs. Fortitude; 2d12 + 6 damage, and the dragon pushes the target 2 squares.		
C Breath Weapon (standard; recharge 5-6) ◆ Lightning		
Close blast 3; +15 vs. Reflex; 3d8 + 5 lightning damage, and the dragon pushes the target 2 squares. If the attack hit at least one target, the dragon makes a secondary attack against a creature within 10 squares that was not a target of the primary attack. <i>Miss</i> : Half damage. <i>Secondary Attack</i> : +15 vs. Reflex; 2d10 + 5 lightning damage, and the dragon pushes the target 1 square.		
C Bloodied Breath (free, when first bloodied; encounter)		
Breath weapon recharges, and the dragon uses it.		
C Frightful Presence (standard; encounter) ◆ Lightning		
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).		
Restorative Dive (minor; while bloodied and completely submerged in water; encounter) ◆ Healing		
The dragon regains 126 hit points and gains a +2 bonus to attack rolls until the end of its next turn.		
Alignment Unaligned		Languages Common, Draconic
Skills History +13, Intimidate +16		
Str 26 (+15)	Dex 21 (+12)	Wis 13 (+8)
Con 21 (+12)	Int 12 (+8)	Cha 20 (+12)

Water Archon Waveshaper (level 10)		Level 10 Controller
Medium elemental humanoid (aquatic, water)		XP 500
Initiative +5	Senses Perception +7	
Ocean Call Each ally that is within 10 squares of the water archon waveshaper and that has the water keyword or the aquatic keyword shifts 3 squares as a free action and gains 10 temporary hit points.		
HP 109; Bloodied 54		
AC 24; Fortitude 22, Reflex 21, Will 24		
Immune disease, forced movement, poison; Resist 10 acid;		
Vulnerable cold (a water archon waveshaper that takes cold damage is slowed until the end of its next turn)		
Saving Throws +2 against immobilized, restrained, and slowed		
Speed 6, swim 8		
m Waveshape (standard; at-will)		
+14 vs. Reflex; 2d6 + 2 damage, and the target is pushed 1 square and knocked prone.		
R Dizzying Whirlpool (standard; at-will)		
Ranged 10; +13 vs. Fortitude; 2d8 + 4 damage, and the target cannot charge or shift (save ends).		
A Geyser (standard; recharge 5-6)		
Area burst 2 within 10; +13 vs. Reflex; 2d8 + 1 damage, and the target is knocked prone and cannot use immediate actions until the end of its next turn.		
Alignment Chaotic evil		Languages Primordial
Str 14 (+7)	Dex 19 (+9)	Wis 25 (+12)
Con 21 (+10)	Int 15 (+7)	Cha 17 (+8)

ENCOUNTER 6B: A COLD WET LIE STATISTICS (P1 HIGH)

Adult Bronze Dragon (level 16)	Level 16 Solo Brute
Large natural magical beast (aquatic, dragon)	XP 7000
Initiative +13	Senses Perception +14; darkvision
HP 571; Bloodied 285; see also <i>bloodied breath</i>	
AC 28; Fortitude 30, Reflex 27, Will 27	
Resist 20 lightning	
Saving Throws +5	
Speed 6, fly 8 (hover), overland flight 10, swim 6	
Action Points 2	
m Bite (standard; at-will) ◆ Lightning	
Reach 2; +19 vs. AC; 2d8 + 9 damage plus 3d6 lightning damage.	
m Claw (standard; at-will)	
Reach 2; +19 vs. AC; 2d8 + 11 damage.	
M Double Attack (standard; at-will)	
The dragon makes two claw attacks.	
M Wing Smash (immediate reaction, when an enemy moves to a space where it flanks the dragon; at-will)	
+17 vs. Fortitude; 2d12 + 7 damage, and the dragon pushes the target 2 squares.	
C Breath Weapon (standard; recharge 5-6) ◆ Lightning	
Close blast 3; +17 vs. Reflex; 3d8 + 6 lightning damage, and the dragon pushes the target 2 squares. If the attack hit at least one target, the dragon makes a secondary attack against a creature within 10 squares that was not a target of the primary attack. <i>Miss</i> : Half damage. <i>Secondary Attack</i> : +17 vs. Reflex; 2d10 + 6 lightning damage, and the dragon pushes the target 1 square.	
C Bloodied Breath (free, when first bloodied; encounter)	
Breath weapon recharges, and the dragon uses it.	
C Frightful Presence (standard; encounter) ◆ Lightning	
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).	
Restorative Dive (minor; while bloodied and completely submerged in water; encounter) ◆ Healing	
The dragon regains 142 hit points and gains a +2 bonus to attack rolls until the end of its next turn.	
Alignment Unaligned	Languages Common, Draconic
Skills History +14, Intimidate +17	
Str 26 (+16)	Dex 21 (+13) Wis 13 (+9)
Con 21 (+13)	Int 12 (+9) Cha 20 (+13)

Water Archon Waveshaper (level 12)	Level 12 Controller
Medium elemental humanoid (aquatic, water)	XP 700
Initiative +6	Senses Perception +8
Ocean Call Each ally that is within 10 squares of the water archon waveshaper and that has the water keyword or the aquatic keyword shifts 3 squares as a free action and gains 10 temporary hit points.	
HP 125; Bloodied 62	
AC 26; Fortitude 24, Reflex 23, Will 26	
Immune disease, forced movement, poison; Resist 10 acid;	
Vulnerable cold (a water archon waveshaper that takes cold damage is slowed until the end of its next turn)	
Saving Throws +2 against immobilized, restrained, and slowed	
Speed 6, swim 8	
m Waveshape (standard; at-will)	
+16 vs. Reflex; 2d6 + 3 damage, and the target is pushed 1 square and knocked prone.	
R Dizzying Whirlpool (standard; at-will)	
Ranged 10; +15 vs. Fortitude; 2d8 + 5 damage, and the target cannot charge or shift (save ends).	
A Geyser (standard; recharge 5-6)	
Area burst 2 within 10; +15 vs. Reflex; 2d8 + 2 damage, and the target is knocked prone and cannot use immediate actions until the end of its next turn.	
Alignment Chaotic evil	Languages Primordial
Str 14 (+8)	Dex 19 (+10) Wis 25 (+13)
Con 21 (+11)	Int 15 (+8) Cha 17 (+9)
Equipment robes, 2 war fans.	

ENCOUNTER 6B: A COLD WET LIE STATISTICS (P2 Low)

Elder Bronze Dragon (level 17)	Level 17 Solo Brute
Huge natural magical beast (aquatic, dragon)	XP 8000
Initiative +15 Senses Perception +15; darkvision	
HP 676; Bloodied 338; see also <i>bloodied breath</i>	
AC 29; Fortitude 31, Reflex 28, Will 28	
Resist 25 lightning	
Saving Throws +5	
Speed 6, fly 10 (hover), overland flight 10, swim 8	
Action Points 2	
m Bite (standard; at-will) ◆ Lightning	
Reach 3; +20 vs. AC; 3d10 + 8 damage plus 4d6 lightning damage.	
m Claw (standard; at-will)	
Reach 3; +20 vs. AC; 2d10 + 10 damage.	
M Double Attack (standard; at-will)	
The dragon makes two claw attacks.	
M Wing Smash (immediate reaction, when an enemy moves to a space where it flanks the dragon; at-will)	
+18 vs. Fortitude; 3d12 + 6 damage, and the dragon pushes the target 3 squares.	
M Pinning Claw (immediate reaction, when an adjacent enemy moves or shifts; at-will)	
+20 vs. AC; 2d10 + 10 damage, and the dragon grabs the target. If the dragon uses double attack while grabbing a target, it must target a grabbed creature with at least one attack if it is able.	
C Breath Weapon (standard; recharge 5-6) ◆ Lightning	
Close blast 3; +18 vs. Reflex; 3d10 + 6 lightning damage, and the dragon pushes the target 4 squares. If the attack hit at least one target, the dragon makes a secondary attack against a creature within 10 squares that was not a target of the primary attack. <i>Miss</i> : Half damage. <i>Secondary Attack</i> : +18 vs. Reflex; 2d12 + 5 lightning damage, and the dragon pushes the target 2 squares.	
C Bloodied Breath (free, when first bloodied; encounter)	
Breath weapon recharges, and the dragon uses it.	
C Frightful Presence (standard; encounter) ◆ Lightning	
Close burst 5; targets enemies; +18 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).	
Restorative Dive (minor; while bloodied and completely submerged in water; encounter) ◆ Healing	
The dragon regains 169 hit points and gains a +2 bonus to attack rolls until the end of its next turn.	
Alignment Unaligned Languages Common, Draconic	
Skills History +15, Intimidate +19	
Str 30 (+18) Dex 24 (+15) Wis 14 (+10)	
Con 25 (+15) Int 14 (+10) Cha 22 (+14)	

Water Archon Waveshaper (level 14)	Level 14 Controller
Medium elemental humanoid (aquatic, water)	XP 1000
Initiative +7 Senses Perception +9	
Ocean Call Each ally that is within 10 squares of the water archon waveshaper and that has the water keyword or the aquatic keyword shifts 3 squares as a free action and gains 10 temporary hit points.	
HP 141; Bloodied 70	
AC 28; Fortitude 26, Reflex 25, Will 28	
Immune disease, forced movement, poison; Resist 10 acid; Vulnerable cold (a water archon waveshaper that takes cold damage is slowed until the end of its next turn)	
Saving Throws +2 against immobilized, restrained, and slowed	
Speed 6, swim 8	
m Waveshape (standard; at-will)	
+18 vs. Reflex; 2d6 + 4 damage, and the target is pushed 1 square and knocked prone.	
R Dizzying Whirlpool (standard; at-will)	
Ranged 10; +17 vs. Fortitude; 2d8 + 6 damage, and the target cannot charge or shift (save ends).	
A Geyser (standard; recharge 5-6)	
Area burst 2 within 10; +17 vs. Reflex; 2d8 + 3 damage, and the target is knocked prone and cannot use immediate actions until the end of its next turn.	
Alignment Chaotic evil Languages Primordial	
Str 14 (+9) Dex 19 (+11) Wis 25 (+14)	
Con 21 (+12) Int 15 (+9) Cha 17 (+10)	
Equipment robes, 2 war fans.	

ENCOUNTER 6B: A COLD WET LIE STATISTICS (P2 HIGH)

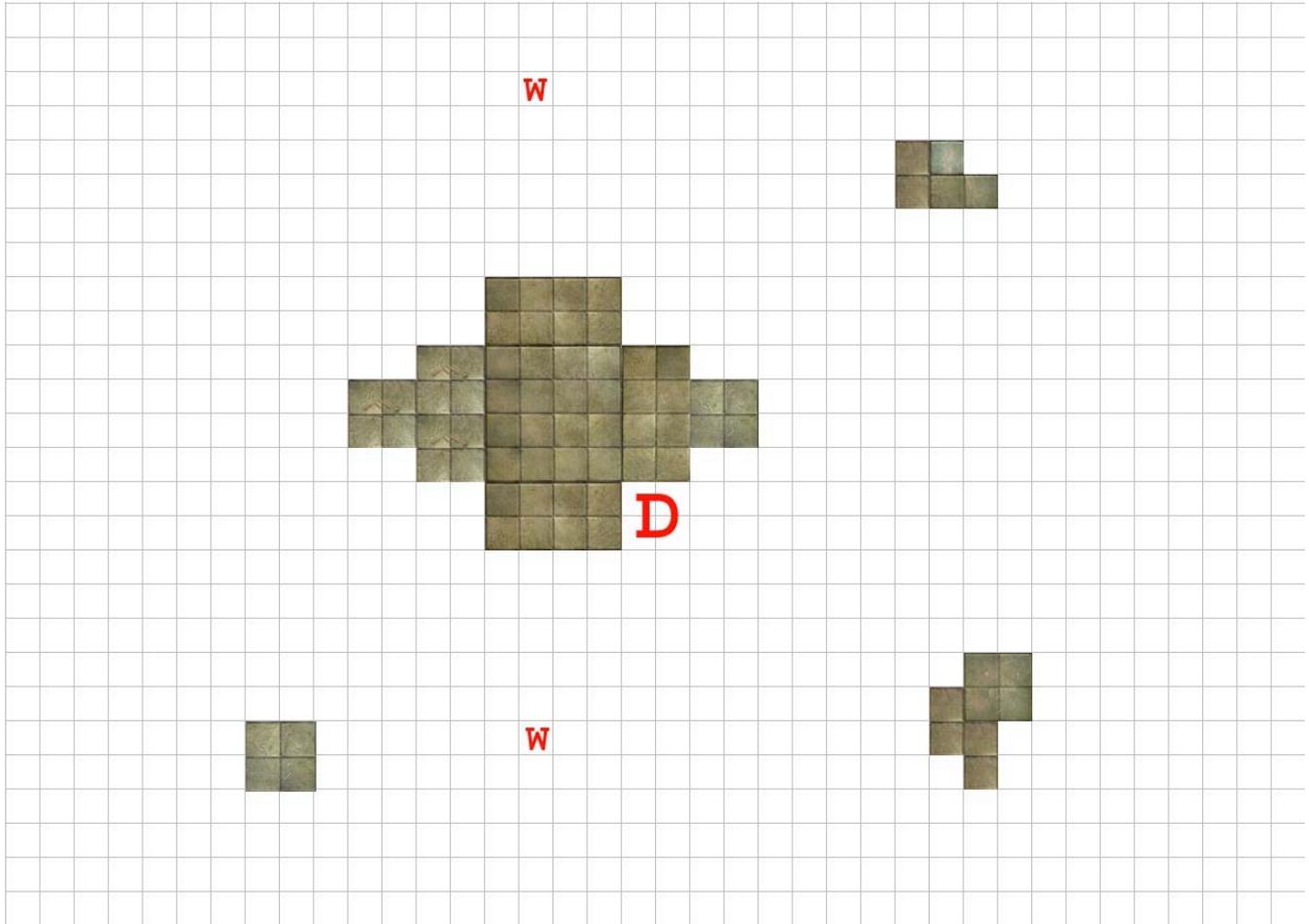
Elder Bronze Dragon (level 19)		Level 19 Solo Brute
Huge natural magical beast (aquatic, dragon)		XP 12000
Initiative +16	Senses Perception +16; darkvision	
HP 740; Bloodied 370; see also <i>bloodied breath</i>		
AC 31; Fortitude 33, Reflex 30, Will 30		
Resist 25 lightning		
Saving Throws +5		
Speed 6, fly 10 (hover), overland flight 10, swim 8		
Action Points 2		
m Bite (standard; at-will) ◆ Lightning		
Reach 3; +22 vs. AC; 3d10 + 9 damage plus 4d6 lightning damage.		
m Claw (standard; at-will)		
Reach 3; +22 vs. AC; 2d10 + 11 damage.		
M Double Attack (standard; at-will)		
The dragon makes two claw attacks.		
M Wing Smash (immediate reaction, when an enemy moves to a space where it flanks the dragon; at-will)		
+20 vs. Fortitude; 3d12 + 7 damage, and the dragon pushes the target 3 squares.		
M Pinning Claw (immediate reaction, when an adjacent enemy moves or shifts; at-will)		
+22 vs. AC; 2d10 + 11 damage, and the dragon grabs the target. If the dragon uses double attack while grabbing a target, it must target a grabbed creature with at least one attack if it is able.		
C Breath Weapon (standard; recharge 5-6) ◆ Lightning		
Close blast 3; +20 vs. Reflex; 3d10 + 7 lightning damage, and the dragon pushes the target 4 squares. If the attack hit at least one target, the dragon makes a secondary attack against a creature within 10 squares that was not a target of the primary attack. <i>Miss</i> : Half damage. <i>Secondary Attack</i> : +20 vs. Reflex; 2d12 + 6 lightning damage, and the dragon pushes the target 2 squares.		
C Bloodied Breath (free, when first bloodied; encounter)		
Breath weapon recharges, and the dragon uses it.		
C Frightful Presence (standard; encounter) ◆ Lightning		
Close burst 5; targets enemies; +20 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).		
Restorative Dive (minor; while bloodied and completely submerged in water; encounter) ◆ Healing		
The dragon regains 185 hit points and gains a +2 bonus to attack rolls until the end of its next turn.		
Alignment Unaligned	Languages Common, Draconic	
Skills History +16, Intimidate +20		
Str 30 (+19)	Dex 24 (+16)	Wis 14 (+11)
Con 25 (+16)	Int 14 (+11)	Cha 22 (+15)

Water Archon Waveshaper (level 14)		Level 14 Controller
Medium elemental humanoid (aquatic, water)		XP 1000
Initiative +7	Senses Perception +9	
Ocean Call Each ally that is within 10 squares of the water archon waveshaper and that has the water keyword or the aquatic keyword shifts 3 squares as a free action and gains 10 temporary hit points.		
HP 141; Bloodied 70		
AC 28; Fortitude 26, Reflex 25, Will 28		
Immune disease, forced movement, poison; Resist 10 acid;		
Vulnerable cold (a water archon waveshaper that takes cold damage is slowed until the end of its next turn)		
Saving Throws +2 against immobilized, restrained, and slowed		
Speed 6, swim 8		
m Waveshape (standard; at-will)		
+18 vs. Reflex; 2d6 + 4 damage, and the target is pushed 1 square and knocked prone.		
R Dizzying Whirlpool (standard; at-will)		
Ranged 10; +17 vs. Fortitude; 2d8 + 6 damage, and the target cannot charge or shift (save ends).		
A Geyser (standard; recharge 5-6)		
Area burst 2 within 10; +17 vs. Reflex; 2d8 + 3 damage, and the target is knocked prone and cannot use immediate actions until the end of its next turn.		
Alignment Chaotic evil	Languages Primordial	
Str 14 (+9)	Dex 19 (+11)	Wis 25 (+14)
Con 21 (+12)	Int 15 (+9)	Cha 17 (+10)
Equipment robes, 2 war fans.		

ENCOUNTER 6B: A COLD WET LIE MAP

TILE SETS NEEDED

Halls of the Giant King x1



ENCOUNTER 7: CONCLUSION

There are several possible conclusions, depending on the PCs' choices and performance during the adventure. Each is detailed below. If the PCs performed in a manner not covered in the adventure, adjust one of the conclusions below to provide an appropriate ending.

PCs SUCCESSFULLY COMPLETED ENCOUNTER 6A

The PCs gained possession of Ickamar's Ice. When a PC takes possession of it and sees the dao held within, that PC hears a voice in his/her head:

“Please, I am a prisoner here. I was captured by the frost titan Thrym. He has been using my captivity to extort assistance from my father in his war against Surtur. If you release me by smashing the gem, I can offer you a significant reward.”

At this point, the PCs have a choice. The only way to release the dao Graneev is to smash the diamond, but doing so would mean forfeiting the prize from their sponsors in the race. Note the PCs are still considered winners of the race; they simply do not get the extra monetary or treasure from the sponsor. They get it from the dao instead.

No matter what the PCs choose, they receive the same reward—it either comes from the dao or their sponsors. The only difference is whether or not one of the power groups has possession of the gem and the dao, or if he has been freed.

If they free Graneev, they gain the story award **ADCP11 Freed the Dao Prince Graneev**. If they give the gem to their sponsor they gain the story award **ADCP12 Hero of Calimshan** with the appropriate sponsor circled. If the PCs do handover the gem, they also win the race, earning **ADCP10 10 Won the Race!** including access to the divine boon.

A week after the completion of the desert race, a ceremony is held. The winning team from the desert race is showered with praise and laurels. Although you won your race, you receive no such ceremony. However, the powerful and influential at the ceremony throw glances of admiration and respect in your direction. Your names are whispered in the corridors of the places where beings of great power live and work. The simple folk of Toril may never know of your victory, but you have been noticed by beings and powers beyond this mundane realm.

PCs SUCCESSFULLY COMPLETED ENCOUNTER 6B

The PCs gained possession of the gem holding the balor. When a PC takes possession of it and sees the balor held within, that PC hears a voice in his/her head:

“Excellent, you have rescued me. Now smash this gem and release me.”

The consequences for doing this are described at the end of Encounter 6B.

Alternatively, the PCs may return the gem to their sponsor (or to Speaker Kal-Lom). If the PCs are hesitant to give the gem with the trapped balor to any of their choices, they can give it to any other group of their choice. No matter which group they choose, they get the same reward. Each group wanted the dao, but a balor is a much more potent resource to them. So while the PCs did not win the race, they still gained all the rewards. The PCs do not win the race, but they do get the story award **ADCP12 Hero of Calimshan** with the appropriate sponsor circled for delivering the gem to their sponsor. They do not win the race, and hence do not earn the story award and the divine boon.

If the PCs attempt to keep the gem for themselves, at some point in the future it disappears from their possession, taken by powerful forces of good who know better than to leave such a dangerous thing in the hands of adventurers. In this case, the PCs do not get the monetary rewards.

PCs FAIL TO COMPLETE ENCOUNTER 6A OR 6B

If the PCs failed to complete either of the encounters but somehow survived, read the following:

A week after the completion of the desert race, a ceremony is held. The winning team from the desert race is showered with praise and laurels. The winners of your race receive no such ceremony, but you know who they are. Their names are whispered in the corridors of the places where beings of great power live and work. The simple folk of Toril may never know of their victory, but they have been noticed by beings and powers beyond this mundane realm. Your exploits are known as well, but whether that is good or bad for you remains to be seen.

EXPERIENCE POINTS

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

TREASURE

The PCs that return one or the other of the gems intact receive 400/550 gp at P1 and 550/1200 gp at P2 per character. They gain this from Graneev instead of from their sponsors if they release him from his captivity. Each of these groups also offers the PCs any magic item from a legal source of the PC's level +2 or lower. PCs who won the race also gain access to the divine boon *Melora's storm blessing* (level 13 for P1, level 18 for P2). If selected the boon remains only active for 5 levels of play (e.g. if gained at level 11, it fades away once the PC becomes level 16), but it still counts as a normal treasure bundle and like all boons it cannot be sold.

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 3: The Starting Line

P1: 140/200 XP

P2: 240/320 XP

Encounter 4: Chaos Pirates

P1: 1320/1900 XP

P2: 2320/2960 XP

Encounter 5: Xaos Reigns

P1: 140/200 XP

P2: 240/320 XP

Encounter 6A: A Diamond as Cold as Ice

P1: 1200/1700 XP

P2: 2000/2800 XP

Encounter 6A: A Cold, Wet Lie

P1: 1200/1680 XP

P2: 2000/2800 XP

Total Possible Experience

P1: 2800/4000 XP

P2: 4800/6400 XP

Gold per PC

P1: 1200/2200 gp

P2: 2200/6000 gp

(Encounter 2: P1: 300/550 gp; P2: 550/1500 gp,

Encounter 4: P1: 200/400 gp; P2: 400/1000 gp,

Encounter 6: P1: 400/700 gp; P2: 700/2000 gp,

Encounter 7: P1: 300/550 gp; P2: 550/1500 gp)

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:

P1 Only:

Bundle A: *peript of cascading health +3** (level 15; *Dragon Magazine* 369)

Found in Encounter 4

Bundle B: *Winning the race only: Melora's storm blessing** (level 13; *Dungeon Master's Guide* 2)

Encounter 7

P2 Only:

Bundle C: *resplendent cloak +4** (level 18; *Adventurer's Vault* 2)

Found in Encounter 4

Bundle D: *Winning the race only: Melora's storm blessing** (level 18; *Adventurer's Vault* 2)

Found in Encounter 7

All Tiers:

Bundle E: any legal item of PC's level +2 or lower

Found in Encounter 7

More Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add 1500/2400 gp at P1 or 3700/7000 gp to their rewards from this adventure. That character (and only

that character) receives more gold instead of any other treasure bundle.

STORY AWARDS

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

ADCP10 Won the Race!

You have won the great race of Calimshan in the Elemental Chaos. While you are not given any special consideration by your average citizen of Toril, those who are in power here and on other planes recognize this accomplishment.

In addition, your sponsor infuses you with the power of the elements of Calimshan. You can call forward orange-red flames in your hand as a standard action. The flames shed as much light as a torch, but radiate no heat. You can also select the *Elemental Lords' Blessing* (divine boon *Melora's Storm Blessing*) as a treasure bundle (and per the regular rules for treasure bundles) that stays active for 5 levels (e.g. if taken at level 11 it fades away when you reach level 16). If taken, level PC at the time: ____.

ADCP11 Freed the Dao Prince Graneev

You smashed the gem-prison of the dao prince Graneev. Dao on this world and on others treat you with respect. Of course, frost giants in service to the frost titan Thrym aren't very pleased with you, and they prefer to target you over others when doing so is feasible.

ADCP12 Hero of Calimshan

You presented the gem you retrieved to your sponsor. (Circle the name of the group below that sponsored you.) This group treats you as a hero, and you are trusted and respected by them.

Memnon Calimport

Almraiven Grave-Minders

ADVENTURE QUESTIONS

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

1. Did this team win the race?

- a. Yes
- b. No

2. Did this team play Encounter 6a or 6b?

- a. Neither. The PCs never made it that far

- b. 6a, and they triumphed.
- c. 6b, and they triumphed.
- d. 6a, but they failed.
- e. 6b, but they failed.

3. Who ended up with the Ickabar's Ice or the balor gem?

- a. PCs never got it, or they tried to keep it, or they gave it to a different group, or they gave it to Kal-Lom.
- b. Memnon
- c. Calimport
- d. Almraiven
- e. Grave-Minders
- f. The PCs smashed it to release its prisoner.

4. Did the PCs succeed in the skill challenge in Encounter 3?

- a. Yes
- b. No

5. Did the PCs succeed in the skill challenge in Encounter 5?

- a. No
- b. Yes

6. Was this adventure run at a public event where multiple tables competed against one another for a prize?

- a. Yes
- b. No

NEW ITEMS

MELORA'S STORM BLESSING

Level: 13 and 18

Price: 17,000 gp and 85,000 gp

Divine Boon

Property: If an enemy uses a forced movement effect against you, you can shift 1 square as a free action at the end of the forced movement.

Power (Encounter):

Level 13: Move Action. You fly 7 squares.

Level 18: Move action. You fly 8 squares.

Source: *Dungeon Master's Guide 2.*

PERIAPT OF CASCADING HEALTH +3

Level: 15

Price: 25,000 gp

Item Slot: Neck

Enhancement: +3 Fortitude, Reflex, and Will

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

Source: *Dragon Magazine 369.*

RESPLENDENT CLOAK +4

Level: 18

Price: 85,000 gp

Item Slot: Neck

Enhancement: +4 Fortitude, Reflex, and Will

Property: You and each ally within 10 squares of you gain a +2 bonus to Will against charm, fear, and illusion attacks.

Source: *Adventurer's Vault 2.*

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, P1 = levels 11-14, P2 = levels 14-17, and P3 = levels 17-20). 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. (To be clear, it is not an accident that the DCs for P1/High and P2/Low are identical.)

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 (unless stated otherwise in the skill challenge text). Each cooperating character who gets a check result of a DC equal to 10 + one-half the PC's level grants the primary character a +2 bonus on his or her check, to a maximum of +4. If a cooperating character fails the aid check, the primary character takes a -1 penalty to the primary check. Cooperating characters' check results do not count as successes or failures towards the overall skill challenge.

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
P2 / Low (Level 15)	12	19	24
P2 / High (Level 17)	13	20	25
P3 / Low (Level 18)	14	21	26
P3 / High (Level 20)	15	22	27

APPENDIX 3: INFLUENCE INSTABILITY ATTACK

These attacks can be used in combat as basic attacks. These can be cut out and handed to PCs who wish to use them.

Influence Instability Basic Attack
You bend the plane to your will, smashing a nearby object into your foe or creating energy that does it harm.
At-Will ✦ see text
Standard Action Ranged 15/30
Target: One creature
Attack: Intelligence vs. Reflex
Special: If you are trained in Arcana, you can add your implement's enhancement bonus to your attack roll. This power does not become an implement attack.
Hit: 2d6 + Intelligence modifier damage. This damage can be acid, cold, fire, lightning, poison, radiant, thunder, or untyped.
Effect: If the attack hits, the creature who attacks grants combat advantage until the start of its next turn.

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DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

(character name)

HAS RECEIVED STORY AWARDS FROM:
(cross out those not received)

**ADCP2~2P HEART OF THE DESERT:
CLASH OF TITANS**

ADCP10 Won the Race!

You have won the great race of Calimshan in the Elemental Chaos. While you are not given any special consideration by your average citizen of Toril, those who are in power here and on other planes recognize this accomplishment.

In addition, your sponsor infuses you with the power of the elements of Calimshan. You can call forward orange-red flames in your hand as a standard action. The flames shed as much light as a torch, but radiate no heat. You can also select the *Elemental Lords' Blessing* (divine boon *Melora's Storm Blessing*) as a treasure bundle (and per the regular rules for treasure bundles) that stays active for 5 levels (e.g. if taken at level 11 it fades away when you reach level 16). If taken, level PC at the time: ____.

ADCP11 Freed the Dao Prince Graneev

You smashed the gem-prison of the dao prince Graneev. Dao on this world and on others treat you with respect. Of course, frost giants in service to the frost titan Thrym aren't very pleased with you, and they prefer to target you over others when doing so is feasible.

ADCP12 Hero of Calimshan

You presented the gem you retrieved to your sponsor. (Circle the name of the group below that sponsored you.) This group treats you as a hero, and you are trusted and respected by them.

Memnon	Calimport
Almraiven	Grave-Minders

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

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Event Name: _____ Event Code: _____
(This number was given to the organizer when the event was scheduled)

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

Date of Play: / /
Month Day Year

Start Time: :
Hour Minute

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

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

Player Name	RPGA/DCI Number
1	<input type="text"/>
2	<input type="text"/>
3	<input type="text"/>
4	<input type="text"/>
5	<input type="text"/>
6	<input type="text"/>

DUNGEON MASTER

DM Name: _____

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Event Name: _____ Event Code: _____
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