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HEART OF THE DESERT: RACE AGAINST TIME

A DUNGEONS & DRAGONS® *LIVING
FORGOTTEN REALMS* ADVENTURE

BY RENOUT VAN RIJN & PIETER SLEIJPEN

REVIEWED BY PIETER SLEIJPEN

PLAYTESTED BY ARNAUD ALTING, BRAM VAN DER WOERDT, ERIC DE VRIES,
EVA ORTA, FORREST HOSIER, HEATHER BRASK, HUUB METSCH, IAN
RAMSEY, JANNE~MAIKE VENIS, JOHN~ALAN PASCOE, JOOST JOLING, JUSTIN
TURNER, MARK KNOBBE, MARTIN VELDHUYSEN, MIKE DEAL, NINA
MOELKER, PEPIJN POOLMAN, PIERRE VAN ROODEN, TEOS ABADIA, VINCENT
VAN DER BIJL AND YOERIK DE VOOGD

A great race has been called in the desert of Calimshan. The genasi and humans of Memnon, Calimport and Almraiven are competing to see which one can finish first in a race through the desolate Calim Desert, and they're looking for adventuring companies to do the racing. Are you and your companions up to the challenge? A *Living Forgotten Realms* adventure set in Calimshan for characters levels 1-10.

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 are 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 are not 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 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 1-10. Characters that fall outside of the level range may not participate in the adventure. Furthermore, all of the characters in the party must be within the same level range. For example, you cannot have a level 3 character and a level 5 character together in the same party, even though the adventure supports

both the levels 1-4 and levels 4-7 level bands. Make certain to check the levels of the PCs before beginning play to ensure that they are the proper level, both individually and as a group, to play the chosen level band.

This adventure supports three level bands. In the adventure text, the adventure bands are referred to using the following abbreviations: H1 (levels 1-4), H2 (levels 4-7) and H3 (levels 7-10). 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, "H1 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, a race has taken place every three years in the Calim desert of Calimshan: a race in which champions from three rival cities (Memnon, Calimport and Almraiven) cross the wastelands of Calimshan from the middle of the desert to the coast, in a perilous journey. The desert was created in a war between two great genies and as a result is closely tied to the Elemental Chaos - increasing its dangers manifold. The winners earn glory, riches, and for some, freedom. The losers, those that survive the race, that is, face disgrace or worse at the hands of the rulers of Calimshan who are as harsh and unforgiving as the desert.

Memnon, inhabited by the supporters of the efreet Memnon, is a militaristic city that has enslaved the human population using these slaves both in the war with Calimport and the nearby Marching Mountains. Calimport, the power center of the followers of the djinn Calim, is a city of great decadence, known for spectacular arena fights and extensive slave markets. Almraiven is the last bastion of mankind in the region; it is a master of the sea, but always on the brink of losing the war with its two rival cities. Throughout the race, the three ever-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 prize. Competitors' motivations may differ, but at their core they are usually a matter of pride, another means by which to disgrace their enemies, and some extra gold on the side.

DM'S INTRODUCTION

This adventure features several groups of adventurers and mercenaries competing to be the first to cross the finish line in a race across the desert of Calimshan, dealing with the inhabitants as well as the environment of the desert. The race is organized by the three warring city-states of the desert. There is a temporary peace but overtly the war continues, partly through the race. This adventure draws influence from the tales of the *Thousand and One Nights*. It is up to the DM to try to bring this mood across to the players.

This event can be run as a competition between tables at a public play event. This does not mean the PC teams are racing against each other in the adventure: the tables are only competing against each other in terms of the scoring system presented in this adventure.

This means that each DM should keep track of their table's score during play. The scoring system is described within the adventure at the end of each individual encounter and summarized with the scoring sheet in Appendix 4. Tell the players in advance that using reward cards costs them points, but that it is less costly than dying.

This adventure is an abstract representation of the race and is broken down in two parts. The first part is a large skill challenge used to track the progress of the PCs and to represent the hardships during the race. The second part is composed of specific encounters and challenges the PCs face during the race; these are short combats or role-playing scenes.

TIMING

When running the adventure in a time-sensitive environment, it is important to keep a close eye at how much time you spend on Encounter 1 and Encounter 2 (especially the three scenes set at the start of the race). These should take at the most 30 minutes. There are more opportunities for role-play in Encounter 4, and at that point you should also have a better idea of how fast the players are. To hasten things, simply provide the handout with the sponsors (see Encounter 1), let the players make a quick decision and then keep the scenes in Encounter 2 short and to the point. Another good spot to save time is in the fight in Encounter 5, see said encounter for more details.

is as oppressive as the nights' blistering cold. A true challenge lies ahead, are you and your companions prepared?

PLAYER'S INTRODUCTION

Read or paraphrase the following to the players:

A call has gone out to adventuring organizations all across Faerûn: Send your most prominent members to partake in the great race of Calimshan. Once every three years the city-states of Calimshan put aside their conflicts for a race through the Calim desert. The ultimate trophy of the race is the famous Heart of the Desert, the largest gem found within the past three years. It is no secret, however, that the struggle between the warring city-states is as significant during the race as ever.

All participants have gathered at dusk in a huge encampment in the middle of the desert. Dark pitched tents form circles around a lush oasis. Banners depicting the heraldry of the three city-states and of the competing adventuring organizations fly on poles surrounding the camp.

If the journey to the encampment is any indication, the race is sure to be harsh. Even with enough food, water, and protection from the elements, the days' heat

ENCOUNTER 1: THE FESTIVAL CAMP

SETUP

In the middle of the desert the organizing parties have erected a huge encampment. Somewhere between Memnon and Calimport lies a large oasis, which hosts the camp and the start of the race. Teams from all over Faerun have gathered here to participate or to sponsor groups of adventurers. Tents make up the inner circle, consisting of vendors and other entrepreneurs, creating a secluded market place with multi colored stalls and low awnings. The vendors offer everything from exotic food, to special desert clothing to weapons and armor. Any campaign legal equipment a PC wishes to buy is available here.

It's assumed that the PCs have traveled to the camp as representatives of their adventuring companies. Their first order of business is to find a sponsor willing to support them and fund them in the race. In the camp the PCs can learn about the various other teams participating, the dangers the desert holds, and can pick up some supplies for the race.

The different sponsors willing to take on a team of adventurers each offer a distinct benefit during the race. Not all these benefits are clear beforehand. Through enquiring for sponsors the PCs also find out a large number of other parties is competing and how the race is set up.

The objective of the race is very simple; be the first to the finish. To keep track of the contestants, to check for any illegal use of magic, and to restock on food and drink, a number of checkpoints have been set up in the desert. A special enchanted stone always points roughly to the next checkpoint, the stone is also used to track which checkpoints are reached. The use of any outside help is prohibited, as is the use of flight and teleportation. The contestants use horses to compete.

Settling in is easy; a tent is set apart for your company. The main room is elegantly decorated and a table boasting fresh water and bowls of figs stands in the middle. As you begin to stow your gear, a genasi representative for the race's organizers walks in and calls you together.

"Welcome to the Calim desert. I represent the lords of Calimshan. We look forward to watching your performance in the race. You have the chance to meet a number of potential sponsors. Representatives of each will soon visit your tent. Each sponsor offers you a unique edge during the race, but the price might not

always be to your liking. Choose wisely. When you have chosen your sponsor they will be able to tell you about the rules of the race."

With that the genasi bows, turns around, and leaves the tent.

The PCs can choose from the following six patrons. Each sends a representative to make their case, explaining why the PCs should pick them. If you have the time, enact a short role-playing scene for each representative with the information below. Otherwise give the players Handout 1 which summarizes the information below.

Their choice of sponsor has more than just a mechanical effect during the encounters in this adventure. Most encounters feature a small paragraph detailing the NPC reactions. These reactions can change depending on the PCs' sponsor.

Memnon Loyalists - This is the official representative of the Vizier of Memnon. The vizier is the current ruler of Memnon. His representative is a male dark hued genasi with red and yellow power lines on his face, named Karim-Abal. He has a frame like a dwarf and carries a wicked scimitar. His voice is deep and rumbling, like the grinding of stones.

Memnon is famous for its slave trade and the dark rock slaves mine in the Marching Mountains. He'll offer the party 20 slaves to do with what they please when they compete for him and win the race.

In addition he offers them the use of a special salve the Memnonites have created from the dark rock. Applied to the skin it absorbs heat and improves the retaining of water, making it easier to travel in the blistering sun. The effects of the salve are incorporated in the skill challenges below.

Calim Loyalists - The official representative of the Calimport ruler is a beautiful female genasi, introducing herself as Zan-Valin. Soft blue and purple power lines trace her lithe figure, which is accentuated even more by her silky gown.

The city-state of Calim is infamous for its slave brand - a stylized gust of sand laden wind - and for the arenas in which the slaves are forced to fight for their lives. The caliph of Calim is willing to honor the PCs with either a week of brutal arena fights or a week of no arena fights, whichever appeals more to their tastes.

She also offers to outfit the PCs and their horses with special shoes created to traverse treacherous sand seas. These shoes are a relative new invention and the technique to make them is only known in Calimport. The effects of these shoes are incorporated in the skill challenges below.

Almraiven's Arcana Alcazar - Representing the Weave Pasha of Almraiven is a tall human male. He wears a traditional Calimshan haik (Ha-ik) and a large purple turban is draped around his head. Despite the heat he seems to be comfortable and cool; the air around him tingles slightly with magic. He is one of the wizard advisors of the Weave Pasha, named Shul-Borim.

Almraiven is the only free city-state in the Calimshan desert. It's a safe haven for humans and renowned for its magical academy. The Weave Pasha is the chosen protector of the city, hoping to engage in trade with other seafaring nations and protect the city from his rivals.

The wizards of the Arcana Alcazar have significant arcane might and are willing to use that to help you win. They will cast a curse on one other contestant, making it easier on the PCs right from the start. The benefit of this curse is incorporated below in the skill challenges.

House Selemchant - Sulima Selemchant represents the Amnite merchant houses. PCs might have befriended Sulima in previous LFR adventures. She reacts warmly to any PCs she recognizes.

Lately the trade in Iomic crystals has collapsed and the house is looking for new ventures to make a profit. Hoping to attract the attention of the local leaders they want to sponsor a team into the race.

Especially for this race the Cowled Wizards have created a map that depicts the terrain surrounding the PCs. The benefits of this map are incorporated in the skill challenges below.

The Janessar - The Janessar are a secretive group formed from the remains of an adventuring company. They operate in the Marching Mountains, freeing slaves and helping out the Weave Pasha of Almraiven. By sponsoring a team in the race they hope to steal the victory of the other lords and to attract attention to the slave trade in Calimshan. Their representative is a tall eladrin by the name of Ygraz.

The Janessar are masters of hit and run tactics and have adapted to the harsh life in the desert. They created light shelters and gear, easy to set up but sturdy and able to withstand the harshest storms. They are willing to outfit the PCs with these if they want to represent their cause. The effect of this equipment is accounted for in the skill challenges below.

The Twisted Rune - The last representative to visit the PCs is an old and withered-looking revenant, who is missing his left hand. Instead, a ghostly black appendage is attached to his lower arm. He wears long dark robes

and a holy symbol resembling that of Kelemvor hangs from a chain around his neck; the symbol looks strange and twisted. Green flames burn in his eyes and his voice is raspy, he introduces himself as Reaver

The Twisted Rune is a group of undead spellcasters based somewhere in the Calimshan desert. Participating in the race is seen as boosting their stature. They offer the PCs the use of skeletal horses, tireless horses unaffected by heat and other desert dangers. The effect of these horses is incorporated in the skill challenges below.

RULES OF THE RACE

The core rules of the game are the same whether this adventure is run competitively or not. When run in its competitive form the players need to have a basic idea about the scoring. For both forms an explanation is given below, use the one that suits you. The PCs learn this from their chosen sponsor but take care to explain this "out of character" as well. Give Handout 3 to the players; it has a summary of the rules on it.

RULES OF THE RACE

The rules of the race are straightforward; the first group that reaches the finish has won. Throughout the desert checkpoints have been set up. These small camps allow the contestants to get supplies and for the sponsors to check on their progress. Each team of contestants is given a special enchanted compass that points towards the next checkpoint. The compass gives only the approximate direction, regardless of any obstacle in between the current position and the checkpoint.

Traveling the direct route is the shortest but might not be the easiest. At each checkpoint the compass will be enchanted to point to the next checkpoint. At the same time an imprint is added as proof of having reached the checkpoint. You can only win the race when you have reached every checkpoint.

All teams are supplied with riding horses equipped with *saddles of strength*. These horses are attuned to the desert and follow the characters. Each team receives one riding horse per PC and one additional riding horse to carry any supplies the team wishes to carry along. PCs who wish so can compete on their own land bound mount. If so, they do not receive the magical saddle.

If the PCs wish to outfit their horses with other gear they are free to do so. PCs can opt to take warhorses instead of riding horses when their weight dictates that. Inform them of this option and let them choose. All the rules regarding mounts and mounts in combat are found in Appendix 2; also take note of the mounts and carrying capacity sidebar.

These are the rules of the race:

- First group to cross the finish line and have hit all the checkpoints wins.
- The group wins as a team, hence a group only finishes when the bodies of all the members cross the finish line. It matters little whether or not they are alive at that time.
- The race lasts for multiple days.
- Overland flight is prohibited, either by magic or by other means. When a contestant is caught, and they will be caught, the group is immediately disqualified. This does not pertain to short-range flight used in an encounter or to overcome a single obstacle.
- Teleportation in any form is banned. This does not pertain to short-range teleportation as used in a single fight or to overcome a local obstacle. Any long-range teleportation immediately disqualify the group.
- The use of rituals is allowed but there are some exceptions: any ritual pertaining to flight, long-range teleportation or rituals that directly increase the speed of the mounts (such as the bard ritual Traveler's Chant) is banned.
- Each sponsor has the right to help the PCs in a certain predetermined way. The help can bend the rules.
- The contestants must use mundane non-flying mounts (so no Phantom Steed or wondrous figurines), but they can use rituals for the speedy arrival of backup mounts (such as the Steed Summons ritual). These backup mounts must be paid from the contestant's own pockets. Similarly, if they have animal companions, they can convince the authorities to allow the use of a heavy chariot.

MOUNTS AND CARRYING CAPACITY

There is a known issue with horses being unable to carry some riders (dragonborn in full plate, minotaur in full plate etc.). In the spirit of this race and for the enjoyment of everyone present DMs are urged to hand wave this issue with the provided horses and saddles, especially since this is a corner case issue with only the heaviest races in the heaviest armor at the top of their listed weight spans.

COMPETITIVE RULES

When running this adventure in a multiple table convention all PCs from the heroic tier can compete against each other to see who is the first to finish. The race is divided in a number of legs. For each leg the PCs

earn a set number of points determined by their continued speed on that leg. One leg consists of a single day or a single night, starting with Day 1 and ending with Day 4 for a total of 7 legs, as shown in the flow diagram of Appendix 3.

Continued speed means that the PCs must keep up that speed for the whole leg. If they don't for some reason, use their lower speed to determine their points. The number of points is solely based on the speed assuming terrain and other obstacles equally affect every group during the leg. Hence rituals like Trailblaze have no impact on the generic part of the race (besides, most of the blocking terrain is canyons, huge boulders and large sand dunes - neither of which are pushed aside by Trailblaze).

To keep rituals going for the whole race PCs need to keep casting them. Rituals that last 24 hours must be cast each day - a total of 4 castings for the whole race. Rituals that last 8 hours must be cast three times per day to keep them going during the whole leg. This equates to 10 castings in total.

SCORING

For each leg the company scores points based on their sustained speed.

They receive 5 times their overland speed in points per leg.

The different encounters of this adventure also have an impact on the amount of points scored. This is represented by an overall group skill challenge the party is undertaking: failures result in loss of points while success nets them more points. Where applicable these checks and/or scoring are spelled out, including some narration. This information is in the encounter.

It is also assumed the PCs do not take an extended rest. All the small rests in between don't count for a complete extended rest. Doing so is certainly possible, but costs the PCs points during the leg in which they rest.

The company loses 50 points per extended rest.

Apart from enduring the desert this is also a game based around speed, prowess and strategic thinking. Taking an extended rest, using reward cards, dying, or getting lost in the desert all cost the PCs points. Make this clear to them before the race starts.

Appendix 4 features a tracking sheet, which helps you to quickly determine the number of points the PCs have scored.

ENDING THE ENCOUNTER

When the PCs have chosen a sponsor, know the basic rules of the race, and are ready to explore the camp proceed to Encounter 2.

EXPERIENCE POINTS

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

TREASURE

The PCs don't earn any treasure in this encounter, although their sponsor might supply them with certain equipment or items as explained above and in Handout 1. After the race the PCs are supposed to return any unused or remaining equipment to their sponsor.

ENCOUNTER 2: THE RACE

**H1: SKILL CHALLENGE LEVEL 2/4,
COMPLEXITY 2 (250/350 XP)**

**H2: SKILL CHALLENGE LEVEL 5/7,
COMPLEXITY 2 (400/600 XP)**

**H3: SKILL CHALLENGE LEVEL 8/10,
COMPLEXITY 2 (700/1000 XP)**

SETUP

This skill challenge is an abstract representation of the hardships the PCs endure during the race. It serves as a scoring mechanism as well as a resource drain. This skill challenge plays out through the whole adventure and as such doesn't count for a milestone until it is completed after Encounter 7. Most of the scenes are small "cut scenes" that take place after other encounters. Listed below is a short overview of the skill challenge. The precise checks needed are detailed at the end of the relevant encounter.

DESERT HARDSHIPS

Apart from the challenges represented by the skill challenge the party also faces the sizzling heat of the desert day, the freezing cold of the nights, and the hardships of long hours of riding with little to no rest. The hardships are worsened by the fact that the desert has been created through battle between two very powerful genies and as a result is linked with the Elemental Chaos.

After each leg of the journey all PCs need to make an Endurance check. In the flowchart in appendix 3 these checks are denoted as an Environment Check. The first three checks are against DC 12. The last two are against DC 16. PCs cannot use aid another on these checks. Failure costs the individual PC a healing surge or damage equal to their level if they have none remaining. Healing surges lost this way cannot be regained unless with an extended rest in a cool and comfortable environment. Resting in the fey oasis satisfies this condition, as does resting while under the effect of Endure Elements ritual. The horses also need to make this check, unless the PCs ride on the skeletal horses of the Twisted Rune. The same rules about surges and hit point loss apply to the horses.

When the PCs use the ritual Endure Elements they won't have to make the first three checks and gain a +5 bonus to the last two checks. Since the check is not just

about heat, energy resistances offer no aid. PCs racing for Memnon have a +5 bonus on all environment checks due to the black salve they were supplied with.

SKILL CHALLENGE: PERILS OF THE DESERT

Goal: Participating in the race tasks the PCs mind and body. Their success is not only measured by their speed but also by their ability to cope with the effects of heat, dehydration and the lure of strange fey creatures.

Complexity: 2 (Special)

Primary Skills: Endurance, Acrobatics, Athletics, Stealth, Thievery, Intimidate, Diplomacy, Bluff, Streetwise, Perception, Nature,

Victory: The PCs successfully deal with all the perils the desert sets up against them and manage to complete the race in a quick fashion.

Defeat: The hardships of the desert almost claim the PCs. They finish the race but are significantly delayed.

The first three scenes of the skill challenge take place the evening before the race. The other scenes are set at specific places during the race. See the flow chart in Appendix 3 for timing.

AT THE CAMP

The people of Calimshan aren't exactly renowned for their honesty and some will go to extremes to win. While sabotage is prohibited, this only goes so far as to not getting caught. Make sure you impart that to the players, they remain free to choose how they want to deal with this, though.

It's the night before the race and the locals have settled in for a night of revelry. Supporters, sponsors and teams rub elbows and check each other out. This being Calimshan no one is above a bit of pre-race diplomacy or subterfuge.

For the skill challenge only two scenes of the three need to be run. Run the most appropriate ones depending on the plans of the PCs. If they don't engage in any activity feel free to bring in another team for them to talk to and run Scene 3 somewhere during the night. The skills listed below are just examples; try to give the PCs as much freedom as they want and allow for their own plans if they are reasonable. For skills not listed use the medium or high DCs depending on the difficulty of the task.

The first three scenes are a bit free-form and require some on-the-scene adjusting by the DM. They are not

group checks per se, but the DM should strive to involve each PC. A list of the most important opposing teams is found in Handout 2. Provide it to the players at the start of the challenge.

SCENE 1: SABOTAGING THE OPPOSITION (1 SUCCESS)

Run this scene when the PCs try to sabotage or hinder one of the other teams. **PCs working for *Almraiven* automatically succeed at the sabotage scene.** Allow the PCs to choose an opponent to cast the curse on. The PCs aren't allowed to target another player group with it!

If several PCs work together, such as for example one PC creating a poison for the mounts, a second creating a diversion and the third placing it in the food of the mounts, you can treat it as a group check. If half or more of the involved PCs succeed, consider the result a success. Skills that are great for use in such a situation are Bluff, Intimidate and Stealth. In itself these skills cannot always be used to sabotage the opposition, but they are good for creating diversions or getting the saboteur to the right spot unseen.

Note that a failure should not result in capture and consequent disqualification. You can make the PCs sweat, though, and even when caught the PCs' sponsor manages to smooth over any ruffled feathers (assuming the PCs don't manage to do so themselves).

Arcana DC hard (1 success)

The competition's compass won't hold an enchantment long, but it might just give you the edge needed to get a head start. This skill can only be used when the PCs have access to the opponents compass, either through stealth or thievery.

Bluff DC hard (1 success)

It takes skill to get the contestants to forget their common sense and to get involved in something like a celebration involving a lot of drinking or getting involved in a fight with another group. It is even more difficult when you want them to forget you.

Heal DC moderate (1 success)

Simply crippling the mounts or poisoning the contestants is not enough since this early they can be replaced. Making it so that the effects show themselves hours after the start takes a bit more work.

Thievery DC moderate (1 success)

Rigging saddles or poking holes in tents can make for a very uncomfortable race and will slow the competition down.

SCENE 2: SMALL TALK (1 SUCCESS)

This scene can be used when the PCs just go out into the camp to engage in friendly conversation with the other teams in an attempt to gain an advantage. Ideas may include knowing the opposition and inquiring about the hardships they are about to face during the race.

Bluff DC moderate (1 success)

Lying or spinning tales of previous endeavors might win the PCs some friends among the other contestants. Most of them are used to being lied to, so they ignore failures.

Diplomacy DC moderate (1 success)

Honest conversation and collaborative planning, coupled with the rubbing of the right palms, gains the PCs some support during the race or at least the promise another team won't come after them.

Streetwise DC hard (1 success)

Getting the support of the crowd could go a long way toward keeping the PCs safe during the night and to maintaining their role as favorites. The tension between the factions is high so the political game here is dangerous.

SCENE 3: SABOTAGED (1 SUCCESS)

One or more of the opposing contestants may attempt to sabotage the PCs. If they do, it is most likely by trying to get at the characters' equipment. Use this scene as needed to reach the required two scenes, or when one or more PCs do not get involved in those scenes but are well suited to deal with this.

Heal DC moderate (1 success)

A needle has been pressed into the hooves of the horses and needs to be removed. Or, a team member indulged in a tad too much beer last night (encouraged by the enemy) and needs some attention to recover for the race.

Intimidate DC moderate (1 success)

A saboteur caught in the act can be scared off with a successful intimidate check.

Nature DC moderate (1 success)

Someone fed the horses something that makes them skittish and easy to scare. Calming them down enough to use them is going to take a while.

Perception DC moderate (1 success)

A PC who stays behind spots an attempt to sabotage their gear or horses.

Thievery DC moderate (1 success)

This can include creating a quick fix for broken equipment or setting up some traps against sabotage attempts.

IN THE DESERT

The rest of the scenes are set at various places in the desert throughout the race.

SCENE 4: THE ENDLESS DESERT (1 SUCCESS, GROUP CHECK)

The first legs of the race lay behind you and up until now things proceeded rather nicely. However the food and water you have received is infested with maggots, a new checkpoint is nowhere in sight and your compass seems to be acting oddly. Keeping a steady course and foraging for some food and water suddenly is top priority.

The PCs have been traveling for some time now and the expanse of desert is looking the same in all directions. The readings on the compass are erratic enough to cast doubt on the right path. Something is clearly wrong with it. Worse, somebody sabotaged the group's supplies. The PCs must find a source of water and some food while pressing on towards the next checkpoint. Failure costs precious time.

The map from House Selemchant grants a +2 bonus check on finding sources of food and water, and to find their way (Dungeoneering, Nature and Perception).

Arcana DC moderate (trained only; 1 success, 1 maximum)

The magic disrupting the compass is going to be temporary, but suppressing it earlier is a great boon.

Dungeoneering DC moderate (1 success)

PCs can try foraging for food and water in the few rock formations that exist in the desert. The growth of algae or fungi can be used to determine north and keep a straight course.

Endurance DC moderate (1 success)

Simply ignoring the thirst, hunger and sunburn is an option.

Heal DC moderate (1 success, 1 success maximum)

Treating their fellow PCs, so they can press on and keep going for just a bit longer, certainly helps.

Nature DC moderate (1 success; 2 maximum)

Nature can be used to point out likely places to gather food and water. It can also be used to keep course and keep a straight path through the desert.

Perception DC moderate (1 success, 1 success maximum)

PCs survey the endless expanse of desert looking for likely spots to find food or to navigate based on certain recognizable landmarks.

SCENE 5: SANDSTORM (2 SUCCESSES)

A huge sandstorm is approaching and the PCs have to choose to either go straight through it or to seek shelter and wait out the storm.

This scene is detailed in Encounter 6. PCs with the map from House Selemchant have a benefit in this scene as well.

SCENE 6: SEA OF SAND (1 SUCCESS, GROUP CHECK)

The race nearly finished, the compass points towards a camp at the horizon. However, a sea of soft sand lies between the PCs and their destination. Getting across is going to take brute force and athleticism or a soft step and some nimble footwork.

This scene takes place after Encounter 7 - see that encounter for details. PCs racing for Calimport have a benefit in this scene.

ENDING THE ENCOUNTER

As this is not a normal skill challenge the PCs can accrue more failures than three. Don't break off the challenge when this happens, but continue on. Note down the excess failures since this is important when determining whether the race was won and for the calculation of scores when it is run in a competitive environment.

Success: The PCs brave the dangers of the desert and manage to keep a good pace. Victory in the race is a step closer.

Failure: The PCs survive the dangers of the desert but are slowed and less likely to claim victory in the race.

EXPERIENCE POINTS

At the end of the race when the PCs have done all of the scenes, the skill challenge is concluded. If the PCs scored 6 successes before 3 failures they receive the full amount of experience points, otherwise they only receive half the listed amount:

H1: 50/70 xp each.

H2: 80/120 xp each.

H3: 140/200 xp each.

TREASURE

There is no treasure to be found in the skill challenge.

ENCOUNTER SCORING

A team earns 60 points for succeeding the skill challenge. They lose 10 points for each failure. In this way a team can earn from 60 points (total success with no failures) to -60 points (failing all six scenes).

ENCOUNTER 3: BUZZING EARS

H1: ENCOUNTER LEVEL 2/4 (725/975 XP)

This encounter includes the following creatures at the low tier:

- 2 genasi stoneshield (level 3) (S)
- 1 genasi flamechaser (level 3) (F)
- 1 genasi hydromancer (level 3) (H)
- 1 Saving the Horses skill challenge (level 2)

This encounter includes the following creatures at the high tier:

- 2 genasi stoneshield (level 5) (S)
- 1 genasi flamechaser (level 5) (F)
- 1 genasi hydromancer (level 5) (H)
- 1 Saving the Horses skill challenge (level 4)

H2: ENCOUNTER LEVEL 5/8 (1100/1700 XP)

This encounter includes the following creatures at the low tier:

- 1 genasi stoneshield (level 6) (S)
- 2 genasi flamechaser (level 5) (F)
- 1 genasi hydromancer (level 6) (H)
- 1 Saving the Horses skill challenge (level 5)

This encounter includes the following creatures at the high tier:

- 1 genasi stoneshield (level 8) (S)
- 2 genasi flamechaser (level 8) (F)
- 1 genasi hydromancer (H)
- 1 Saving the Horses skill challenge (level 8)

H3: ENCOUNTER LEVEL 9/11 (1900/2800 XP)

This encounter includes the following creatures at the low tier:

- 1 genasi stoneshield (level 8) (S)
- 2 genasi flamechaser (level 9) (F)
- 1 genasi hydromancer (level 9) (H)
- 1 Saving the Horses skill challenge (level 9)

This encounter includes the following creatures at the high tier:

- 1 genasi stoneshield (level 10) (S)
- 2 genasi flamechaser (level 11) (F)
- 1 genasi hydromancer (level 11) (H)
- 1 Saving the Horses skill challenge (level 11)

A band of genasi desert raiders has been paid to take out the competition. With a tracking compass attuned to the one the PCs use they have managed to overtake them and lay an ambush at a site rife with mirror crystal and wormrock. Their main goal is not to kill the PCs but to take out their horses. For this they carry special pots filled with infected flies. Still, if they do manage to kill the PCs and loot their corpses, then such is an added bonus.

Due to the presence of the horses this combat can feel crowded and chaotic. From the start don't force the PCs in the box and expand the battle map a bit if needed.

As the adventurers enter the area, read:

Rocks jutting from the ground have slowly replaced the monotonous expanse of sand. The desert's sand dunes are replaced by dried-out gullies. Crossing a canyon, the peace of your journey is suddenly interrupted by thunderous buzzing. A large cloud of flies temporarily blocks out the sun. They act like a living wave, enveloping you and your horses within seconds.

The flies are the magically directed by a group of genasi raiders, most of whom are out of sight (or in case of the stoneshield: inside the worm rock). The hydromancer can be spotted as normal (passive Perception vs. Hide of the hydromancer). This triggers the combat, at which point all parties are aware of each other and combat commences normally. PCs who spot the hydromancer can clearly make out that he is controlling the flies and sending them at the PCs. The hydromancer keeps doing this during the first few rounds, this consumes no actions but clues the PCs into the fact that the flies are controlled and not some random occurrence. Similarly, they find shards of two clay jars on top of the cliff that show signs of having contained the flies.

Before any actions are resolved the flies land on the horses and the PCs, stinging painfully. Contrary to what might be expected, the horses barely react to the stinging. They become very docile and are slowed. Make this very clear to the PCs and continue to hint to the fact that the flies are sucking the blood of the horses and that something is seriously amiss. They should understand that the horses need attention now and not after they deal with the raiders.

The horses aren't the only ones to be stung. Before any actions, make an infected bites attack (see below) on all PCs. This attack does not benefit from combat advantage. When it hits, note this and resolve the saving throws at the end of combat.

Infected bites (standard; encounter)

Encounter level+3 vs. Fortitude; at the end of the combat the PC must succeed at a saving throw or contract Shakes.

SKILL CHALLENGE: SAVING THE HORSES

Goal: Preventing the horses from getting the shakes.

Complexity: 1 (1 success per horse before 4 or 6 rounds pass)

Primary Skills: Athletics, Heal, Intimidate, Nature.

Secondary Skills: None.

Victory: None of the horses get the shakes.

Defeat: One or more horses get the shakes, reducing the sick horse's speed at least for that day and potentially crippling the horse completely.

The affected horses are covered in flies and they are extremely docile, represented by the *slowed* condition. To save the horses a character must make one of the following checks as a standard action while sitting on or standing directly adjacent to a still affected horse. A character standing next to multiple horses can affect more horses, but only if that character spends both a move and a standard action for that round. Each additional horse adds 1 to the DC of the skill check. Horses still affected by the end of the 4th round get infected with the shakes and the skill challenge fails.

A cured horse is no longer slowed and walks out of the area on its own unless directed otherwise by a rider. The ongoing combat scares them enough to move away. The slow status also wears off at the end of the 4th round. This is temporary and regardless of whether or not the horse got infected with the shakes. Note that the horses do NOT get a saving throw against the disease. The PCs have their chance to save them during the challenge.

Note: The undead horses provided by the Twisted Rune are infected after 6 rounds, and if infected gain a +5 bonus (see stats in Appendix 2) on their Endurance checks to recover from the disease.

Athletics DC hard (1 success per horse)

Sometimes simply slapping as many flies as possible does work. Characters using strong alcohol to wash away the flies (likely requiring a minor action to grab a wineskin) get a +2 bonus on this check.

Heal DC moderate (1 success per horse)

The character uses their healing skills to chase away the flies and treat the wounds before they get infected.

Intimidate DC moderate (1 success per horse)

The character forces the horse to move around wildly despite the slumbering effect the fly bites have on the

poor animal. The erratic movement causes the flies to fly away before the wounds can get infected.

Nature DC moderate (1 success per horse)

Using knowledge on the flies the character manages to chase them away before the horse gets infected.

Shakes (level 2/4/5/7/8/10):

This disease causes involuntary twitches and tremors that grow progressively worse.

Endurance: improve hard, maintain moderate, worsen easy or lower.

< The target is cured.

<> Initial: The target's speed is reduced by 1 until it is cured.

<> The Target is slowed.

> Final: The target is immobilized.

Once infected a creature makes one Endurance check at the end of the day* to see whether or not the creature gets better or worse as per the normal rules. For a Heal check to be possible, the creature needs to receive long term care, which is not possible while racing through the desert.

* Strictly speaking it is once per extended rest, but this has been modified for this specific adventure to reflect the nature of the race.

FEATURES OF THE AREA

Despite the obvious discoloring the whole map is a rocky desert with a thin layer of sand and rubble, which at some spots is difficult to traverse.

Sandy patches: The squares depicted small triangles are sandy patches full of loose sand. These count as difficult terrain and cost two squares of movement to enter. A creature standing in a sandy patch and adjacent to a mirror crystal can expend a move action to cover the mirror crystal with the sand, rendering it unusable. Make note of this to the PCs.

Rocky Outcroppings: All the rocks are H1: 20, H2: 30 and H3: 30 feet high. They are made out of worm rock; see worm rock below for more information. Climbing these requires a DC 5 easy check.

High Cliff: The high cliff on the right side is H1: 20, H2: 30 and H3: 30 feet high and requires a DC moderate Athletics check to climb. The cliff is mostly made out of normal stone.

Mirror Crystal: The yellow X's on the map are spots of mirror crystal. Creatures standing on a square containing mirror crystal can look down and see all

other mirror crystal spots within 20 squares. Creatures can make ranged attacks through mirror crystal, targeting any creature on or adjacent to another square of mirror crystal. The range to a creature attacked through mirror crystal is 1 square.

The mirror crystal is highly refracted sand, which shimmers in the sun. They are easy to spot. PCs with a passive Dungeoneering of 15+ automatically know the properties of mirror crystal.

Worm Rock: The rocky outcroppings and parts of the high cliffs are Worm rock. Worm rock is highly porous orange rock, which is extremely easy to burrow through. PCs with a passive Dungeoneering of 15+ automatically know its properties.

Creatures that don't have a burrow speed can move through one square of worm rock as a move action. In addition the soft material makes climbing it relatively easy, an easy DC Athletics check is needed to scale the rock. If people wonder how the rock survived the many storms, remind them that the Calimshan desert has been created by two extremely powerful genies fighting for control. It is extremely close to the Elemental Chaos, and solid granite has been known to eroded away in hours, or grow back in that same time.

TACTICS

The genasi are paid to slow the PCs down and infect their horses with the shakes. If the PCs choose Memnon, Calimport or Almraiven as sponsors, the attacking genasi are members of the opposing faction. They have a fierce hatred for their rivals and insult them whenever possible, in addition they gain a +2 bonus on all damage rolls.

The stoneshields wait in hiding until they hear combat at which point they burrow out of the wormrock and try to engage the front line with *mighty bull rush*. They follow up next round with *earth shock* and try to move towards ranged attackers and mark them.

The flamechasers use the mirror crystals to attack distant PCs, utilizing *explosive burst* and *lingering flameburst* to get as many PCs as possible. They use *firepulse* the first chance they get unless facing creatures with obvious fire resistance (e.g. fire genasi or tieflings).

The hydromancer covers the two flamechasers on the cliff using *wave bolt* to slide climbing PCs and force another Athletics check. It uses its *whirling vortex* when threatened to be surrounded, pushing people off the outcropping.

None specifically target the horses but they do include them in a blast or burst when the opportunity arises. When no PC targets are apparent they shoot at horses in sight. The genasi try to use the mirror crystals

to their advantage but won't shy away from exposing themselves if that lets them target more people.

None of the genasi fight to the death. They try to flee once at 20% or less of their hit points and after 4 rounds they are susceptible to Intimidate as per the normal rules. If fleeing is impossible, they do fight to the death, not expecting to receive mercy.

SCALING THE ENCOUNTER

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

H1 - Four PCs: Remove one genasi stoneshield

H1 - Six PCs: Add one genasi hydromancer

H2 - Four PCs: Remove one genasi flamechaser

H2 - Six PCs: Add one genasi stoneshield

H3 - Four PCs: Remove one genasi flamechaser

H3 - Six PCs: Add one genasi stoneshield

ENDING THE ENCOUNTER

Once the PCs deal with the genasi they can continue the race. Don't forget to resolve the saving throw the PCs get against contracting the shakes.

If the PCs keep one of the genasi alive it tells them it was hired to get the PCs out of the race, and to ambush them covertly. The genasi were teleported to here and got a copy of the compass attuned to the PCs. The compass can be found on the body of the hydromancer. PCs can come to the same conclusion with a DC 20 Arcana check. If the PCs want to take them prisoner they have to account for the extra weight on the horses. Sending the genasi off into the desert without weapons ensures they won't cause any harm for other contestants during this race.

Before continuing with Encounter 4 make sure to ask the players for the relevant environment checks.

EXPERIENCE POINTS

Successfully fending off the attackers and dealing with the disease yields the PCs experience points as follows:

H1: 145/195 xp each.

H2: 220/340 xp each.

H3: 380/560 xp each.

TREASURE

The genasi still carry part of their fee for harassing the PCs, amounting to:

H1: 25/40 gp each. One hydromancer carries an *amulet of life* +1.

H2: 40/50 gp each. One hydromancer has a *steadfast amulet* +2.

H3: 50/60 gp each. One hydromancer has an *amulet of protection* +3.

SCORING THE ENCOUNTER

A team earns 5 points for each saved mount, up to a maximum of 35 points. For each infected horse they lose 5 points, up to a maximum of -35. This is in addition to any points the group might lose due to their reduced speed (which can be avoided if only one or two horses are affected or new mounts are acquired through the Steed Summons ritual).

ENCOUNTER 3: BUZZING EARS STATISTICS (HI LOW)

Genasi Stoneshield (level 3)	Level 3 Soldier
Medium elemental humanoid (earth)	XP 150
Initiative +4 Senses Perception +2	
HP 50; Bloodied 25	
AC 19; Fortitude 17, Reflex 14, Will 13	
Speed 5	
m Heavy War Pick (standard; at-will) ♦ Weapon	
+10 vs. AC; 1d12 + 1 damage (crit 1d12 + 13), and the target is marked (save ends). While marked by the genasi stoneshield, the target takes a -3 penalty to damage rolls against the stoneshield's allies.	
M Mighty Bull Rush (standard; at-will)	
+7 vs. Fortitude; 2d6 + 1 damage, the genasi stoneshield pushes the target 1 square and shifts into the space the target left.	
C Earth Shock (minor; encounter)	
Close burst 2; targets enemies; +5 vs. Fortitude; the target is knocked prone.	
Stone Roots	
When an effect pulls, pushes, or slides a genasi stoneshield, the stoneshield moves 1 square less than the effect specifies. Also, a stoneshield cannot be knocked prone.	
Alignment Evil	Languages Common, Primordial
Skills Athletics +11, Endurance +12, Intimidate +7, Nature +4	
Str 20 (+6)	Dex 12 (+2) Wis 12 (+2)
Con 18 (+5)	Int 14 (+3) Cha 13 (+2)
Equipment heavy war pick, plate armor.	

Genasi Flamechaser (level 3)	Level 3 Artillery
Medium elemental humanoid (fire)	XP 150
Initiative +4 Senses Perception +6	
HP 43; Bloodied 21	
AC 15; Fortitude 16, Reflex 15, Will 15	
Resist fire 5	
Speed 6	
m Dagger of Flame (standard; at-will) ♦ Fire	
+7 vs. Reflex; 1d6 + 2 fire damage.	
r Fire Bolt (standard; at-will) ♦ Fire	
Ranged 20; +8 vs. Reflex; 1d10 + 2 fire damage.	
M Firepulse (immediate reaction, when hit by a melee attack; encounter) ♦ Fire	
+10 vs. Reflex; 1d6 + 2 fire damage.	
R Explosive Burst (standard; recharge 4-6) ♦ Fire	
Ranged 10; +8 vs. Reflex; 3d6 + 2 fire damage, and the genasi flamechaser makes a secondary attack against each creature adjacent to the target. <i>Secondary Attack</i> : +8 vs. Reflex; 1d10 + 2 fire damage.	
R Lingering Flameburst (standard; encounter) ♦ Fire	
Ranged 10; +8 vs. Reflex; 3d6 + 2 fire damage, and any creature that starts its turn adjacent to the target takes 5 fire damage (save ends).	
Alignment Evil	Languages Common, Primordial
Skills Endurance +7, Nature +3	
Str 14 (+3)	Dex 16 (+4) Wis 11 (+1)
Con 19 (+5)	Int 11 (+1) Cha 16 (+4)

Genasi Hydromancer (level 3)	Level 3 Controller
Medium elemental humanoid (water)	XP 150
Initiative +4 Senses Perception +2	
HP 51; Bloodied 25	
AC 17; Fortitude 16, Reflex 15, Will 15	
Saving Throws +2 against ongoing damage	
Speed 6, swim 8	
m Scimitar (standard; at-will) ♦ Weapon	
+8 vs. AC; 2d6 + 1 damage (crit 1d6 + 13).	
r Wave Bolt (standard; at-will)	
Ranged 5; +8 vs. AC; 1d10 + 1 damage, and the genasi hydromancer slides the target 3 squares.	
M Drowning Touch (standard; recharges when the target saves against this attack's ongoing damage or when it drops to 0 hit points or fewer)	
+7 vs. Fortitude; the target is dazed and takes ongoing 5 damage (save ends both).	
C Whirling Vortex (standard; recharge 5-6)	
Close burst 2; targets enemies; +7 vs. Reflex; 2d8 + 3 damage, and the genasi hydromancer slides the target 3 squares.	
Liquid Body (immediate interrupt, when hit by an enemy's attack; recharges when first bloodied)	
The genasi hydromancer takes half damage from the triggering Attack.	
Swift Current (move; encounter)	
The genasi hydromancer shifts 6 squares. During its movement, the hydromancer can move through enemy-occupied spaces, move across liquid, and ignore difficult terrain and hazardous terrain effects.	
Alignment Evil	Languages Common, Primordial
Skills Acrobatics +9, Arcana +7, Endurance +7, Stealth +9, Nature +6	
Str 14 (+3)	Dex 16 (+4) Wis 13 (+2)
Con 19 (+5)	Int 13 (+2) Cha 17 (+4)
Equipment robes, scimitar.	

ENCOUNTER 3: BUZZING EARS STATISTICS (H1 HIGH)

Genasi Stoneshield (level 5)	Level 5 Soldier
Medium elemental humanoid (earth)	
XP 200	
Initiative +5 Senses Perception +3	
HP 66; Bloodied 33	
AC 21; Fortitude 19, Reflex 16, Will 15	
Speed 5	
m Heavy War Pick (standard; at-will) ♦ Weapon	
+12 vs. AC; 1d12 + 2 damage (crit 1d12 + 14), and the target is marked (save ends). While marked by the genasi stoneshield, the target takes a -4 penalty to damage rolls against the stoneshield's allies.	
M Mighty Bull Rush (standard; at-will)	
+9 vs. Fortitude; 2d6 + 2 damage, the genasi stoneshield pushes the target 1 square and shifts into the space the target left.	
C Earth Shock (minor; encounter)	
Close burst 2; targets enemies; +7 vs. Fortitude; the target is knocked prone.	
Stone Roots	
When an effect pulls, pushes, or slides a genasi stoneshield, the stoneshield moves 1 square less than the effect specifies. Also, a stoneshield cannot be knocked prone.	
Alignment Evil Languages Common, Primordial	
Skills Athletics +12, Endurance +13, Intimidate +8, Nature +5	
Str 20 (+7)	Dex 12 (+3) Wis 12 (+3)
Con 18 (+6)	Int 14 (+4) Cha 13 (+3)
Equipment heavy war pick, plate armor.	

Genasi Flamechaser (level 5)	Level 5 Artillery
Medium elemental humanoid (fire)	
XP 200	
Initiative +5 Senses Perception +7	
HP 55; Bloodied 27	
AC 17; Fortitude 18, Reflex 17, Will 17	
Resist fire 5	
Speed 6	
m Dagger of Flame (standard; at-will) ♦ Fire	
+9 vs. Reflex; 1d6 + 3 fire damage.	
r Fire Bolt (standard; at-will) ♦ Fire	
Ranged 20; +10 vs. Reflex; 1d10 + 3 fire damage.	
M Firepulse (immediate reaction, when hit by a melee attack; encounter) ♦ Fire	
+12 vs. Reflex; 1d6 + 3 fire damage.	
R Explosive Burst (standard; recharge 4-6) ♦ Fire	
Ranged 10; +10 vs. Reflex; 3d6 + 3 fire damage, and the genasi flamechaser makes a secondary attack against each creature adjacent to the target. <i>Secondary Attack</i> : +10 vs. Reflex; 1d10 + 3 fire damage.	
R Lingering Flameburst (standard; encounter) ♦ Fire	
Ranged 10; +10 vs. Reflex; 3d6 + 3 fire damage, and any creature that starts its turn adjacent to the target takes 5 fire damage (save ends).	
Alignment Evil Languages Common, Primordial	
Skills Endurance +8, Nature +4	
Str 14 (+4)	Dex 16 (+5) Wis 11 (+2)
Con 19 (+6)	Int 11 (+2) Cha 16 (+5)

Genasi Hydromancer (level 5)	Level 5 Controller
Medium elemental humanoid (water)	
XP 200	
Initiative +5 Senses Perception +3	
HP 67; Bloodied 33	
AC 19; Fortitude 18, Reflex 17, Will 17	
Saving Throws +2 against ongoing damage	
Speed 6, swim 8	
m Scimitar (standard; at-will) ♦ Weapon	
+10 vs. AC; 2d6 + 2 damage (crit 1d6 + 14).	
r Wave Bolt (standard; at-will)	
Ranged 5; +10 vs. AC; 1d10 + 2 damage, and the genasi hydromancer slides the target 3 squares.	
M Drowning Touch (standard; recharges when the target saves against this attack's ongoing damage or when it drops to 0 hit points or fewer)	
+9 vs. Fortitude; the target is dazed and takes ongoing 5 damage (save ends both).	
C Whirling Vortex (standard; recharge 5-6)	
Close burst 2; targets enemies; +9 vs. Reflex; 2d8 + 4 damage, and the genasi hydromancer slides the target 3 squares.	
Liquid Body (immediate interrupt, when hit by an enemy's attack; recharges when first bloodied)	
The genasi hydromancer takes half damage from the triggering Attack.	
Swift Current (move; encounter)	
The genasi hydromancer shifts 6 squares. During its movement, the hydromancer can move through enemy-occupied spaces, move across liquid, and ignore difficult terrain and hazardous terrain effects.	
Alignment Evil Languages Common, Primordial	
Skills Acrobatics +10, Arcana +8, Endurance +8, Stealth +10, Nature +7	
Str 14 (+4)	Dex 16 (+5) Wis 13 (+3)
Con 19 (+6)	Int 13 (+3) Cha 17 (+5)
Equipment robes, scimitar.	

ENCOUNTER 3: BUZZING EARS STATISTICS (H2 Low)

Genasi Stoneshield (level 6)	Level 6 Soldier
Medium elemental humanoid (earth) XP 250	
Initiative +6 Senses Perception +4	
HP 74; Bloodied 37	
AC 22; Fortitude 20, Reflex 17, Will 16	
Speed 5	
m Heavy War Pick (standard; at-will) ♦ Weapon	
+13 vs. AC; 1d12 + 3 damage (crit 1d12 + 15), and the target is marked (save ends). While marked by the genasi stoneshield, the target takes a -5 penalty to damage rolls against the stoneshield's allies.	
M Mighty Bull Rush (standard; at-will)	
+10 vs. Fortitude; 2d6 + 3 damage, the genasi stoneshield pushes the target 1 square and shifts into the space the target left.	
C Earth Shock (minor; encounter)	
Close burst 2; targets enemies; +8 vs. Fortitude; the target is knocked prone.	
Stone Roots	
When an effect pulls, pushes, or slides a genasi stoneshield, the stoneshield moves 1 square less than the effect specifies. Also, a stoneshield cannot be knocked prone.	
Alignment Evil Languages Common, Primordial	
Skills Athletics +13, Endurance +14, Intimidate +9, Nature +6	
Str 20 (+8)	Dex 12 (+4) Wis 12 (+4)
Con 18 (+7)	Int 14 (+5) Cha 13 (+4)
Equipment heavy war pick, plate armor.	

Genasi Flamechaser (level 5)	Level 5 Artillery
Medium elemental humanoid (fire) XP 200	
Initiative +5 Senses Perception +7	
HP 55; Bloodied 27	
AC 17; Fortitude 18, Reflex 17, Will 17	
Resist fire 5	
Speed 6	
m Dagger of Flame (standard; at-will) ♦ Fire	
+9 vs. Reflex; 1d6 + 3 fire damage.	
r Fire Bolt (standard; at-will) ♦ Fire	
Ranged 20; +10 vs. Reflex; 1d10 + 3 fire damage.	
M Firepulse (immediate reaction, when hit by a melee attack; encounter) ♦ Fire	
+12 vs. Reflex; 1d6 + 3 fire damage.	
R Explosive Burst (standard; recharge 4-6) ♦ Fire	
Ranged 10; +10 vs. Reflex; 3d6 + 3 fire damage, and the genasi flamechaser makes a secondary attack against each creature adjacent to the target. <i>Secondary Attack</i> : +10 vs. Reflex; 1d10 + 3 fire damage.	
R Lingering Flameburst (standard; encounter) ♦ Fire	
Ranged 10; +10 vs. Reflex; 3d6 + 3 fire damage, and any creature that starts its turn adjacent to the target takes 5 fire damage (save ends).	
Alignment Evil Languages Common, Primordial	
Skills Endurance +8, Nature +4	
Str 14 (+4)	Dex 16 (+5) Wis 11 (+2)
Con 19 (+6)	Int 11 (+2) Cha 16 (+5)

Genasi Hydromancer (level 6)	Level 6 Controller
Medium elemental humanoid (water) XP 250	
Initiative +6 Senses Perception +4	
HP 75; Bloodied 37	
AC 20; Fortitude 19, Reflex 18, Will 18	
Saving Throws +2 against ongoing damage	
Speed 6, swim 8	
m Scimitar (standard; at-will) ♦ Weapon	
+11 vs. AC; 2d8 + 3 damage (crit 1d8 + 19).	
r Wave Bolt (standard; at-will)	
Ranged 5; +11 vs. AC; 2d6 + 3 damage, and the genasi hydromancer slides the target 3 squares.	
M Drowning Touch (standard; recharges when the target saves against this attack's ongoing damage or when it drops to 0 hit points or fewer)	
+10 vs. Fortitude; the target is dazed and takes ongoing 10 damage (save ends both).	
C Whirling Vortex (standard; recharge 5-6)	
Close burst 2; targets enemies; +10 vs. Reflex; 2d8 + 5 damage, and the genasi hydromancer slides the target 3 squares.	
Liquid Body (immediate interrupt, when hit by an enemy's attack; recharges when first bloodied)	
The genasi hydromancer takes half damage from the triggering Attack.	
Swift Current (move; encounter)	
The genasi hydromancer shifts 6 squares. During its movement, the hydromancer can move through enemy-occupied spaces, move across liquid, and ignore difficult terrain and hazardous terrain effects.	
Alignment Evil Languages Common, Primordial	
Skills Acrobatics +11, Arcana +9, Endurance +9, Stealth +11, Nature +8	
Str 14 (+5)	Dex 16 (+6) Wis 13 (+4)
Con 19 (+7)	Int 13 (+4) Cha 17 (+6)
Equipment robes, scimitar.	

ENCOUNTER 3: BUZZING EARS STATISTICS (H2 HIGH)

Genasi Stoneshield (level 8)	Level 8 Soldier
Medium elemental humanoid (earth)	XP 350
Initiative +7 Senses Perception +5	
HP 90; Bloodied 45	
AC 24; Fortitude 22, Reflex 19, Will 18	
Speed 5	
m Heavy War Pick (standard; at-will) ♦ Weapon	
+15 vs. AC; 1d12 + 4 damage (crit 1d12 + 16), and the target is marked (save ends). While marked by the genasi stoneshield, the target takes a -5 penalty to damage rolls against the stoneshield's allies.	
M Mighty Bull Rush (standard; at-will)	
+12 vs. Fortitude; 2d6 + 4 damage, the genasi stoneshield pushes the target 1 square and shifts into the space the target left.	
C Earth Shock (minor; encounter)	
Close burst 2; targets enemies; +10 vs. Fortitude; the target is knocked prone.	
Stone Roots	
When an effect pulls, pushes, or slides a genasi stoneshield, the stoneshield moves 1 square less than the effect specifies. Also, a stoneshield cannot be knocked prone.	
Alignment Evil	Languages Common, Primordial
Skills Athletics +14, Endurance +15, Intimidate +10, Nature +7	
Str 20 (+9)	Dex 12 (+5) Wis 12 (+5)
Con 18 (+8)	Int 14 (+6) Cha 13 (+5)
Equipment heavy war pick, plate armor.	

Genasi Flamechaser (level 8)	Level 8 Artillery
Medium elemental humanoid (fire)	XP 350
Initiative +7 Senses Perception +9	
HP 73; Bloodied 36	
AC 20; Fortitude 21, Reflex 19, Will 19	
Resist fire 5	
Speed 6	
m Dagger of Flame (standard; at-will) ♦ Fire	
+12 vs. Reflex; 1d6 + 5 fire damage.	
r Fire Bolt (standard; at-will) ♦ Fire	
Ranged 20; +13 vs. Reflex; 1d10 + 5 fire damage.	
M Firepulse (immediate reaction, when hit by a melee attack; encounter) ♦ Fire	
+15 vs. Reflex; 1d6 + 5 fire damage.	
R Explosive Burst (standard; recharge 4-6) ♦ Fire	
Ranged 10; +13 vs. Reflex; 3d6 + 5 fire damage, and the genasi flamechaser makes a secondary attack against each creature adjacent to the target. <i>Secondary Attack</i> : +13 vs. Reflex; 1d10 + 5 fire damage.	
R Lingering Flameburst (standard; encounter) ♦ Fire	
Ranged 10; +13 vs. Reflex; 3d6 + 5 fire damage, and any creature that starts its turn adjacent to the target takes 5 fire damage (save ends).	
Alignment Evil	Languages Common, Primordial
Skills Endurance +10, Nature +6	
Str 14 (+6)	Dex 16 (+7) Wis 11 (+4)
Con 19 (+8)	Int 11 (+4) Cha 16 (+7)

Genasi Hydromancer	Level 8 Controller
Medium elemental humanoid (water)	XP 350
Initiative +7 Senses Perception +5	
HP 91; Bloodied 45	
AC 22; Fortitude 21, Reflex 20, Will 20	
Saving Throws +2 against ongoing damage	
Speed 6, swim 8	
m Scimitar (standard; at-will) ♦ Weapon	
+13 vs. AC; 2d8 + 4 damage (crit 1d8 + 20).	
r Wave Bolt (standard; at-will)	
Ranged 5; +13 vs. AC; 2d6 + 4 damage, and the genasi hydromancer slides the target 3 squares.	
M Drowning Touch (standard; recharges when the target saves against this attack's ongoing damage or when it drops to 0 hit points or fewer)	
+12 vs. Fortitude; the target is dazed and takes ongoing 10 damage (save ends both).	
C Whirling Vortex (standard; recharge 5-6)	
Close burst 2; targets enemies; +12 vs. Reflex; 2d8 + 6 damage, and the genasi hydromancer slides the target 3 squares.	
Liquid Body (immediate interrupt, when hit by an enemy's attack; recharges when first bloodied)	
The genasi hydromancer takes half damage from the triggering Attack.	
Swift Current (move; encounter)	
The genasi hydromancer shifts 6 squares. During its movement, the hydromancer can move through enemy-occupied spaces, move across liquid, and ignore difficult terrain and hazardous terrain effects.	
Alignment Evil	Languages Common, Primordial
Skills Acrobatics +12, Arcana +10, Endurance +10, Stealth +12, Nature +7	
Str 14 (+6)	Dex 16 (+7) Wis 13 (+5)
Con 19 (+8)	Int 13 (+5) Cha 17 (+7)
Equipment robes, scimitar.	

ENCOUNTER 3: BUZZING EARS STATISTICS (H3 Low)

Genasi Stoneshield (level 8)	Level 8 Soldier
Medium elemental humanoid (earth)	XP 350
Initiative +7 Senses Perception +5	
HP 90; Bloodied 45	
AC 24; Fortitude 22, Reflex 19, Will 18	
Speed 5	
m Heavy War Pick (standard; at-will) ◆ Weapon	
+15 vs. AC; 1d12 + 4 damage (crit 1d12 + 16), and the target is marked (save ends). While marked by the genasi stoneshield, the target takes a -5 penalty to damage rolls against the stoneshield's allies.	
M Mighty Bull Rush (standard; at-will)	
+12 vs. Fortitude; 2d6 + 4 damage, the genasi stoneshield pushes the target 1 square and shifts into the space the target left.	
C Earth Shock (minor; encounter)	
Close burst 2; targets enemies; +10 vs. Fortitude; the target is knocked prone.	
Stone Roots	
When an effect pulls, pushes, or slides a genasi stoneshield, the stoneshield moves 1 square less than the effect specifies. Also, a stoneshield cannot be knocked prone.	
Alignment Evil	Languages Common, Primordial
Skills Athletics +14, Endurance +15, Intimidate +10, Nature +7	
Str 20 (+9)	Dex 12 (+5) Wis 12 (+5)
Con 18 (+8)	Int 14 (+6) Cha 13 (+5)
Equipment heavy war pick, plate armor.	

Genasi Flamechaser (level 9)	Level 9 Artillery
Medium elemental humanoid (fire)	XP 400
Initiative +7 Senses Perception +9	
HP 79; Bloodied 39	
AC 21; Fortitude 22, Reflex 20, Will 20	
Resist fire 5	
Speed 6	
m Dagger of Flame (standard; at-will) ◆ Fire	
+13 vs. Reflex; 1d6 + 5 fire damage.	
r Fire Bolt (standard; at-will) ◆ Fire	
Ranged 20; +14 vs. Reflex; 1d10 + 5 fire damage.	
M Firepulse (immediate reaction, when hit by a melee attack; encounter) ◆ Fire	
+16 vs. Reflex; 1d6 + 5 fire damage.	
R Explosive Burst (standard; recharge 4-6) ◆ Fire	
Ranged 10; +14 vs. Reflex; 3d6 + 5 fire damage, and the genasi flamechaser makes a secondary attack against each creature adjacent to the target. <i>Secondary Attack</i> : +14 vs. Reflex; 1d10 + 5 fire damage.	
R Lingering Flameburst (standard; encounter) ◆ Fire	
Ranged 10; +14 vs. Reflex; 3d6 + 5 fire damage, and any creature that starts its turn adjacent to the target takes 5 fire damage (save ends).	
Alignment Evil	Languages Common, Primordial
Skills Endurance +10, Nature +6	
Str 14 (+6)	Dex 16 (+7) Wis 11 (+4)
Con 19 (+8)	Int 11 (+4) Cha 16 (+7)

Genasi Hydromancer (level 9)	Level 9 Controller
Medium elemental humanoid (water)	XP 400
Initiative +7 Senses Perception +5	
HP 99; Bloodied 49	
AC 23; Fortitude 22, Reflex 21, Will 21	
Saving Throws +2 against ongoing damage	
Speed 6, swim 8	
m Scimitar (standard; at-will) ◆ Weapon	
+14 vs. AC; 2d8 + 4 damage (crit 1d8 + 20).	
r Wave Bolt (standard; at-will)	
Ranged 5; +14 vs. AC; 2d6 + 4 damage, and the genasi hydromancer slides the target 3 squares.	
M Drowning Touch (standard; recharges when the target saves against this attack's ongoing damage or when it drops to 0 hit points or fewer)	
+13 vs. Fortitude; the target is dazed and takes ongoing 10 damage (save ends both).	
C Whirling Vortex (standard; recharge 5-6)	
Close burst 2; targets enemies; +13 vs. Reflex; 2d8 + 6 damage, and the genasi hydromancer slides the target 3 squares.	
Liquid Body (immediate interrupt, when hit by an enemy's attack; recharges when first bloodied)	
The genasi hydromancer takes half damage from the triggering Attack.	
Swift Current (move; encounter)	
The genasi hydromancer shifts 6 squares. During its movement, the hydromancer can move through enemy-occupied spaces, move across liquid, and ignore difficult terrain and hazardous terrain effects.	
Alignment Evil	Languages Common, Primordial
Skills Acrobatics +12, Arcana +10, Endurance +10, Stealth +12, Nature +7	
Str 14 (+6)	Dex 16 (+7) Wis 13 (+5)
Con 19 (+8)	Int 13 (+5) Cha 17 (+7)
Equipment robes, scimitar.	

ENCOUNTER 3: BUZZING EARS STATISTICS (H3 HIGH)

Genasi Stoneshield	Level 10 Soldier
Medium elemental humanoid (earth)	
XP 500	
Initiative +8 Senses Perception +6	
HP 106; Bloodied 53	
AC 26; Fortitude 24, Reflex 21, Will 20	
Speed 5	
m Heavy War Pick (standard; at-will) ♦ Weapon	
+17 vs. AC; 1d12 + 5 damage (crit 1d12 + 17), and the target is marked (save ends). While marked by the genasi stoneshield, the target takes a -5 penalty to damage rolls against the stoneshield's allies.	
M Mighty Bull Rush (standard; at-will)	
+14 vs. Fortitude; 2d6 + 5 damage, the genasi stoneshield pushes the target 1 square and shifts into the space the target left.	
C Earth Shock (minor; encounter)	
Close burst 2; targets enemies; +12 vs. Fortitude; the target is knocked prone.	
Stone Roots	
When an effect pulls, pushes, or slides a genasi stoneshield, the stoneshield moves 1 square less than the effect specifies. Also, a stoneshield cannot be knocked prone.	
Alignment Evil Languages Common, Primordial	
Skills Athletics +15, Endurance +16, Intimidate +11, Nature +8	
Str 20 (+10)	Dex 12 (+6) Wis 12 (+6)
Con 18 (+9)	Int 14 (+7) Cha 13 (+6)
Equipment heavy war pick, plate armor.	

Genasi Flamechaser (level 11)	Level 11 Artillery
Medium elemental humanoid (fire)	
XP 600	
Initiative +8 Senses Perception +10	
HP 91; Bloodied 45	
AC 23; Fortitude 24, Reflex 22, Will 22	
Resist fire 10	
Speed 6	
m Dagger of Flame (standard; at-will) ♦ Fire	
+15 vs. Reflex; 1d6 + 6 fire damage.	
r Fire Bolt (standard; at-will) ♦ Fire	
Ranged 20; +16 vs. Reflex; 1d10 + 6 fire damage.	
M Firepulse (immediate reaction, when hit by a melee attack; encounter) ♦ Fire	
+18 vs. Reflex; 2d6 + 6 fire damage.	
R Explosive Burst (standard; recharge 4-6) ♦ Fire	
Ranged 10; +16 vs. Reflex; 3d6 + 6 fire damage, and the genasi flamechaser makes a secondary attack against each creature adjacent to the target. <i>Secondary Attack</i> : +16 vs. Reflex; 1d10 + 6 fire damage.	
R Lingering Flameburst (standard; encounter) ♦ Fire	
Ranged 10; +16 vs. Reflex; 3d6 + 6 fire damage, and any creature that starts its turn adjacent to the target takes 10 fire damage (save ends).	
Alignment Evil Languages Common, Primordial	
Skills Endurance +11, Nature +7	
Str 14 (+7)	Dex 16 (+8) Wis 11 (+5)
Con 19 (+9)	Int 11 (+5) Cha 16 (+8)

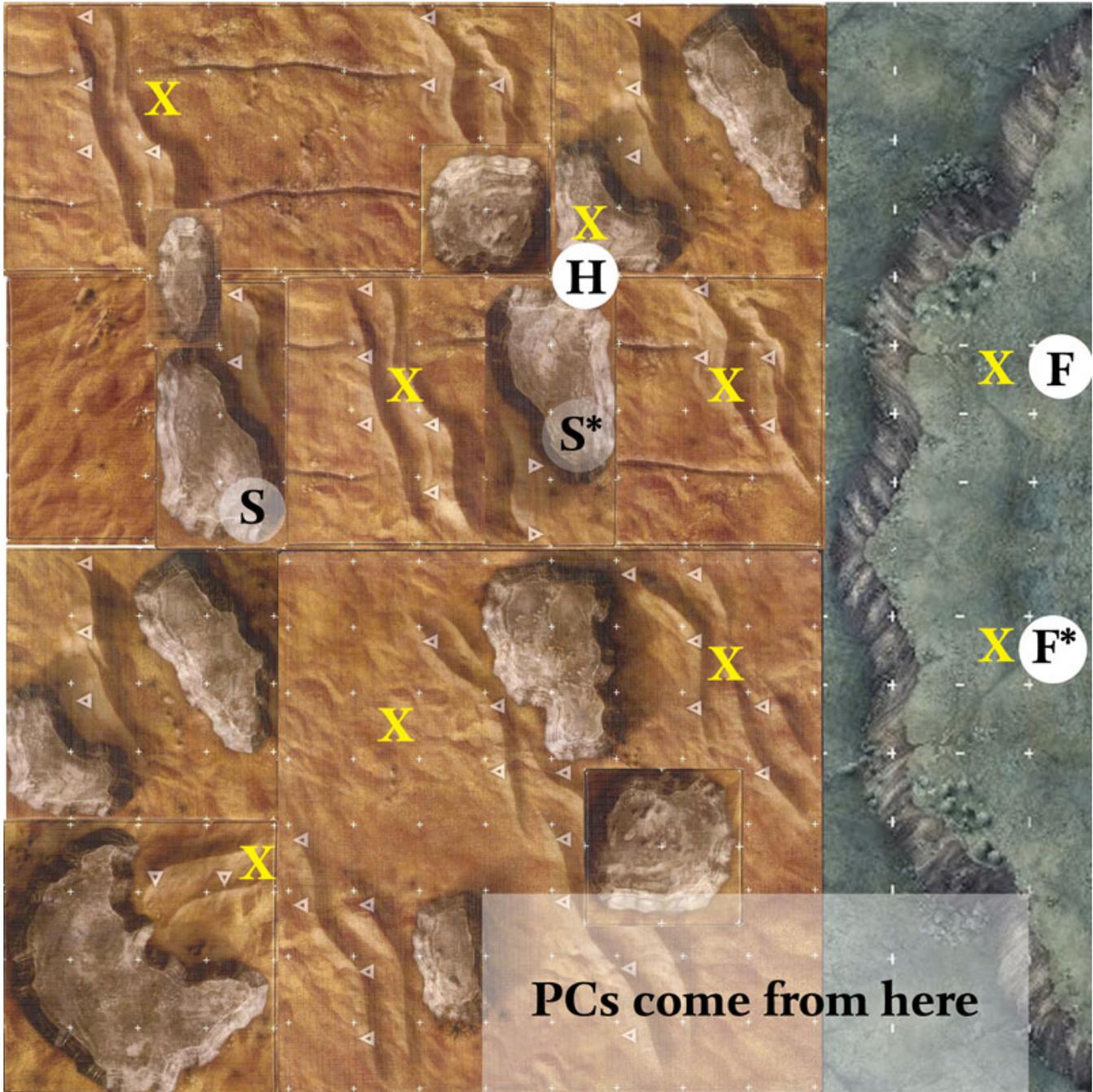
Genasi Hydromancer (level 11)	Level 11 Controller
Medium elemental humanoid (water)	
XP 600	
Initiative +8 Senses Perception +6	
HP 115; Bloodied 57	
AC 25; Fortitude 24, Reflex 23, Will 23	
Saving Throws +2 against ongoing damage	
Speed 6, swim 8	
m Scimitar (standard; at-will) ♦ Weapon	
+16 vs. AC; 2d8 + 5 damage (crit 1d8 + 21).	
r Wave Bolt (standard; at-will)	
Ranged 5; +16 vs. AC; 2d6 + 5 damage, and the genasi hydromancer slides the target 3 squares.	
M Drowning Touch (standard; recharges when the target saves against this attack's ongoing damage or when it drops to 0 hit points or fewer)	
+15 vs. Fortitude; the target is dazed and takes ongoing 10 damage (save ends both).	
C Whirling Vortex (standard; recharge 5-6)	
Close burst 2; targets enemies; +15 vs. Reflex; 2d8 + 7 damage, and the genasi hydromancer slides the target 3 squares.	
Liquid Body (immediate interrupt, when hit by an enemy's attack; recharges when first bloodied)	
The genasi hydromancer takes half damage from the triggering Attack.	
Swift Current (move; encounter)	
The genasi hydromancer shifts 6 squares. During its movement, the hydromancer can move through enemy-occupied spaces, move across liquid, and ignore difficult terrain and hazardous terrain effects.	
Alignment Evil Languages Common, Primordial	
Skills Acrobatics +13, Arcana +11, Endurance +11, Stealth +13, Nature +8	
Str 14 (+7)	Dex 16 (+8) Wis 13 (+6)
Con 19 (+9)	Int 13 (+6) Cha 17 (+8)
Equipment robes, scimitar.	

ENCOUNTER 3: BUZZING EARS MAP

TILE SETS NEEDED

Desert of Athas x2

Lost Caverns of the Underdark x2



Note: (S) is hidden INSIDE the rock!

ENCOUNTER 4: THE LUSH OASIS

**H1: SKILL CHALLENGE LEVEL 2/4,
COMPLEXITY 1 (125/175 XP)**

**H2: SKILL CHALLENGE LEVEL 5/7,
COMPLEXITY 1 (200/300 XP)**

**H3: SKILL CHALLENGE LEVEL 8/10,
COMPLEXITY 1 (350/500 XP)**

SETUP

Lady Parizada Razaan Talibah In'Ganiyah, the Radiant One, Keeper of the Song, Rawiah of Calim and Protector of the Words of Ru'a: Female Djinn.

The lady is beautiful female djinn. Her upper body resembles that of an eladrin woman, while her lower body softly fades into a puff of smoke. She is a fond lover of poetry and the fine arts. Her interest lies in stories from the material world and politics.

Lord Zaid Al-Haddar Kadeer Munahid, Radja of the Autumn Court, Eye of Nimr, Squire of the Eternal Library and Wielder of Azzam-Husam a-Din, the holy sword: Male eladrin lord.

The lord is a bored middle-age looking eladrin, who surrounds himself with the pleasures of leadership: beautiful belly dancers, two snow white tigers and a large contingent of soldiers and servants. He is a lover of reenacting ancient battles and of feats of strength and agility.

The PCs have traveled through the desert for some time now when they stumble upon an oasis. Their compass points squarely at the oasis, even when they circle it, so they have to enter to find the checkpoint. The oasis is surrounded by a shimmering aura and is in fact a fey crossing into the Feywild. The fey try to keep the PCs there, forcing them to have to bargain with the lord or the lady of the oasis for their freedom.

The large expanse of rocks has given way to a new expanse of sand stretching from horizon to horizon. The temperature is dropping slightly as the sun starts to set. You prepare yourself for a night in a cold tent when in the distance a shimmering oasis comes into view.

As the PCs come closer:

As you approach the oasis seems to be quite large and surrounded by a shimmering field. You can't make out

much beyond the barrier, except for green pasture and the splashing of water.

The PCs have arrived at a fey crossing into the Feywild. The entire oasis resides in the Feywild and anyone entering it is transported into the Feywild. PCs can determine the nature of the fey crossing with a DC 20 Arcana check. Since the compass makes clear the checkpoint is inside the oasis (and there is no sign of tampering), the characters have little choice. They need to enter the place and face the dangers of the Feywild.

As they step through the barrier:

Stepping through the shimmering field leaves a tingle on your skin until the cool breeze washes it away. You find yourself at the edge of a grand oasis. Small tents stand nearby and from within, multiple eladrin females approach you offering dates, figs, and fresh water.

If the PCs try to turn around and leave they find that the oasis seems to keep them in. They can walk for a bit but find that they made no progress what so ever. Note that the ritual Fey Passage does work as well - see Scene 4 below.

As soon as the PCs enter, they are overcome by an unnatural calmness and bliss. If they do not fight it, they soon might not want to leave...

SKILL CHALLENGE: INTO THE FEYWILD AND BACK AGAIN

Goal: Venturing into the oasis the PCs have entered the Feywild. To continue the race they need to shake the enchantment of the oasis, get a mark on their compass and get out of the oasis. The tranquil nature of the oasis makes getting a mark difficult, while the lord and the lady would love to keep their visitors for some entertainment.

Complexity: 1 (4 successes before 3 failures)

Primary Skills: Acrobatics, Arcana, Athletics, Bluff, Diplomacy, History, Intimidate.

Other Skills: Endurance, History, Insight, Nature, Perception.

Victory: The PCs manage to get their compass marked and get the promise that they will be able to leave the oasis.

Defeat: The PCs are stuck in the oasis for the night and can only leave the following morning. Since they angered the lord or the lady they won't be able to take an extended rest.

The first step in getting out of the oasis is to shake its magic (Scene 1). Once the charm is broken, they quickly

need to get the compass marked by the race officials who are enjoying their stay at the oasis and have almost forgotten why they are here (Scene 2). With such a mark, they either acquire permission to leave from the eladrin ruler of the oasis, Lord Zaid (Scene 3), or his djinn wife, Lady Parizada (Scene 4), or force their way out (Scene 5).

Note that once the PCs choose to deal with either the Lord or the Lady, they cannot go to the other (or more specifically they cannot gain successes for the challenge). There is no point in splitting up and appeasing both since all it does is anger one lord against the other group of PCs and vice versa. It basically leads to 1 automatic failure and forces the character to use force (Scene 4). Make sure the players realize this through comments made by the eladrin.

SCENE 1: SHAKING OFF THE CHARM (1 GROUP SUCCESS)

Once inside the oasis the PCs are immediately treated as the most honored guests - foods, drinks and a place to stay are offered. At the same time the magic of the place seems to remove all sense of urgency, leaving PCs caring only about the now and having fun at the oasis. Accepting the food and drink only strengthens the power of this magic. These characters suffer a -2 penalty on all checks during this scene.

PCs working for the Almraiven or the Janessar are greeted as even more honored guests and are complimented on their noble cause. PCs working for the Twisted Rune are regarded with fear and suspicion. Teams working for either of these sponsors gain a +2 bonus on all checks during this scene, either because of the increased respect or because the eladrin prefers to see them go. Characters sponsored by Memnon or Calim are handled with care for the eladrin fear treachery and love the idea of tricking the characters' sponsors. PCs suffer a -2 penalty on all checks in this scene.

First, the PCs need to shake the charm that is trying to grasp their minds and bodies. Each character must make a check. If half or more succeed, those that kept the magic at bay can drag the others along. If more than half fail, they can try again and again until they either fail or succeed. Proceed with the next scene if they score 3 or more failures, but by this time they have lost so much time, that by the time they get released it is already the next day.

If successful, the characters likely look around for the race officials and a way out of the Feywild. Looking around, they see a small wooden structure with a couple of genasi sitting in front. See scene 1 of the skill challenge for more information. If the PCs press the eladrin to let them go, the locals reluctantly point them

to either the Lord or the Lady. Only those two can lift the barrier and allow them to leave, but that won't be something given easily.

The eladrin give a short description of both the lord and the lady and also talk about the friendly animosity between them. PCs are warned they won't be able to satisfy both and have to choose wisely. See Scene 3 and 4 for more information.

Arcana, Endurance or Insight DC moderate (1 success)

These skills help the character fight off the magic of the oasis.

Bluff, Heal or Intimidate DC hard (special; 1 maximum per PC)

A character who manages to keep his head clear, can aid one other character that failed to do so. A successful check changes the failure of said character into a success for the group check.

SCENE 2 GETTING MARKED (1 SUCCESSES)

Walking over to the checkpoint you find two officials enjoying a water pipe and a large tray of sweet cakes. They are extremely relaxed and only notice you after a few moments. Getting your compass marked is going to be more difficult than just asking.

The crew is extremely laid back, almost in a stupor. They are enjoying themselves, want to share with the PCs, and they cannot be bothered to do anything remotely like work. Still, they want no trouble, and with a bit of work can be wakened enough to mark the compass.

PCs sponsored by any of the three cities gain a +2 bonus on Diplomacy or Intimidate checks in this scene.

Note that if the PCs do not manage to rouse the officials, they can ask the Lady or Lord for aide. They give this aid and in return they want the characters to stay for the night (explaining why 3 failures in this scene leads to a failure in the skill challenge).

Arcana DC moderate (1 success)

The stupor of the officials is partially magically induced, and it can be temporarily suppressed.

Diplomacy DC hard (1 success)

Bartering with the crew of the checkpoint is certainly possible, albeit a bit hard. It is a bit difficult to talk with people in a stupor-like state of relaxation.

Intimidate DC moderate (1 success)

Fear is a powerful motivator, especially when under some kind of stupor-inducing effect.

Heal DC moderate (1 success)

There is no clear indication of any poisons (beyond the water pipe) affecting the officials, and the officials certainly don't think they need curing, but getting them to wake up long enough to do their job is certainly possible with the right treatment.

SCENE 3: LORD ZAID AL-HADDAR (2 SUCCESSES)

You are led to a large tent, which is much larger inside than outside. You find yourself in a large room. A middle-aged eladrin sits upon a mound of large pillows, flanked by two snow-white tigers. A low table holding several silver platters of food and an ornate silver wine cooler containing a large wine bottle in ice stands before him. In a corner you note a group of scantily clad, beautiful eladrin women giggling together through their veils. Three musicians play instruments softly in the corner. The two sturdy-looking sentries armed with huge scimitars complete the scene. The sentry announces him as: Lord Zaid Al-Haddar Kadeer Munahid, eye of Nimr, squire of the eternal library and wielder of Azzam-Husam al Din, the holy sword.

Lord Zaid is bored. The reason he set up camp here and opened the connection with the normal world is for the potential entertainment. Why should the rulers of Memnon, Calimport and Almraiven be the only ones who have fun? Once the PCs provide him with some entertainment, he is willing to let them go. Most PCs should somehow participate. He wants to be entertained by the whole group, not just one or two.

Zaid is well aware his wife, Lady Parizada is going to object, but he is not going to tell this to the PCs. It is all part of the game between these two and the PCs are just the latest pawns. Note that despite the bickering between Zaid and Parizada they do love one another and do not allow anybody else to speak ill of the other.

Characters sponsored by the Janessar gain a +2 bonus on all checks in this scene due to Lord Zaid's respect for this group. Teams sponsored by the Twisted Rune or Selemchant have a -2 penalty on all checks because of the Lord's distrust/dislike of magic. His attitude towards the Memnon and Calim is more neutral and reserved - a mix of distaste for their maltreatment of the desert and their practice of slavery and respect/fear for those cities' power. He pities Almraiven, and considers the city doomed. There are neither penalties nor bonuses for those sponsored by any of the three cities. Zaid does not hide his feelings for these sponsors from the characters.

Acrobatics DC moderate (1 success)

ADCP2-2H Heart of the Desert: Race Against Time

Performing a beautiful dance or a feat of acrobatics will impress and please the lord.

Athletics DC hard (1 success)

A mock battle between the PCs or a grappling contest with one of his tigers impresses the lord, especially if coupled with a nice recount of an historic battle.

Bluff DC hard (1 success; 1 maximum)

Lying to the lord isn't easy but he is prone to flattery.

Diplomacy DC moderate (1 success; 1 maximum)

Convincing the lord of your immediate need to depart could work but he'll likely demand some compensation from you.

Endurance DC moderate (0 successes, 1 maximum)

Being on the receiving end of a mock battle can help improve the performance but a PC has to be able to take the bruises. A successful endurance check gives a +2 bonus on the Athletics checks.

History DC moderate (no successes, 1 maximum)

A well-spun recollection of an ancient battle will be a great support for a mock battle. A successful history check gives a +2 bonus on athletics checks.

When the PCs scored 2 successes read:

“Alright, I’ll make a deal with you. If you promise to return here one day and feast with us for a night I’ll let you go free. I’ll lift the veil and my guards will leave you be. Go quickly, I can only keep the oasis open for so long.”

If the PCs refuse to make such a promise, he grudgingly allows them to go regardless. If they do make the promise, ask at the end of the adventure whether or not they intent to fulfill said promise. If they do (and there is no impact if they don't), that character earns story award ADCP08 Feylord's Pact.

SCENE 4: LADY PARIZADA (2 SUCCESSES)

You are lead you to a secluded part of the oasis where a stream runs through a small pond encircled by scrub grass. Sitting stones are arranged around the pond. A beautiful eladrin female hovers in the shade of a date tree, the lower part of her body disappearing in a thin mist.

“Welcome friends, I am Lady Parizada Razaan Talibah In’Ganiyah. Tell me what is on your mind.”

Lady Parizada is bored, longing for some intellectual challenge, some “civilized” entertainment and news of the outside world. She does not approve her husband’s actions in regards to the PCs, or so she says to them. In reality, she likes the entertainment just as much and keeping the PCs away from her husband to spite him is always fun. Like the Lord, she is willing to let the PCs go, but only if multiple characters entertain her for some time.

Like Zaid, Parizada has great respect for the Janessar, and she despises slavery. Teams sponsored by the Janessar have a +2 bonus on all checks in this scene. Unlike her husband, she does not respect/fear the power of Calim and Memnon. Characters sponsored by those two groups suffer a -2 penalty to all checks in this scene. She also does not share Zairs distrust of magic, quite the opposite in fact, and groups sponsored by Almraiven, Selemchant or the Twisted Rune gain a +2 bonus on checks related to arcane knowledge. Similarly to her husband, she makes it fairly clear to the characters how she feels about their sponsor.

Arcana, History and Nature DC moderate (1 success)

One way to both entertain and impress her Ladyship is by showing an impressive knowledge of diverse subjects such as arcana, history, natural science and philosophy.

Bluff DC hard (1 success)

Impressing the lady with a fantastic story is no easy feat but it surely grabs her attention.

Diplomacy DC moderate (1 success)

Engaging the lady in friendly talk is an easy way to get her collaboration on leaving the oasis. Reciting ancient poetry or entertaining her with a story also can help.

Insight DC moderate (1 success; 1 maximum)

Characters paying attention to the Lady’s behavior note that like most djinn she has a strong dislike for slavery. Mentioning that the current predicament of the characters is not unlike slavery is a good way to enlist her aid.

When the PCs scored 2 successes read:

“Alright, I’ll make a deal with you. If you promise to return here one day and feast with us for a night I’ll let you go free and aid you in your travels to come. I’ll lift the veil and my guards will leave you be. Go quickly; I can only keep the oasis open for so long. I’ll appear again when your need is highest, follow me and you’ll be safe from the winds. May the blessing of the winds be upon you!”

If the PCs refuse to make such a promise, she grudgingly allows them to go regardless. If they do make the promise, ask at the end of the adventure whether or not they intent to fulfill said promise. If they do (and there is no impact if they don’t), that character earns story award **ADCP08 Feylord’s Pact**.

SCENE 5: FORCING YOUR WAY OUT (2 SUCCESSES)

Deciding to leave the oasis on your own, without acquiring permission from the resident fey lord, you set to work on unraveling the arcane web that spans the planes and keeps you trapped here.

A fey lord has great control over his or her domain, and that includes the barriers between the Feywild and the normal world. Lord Zair and Lady Parizada are no exception. If the PCs want to leave without their permission they need to act quickly and work hard to overcome the magic of the oasis. As long as the PCs have not yet gained 3 failures, they can attempt to escape. If 3 failures have been scored, it is too late, and they drew the full attention/ire of the Lord and Lady. At that point even casting the ritual Fey Passage is not enough and the characters are not yet powerful enough to directly deal with an eladrin lord of Zair’s power or full-fledged djinn.

Arcana DC hard (trained only; 1 maximum)

Manipulating the shimmering force field into bending to your will is a difficult task. A PC who fails this task loses a healing surge due to the exhaustive nature of this task.

Bluff, Diplomacy or Intimidate moderate DC (1 success; 2 maximum)

The eladrin are going to interrupt the characters performing rituals. For the characters to have a chance to succeed, they must either hide the casting, or scare the eladrin away.

Alternatively, the characters can trick or intimidate the eladrin into leading them to a weak spot or helping them into distracting the lord and lady.

If they use Diplomacy, the PCs need to promise to return after the race. If the PCs do keep that promise, they gain the story award **ADCPXX Feylord’s Pact** picking either Lord or Lady depending on their preference.

Fey Passage ritual DC - (1 success; 1 maximum)

Casting the ritual in itself is not enough to escape since the powers of Lord Zair actively opposes its casting. It provides 1 automatic success, and either forces the

characters to break through by using Arcana or casting it at the right spot (social skill or Nature).

Note that while the ritual normally opens a direct connection with the material plane, in this case it opens a connection to it. The PCs still have to move through this connection, and Encounter 5 has to be run as normal.

Nature DC hard (no successes, 1 maximum)

Crossing back into the normal world is easiest at places where the veil is thinnest. The PC's innate sense of nature can help point out these spots. A successful nature check gives a +2 on Arcana checks, however the PC undertaking the nature check also loses a healing surge when the arcane check fails.

ENDING THE ENCOUNTER

When the PCs have dealt with getting to the fey passage from the oasis into Calimshan immediately go to Encounter 5. The Lord, the Lady, or both are not about to let them go and escaping requires a bit more work.

Diseased PCs might ask whether the Lord or Lady can cure them. They both are willing to do so with the Cure Disease ritual for the component cost of 150 gp per patient. They can also perform the Raise Dead ritual, but they do so only for the normal material component plus 20% cost. In addition PCs can buy replacement riding horses for 75 gp, but there are no warhorses or undead horses (if needed those can be treated with the Cure Disease ritual just like the PCs).

Success: The PCs manage to negotiate for their release and are allowed to continue the race. If the PCs do decide to take an extended rest (perhaps forced to do so because of the Raise Dead ritual) then they rest as normal, regaining healing surges lost due to the hardships of the desert. Doing so still costs points as normal.

Failure: The Lord or the Lady keep the PCs in the oasis. PCs are allowed to leave but only after spending the night entertaining either one. They do not allow the PCs to rest, and hence the characters do not gain the benefit of an extended rest. Note that in this case, the other is still angry and still blocks their path in Encounter 5.

EXPERIENCE POINTS

Escaping the oasis, either by cunning, diplomacy or force of will awards the characters the following amount of experience points.

H1: 25/35 xp each.

H2: 40/60 xp each.

H3: 70/100 xp each.

TREASURE

There is no treasure to be found in this encounter, although the PCs might be able to buy certain rituals and/or horses from the Lord or the Lady.

SCORING THE ENCOUNTER

The team earns 10 points per success, and lose 10 points for each failure. So as long as they were successful they earn between 40 (4 successes, 0 failure) to 20 points (4 success, 2 failures). If they fail the skill challenge, they loose 50 points instead (replacing any scoring from successes and failures previously earned in this encounter).

ENCOUNTER 5: ESCAPE FROM PARADISE

H1: ENCOUNTER LEVEL 2/4 (625/900 XP)

This encounter includes the following creatures at the low tier:

- 1 spriggan powrie (level 2) (P)
- 2 feywild arcane archer (level 2) (A)
- 2 feywild krenshar bloodslayer (level 2) (K)

This encounter includes the following creatures at the high tier:

- 1 spriggan powrie (level 5) (P)
- 2 feywild arcane archer (level 4) (A)
- 2 feywild krenshar bloodslayer (level 4) (K)

H2: ENCOUNTER LEVEL 5/7 (1000/1500 XP)

This encounter includes the following creatures at the low tier:

- 1 spriggan powrie (level 5) (P)
- 2 feywild arcane archer (A)
- 2 feywild krenshar bloodslayer (K)

This encounter includes the following creatures at the high tier:

- 1 spriggan powrie (P)
- 2 feywild arcane archer (level 7) (A)
- 2 feywild krenshar bloodslayer (level 7) (K)

H3: ENCOUNTER LEVEL 8/10 (1750/2500 XP)

This encounter includes the following creatures at the low tier:

- 1 spriggan powrie (level 8) (P)
- 2 feywild arcane archer (level 8) (A)
- 2 feywild krenshar bloodslayer (level 8) (K)

This encounter includes the following creatures at the high tier:

- 1 spriggan powrie (level 10) (P)
- 2 feywild arcane archer (level 10) (A)
- 2 feywild krenshar bloodslayer (level 10) (K)

While the PCs have successfully negotiated their release from the oasis or have broken free on their own accord, they still have angered the other party. The aggrieved person has sent troops to prevent the PCs from leaving

the Feywild. The PCs only have a limited number of rounds to make it to the gate at the other end of the map.

TIMING

If you run the adventure in a time sensitive environment, it is a good time to check the clock. By the end of this encounter you should have about 1 hour left for the slot. Since this encounter is more about getting away than draining resources, you can call the fight relatively easily. Check how many move actions it takes to get to the portal, assume nothing hinders them and count that as the number of rounds the PCs need to get out of the portal in regards to scoring.

As the adventurers enter the area, read:

Slowly the vibrant and green oasis gives way to the harsh and brown desert. A familiar shimmering field denotes the real border between worlds. A large boulder can be seen near the shimmering wall. All that stands between you and your freedom are a couple of large rocks.

If the PCs negotiated with the lord, read:

The face of a beautiful woman appears before you, her lower body vanishing in a cloud of smoke. This must be lady Parizada.

“You disappoint me, running off without paying me a visit, instead seeing my dearly beloved husband. I will make sure you come to my chambers tonight and entertain me till the sun rises again.”

Before your eyes the last stretch of grass in the oasis starts to wriggle and thrash, like grabbing hands. Atop the rocks eladrins appear wielding bows and aiming at you. In the distance, the boulder slowly starts to roll into the portal and will eventually block your passage.

If the PCs negotiated with the lady, read:

The face of a middle-aged eladrin appears before you, flanked by two large tigers. This must be lord Zaid Al-Haddar.

“You invoke my wrath, running off without paying me a visit, instead seeing my dearly beloved wife. I will make sure you come to my throneroom tonight and entertain me till the sun rises again.”

Before your eyes eladrins appear on the rock and take aim at you. In the distance, the boulder slowly starts to roll into the portal and will eventually block your passage.

If the PCs forced their way out, read:

The faces of a beautiful woman and an eladrin male appear before you. These must be the lord and the lady of the oasis.

The Lord speaks. “You disappoint us, running off without paying us a visit. I will make sure you come to my chambers tonight and entertain us till the sun rises again.”

Before your eyes the last stretch of grass in the oasis starts to wriggle and thrash, like grabbing hands. Atop the rocks eladrins appear wielding bows and aiming at you. In the distance, the boulder slowly starts to roll into the portal and will eventually block your passage.

Instead of dealing with all the enemies before the PCs can proceed, they need to cross the battlefield and escape through the slowly closing gate at the other side. The PCs have a set number of rounds before the portal closes and they are trapped in the oasis. The battlefield also changes subtly depending on whom the PCs negotiated with. This is summarized below. Regardless, besides the fey present, the PCs also note a large band of fey approaching fast from behind. It is clear that sticking around for more than 10 rounds is a bad idea.

Negotiated with the Lord:

- The PCs have 6 rounds to get through the portal.
- No other changes

Negotiated with the Lady, didn't negotiate at all:

- The PCs have 6 rounds to get through the portal.
- All the green patches including the PCs starting area is grab grass; see below for details.

FEATURES OF THE AREA

Large rock: The large rock in the middle stands H1: 30, H2: 50 and H3: 50 feet high and requires a DC hard Athletics check to climb.

Small rocks: The small rocks in the middle stand H1: 20, H2: 30 and H3: 30 feet high and require a DC moderate Athletics check to climb.

Edges of the map: Both long edges of the map are shimmering with arcane energy and show a hazy image of the battlefield, as seen from the other edge. Any PC or monster can move through one long edge and appear at the other, moving through is the only possibility. Attacks and such harmlessly bounce off the shimmering wall.

The short edge with the portcullis is impassable except where the portal is. Only PCs can cross the gate, for monsters and line of effect the wall continues.

Grab Grass (optional): Depending on the results of the Encounter 4 the green grassy patches are grab grass. PCs falling prone in the grab grass are immediately grabbed. Standing up is a move action and the PC need to succeed at a medium DC Acrobatics or Athletics.

Blue Portal: The blue band at the end represents the portcullis back to the material plane. During the encounter it slowly closes. To add a sense of urgency for the PCs use a die to show the remaining rounds for the portal to be open. PCs crossing the portal appear in the desert, close to the oasis with their horses unharmed (including newly bought mounts) in sight. If a PC wants to return, they can spend a move action to reappear besides the portal back in the Feywild.

TACTICS

The goal of the fey is to subdue the PCs and bring them to their master. As such, when they knock a character below 0 they opt to knock the character unconscious. Announce this to the PCs so they won't fight to the death, especially after the portal has closed. When the portal closes, the fey offer the PCs the chance to surrender. See Ending the Encounter for more information when this happens.

The feywild archers focus on slowing the PCs with *distracting illusion* and knocking them prone using *eldritch burst*. When the grab grass is active they prefer to knock prone instead of slowing.

The spriggan powrie delays his action until the PCs round the corner. He then coordinates his attacks with the krenshar. Starting with *hamstring* and finishing with *punt the fallen*. When useful he pushes the PC, otherwise he just keeps the target adjacent.

The feywild krenshar blood slayers hide around the corner and ready actions to use *surprise attack* against the first foe to come in sight. After that they use *unnerving skull* against each PC nearby and try to grab PCs. When hit they use their *fade away* and use the invisibility to make another *surprise attack* (assuming it recharged).

The purpose of the encounter is to prevent the PCs from reaching the portal, without making it impossible. The PCs should be able to make it if they work together and operate as a team. Make sure not to turn it into a drag and a boring combat; try to keep it fast paced and active. And remember, if even one PC does not make the portal, the group is in trouble. The whole team needs to cross the finish line to win the race.

SCALING THE ENCOUNTER

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

All Tiers - Four PCs: Remove one feywild krenshar bloodslayer

All Tiers - Six PCs: Add one feywild arcane archer

ENDING THE ENCOUNTER

If the PCs manage to escape through the portal they can continue the race. When one or more PCs are still trapped in the Feywild the Lord or Lady appears and offers them a choice, they can sit in the desert and wait till their friends are released or they can come back and he promises to release them next morning. PCs who choose to wait in the desert need to make an extra environment check, as described in Encounter 2. The DC for this check is 16.

PCs who remain behind are led to the Lord or Lady - whomever they did not negotiate with. For a few minutes the lord or the lady rages at the PCs for not coming to him/her and favoring the spouse over him/her, but then he/she turns around and treats the PCs well. They offer to release the PCs when the sun rises again in the desert after being entertained as well. Refer to Encounter 4 for the personalities of the lord and the lady and for the things they demand of the PCs during the night of revelry. After this night the PCs are free to go and continue the race.

EXPERIENCE POINTS

Escaping the oasis back to the material plane entitles the PCs to xp as follows:

H1: 125/180 xp.

H2: 200/300 xp.

H3: 350/500 xp.

TREASURE

The adversaries carry no significant treasure beyond their normal equipment. It is assumed that the PCs do not have the time to loot the fallen.

SCORING THE ENCOUNTER

The PCs earn 20 points for escaping through the portal, with a bonus of 5 points for each round still left before the portal closes. If the PCs disable all fey in this encounter (but **NOT** kill) they gain an additional bonus of 10 points. If the PCs fail to escape, they lose 50 points, just as when they would have taken an extended rest.

ENCOUNTER 5: ESCAPE FROM PARADISE STATISTICS (HI LOW)

Spriggan Powrie (level 2)		Level 2 Skirmisher
Small fey humanoid		XP 125
Initiative +7	Senses Perception +7; low-light vision	
HP 39; Bloodied 18		
AC 16 (18 against opportunity attacks); Fortitude 14, Reflex 15, Will 13		
Speed 6		
m Sickle (standard; at-will) ♦ Weapon		
+7 vs. AC; 1d6 + 1 damage, and ongoing 5 damage (save ends).		
M Hamstring (standard; at-will) ♦ Weapon		
+7 vs. AC; 1d6 + 1 damage, and the target is knocked prone, is slowed until the end of the spriggan powrie's next turn, and takes ongoing 5 damage (save ends).		
M Punt the Fallen (minor, 1/round; at-will)		
Targets a prone creature; +7 vs. Fortitude; 1d6 + 1 damage, and the spriggan powrie pushes the target 3 squares.		
Blood Slide		
A spriggan powrie does not provoke opportunity attacks for moving out of a space adjacent to a bloodied creature or a creature that is taking ongoing damage.		
Combat Advantage		
When a spriggan powrie hits a creature that is taking ongoing damage and is granting combat advantage to the powrie, the powrie's attack increases the ongoing damage by 5.		
Redcap Zeal (when the spriggan powrie bloodied an enemy or reduces an enemy to 0 hit points or fewer; encounter)		
The powrie gains 1d8 + 2 temporary hit points.		
Alignment Evil	Languages Elven	
Skills Athletics +9, Stealth +12, Thievery +10		
Str 16 (+4)	Dex 18 (+5)	Wis 12 (+2)
Con 15 (+3)	Int 10 (+1)	Cha 15 (+3)
Equipment iron-shod boots, leather armor, sickle x2.		

Feywild Krenshar Blood Slayer (level 2)		Level 2 Brute
Medium fey beast		XP 125
Initiative +4	Senses Perception +6; low-light vision	
Fearsome Visage aura 5; each enemy within the aura takes a -2 penalty to saving throws against fear effects.		
HP 45; Bloodied 22		
AC 14; Fortitude 15, Reflex 14, Will 12		
Speed 8		
m Claw (standard; at-will)		
+5 vs. AC; 1d6 + 3 damage.		
M Grabbing Claws (standard; at will) ♦ Fear, Thunder		
The krenshar blood slayer makes two claw attacks. If both attacks hit the same target, that target is grabbed.		
M Surprise Attack (standard, usable while the krenshar is hidden; recharge 5-6)		
This creature makes a <i>grabbing claws</i> attack, dealing +1 d8 damage.		
M Bite (standard; at-will)		
Targets a creature grabbed by the krenshar blood slayer; no attack roll, 2d6 + 7 damage.		
C Unnerving Skull (minor, 1/round; at-will) ♦ Fear, Gaze		
Close burst 5; targets one creature; +5 vs. Will; the target takes a -2 penalty to attack rolls (save ends).		
Fade Away (immediate reaction, when this creature takes damage; encounter) ♦ Illusion		
The feywild krenshar becomes invisible until it attacks or until the end of its next turn.		
Alignment Unaligned	Languages -	
Skills Acrobatics +6, Intimidate +4, Stealth +6		

Str 18 (+5)	Dex 16 (+4)	Wis 10 (+1)
Con 15 (+3)	Int 2 (-3)	Cha 13 (+2)

Note: The feywild krenshar is a normal blood slayer krenshar modified with the feywild denizen theme from DMG2 (*surprise attack* and *fade away* have been added).

Feywild Arcane Archer (level 2)		Level 2 Artillery
Medium fey humanoid (eladrin)		XP 125
Initiative +5	Senses Perception +6; low-light vision	
HP 33; Bloodied 16		
AC 14; Fortitude 13, Reflex 15, Will 13		
Saving Throws +5 against charm effects		
Speed 6		
m Short Sword (standard; at-will) ♦ Weapon		
+9 vs. AC; 1d6 + 3 damage.		
r Scorching Arrows (standard; at-will) ♦ Fire, Weapon		
The feywild arcane archer makes the following attack twice: Ranged 20/40; +7 vs. Armor Class or Reflex (whichever is lower); 1d10 - 1 damage plus 1d6 fire damage.		
A Eldritch Burst (standard; recharge 4-6) ♦ Force		
Area burst 1 within 20; +7 vs. Fortitude; 1d10 + 4 force damage, and the target is knocked prone.		
A Distracting Illusion (standard; at-will) ♦ Illusion		
Area burst 2 within 10; +7 vs. Will; the target is slowed and can't shift until the end of the feywild incanter's turn.		
Fey Step (move; encounter) ♦ Teleportation		
The feywild twilight incanter can teleport 5 squares.		
Alignment Unaligned	Languages Common, Elven	
Skills Acrobatics +7, Stealth +7		
Str 12 (+2)	Dex 18 (+5)	Wis 11 (+1)
Con 15 (+3)	Int 17 (+4)	Cha 15 (+3)
Equipment chainmail, longbow, short sword x2.		

Note: The feywild arcane archer is a normal eladrin arcane archer modified with the feywild denizen theme from DMG2 (*distracting illusion* is added).

ENCOUNTER 5: ESCAPE FROM PARADISE STATISTICS (H1 HIGH)

Spriggan Powrie (level 5)		Level 5 Skirmisher
Small fey humanoid		XP 200
Initiative +8	Senses Perception +8; low-light vision	
HP 63; Bloodied 31		
AC 19 (21 against opportunity attacks); Fortitude 17, Reflex 18, Will 16		
Speed 6		
m Sickle (standard; at-will) ♦ Weapon		
+10 vs. AC; 1d6 + 2 damage, and ongoing 5 damage (save ends).		
M Hamstring (standard; at-will) ♦ Weapon		
+10 vs. AC; 1d6 + 2 damage, and the target is knocked prone, is slowed until the end of the spriggan powrie's next turn, and takes ongoing 5 damage (save ends).		
M Punt the Fallen (minor, 1/round; at-will)		
Targets a prone creature; +10 vs. Fortitude; 1d6 + 2 damage, and the spriggan powrie pushes the target 3 squares.		
Blood Slide		
A spriggan powrie does not provoke opportunity attacks for moving out of a space adjacent to a bloodied creature or a creature that is taking ongoing damage.		
Combat Advantage		
When a spriggan powrie hits a creature that is taking ongoing damage and is granting combat advantage to the powrie, the powrie's attack increases the ongoing damage by 5.		
Redcap Zeal (when the spriggan powrie bloodied an enemy or reduces an enemy to 0 hit points or fewer; encounter)		
The powrie gains 1d8 + 2 temporary hit points.		
Alignment Evil	Languages Elven	
Skills Athletics +10, Stealth +13, Thievery +11		
Str 16 (+5)	Dex 18 (+6)	Wis 12 (+3)
Con 15 (+4)	Int 10 (+2)	Cha 15 (+4)
Equipment iron-shod boots, leather armor, sickle x2.		

Feywild Krenshar Blood Slayer (level 4)		Level 4 Brute
Medium fey beast		XP 175
Initiative +5	Senses Perception +7; low-light vision	
Fearsome Visage aura 5; each enemy within the aura takes a -2 penalty to saving throws against fear effects.		
HP 65; Bloodied 32		
AC 16; Fortitude 17, Reflex 16, Will 14		
Speed 8		
m Claw (standard; at-will)		
+7 vs. AC; 1d6 + 4 damage.		
M Grabbing Claws (standard; at will) ♦ Fear, Thunder		
The krenshar blood slayer makes two claw attacks. If both attacks hit the same target, that target is grabbed.		
M Surprise Attack (standard, usable while the krenshar is hidden; recharge 5-6)		
This creature makes a <i>grabbing claws</i> attack, dealing +1 d8 damage.		
M Bite (standard; at-will)		
Targets a creature grabbed by the krenshar blood slayer; no attack roll, 2d6 +8 damage.		
C Unnerving Skull (minor, 1/round; at-will) ♦ Fear, Gaze		
Close burst 5; targets one creature; +7 vs. Will; the target takes a -2 penalty to attack rolls (save ends).		
Fade Away (immediate reaction, when this creature takes damage; encounter) ♦ Illusion		
The feywild krenshar becomes invisible until it attacks or until the end of its next turn.		
Alignment Unaligned	Languages -	
Skills Acrobatics +7, Intimidate +5, Stealth +7		

Str 18 (+6)	Dex 16 (+5)	Wis 10 (+2)
Con 15 (+4)	Int 2 (-2)	Cha 13 (+3)

Note: The feywild krenshar is a normal blood slayer krenshar modified with the feywild denizen theme from DMG2 (*surprise attack* and *fade away* have been added).

Feywild Arcane Archer (level 4)		Level 4 Artillery
Medium fey humanoid (eladrin)		XP 175
Initiative +6	Senses Perception +7; low-light vision	
HP 45; Bloodied 22		
AC 16; Fortitude 15, Reflex 17, Will 15		
Saving Throws +5 against charm effects		
Speed 6		
m Short Sword (standard; at-will) ♦ Weapon		
+11 vs. AC; 1d6 + 4 damage.		
r Scorching Arrows (standard; at-will) ♦ Fire, Weapon		
The feywild arcane archer makes the following attack twice: Ranged 20/40; +9 vs. Armor Class or Reflex (whichever is lower); 1d10 damage plus 1d6 fire damage.		
A Eldritch Burst (standard; recharge 4-6) ♦ Force		
Area burst 1 within 20; +9 vs. Fortitude; 1d10 + 5 force damage, and the target is knocked prone.		
A Distracting Illusion (standard; at-will) ♦ Illusion		
Area burst 2 within 10; +9 vs. Will; the target is slowed and can't shift until the end of the feywild incanter's turn.		
Fey Step (move; encounter) ♦ Teleportation		
The feywild twilight incanter can teleport 5 squares.		
Alignment Unaligned	Languages Common, Elven	
Skills Acrobatics +8, Stealth +8		
Str 12 (+3)	Dex 18 (+6)	Wis 11 (+2)
Con 15 (+4)	Int 17 (+5)	Cha 15 (+4)
Equipment chainmail, longbow, short sword x2.		

Note: The feywild arcane archer is a normal eladrin arcane archer modified with the feywild denizen theme from DMG2 (*distracting illusion* is added).

ENCOUNTER 5: ESCAPE FROM PARADISE STATISTICS (H2 Low)

Spriggan Powrie (level 5)		Level 5 Skirmisher
Small fey humanoid		XP 200
Initiative +8	Senses Perception +8; low-light vision	
HP 63; Bloodied 31		
AC 19 (21 against opportunity attacks); Fortitude 17, Reflex 18, Will 16		
Speed 6		
m Sickle (standard; at-will) ♦ Weapon		
+10 vs. AC; 1d6 + 2 damage, and ongoing 5 damage (save ends).		
M Hamstring (standard; at-will) ♦ Weapon		
+10 vs. AC; 1d6 + 2 damage, and the target is knocked prone, is slowed until the end of the spriggan powrie's next turn, and takes ongoing 5 damage (save ends).		
M Punt the Fallen (minor, 1/round; at-will)		
Targets a prone creature; +10 vs. Fortitude; 1d6 + 2 damage, and the spriggan powrie pushes the target 3 squares.		
Blood Slide		
A spriggan powrie does not provoke opportunity attacks for moving out of a space adjacent to a bloodied creature or a creature that is taking ongoing damage.		
Combat Advantage		
When a spriggan powrie hits a creature that is taking ongoing damage and is granting combat advantage to the powrie, the powrie's attack increases the ongoing damage by 5.		
Redcap Zeal (when the spriggan powrie bloodied an enemy or reduces an enemy to 0 hit points or fewer; encounter)		
The powrie gains 1d8 + 2 temporary hit points.		
Alignment Evil	Languages Elven	
Skills Athletics +10, Stealth +13, Thievery +11		
Str 16 (+5)	Dex 18 (+6)	Wis 12 (+3)
Con 15 (+4)	Int 10 (+2)	Cha 15 (+4)
Equipment iron-shod boots, leather armor, sickle x2.		

Feywild Krenshar Blood Slayer		Level 5 Brute
Medium fey beast		XP 200
Initiative +5	Senses Perception +7; low-light vision	
Fearsome Visage aura 5; each enemy within the aura takes a -2 penalty to saving throws against fear effects.		
HP 75; Bloodied 37		
AC 17; Fortitude 18, Reflex 17, Will 15		
Speed 8		
m Claw (standard; at-will)		
+8 vs. AC; 1d6 + 4 damage.		
M Grabbing Claws (standard; at will) ♦ Fear, Thunder		
The krenshar blood slayer makes two claw attacks. If both attacks hit the same target, that target is grabbed.		
M Surprise Attack (standard, usable while the krenshar is hidden; recharge 5-6)		
This creature makes a <i>grabbing claws</i> attack, dealing +1 d8 damage.		
M Bite (standard; at-will)		
Targets a creature grabbed by the krenshar blood slayer; no attack roll, 2d6 + 8 damage.		
C Unnerving Skull (minor, 1/round; at-will) ♦ Fear, Gaze		
Close burst 5; targets one creature; +8 vs. Will; the target takes a -2 penalty to attack rolls (save ends).		
Fade Away (immediate reaction, when this creature takes damage; encounter) ♦ Illusion		
The feywild krenshar becomes invisible until it attacks or until the end of its next turn.		
Alignment Unaligned	Languages -	
Skills Acrobatics +7, Intimidate +5, Stealth +7		

Str 18 (+6)	Dex 16 (+5)	Wis 10 (+2)
Con 15 (+4)	Int 2 (-2)	Cha 13 (+3)

Note: The feywild krenshar is a normal blood slayer krenshar modified with the feywild denizen theme from DMG2 (*surprise attack* and *fade away* have been added).

Feywild Arcane Archer		Level 5 Artillery
Medium fey humanoid (eladrin)		XP 200
Initiative +6	Senses Perception +7; low-light vision	
HP 51; Bloodied 25		
AC 17; Fortitude 16, Reflex 18, Will 16		
Saving Throws +5 against charm effects		
Speed 6		
m Short Sword (standard; at-will) ♦ Weapon		
+12 vs. AC; 1d6 + 4 damage.		
r Scorching Arrows (standard; at-will) ♦ Fire, Weapon		
The feywild arcane archer makes the following attack twice: Ranged 20/40; +10 vs. Armor Class or Reflex (whichever is lower); 1d10 damage plus 1d6 fire damage.		
A Eldritch Burst (standard; recharge 4-6) ♦ Force		
Area burst 1 within 20; +10 vs. Fortitude; 1d10 + 5 force damage, and the target is knocked prone.		
A Distracting Illusion (standard; at-will) ♦ Illusion		
Area burst 2 within 10; +10 vs. Will; the target is slowed and can't shift until the end of the feywild incanter's turn.		
Fey Step (move; encounter) ♦ Teleportation		
The feywild twilight incanter can teleport 5 squares.		
Alignment Unaligned	Languages Common, Elven	
Skills Acrobatics +8, Stealth +8		
Str 12 (+3)	Dex 18 (+6)	Wis 11 (+2)
Con 15 (+4)	Int 17 (+5)	Cha 15 (+4)
Equipment chainmail, longbow, short sword x2.		

Note: The feywild arcane archer is a normal eladrin arcane archer modified with the feywild denizen theme from DMG2 (*distracting illusion* is added).

ENCOUNTER 5: ESCAPE FROM PARADISE STATISTICS (H2 HIGH)

Spriggan Powrie	Level 7 Skirmisher
Small fey humanoid	XP 300
Initiative +9 Senses Perception +9; low-light vision	
HP 79; Bloodied 39	
AC 21 (23 against opportunity attacks); Fortitude 19, Reflex 20, Will 18	
Speed 6	
m Sickle (standard; at-will) ♦ Weapon	
+12 vs. AC; 1d6 + 3 damage, and ongoing 5 damage (save ends).	
M Hamstring (standard; at-will) ♦ Weapon	
+12 vs. AC; 1d6 + 3 damage, and the target is knocked prone, is slowed until the end of the spriggan powrie's next turn, and takes ongoing 5 damage (save ends).	
M Punt the Fallen (minor, 1/round; at-will)	
Targets a prone creature; +12 vs. Fortitude; 1d6 + 3 damage, and the spriggan powrie pushes the target 3 squares.	
Blood Slide	
A spriggan powrie does not provoke opportunity attacks for moving out of a space adjacent to a bloodied creature or a creature that is taking ongoing damage.	
Combat Advantage	
When a spriggan powrie hits a creature that is taking ongoing damage and is granting combat advantage to the powrie, the powrie's attack increases the ongoing damage by 5.	
Redcap Zeal (when the spriggan powrie bloodied an enemy or reduces an enemy to 0 hit points or fewer; encounter)	
The powrie gains 1d8 + 2 temporary hit points.	
Alignment Evil	Languages Elven
Skills Athletics +11, Stealth +14, Thievery +12	
Str 16 (+6)	Dex 18 (+7) Wis 12 (+4)
Con 15 (+5)	Int 10 (+3) Cha 15 (+5)
Equipment iron-shod boots, leather armor, sickle x2.	

Feywild Krenshar Blood Slayer (level 7)	Level 7 Brute
Medium fey beast	XP 300
Initiative +6 Senses Perception +8; low-light vision	
Fearsome Visage aura 5; each enemy within the aura takes a -2 penalty to saving throws against fear effects.	
HP 95; Bloodied 47	
AC 19; Fortitude 20, Reflex 19, Will 17	
Speed 8	
m Claw (standard; at-will)	
+10 vs. AC; 1d6 + 5 damage.	
M Grabbing Claws (standard; at will) ♦ Fear, Thunder	
The krenshar blood slayer makes two claw attacks. If both attacks hit the same target, that target is grabbed.	
M Surprise Attack (standard, usable while the krenshar is hidden; recharge 5-6)	
This creature makes a <i>grabbing claws</i> attack, dealing +1d8 damage.	
M Bite (standard; at-will)	
Targets a creature grabbed by the krenshar blood slayer; no attack roll, 2d6 + 9 damage.	
C Unnerving Skull (minor, 1/round; at-will) ♦ Fear, Gaze	
Close burst 5; targets one creature; +10 vs. Will; the target takes a -2 penalty to attack rolls (save ends).	
Fade Away (immediate reaction, when this creature takes damage; encounter) ♦ Illusion	
The feywild krenshar becomes invisible until it attacks or until the end of its next turn.	
Alignment Unaligned	Languages -
Skills Acrobatics +8, Intimidate +6, Stealth +8	

Str 18 (+7)	Dex 16 (+6)	Wis 10 (+3)
Con 15 (+5)	Int 2 (-1)	Cha 13 (+4)

Note: The feywild krenshar is a normal blood slayer krenshar modified with the feywild denizen theme from DMG2 (*surprise attack* and *fade away* have been added).

Feywild Arcane Archer (level 7)	Level 7 Artillery
Medium fey humanoid (eladrin)	XP 300
Initiative +7 Senses Perception +8; low-light vision	
HP 63; Bloodied 31	
AC 19; Fortitude 18, Reflex 20, Will 18	
Saving Throws +5 against charm effects	
Speed 6	
m Short Sword (standard; at-will) ♦ Weapon	
+14 vs. AC; 1d6 + 5 damage.	
r Scorching Arrows (standard; at-will) ♦ Fire, Weapon	
The feywild arcane archer makes the following attack twice: Ranged 20/40; +12 vs. Armor Class or Reflex (whichever is lower); 1d10 + 1 damage plus 1d6 fire damage.	
A Eldritch Burst (standard; recharge 4-6) ♦ Force	
Area burst 1 within 20; +12 vs. Fortitude; 1d10 + 6 force damage, and the target is knocked prone.	
A Distracting Illusion (standard; at-will) ♦ Illusion	
Area burst 2 within 10; +12 vs. Will; the target is slowed and can't shift until the end of the feywild incanter's turn.	
Fey Step (move; encounter) ♦ Teleportation	
The feywild twilight incanter can teleport 5 squares.	
Alignment Unaligned	Languages Common, Elven
Skills Acrobatics +9, Stealth +9	
Str 12 (+4)	Dex 18 (+7) Wis 11 (+3)
Con 15 (+5)	Int 17 (+6) Cha 15 (+5)
Equipment chainmail, longbow, short sword x2.	

Note: The feywild arcane archer is a normal eladrin arcane archer modified with the feywild denizen theme from DMG2 (*distracting illusion* is added).

ENCOUNTER 5: ESCAPE FROM PARADISE STATISTICS (H3 Low)

Spriggan Powrie (level 8)		Level 8 Skirmisher
Small fey humanoid		XP 350
Initiative +10	Senses Perception +10; low-light vision	
HP 87; Bloodied 43		
AC 22 (24 against opportunity attacks); Fortitude 20, Reflex 21, Will 19		
Speed 6		
m Sickle (standard; at-will) ♦ Weapon		
+13 vs. AC; 1d6 + 4 damage, and ongoing 5 damage (save ends).		
M Hamstring (standard; at-will) ♦ Weapon		
+13 vs. AC; 1d6 + 4 damage, and the target is knocked prone, is slowed until the end of the spriggan powrie's next turn, and takes ongoing 5 damage (save ends).		
M Punt the Fallen (minor, 1/round; at-will)		
Targets a prone creature; +13 vs. Fortitude; 1d6 + 4 damage, and the spriggan powrie pushes the target 3 squares.		
Blood Slide		
A spriggan powrie does not provoke opportunity attacks for moving out of a space adjacent to a bloodied creature or a creature that is taking ongoing damage.		
Combat Advantage		
When a spriggan powrie hits a creature that is taking ongoing damage and is granting combat advantage to the powrie, the powrie's attack increases the ongoing damage by 5.		
Redcap Zeal (when the spriggan powrie bloodied an enemy or reduces an enemy to 0 hit points or fewer; encounter)		
The powrie gains 1d8 + 2 temporary hit points.		
Alignment Evil	Languages Elven	
Skills Athletics +12, Stealth +15, Thievery +13		
Str 16 (+7)	Dex 18 (+8)	Wis 12 (+5)
Con 15 (+6)	Int 10 (+4)	Cha 15 (+6)
Equipment iron-shod boots, leather armor, sickle x2.		

Feywild Krenshar Blood Slayer (level 8)		Level 8 Brute
Medium fey beast		XP 350
Initiative +7	Senses Perception +9; low-light vision	
Fearsome Visage aura 5; each enemy within the aura takes a -2 penalty to saving throws against fear effects.		
HP 105; Bloodied 52		
AC 20; Fortitude 21, Reflex 20, Will 18		
Speed 8		
m Claw (standard; at-will)		
+11 vs. AC; 1d6 + 6 damage.		
M Grabbing Claws (standard; at will) ♦ Fear, Thunder		
The krenshar blood slayer makes two claw attacks. If both attacks hit the same target, that target is grabbed.		
M Surprise Attack (standard, usable while the krenshar is hidden; recharge 5-6)		
This creature makes a <i>grabbing claws</i> attack, dealing +1 d8 damage.		
M Bite (standard; at-will)		
Targets a creature grabbed by the krenshar blood slayer; no attack roll, 2d6 + 10 damage.		
C Unnerving Skull (minor, 1/round; at-will) ♦ Fear, Gaze		
Close burst 5; targets one creature; +11 vs. Will; the target takes a -2 penalty to attack rolls (save ends).		
Fade Away (immediate reaction, when this creature takes damage; encounter) ♦ Illusion		
The feywild krenshar becomes invisible until it attacks or until the end of its next turn.		
Alignment Unaligned	Languages -	
Skills Acrobatics +9, Intimidate +7, Stealth +9		

Str 18 (+8)	Dex 16 (+7)	Wis 10 (+4)
Con 15 (+6)	Int 2 (+0)	Cha 13 (+5)

Note: The feywild krenshar is a normal blood slayer krenshar modified with the feywild denizen theme from DMG2 (*surprise attack* and *fade away* have been added).

Feywild Arcane Archer (level 8)		Level 8 Artillery
Medium fey humanoid (eladrin)		XP 350
Initiative +8	Senses Perception +9; low-light vision	
HP 69; Bloodied 34		
AC 20; Fortitude 19, Reflex 21, Will 19		
Saving Throws +5 against charm effects		
Speed 6		
m Short Sword (standard; at-will) ♦ Weapon		
+15 vs. AC; 1d6 + 6 damage.		
r Scorching Arrows (standard; at-will) ♦ Fire, Weapon		
The feywild arcane archer makes the following attack twice: Ranged 20/40; +13 vs. Armor Class or Reflex (whichever is lower); 1d10 + 2 damage plus 1d6 fire damage.		
A Eldritch Burst (standard; recharge 4-6) ♦ Force		
Area burst 1 within 20; +13 vs. Fortitude; 1d10 + 7 force damage, and the target is knocked prone.		
A Distracting Illusion (standard; at-will) ♦ Illusion		
Area burst 2 within 10; +13 vs. Will; the target is slowed and can't shift until the end of the feywild incanter's turn.		
Fey Step (move; encounter) ♦ Teleportation		
The feywild twilight incanter can teleport 5 squares.		
Alignment Unaligned	Languages Common, Elven	
Skills Acrobatics +10, Stealth +10		
Str 12 (+5)	Dex 18 (+8)	Wis 11 (+4)
Con 15 (+6)	Int 17 (+7)	Cha 15 (+6)
Equipment chainmail, longbow, short sword x2.		

Note: The feywild arcane archer is a normal eladrin arcane archer modified with the feywild denizen theme from DMG2 (*distracting illusion* is added).

ENCOUNTER 5: ESCAPE FROM PARADISE STATISTICS (H3 HIGH)

Spriggan Powrie (level 10)		Level 10 Skirmisher
Small fey humanoid		XP 500
Initiative +11	Senses Perception +11; low-light vision	
HP 103; Bloodied 51		
AC 24 (26 against opportunity attacks); Fortitude 22, Reflex 23, Will 21		
Speed 6		
m Sickle (standard; at-will) ♦ Weapon		
+15 vs. AC; 1d6 + 5 damage, and ongoing 5 damage (save ends).		
M Hamstring (standard; at-will) ♦ Weapon		
+15 vs. AC; 1d6 + 5 damage, and the target is knocked prone, is slowed until the end of the spriggan powrie's next turn, and takes ongoing 5 damage (save ends).		
M Punt the Fallen (minor, 1/round; at-will)		
Targets a prone creature; +15 vs. Fortitude; 1d6 + 5 damage, and the spriggan powrie pushes the target 3 squares.		
Blood Slide		
A spriggan powrie does not provoke opportunity attacks for moving out of a space adjacent to a bloodied creature or a creature that is taking ongoing damage.		
Combat Advantage		
When a spriggan powrie hits a creature that is taking ongoing damage and is granting combat advantage to the powrie, the powrie's attack increases the ongoing damage by 5.		
Redcap Zeal (when the spriggan powrie bloodied an enemy or reduces an enemy to 0 hit points or fewer; encounter)		
The powrie gains 1d8 + 2 temporary hit points.		
Alignment Evil	Languages Elven	
Skills Athletics +13, Stealth +16, Thievery +14		
Str 16 (+8)	Dex 18 (+9)	Wis 12 (+6)
Con 15 (+7)	Int 10 (+5)	Cha 15 (+7)
Equipment iron-shod boots, leather armor, sickle x2.		

Feywild Krenshar Blood Slayer (level 10)		Level 10 Brute
Medium fey beast		XP 500
Initiative +8	Senses Perception +10; low-light vision	
Fearsome Visage aura 5; each enemy within the aura takes a -2 penalty to saving throws against fear effects.		
HP 125; Bloodied 62		
AC 22; Fortitude 23, Reflex 22, Will 20		
Speed 8		
m Claw (standard; at-will)		
+13 vs. AC; 1d6 + 7 damage.		
M Grabbing Claws (standard; at will) ♦ Fear, Thunder		
The krenshar blood slayer makes two claw attacks. If both attacks hit the same target, that target is grabbed.		
M Surprise Attack (standard, usable while the krenshar is hidden; recharge 5-6)		
This creature makes a <i>grabbing claws</i> attack, dealing +1 d8 damage.		
M Bite (standard; at-will)		
Targets a creature grabbed by the krenshar blood slayer; no attack roll, 2d6 + 11 damage.		
C Unnerving Skull (minor, 1/round; at-will) ♦ Fear, Gaze		
Close burst 5; targets one creature; +13 vs. Will; the target takes a -2 penalty to attack rolls (save ends).		
Fade Away (immediate reaction, when this creature takes damage; encounter) ♦ Illusion		
The feywild krenshar becomes invisible until it attacks or until the end of its next turn.		
Alignment Unaligned	Languages -	
Skills Acrobatics +10, Intimidate +8, Stealth +10		

Str 18 (+9)	Dex 16 (+8)	Wis 10 (+5)
Con 15 (+7)	Int 2 (+1)	Cha 13 (+6)

Note: The feywild krenshar is a normal blood slayer krenshar modified with the feywild denizen theme from DMG2 (*surprise attack* and *fade away* have been added).

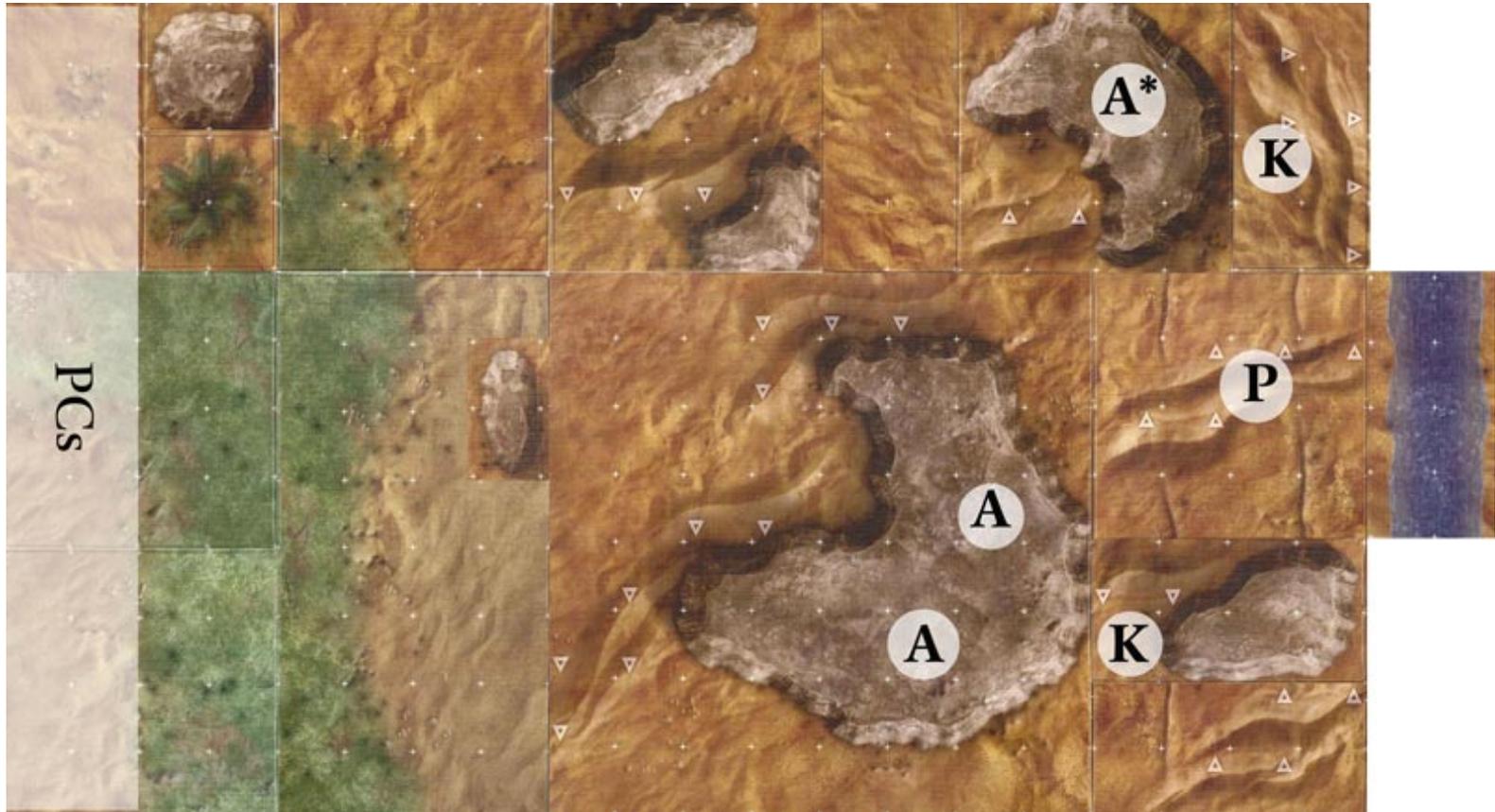
Feywild Arcane Archer (level 10)		Level 10 Artillery
Medium fey humanoid (eladrin)		XP 500
Initiative +9	Senses Perception +10; low-light vision	
HP 81; Bloodied 40		
AC 22; Fortitude 21, Reflex 23, Will 21		
Saving Throws +5 against charm effects		
Speed 6		
m Short Sword (standard; at-will) ♦ Weapon		
+17 vs. AC; 1d6 + 7 damage.		
r Scorching Arrows (standard; at-will) ♦ Fire, Weapon		
The feywild arcane archer makes the following attack twice: Ranged 20/40; +15 vs. Armor Class or Reflex (whichever is lower); 1d10 + 3 damage plus 1d6 fire damage.		
A Eldritch Burst (standard; recharge 4-6) ♦ Force		
Area burst 1 within 20; +15 vs. Fortitude; 1d10 + 8 force damage, and the target is knocked prone.		
A Distracting Illusion (standard; at-will) ♦ Illusion		
Area burst 2 within 10; +15 vs. Will; the target is slowed and can't shift until the end of the feywild incanter's turn.		
Fey Step (move; encounter) ♦ Teleportation		
The feywild twilight incanter can teleport 5 squares.		
Alignment Unaligned	Languages Common, Elven	
Skills Acrobatics +11, Stealth +11		
Str 12 (+6)	Dex 18 (+9)	Wis 11 (+5)
Con 15 (+7)	Int 17 (+8)	Cha 15 (+7)
Equipment chainmail, longbow, short sword x2.		

Note: The feywild arcane archer is a normal eladrin arcane archer modified with the feywild denizen theme from DMG2 (*distracting illusion* is added).

ENCOUNTER 5: ESCAPE FROM PARADISE MAP

TILE SETS NEEDED

Desert of Athas x1



ENCOUNTER 6: SAND ON THE HORIZON

SETUP

This encounter is part of the larger skill challenge (Scene 5) from Encounter 2. Since it is larger and not tagged onto an existing encounter it is represented as a stand-alone encounter.

For the first part of the day the weather is fair and the heat oppressive. Progress has been steady and the landscape monotonous. As you crest the next sand dune you spot something amiss.

Where normally the shimmering horizon should be now only a dark looming cloud of sand hangs in the air. The wind is picking up and it is clear that the sandstorm is going to hit soon.

The PCs are about to be in the middle of a violent sandstorm. The front is large and it moves quick enough that avoiding it won't be an option. The PCs have to choose whether they want to go right through the storm and brave its dangers or seek out a place to hide and set up shelter. If they decide to go straight through go to Scene 2. If they decide to make a shelter and sit out the storm go to Scene 1.

PCs who are sponsored by the Janessar have specialized equipment just for this occasion. This equipment contains gear for both going through the storm or for building a shelter. When they use it they gain an automatic success on the group check and won't run the risk of losing healing surges.

PCs who made a deal with the Lady in Encounter 4 also have an easier time here. Whether they try to push through the storm or sit it out, the lady appears and offers them guidance. Her blessing tempers the storm around the PCs allowing them easier passage. This is represented by a +2 on the Endurance check in either scene.

SCENE 1: SITTING IT OUT (2 SUCCESSES)

Athletics DC moderate (0 success; 1 maximum)

Creating a makeshift shelter is hard work. A successful Athletics check gives a +2 bonus to the Endurance check representing the superior quality of the build shelter.

Dungeoneering DC moderate (1 success)

The best place for a shelter is in a shallow cave or behind some rocky outcropping. Finding the best cave is

essential for creating a good shelter. PCs with the map from House Selemchant gain a +4 bonus on this check.

Endurance DC moderate (1 success, group check)

Despite the quick makeshift shelter the storm is spilling in and sand blows in your clothing, nose, ears and mouth. PCs who fail this check lose a healing surge from exposure to the storm.

Heal DC moderate (0 successes, 1 check per PC)

In the relative calm of the shelter you can quickly treat a PC who suffers from the storm. A successful Heal check allows one person to regain a lost healing surge from a failed Endurance check in this encounter.

Perception DC moderate (0 successes, 1 maximum)

A good place for a shelter is invaluable. A successful perception check gives a +2 bonus on the Dungeoneering check to find a suitable spot.

SCENE 2: HEADFIRST INTO THE STORM (2 SUCCESSES)

Nature DC hard (1 success)

The sandstorm reduces visibility to nearly zero and staying on track is difficult. PCs with the map from House Selemchant gain a +4 to this check.

Perception DC hard (0 successes, 1 maximum)

Spotting easy passages and pointing out areas with some shelter should ease the difficult trek through the storm. A successful Perception check gives a +2 bonus on the Nature check.

Endurance DC hard (1 success, group check)

Going into the storm headfirst is no easy feat. PCs who fail this check lose a healing surge from exposure to the storm.

ENDING THE ENCOUNTER

When the PCs have braved the storm go to Encounter 7. The results of this encounter have a significant influence on the next encounter so take note about which option the PCs chose and how well they did.

EXPERIENCE POINTS

Surviving the sandstorm is part of the larger skill challenge in Encounter 2 so no xp is awarded and this encounter doesn't count for a milestone.

TREASURE

Traversing the sandstorm awards no treasure.

ENCOUNTER 7: RAGING SAND

H1: ENCOUNTER LEVEL 4/6 (775/1100 XP)

This encounter includes the following creatures at the low tier:

- 1 dust devil (D)
- 3 flamespiker (level 3) (F)
- 1 windstriker (level 4) (W)

This encounter includes the following creatures at the high tier:

- 2 dust devil (level 5) (D)
- 2 flamespiker (level 6) (F)
- 1 windstriker (level 5) (W)

H2: ENCOUNTER LEVEL 7/8 (1300/1900 XP)

This encounter includes the following creatures at the low tier:

- 2 dust devil (level 6) (D)
- 2 flamespiker (level 6) (F)
- 1 windstriker (level 7) (W)

This encounter includes the following creatures at the high tier:

- 2 dust devil (level 9) (D)
- 2 flamespiker (level 8) (F)
- 1 windstriker (W)

H3: ENCOUNTER LEVEL 10/11 (2300/3200 XP)

This encounter includes the following creatures at the low tier:

- 2 dust devil (level 9) (D)
- 2 flamespiker (level 10) (F)
- 1 windstriker (level 10) (W)

This encounter includes the following creatures at the high tier:

- 2 dust devil (level 11) (D)
- 2 flamespiker (level 12) (F)
- 1 windstriker (level 11) (W)

In the wake of the sandstorm a small rift to the elemental chaos opened and spewed forth a small number of elementals. Taking the PCs by surprise, these elementals are raging incarnations of chaos and try to

devour everything in their path to satiate their endless hunger.

How the PCs encounter the elementals depends on the outcome of the previous encounter. If the PCs tried to go through the storm and failed they encounter the elementals in the middle of the storm. If they sought shelter or successfully pushed through they encounter the elementals in the last waves of the storm.

Read aloud or paraphrase the following:

The sandstorm is mostly over. For an instant the sky seems to split and unleash a swirling mass of thunder, lightning and fire. Dust is kicked into the air and shapes fall from the sky. Then the force of the blast hits you and knocks you and the horses to the ground. Scrambling to your feet the shapes seem to be living sand and flame, coming at you. You get the odd sensation of being watched, as if the sponsors of the race are ready to be entertained by your combat.

The elementals drop from a rift to the Elemental Chaos and are directed to the PCs. The rift is accompanied by a large thunderclap. This thunderclap knocks everyone prone (no attack roll needed), the combat starts the moment everyone stands up again (but still dismounted), so nobody begins prone.

The purpose of this is to relieve the PCs of the horses, opening up this combat for movement. PCs can get back on their horses if they desire. The horses try to flee as soon as possible if there is no rider keeping it nearby.

FEATURES OF THE AREA

Sandstorm (optional): The remains of the raging sandstorm still linger. If the PCs failed the skill challenge in Encounter 6 the storm is still strong enough to kick dust in the air. Creatures more than one square apart have concealment.

Earth Flow: The white lines on the battlemat are earth flows. Both flows stream into the pits. The squares with a triangle bordering the white lines are part of the earth flow. Each square of earth flow is difficult terrain, costing two squares of movement to enter.

Each creature within an earth flow area at the start of its turn slides 3 squares in the direction of the flow. The creature must also make a DC moderate Athletics or Acrobatics check to avoid sinking into the flow and becoming grabbed. Escaping the grab requires a DC moderate Athletics or Acrobatics as a move action.

PCs with a passive Dungeoneering of 15 automatically know the effects of earth flow.

Sand pits: The water squares are deep pits of sand. PCs immediately notice these. The pits are H1: 10, H2: 20, and H3: 30 feet deep. Climbing the edge of the pit requires a DC 10 Athletics check.

Whirlwind: The red lines on the battlemap are whirlwinds. These chaotic winds are the remnants of the raging sandstorm that just passed. A creature entering a Whirlwind slides 4 squares towards the rocky edge and when it touches the edge the movement puts them prone on top of the rock, dealing 1d10 damage from the landing. A successful hard DC Acrobatics check (trained only) allows a PC to land on their feet and take no damage. A creature can fight against the wind by spending squares of movement to reduce the distance the wind slides it. Creatures with a fly speed are affected by the slide but don't end up prone or take any damage from the whirlwind.

PCs with a passive Nature of 15 automatically know the effects of a whirlwind.

Rock: The rocks are H1: 20, H2: 30, and H3: 30 feet high. Climbing a rock requires a DC 15 Athletics check.

Trees: The trees are small cactuses and provide cover. Being force moved into a cactus deals H1: 1d6 + 3, H2: 1d10 + 4, H3: 2d6 + 5 damage. A victim gets a saving throw to avoid being moved into a cactus, and if successful falls prone.

TACTICS

This encounter can be difficult for a table of level 1 PCs due to the high spike damage. Try not to kill the PCs in the first round with both dust devils

The elementals aren't the most tactical creatures. They do not cooperate well and have a tendency to pick different targets. They do not see the horses as a threat focusing on the PCs, only targeting the horses with their area blasts.

The dust devils use *gale blast* to knock enemies prone and to get into a good position for *stinging sands*. They try to get as many PCs and horses in the *stinging sands* as possible. After that they try to slide PCs into the earth flow or whirlwinds using *grasping winds*. The flamespikers engage the frontline PCs with *stonespike* and try to be close to multiple PCs to make the most out of *thunderfire thrust*. The windstriker goes after a ranged attacker that targeted it in the first round or after a low armored target. It focuses on one target and alternates using *searching wind* and *lethal windstrike*.

SCALING THE ENCOUNTER

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

All Tiers - Four PCs: Remove one flamespiker

All Tiers - Six PCs: Add one windstriker

ENDING THE ENCOUNTER

When the PCs have dealt with the elementals they can continue the race. If the fight goes badly for the PCs, remember that strictly speaking they do not have to fight. The PCs could quickly mount their horses and flee at top speed. It costs them points for the race, as well as gold, but that price might be lower than losing a horse or a character.

Take note to run Scene 5 of Encounter 2 after this encounter and before the PCs finish. Also remember the needed environment checks in between encounters.

EXPERIENCE POINTS

Defeating the elementals entitles the PCs to experience points as follows:

H1: 155/220 xp each.

H2: 260/380 each xp.

H3: 460/640 each xp.

TREASURE

When the elementals are defeated a small number of gems fall from their bodies, amounting to:

H1: 50/60 each gp.

H2: 60/100 each gp.

H3: 100/140 each gp.

SCORING THE ENCOUNTER

The team scores 50 points if they defeat all elementals. PCs who act on the idea that their sponsors are watching can earn some bonus points. PCs can use a move action to make a hard DC Acrobatics, Athletics or Intimidate check to impress their sponsor. Only one check per PC is allowed. Success yields them 5 points; a failure forces them to lose 5 points.

ENCOUNTER 2, SCENE 5: SEA OF SAND (1 SUCCESS, GROUP CHECK)

The race nearly finished, the compass points towards a camp at the horizon. However, a sea of soft sand lies between the PCs and their destination. Getting across is going to take brute force and athleticism or a soft step and some nimble footwork.

You can see your destination in the distance, a large camp in an oasis. The only thing separating you from your destination is a large sea of sand. Though it seems easy enough, riding down the dune proves less easy than

expected. All of a sudden your horse sinks to its knees in the soft sand and becomes horribly stuck.

The sea of sand isn't so easy to traverse. A quick look around indicates that the area spans for several miles in both directions so the only way to cross it is to go through it.

All PCs need to make a check to move. PCs can either choose to use Acrobatics or Athletics. If half or more succeed, they earn a success for the challenge. PCs who are participating in the race for Calimport automatically succeed at this group check if they use the footwear they have received. The ritual Trailblaze also provides an automatic success for everybody affected.

Acrobatics or Athletics DC moderate (group)

Pure force or subtle skill is required to get across.

Nature DC moderate (1 maximum)

Finding the best route counts as 1 success for the group check. PCs with the map of Selemchant gain a +4 bonus on this check.

ENCOUNTER 7: RAGING SAND STATISTICS (H1 LOW)

Dust Devil		Level 3 Skirmisher
Small elemental magical beast (air, earth)		XP 150
Initiative +7	Senses Perception +0	
HP 47; Bloodied 23		
AC 18; Fortitude 14, Reflex 16, Will 14; -2 to all defenses while slowed or immobilized		
Speed 8		
m Grasping Winds (standard; at-will)		
+8 vs. Reflex; 1d10 + 3 damage, and the dust devil slides the target 2 squares.		
M Gale Blast (move; recharge 5-6)		
The dust devil shifts 5 squares and attacks each enemy it moves adjacent to (one attack per creature); +8 vs. Fortitude; the target is knocked prone.		
C Stinging Sands (standard; encounter)		
Close burst 3; +8 vs. Fortitude; 3d6 + 3 damage, and the target is blinded until the end of the dust devil's next turn.		
Alignment Unaligned		Languages Primordial
Skills Stealth +10		
Str 8 (+0)	Dex 18 (+5)	Wis 8 (+0)
Con 15 (+3)	Int 5 (-2)	Cha 15 (+3)

Flamespiker (level 3)		Level 3 Soldier
Medium elemental magical beast (air, earth, fire)		XP 150
Initiative +6	Senses Perception +4	
HP 50; Bloodied 25		
AC 19; Fortitude 16, Reflex 14, Will 14		
Immune disease, petrification, poison; Resist 10 fire		
Speed 7		
m Stonespike (standard; at-will) ♦ Fire		
Reach 2; +10 vs. AC; 1d8 damage plus 1d6 fire damage, and the target gains vulnerable 5 fire and is marked until the end of the flamespiker's next turn.		
r Spikebolt (standard; at-will)		
Ranged 5/10; +10 vs. AC; 1d10 + 4 damage.		
M Thunderfire Thrust (immediate reaction, when an enemy within 2 squares of the flamespiker shifts; recharge 5-6) ♦ Fire, Thunder		
The flamespiker uses <i>stonespike</i> against the triggering enemy. On a hit, the flamespiker makes a secondary attack against the same target. <i>Secondary Attack</i> : +8 vs. Fortitude; 5 thunder damage, and the target is stunned (save ends).		
Alignment Unaligned		Languages Primordial
Str 13 (+2)	Dex 15 (+3)	Wis 15 (+3)
Con 16 (+4)	Int 6 (-1)	Cha 8 (+0)

Windstriker (level 4)		Level 4 Lurker
Medium elemental magical beast (air)		XP 175
Initiative +9	Senses Perception +7	
HP 38; Bloodied 19		
AC 16; Fortitude 17, Reflex 15, Will 15		
Immune disease, poison; Resist insubstantial		
Speed 0, fly 8 (hover)		
m Windstrike (standard; at-will) ♦ Cold, Thunder		
Reach 2; +9 vs. AC; 1d8 cold and thunder damage.		
M Lethal Windstrike (standard, at-will) ♦ Cold, Thunder		
Reach 2; targets the windstriker's quarry; +9 vs. AC; 2d12 + 3 cold and thunder damage, and the target is no longer designated as the windstriker's quarry.		
R Searching Wind (standard; recharges when the windstriker hits with lethal windstrike) ♦ Cold, Thunder		
Ranged 10; +7 vs. Will; 2d6 + 3 cold and thunder damage, and the target is knocked prone. Effect: The target is designated as the windstriker's quarry.		
Shifting Wind (immediate reaction, when the windstriker takes damage; at-will)		
Until the end of its next turn, the windstriker does not provoke opportunity attacks and can move through enemies' spaces.		
Alignment Unaligned		Languages Primordial
Str 14 (+4)	Dex 15 (+5)	Wis 10 (+2)
Con 20 (+7)	Int 5 (-1)	Cha 17 (+5)

ENCOUNTER 7: RAGING SAND STATISTICS (H1 HIGH)

Dust Devil (level 5)		Level 5 Skirmisher	
Small elemental magical beast (air, earth)		XP 200	
Initiative +8	Senses Perception +1		
HP 63; Bloodied 31			
AC 20; Fortitude 16, Reflex 18, Will 16; -2 to all defenses while slowed or immobilized			
Speed 8			
m Grasping Winds (standard; at-will)			
+10 vs. Reflex; 1d10 + 4 damage, and the dust devil slides the target 2 squares.			
M Gale Blast (move; recharge 5-6)			
The dust devil shifts 5 squares and attacks each enemy it moves adjacent to (one attack per creature); +10 vs. Fortitude; the target is knocked prone.			
C Stinging Sands (standard; encounter)			
Close burst 3; +10 vs. Fortitude; 3d6 + 4 damage, and the target is blinded until the end of the dust devil's next turn.			
Alignment Unaligned		Languages Primordial	
Skills Stealth +11			
Str 8 (+1)	Dex 18 (+6)	Wis 8 (+1)	
Con 15 (+4)	Int 5 (-1)	Cha 15 (+4)	

Flamespiker (level 6)		Level 6 Soldier	
Medium elemental magical beast (air, earth, fire)		XP 250	
Initiative +7	Senses Perception +5		
HP 75; Bloodied 37			
AC 22; Fortitude 19, Reflex 17, Will 17			
Immune disease, petrification, poison; Resist 10 fire			
Speed 7			
m Stonespike (standard; at-will) ♦ Fire			
Reach 2; +13 vs. AC; 1d8 + 1 damage plus 1d6 fire damage, and the target gains vulnerable 5 fire and is marked until the end of the flamespiker's next turn.			
r Spikebolt (standard; at-will)			
Ranged 5/10; +13 vs. AC; 1d10 + 6 damage.			
M Thunderfire Thrust (immediate reaction, when an enemy within 2 squares of the flamespiker shifts; recharge 5-6) ♦ Fire, Thunder			
The flamespiker uses <i>stonespike</i> against the triggering enemy. On a hit, the flamespiker makes a secondary attack against the same target. <i>Secondary Attack</i> : +11 vs. Fortitude; 5 thunder damage, and the target is stunned (save ends).			
Alignment Unaligned		Languages Primordial	
Str 13 (+4)	Dex 15 (+5)	Wis 15 (+5)	
Con 16 (+6)	Int 6 (+1)	Cha 8 (+2)	

Windstriker (level 5)		Level 5 Lurker	
Medium elemental magical beast (air)		XP 200	
Initiative +10	Senses Perception +8		
HP 41; Bloodied 20			
AC 17; Fortitude 18, Reflex 16, Will 16			
Immune disease, poison; Resist insubstantial			
Speed 0, fly 8 (hover)			
m Windstrike (standard; at-will) ♦ Cold, Thunder			
Reach 2; +10 vs. AC; 1d8 + 1 cold and thunder damage.			
M Lethal Windstrike (standard, at-will) ♦ Cold, Thunder			
Reach 2; targets the windstriker's quarry; +10 vs. AC; 2d12 + 4 cold and thunder damage, and the target is no longer designated as the windstriker's quarry.			
R Searching Wind (standard; recharges when the windstriker hits with lethal windstrike) ♦ Cold, Thunder			
Ranged 10; +8 vs. Will; 2d6 + 4 cold and thunder damage, and the target is knocked prone. Effect: The target is designated as the windstriker's quarry.			
Shifting Wind (immediate reaction, when the windstriker takes damage; at-will)			
Until the end of its next turn, the windstriker does not provoke opportunity attacks and can move through enemies' spaces.			
Alignment Unaligned		Languages Primordial	
Str 14 (+4)	Dex 15 (+5)	Wis 10 (+2)	
Con 20 (+7)	Int 5 (-1)	Cha 17 (+5)	

ENCOUNTER 7: RAGING SAND STATISTICS (H2 LOW)

Dust Devil (level 6)		Level 6 Skirmisher	
Small elemental magical beast (air, earth)		XP 250	
Initiative +9	Senses Perception +2		
HP 71; Bloodied 35			
AC 21; Fortitude 17, Reflex 19, Will 17; -2 to all defenses while slowed or immobilized			
Speed 8			
m Grasping Winds (standard; at-will)			
+11 vs. Reflex; 1d10 + 5 damage, and the dust devil slides the target 2 squares.			
M Gale Blast (move; recharge 5-6)			
The dust devil shifts 5 squares and attacks each enemy it moves adjacent to (one attack per creature); +11 vs. Fortitude; the target is knocked prone.			
C Stinging Sands (standard; encounter)			
Close burst 3; +11 vs. Fortitude; 3d6 + 5 damage, and the target is blinded until the end of the dust devil's next turn.			
Alignment Unaligned		Languages Primordial	
Skills Stealth +12			
Str 8 (+2)	Dex 18 (+7)	Wis 8 (+2)	
Con 15 (+5)	Int 5 (+0)	Cha 15 (+5)	

Flamespiker (level 6)		Level 6 Soldier	
Medium elemental magical beast (air, earth, fire)		XP 250	
Initiative +7	Senses Perception +5		
HP 75; Bloodied 37			
AC 22; Fortitude 19, Reflex 17, Will 17			
Immune disease, petrification, poison; Resist 10 fire			
Speed 7			
m Stonespike (standard; at-will) ♦ Fire			
Reach 2; +13 vs. AC; 1d8 + 1 damage plus 1d6 fire damage, and the target gains vulnerable 5 fire and is marked until the end of the flamespiker's next turn.			
r Spikebolt (standard; at-will)			
Ranged 5/10; +13 vs. AC; 1d10 + 6 damage.			
M Thunderfire Thrust (immediate reaction, when an enemy within 2 squares of the flamespiker shifts; recharge 5-6) ♦ Fire, Thunder			
The flamespiker uses <i>stonespike</i> against the triggering enemy. On a hit, the flamespiker makes a secondary attack against the same target. <i>Secondary Attack</i> : +11 vs. Fortitude; 5 thunder damage, and the target is stunned (save ends).			
Alignment Unaligned		Languages Primordial	
Str 13 (+4)	Dex 15 (+5)	Wis 15 (+5)	
Con 16 (+6)	Int 6 (+1)	Cha 8 (+2)	

Windstriker (level 7)		Level 7 Lurker	
Medium elemental magical beast (air)		XP 300	
Initiative +10	Senses Perception +8		
HP 51; Bloodied 25			
AC 19; Fortitude 20, Reflex 18, Will 18			
Immune disease, poison; Resist insubstantial			
Speed 0, fly 8 (hover)			
m Windstrike (standard; at-will) ♦ Cold, Thunder			
Reach 2; +12 vs. AC; 1d8 + 1 cold and thunder damage.			
M Lethal Windstrike (standard, at-will) ♦ Cold, Thunder			
Reach 2; targets the windstriker's quarry; +12 vs. AC; 2d12 + 4 cold and thunder damage, and the target is no longer designated as the windstriker's quarry.			
R Searching Wind (standard; recharges when the windstriker hits with lethal windstrike) ♦ Cold, Thunder			
Ranged 10; +10 vs. Will; 2d6 + 4 cold and thunder damage, and the target is knocked prone. Effect: The target is designated as the windstriker's quarry.			
Shifting Wind (immediate reaction, when the windstriker takes damage; at-will)			
Until the end of its next turn, the windstriker does not provoke opportunity attacks and can move through enemies' spaces.			
Alignment Unaligned		Languages Primordial	
Str 14 (+5)	Dex 15 (+6)	Wis 10 (+3)	
Con 20 (+8)	Int 5 (+0)	Cha 17 (+6)	

ENCOUNTER 7: RAGING SAND STATISTICS (H2 HIGH)

Dust Devil (level 9)		Level 9 Skirmisher	
Small elemental magical beast (air, earth)		XP 400	
Initiative +10	Senses Perception +3		
HP 95; Bloodied 47			
AC 24; Fortitude 20, Reflex 22, Will 20; -2 to all defenses while slowed or immobilized			
Speed 8			
m Grasping Winds (standard; at-will)			
+14 vs. Reflex; 2d6 + 5 damage, and the dust devil slides the target 2 squares.			
M Gale Blast (move; recharge 5-6)			
The dust devil shifts 5 squares and attacks each enemy it moves adjacent to (one attack per creature); +14 vs. Fortitude; the target is knocked prone.			
C Stinging Sands (standard; encounter)			
Close burst 3; +14 vs. Fortitude; 3d8 + 5 damage, and the target is blinded until the end of the dust devil's next turn.			
Alignment Unaligned		Languages Primordial	
Skills Stealth +13			
Str 8 (+3)	Dex 18 (+8)	Wis 8 (+3)	
Con 15 (+6)	Int 5 (+1)	Cha 15 (+6)	

Note: Increased damage dice slightly to compensate for the fact the creature is upgraded more than 5 levels from the basic creature.

Flamespiker (level 8)		Level 8 Soldier	
Medium elemental magical beast (air, earth, fire)		XP 350	
Initiative +9	Senses Perception +7		
HP 91; Bloodied 45			
AC 24; Fortitude 21, Reflex 19, Will 19			
Immune disease, petrification, poison; Resist 10 fire			
Speed 7			
m Stonespike (standard; at-will) ♦ Fire			
Reach 2; +15 vs. AC; 1d8 + 2 damage plus 1d6 fire damage, and the target gains vulnerable 5 fire and is marked until the end of the flamespiker's next turn.			
r Spikebolt (standard; at-will)			
Ranged 5/10; +15 vs. AC; 1d10 + 8 damage.			
M Thunderfire Thrust (immediate reaction, when an enemy within 2 squares of the flamespiker shifts; recharge 5-6) ♦ Fire, Thunder			
The flamespiker uses <i>stonespike</i> against the triggering enemy. On a hit, the flamespiker makes a secondary attack against the same target. <i>Secondary Attack:</i> +13 vs. Fortitude; 5 thunder damage, and the target is stunned (save ends).			
Alignment Unaligned		Languages Primordial	
Str 13 (+5)	Dex 15 (+6)	Wis 15 (+6)	
Con 16 (+7)	Int 6 (+2)	Cha 8 (+3)	

Windstriker		Level 9 Lurker	
Medium elemental magical beast (air)		XP 400	
Initiative +11	Senses Perception +9		
HP 56; Bloodied 28			
AC 21; Fortitude 22, Reflex 20, Will 20			
Immune disease, poison; Resist insubstantial			
Speed 0, fly 8 (hover)			
m Windstrike (standard; at-will) ♦ Cold, Thunder			
Reach 2; +14 vs. AC; 1d8 + 2 cold and thunder damage.			
M Lethal Windstrike (standard, at-will) ♦ Cold, Thunder			
Reach 2; targets the windstriker's quarry; +14 vs. AC; 2d12 + 5 cold and thunder damage, and the target is no longer designated as the windstriker's quarry.			
R Searching Wind (standard; recharges when the windstriker hits with lethal windstrike) ♦ Cold, Thunder			
Ranged 10; +12 vs. Will; 2d6 + 5 cold and thunder damage, and the target is knocked prone. Effect: The target is designated as the windstriker's quarry.			
Shifting Wind (immediate reaction, when the windstriker takes damage; at-will)			
Until the end of its next turn, the windstriker does not provoke opportunity attacks and can move through enemies' spaces.			
Alignment Unaligned		Languages Primordial	
Str 14 (+6)	Dex 15 (+7)	Wis 10 (+4)	
Con 20 (+9)	Int 5 (+1)	Cha 17 (+7)	

ENCOUNTER 7: RAGING SAND STATISTICS (H3 LOW)

Dust Devil (level 9)		Level 9 Skirmisher
Small elemental magical beast (air, earth)		XP 400
Initiative +10	Senses Perception +3	
HP 95; Bloodied 47		
AC 24; Fortitude 20, Reflex 22, Will 20; -2 to all defenses while slowed or immobilized		
Speed 8		
m Grasping Winds (standard; at-will)		
+14 vs. Reflex; 2d6 + 5 damage, and the dust devil slides the target 2 squares.		
M Gale Blast (move; recharge 5-6)		
The dust devil shifts 5 squares and attacks each enemy it moves adjacent to (one attack per creature); +14 vs. Fortitude; the target is knocked prone.		
C Stinging Sands (standard; encounter)		
Close burst 3; +14 vs. Fortitude; 3d8 + 5 damage, and the target is blinded until the end of the dust devil's next turn.		
Alignment Unaligned		Languages Primordial
Skills Stealth +13		
Str 8 (+3)	Dex 18 (+8)	Wis 8 (+3)
Con 15 (+6)	Int 5 (+1)	Cha 15 (+6)

Note: Increased damage dice slightly to compensate for the fact the creature is upgraded more than 5 levels from the basic creature.

Flamespiker (level 10)		Level 10 Soldier
Medium elemental magical beast (air, earth, fire)		XP 500
Initiative +9	Senses Perception +7	
HP 107; Bloodied 53		
AC 26; Fortitude 23, Reflex 21, Will 21		
Immune disease, petrification, poison; Resist 10 fire		
Speed 7		
m Stonespike (standard; at-will) ♦ Fire		
Reach 2; +17 vs. AC; 1d10 + 3 damage plus 1d6 fire damage, and the target gains vulnerable 5 fire and is marked until the end of the flamespiker's next turn.		
r Spikebolt (standard; at-will)		
Ranged 5/10; +17 vs. AC; 2d6 + 6 damage.		
M Thunderfire Thrust (immediate reaction, when an enemy within 2 squares of the flamespiker shifts; recharge 5-6) ♦ Fire, Thunder		
The flamespiker uses <i>stonespike</i> against the triggering enemy. On a hit, the flamespiker makes a secondary attack against the same target. <i>Secondary Attack</i> : +15 vs. Fortitude; 10 thunder damage, and the target is stunned (save ends).		
Alignment Unaligned		Languages Primordial
Str 13 (+6)	Dex 15 (+7)	Wis 15 (+7)
Con 16 (+8)	Int 6 (+3)	Cha 8 (+4)

Note: Increased damage dice slightly to compensate for the fact the creature is upgraded more than 5 levels from the basic creature.

Windstriker (level 10)		Level 10 Lurker
Medium elemental magical beast (air)		XP 500
Initiative +12	Senses Perception +10	
HP 61; Bloodied 30		
AC 22; Fortitude 23, Reflex 21, Will 21		
Immune disease, poison; Resist insubstantial		
Speed 0, fly 8 (hover)		
m Windstrike (standard; at-will) ♦ Cold, Thunder		
Reach 2; +15 vs. AC; 1d8 + 3 cold and thunder damage.		
M Lethal Windstrike (standard, at-will) ♦ Cold, Thunder		
Reach 2; targets the windstriker's quarry; +15 vs. AC; 2d12 + 6 cold and thunder damage, and the target is no longer designated as the windstriker's quarry.		
R Searching Wind (standard; recharges when the windstriker hits with lethal windstrike) ♦ Cold, Thunder		
Ranged 10; +15 vs. Will; 2d6 + 6 cold and thunder damage, and the target is knocked prone. Effect: The target is designated as the windstriker's quarry.		
Shifting Wind (immediate reaction, when the windstriker takes damage; at-will)		
Until the end of its next turn, the windstriker does not provoke opportunity attacks and can move through enemies' spaces.		
Alignment Unaligned		Languages Primordial
Str 14 (+7)	Dex 15 (+8)	Wis 10 (+5)
Con 20 (+10)	Int 5 (+2)	Cha 17 (+8)

ENCOUNTER 7: RAGING SAND STATISTICS (H3 HIGH)

Dust Devil (level 11)		Level 11 Skirmisher
Small elemental magical beast (air, earth)		XP 600
Initiative +11 Senses Perception +4		
HP 111; Bloodied 55		
AC 26; Fortitude 22, Reflex 24, Will 22; -2 to all defenses while slowed or immobilized		
Speed 8		
m Grasping Winds (standard; at-will)		
+16 vs. Reflex; 2d6 + 6 damage, and the dust devil slides the target 2 squares.		
M Gale Blast (move; recharge 5-6)		
The dust devil shifts 5 squares and attacks each enemy it moves adjacent to (one attack per creature); +16 vs. Fortitude; the target is knocked prone.		
C Stinging Sands (standard; encounter)		
Close burst 3; +16 vs. Fortitude; 3d8 + 6 damage, and the target is blinded until the end of the dust devil's next turn.		
Alignment Unaligned		Languages Primordial
Skills Stealth +14		
Str 8 (+4)	Dex 18 (+9)	Wis 8 (+4)
Con 15 (+7)	Int 5 (+2)	Cha 15 (+7)

Note: Increased damage dice slightly to compensate for the fact the creature is upgraded more than 5 levels from the basic creature.

Flamespiker (level 12)		Level 12 Soldier
Medium elemental magical beast (air, earth, fire)		XP 700
Initiative +10 Senses Perception +8		
HP 123; Bloodied 61		
AC 28; Fortitude 25, Reflex 23, Will 23		
Immune disease, petrification, poison; Resist 10 fire		
Speed 7		
m Stonespike (standard; at-will) ♦ Fire		
Reach 2; +19 vs. AC; 1d10 + 4 damage plus 1d6 fire damage, and the target gains vulnerable 5 fire and is marked until the end of the flamespiker's next turn.		
r Spikebolt (standard; at-will)		
Ranged 5/10; +19 vs. AC; 2d6 + 7 damage.		
M Thunderfire Thrust (immediate reaction, when an enemy within 2 squares of the flamespiker shifts; recharge 5-6) ♦ Fire, Thunder		
The flamespiker uses <i>stonespike</i> against the triggering enemy. On a hit, the flamespiker makes a secondary attack against the same target. <i>Secondary Attack</i> : +17 vs. Fortitude; 10 thunder damage, and the target is stunned (save ends).		
Alignment Unaligned		Languages Primordial
Str 13 (+7)	Dex 15 (+8)	Wis 15 (+8)
Con 16 (+9)	Int 6 (+4)	Cha 8 (+5)

Note: Increased damage dice slightly to compensate for the fact the creature is upgraded more than 5 levels from the basic creature.

Windstriker (level 11)		Level 11 Lurker
Medium elemental magical beast (air)		XP 600
Initiative +13 Senses Perception +11		
HP 72; Bloodied 36		
AC 24; Fortitude 25, Reflex 23, Will 23		
Immune disease, poison; Resist insubstantial		
Speed 0, fly 8 (hover)		
m Windstrike (standard; at-will) ♦ Cold, Thunder		
Reach 2; +17 vs. AC; 1d8 + 4 cold and thunder damage.		
M Lethal Windstrike (standard, at-will) ♦ Cold, Thunder		
Reach 2; targets the windstriker's quarry; +17 vs. AC; 2d12 + 7 cold and thunder damage, and the target is no longer designated as the windstriker's quarry.		
R Searching Wind (standard; recharges when the windstriker hits with lethal windstrike) ♦ Cold, Thunder		
Ranged 10; +15 vs. Will; 2d6 + 7 cold and thunder damage, and the target is knocked prone. Effect: The target is designated as the windstriker's quarry.		
Shifting Wind (immediate reaction, when the windstriker takes damage; at-will)		
Until the end of its next turn, the windstriker does not provoke opportunity attacks and can move through enemies' spaces.		
Alignment Unaligned		Languages Primordial
Str 14 (+7)	Dex 15 (+8)	Wis 10 (+5)
Con 20 (+10)	Int 5 (+2)	Cha 17 (+8)

ENCOUNTER 8: VICTORY OR DEFEAT!

SETUP

Salim el-Sammadar. male genasi, race official

The PCs have reached the finish. Regardless of whether they won or not, they are welcomed by a loudly cheering crowd. Observant characters note money being changed, clearly payments for outstanding bets. If they won, the crowd goes absolutely wild and they are lifted on the shoulders and brought to their sponsor. Later that week, they receive their prize in a large ceremony and a huge celebration is given in their honor. If they lost, they observe the ceremony from the sideline, but still join the celebrations.

To check whether or not the PCs won, count their points, excluding the loss of points due to the use of reward cards or the death of characters (those are counted only if this adventure is run as a competition at a public event). Remember to use Appendix 4. If they scored **350 points or more**, the characters won the race and gain all the rewards associated with it. The players **DO NOT** necessarily win the competition at the public event, for that they need to get the highest score of all tables, including penalties based on deaths and reward card use as well as the optional scene described below.

Victorious PCs (PCs who finished the race with enough points to win) receive **ADCP09 Victory in the Desert** after the public ceremony that involves a ritual imbuing the victor with elemental energies. As part of the story award, the PCs gain access to *Melora's Storm Blessing* of the appropriate level. In addition they gain a big diamond, which is part of the gp they earn if they take the additional gold option, and their sponsor offers them an implement, weapon or armor of the character's level +2 or less from a player legal source.

The PCs also receive **ADCP08 Feylord's Pact** if they made a deal to return to the oasis and actually return. Breaking the promise has no other repercussion than the loss of the story award - the Feylord already forgot the characters made the promise.

Note: If this event is run as a competition at a public event, do not forget to fill in Appendix 4 and deliver the scoring sheet to the appropriate person, but see below.

OPTIONAL SCENE: WORKING THE JUDGES

If the adventure is run as a competition during a public event, there is always the chance two teams end up with the same score - a "photo finish", so to speak. Since

there are no photo cameras in the Forgotten Realms, and the judges are not entirely impartial, the PCs can work the referees in that case. Always run this scene, but only count the score in case of a tie and only to break said tie. For example, if the first team scores 600 points, and the 2nd and 3rd both score 590, then this scene determines who becomes 2nd and 3rd. The first team keeps wins regardless of how many points team 2 and 3 earn in this scene.

The PCs need to make their case to the judges. Their spokesperson needs to make a Bluff, Diplomacy or Intimidate check against a hard DC. For each point above the threshold they earn 1 point, for each point below, they lose a point. No character can assist in this check. Make this check at the end of the adventure even though you do not know yet whether there is going to be a tie. The event organizers are going to apply it later.

REWARDS SUMMARY

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

EXPERIENCE POINTS

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

Encounter 2: The Race

H1: 50 / 70 XP

H2: 80 / 120 XP

H3: 140 / 200 XP

Encounter 3: Buzzing Ears

H1: 145 / 195 XP

H2: 220 / 340 XP

H3: 380 / 560 XP

Encounter 4: The Lush Oasis

H1: 25 / 35 XP

H2: 40 / 60 XP

H3: 70 / 100 XP

Encounter 5: Escape from Paradise

H1: 125 / 180 XP

H2: 200 / 300 XP

H3: 350 / 500 XP

Encounter 7: Raging Sand

H1: 155 / 220 XP

H2: 260 / 380 XP

H3: 460 / 640 XP

Total Possible Experience

H1: 500 / 700 XP

H2: 800 / 1200 XP

H3: 1400 / 2000 XP

Gold per PC

H1: 75 / 100 gp

H2: 100 / 150 gp

H3: 150 / 200 gp

(H1: Encounter 3: 25 / 40 gp, Encounter 7: 50 / 60 gp)

(H2: Encounter 3: 40 / 50 gp, Encounter 7: 60 / 100 gp)

(H3: Encounter 3: 50 / 60 gp, Encounter 7: 100 / 140 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:

H1 Only:

Bundle A: *amulet of life +1** (level 5; *Dragon Magazine* 381)

Found in Encounter 3

Bundle B: *Melora's storm blessing** (level 3; DMG2; see story award ADCP09 for details)

Found in Encounter 8

H2 Only:

Bundle C: *steadfast amulet +2** (level 8; *Adventurer's Vault* 1)

Found in Encounter 3

Bundle D: *Melora's storm blessing** (level 8; DMG2; see story award ADCP09 for details)

Found in Encounter 8

H3 Only:**Bundle E:** *amulet of protection* +3 (level 11; PHB 1)

Found in Encounter 3

Bundle F: *Melora's storm blessing** (level 8; DMG2; see story award ADCP09 for details)

Found in Encounter 8

All Tiers:**Bundle G:** *map of the Unseen Lands* (level 7; *Adventurer's Vault* 2)

Found in Encounter 1 (only with House Selemchant as sponsor)

Bundle E: a magical implement, weapon or armor of the character's level +2 or less from a player legal source.

Found in Encounter 8.

More Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add H1: 50 / 75 gp, H2: 125 / 250 gp and H3: 350 / 500 gp to their rewards from this adventure. That character (and only that character) receives more gold instead of any other treasure bundle.

The flames are the visible representation of the true power of the ritual. This allows you to select *Melora's storm blessing* (more appropriately know as *Elemental Lord's storm blessing*) as a treasure bundle as per the normal rules. Note down the level of your character when you earn the boon below, since the power of the boon disappears after you raise more then 5 levels. The flames remain though.

Character Level at time of Acquiring the Boon: ____

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.

ADCP08 Feylord's Pact

You have promised Lady Zaid/Lady Parizada [strike whichever is not applicable] to return to the oasis and spend a night in celebration. It leaves you with an invisible mark that any fey creature recognizes. Its exact impact is up to the individual DMs, although it should never be negative nor more powerful than a single automatic success in a skill challenge involving fey.

ADCP09 Victory in the desert!

You and your team braved the hardships of the Calim Desert and managed to win the race. The people of Calimshan respect this feat and recognize you on sight, regardless of your choice of sponsor .

In addition, you are imbued with the elemental energies of the desert. As a minor action you can let your hand burst into flames. These flames are not hot enough to damage anything, but they provide the same light as a torch. The light can be extinguished with another minor action.

NEW RULES

AMULET OF LIFE

Level: 5

Price: 1,000 gp

Item Slot: Neck

Enhancement: +1 Fortitude, Reflex, and Will

Power (Encounter * Healing): Free Action. Trigger: Use this power when you spend a healing surge. **Effect:** You can spend an additional healing surge.

Source: *Dragon Magazine* 381.

Price: 3,400 gp

Item Slot: Neck

Enhancement: +2 Fortitude, Reflex, and Will

Power (Daily): Immediate Interrupt. Use this power when you are dazed or stunned by an attack. Make a saving throw against the condition. On a failure, you don't expend the use of this power and no daily use of a magic item power occurs.

Source: *Adventurer's Vault* 1.

MAP OF UNSEEN LANDS

Level: 7

Price: 2,600 gp

Wondrous Item

Property: You gain a +2 item bonus to Nature checks and Perception checks to navigate through areas mapped by this item's power (including checks made during skill challenges)

Power (Daily): Standard Action. You command this map to redraw itself, depicting the surface area within a 10-mile radius around you. The map doesn't go into precise detail, but it's accurate. It shows only aboveground terrain, not underground areas.

The map includes the following features.

- General terrain features, such as mountains, rivers, and lakes.
- Structures 5,000 square feet or larger in size.
- Structures important for travel, such as bridge and portals.
- Lairs of creatures that are significant threats.
- Names or general descriptions for any of the above features, if such information is well known.

The sketch remains on the map until this power is used again.

Reference: *Adventurer's Vault* 2.

MELORA'S STORM BLESSING

Level: 3 or 8

Price: 680 gp or 3400 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): Move Action. You fly 5 squares.

Level 8: You fly 6 squares.

STEADFAST AMULET

Level: 8

APPENDIX 1: DCs BY LEVEL BAND

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 and H3 = levels 7-10). Each level band is further subdivided into "low" and "high" tier with the target levels for each tier as specified in the Living Forgotten Realms Writer's Guidelines. The exception is the H1 level band, where this adventure uses target levels 1 and 3 instead of 2 and 4.

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

Level Band / Tier	Easy DC	Moderate DC	Hard DC
H1 / Low (Level 2)	6	11	16
H1 / High (Level 4)	7	12	17
H2 / Low (Level 5)	8	13	18
H2 / High (Level 7)	8	14	19
H3 / Low (Level 8)	9	15	20
H3 / High (Level 10)	10	16	21

APPENDIX 2: MOUNTS

The rules in regards to mounted combat are printed in DMG page 46. The text below is a summary of these rules. The information on the mounts comes from the *Adventurer's Vault 1* and the *Monster Manual*.

MOUNT AND RIDER

Space: The rider and mount both occupy the mount's space. However, the origin squares of the rider's powers and other effects do not change to the mount's size. Whenever the rider uses an effect that has an origin square (such as a melee, a ranged, an area, or a close power), the rider first picks where that square is located in the mount's space, and the effect uses that origin square. For example, if a Medium rider uses a close burst attack power, the rider chooses a single square within the mount's space, and the burst emanates from that square. This rule means that if the burst targets each creature within it, rather than each enemy, it can hit the mount.

Attacking while mounted: The rider and the mount occupy the mount's space. If it is ever important to determine the precise location within the mount's space that you occupy, you choose.

Targeting: Targeted attacks can target you or your mount, as the attacker chooses. A close attack or an area attack affects both you and your mount if its area includes either of you.

Opportunity Attacks: If the rider's mount's movement provokes an opportunity attack, the attacker chooses to target either you or your mount. If the rider provokes an opportunity attack by making a ranged or an area attack, the attacker must target the rider.

Forced Movement: If an attack that forces movement targets the rider but not the mount, the rider can choose for the mount to also be affected, so that the rider and its mount continue to move together. If the rider doesn't want its mount to be affected, the rider can be pushed off its mount if the forced movement carries the rider out of the mount's space.

MOUNTS IN COMBAT

Mounting and Dismounting: Mounting or dismounting a creature is a move action.

Initiative: The rider and its mount both act on the rider's initiative count. If the rider and its mount separate, they both continue acting on the same initiative count.

Actions: On the rider's turn, the rider and its mount combined can take a normal set of actions - a standard action, a move action, and a minor action. The rider divides these actions as it wishes. The rider and its

mount also share a single immediate action. If the rider and mount separate, they still share one set of actions.

Attacking Mounts: The mount can use a standard action to attack instead of the rider. If the rider doesn't have the Mounted Combat feat, the mount takes a -2 penalty to all its attack rolls.

Charge: If the rider charges, the rider can move its mounts speed and either makes a melee basic attack itself or lets its mount make a melee basic attack.

Squeezing: If the mount squeezes, it and the rider both take the associated penalties.

Knocked Prone: An attack that knocks your mount prone also knocks the rider prone and forces him to dismount. The rider moves into a space of its choice adjacent to the now-prone mount and is prone.

If an attack knocks the rider prone, the rider immediately attempts a saving throw to avoid being dismounted. This saving throw works just like a normal saving throw, except the rider makes it as soon as the rider is knocked prone, not at the end of its turn.

Lower than 10: Failure. The rider is dismounted and falls prone in an open space of the rider's choice adjacent to the mount.

10 or higher: Success. The rider remains in the saddle and is not knocked prone.

MOUNTS

Riding Horse

Category: Mount

Price: 75 gp

	Normal Load	Heavy Load	Max.Drag
Normal	237 lb.	475 lb.	1,187 lb.
saddle of strength	355 lb.	713 lb.	1,781 lb.

Riding Horse	Level 1 Brute
Large natural beast	XP 100
Initiative +1	Senses Perception +5; low-light vision
HP 36; Bloodied 18	
AC 14; Fortitude 15, Reflex 13, Will 10	
Speed 10	
m Kick (standard; at-will)	
+4 vs. AC; 1d6 + 4 damage.	
Alignment Unaligned	Languages -
Skills Endurance +8	
Str 19 (+4)	Dex 13 (+1) Wis 11 (+0)
Con 16 (+3)	Int 2 (-4) Cha 9 (-1)

Warhorse

Category: Mount

Price: 680 gp

	Normal Load	Heavy Load	Max.Drag
Normal	262 lb.	525 lb.	1,312 lb.
saddle of strength	393 lb.	788 lb.	1,968 lb.

Warhorse		Level 3 Brute	
Large natural beast (mount)		XP 150	
Initiative +3 Senses Perception +8; low-light vision			
HP 58; Bloodied 29			
AC 17; Fortitude 16, Reflex 14, Will 14			
Speed 8			
m Kick (standard; at-will)			
+6 vs. AC; 1d6 + 5 damage.			
M Trample (standard; at-will)			
The warhorse can move up to its speed and enter enemies' spaces. This movement provokes opportunity attacks, and the warhorse must end its move in an unoccupied space. When it enters an enemy's space, the warhorse makes a trample attack: +4 vs. Reflex; 1d6 + 6 damage, and the target is knocked prone.			
Charger (while mounted by a friendly rider of 3rd level or higher with the mounted combat feat; at-will) ◆ Mount			
The warhorse grants its rider a +5 bonus to damage rolls on charge attacks.			
Alignment Unaligned		Languages –	
Skills Endurance +10			
Str 21 (+6)	Dex 14 (+3)	Wis 14 (+3)	
Con 18 (+5)	Int 2 (-3)	Cha 10 (+1)	

A heavy chariot provides cover to its driver and passengers.

Undead Horse

Category: Mount

Price: Unavailable

The nature of the mount depends on whether the PCs accepted an undead variant of the normal riding horse or the warhorse. The stats are the same, except it is immune to poison and has resist necrotic 10. It is not immune to diseases, but instead has a +5 bonus on Endurance checks to recover from a disease.

Chariot, heavy

Category: Vehicle

Cost: 840 gp

Note: A heavy chariot is only allowed in the race in case one of the contestants is too heavy even for a warhorse with a *saddle of strength* or when the group contains one or more animal companions that cannot ride a horse.

Chariot, heavy
Large vehicle
HP 60; Space 2 squares by 2 squares
AC 4; Fortitude 12, Reflex 4
Speed creature's speed -2
Creature-Drawn
A heavy chariot is pulled by two Large creatures or one Huge creature. A heavy chariot takes a –2 penalty to its speed if only one Large creature pulls it.
Driver
A heavy chariot's driver stands at the front of the chariot. He or she must hold the reins in at least one hand or else the chariot goes out of control.
Load
Four Medium creatures; 400 pounds of gear.
Out of Control
An out-of-control chariot comes to a stop at the beginning of its turn. At the DM's discretion, the chariot might move in a random direction if the creatures that pull it are panicked or attacked.
Cover

APPENDIX 4: COMPETITION SCORING

Name of Adventuring Company/Table Number: _____

Slot Number: _____

DM's Name: _____

Encounter 2: The Race: _____

Encounter 3: Saving the Horses: _____

Encounter 4: Into the Feywild and Back Again: _____

Encounter 5: Escape from Paradise: _____

Encounter 7: Defeating the Elementals: _____

Score for Speed (5 x speed for that leg):

Day 1: _____

Night 1: _____

Day 2: _____

Night 2: _____

Day 3: _____

Night 3: _____

Day 4: _____

Optional: Working the Judges _____

Number of Rewards Cards Used (-10 points per card): _____

(Note that creation cards, quest cards and expansion cards can be used without costing points)

Number of PCs that died (-50 points per PC): _____

Total Score: _____

PLAYERS HANDOUT 1: THE SPONSORS

The following groups have offered you their sponsorship in the great race. Each sponsor offers a unique benefit during the race. Only teams sponsored into the race are allowed to compete, so you should pick one and only one as your sponsor.

Memnon Loyalists - This is the official representative of the Vizier of Memnon. The vizier is the current ruler of Memnon. His representative is a male dark hued genasi with red and yellow power lines on his face, named Karim-Abal. He has a frame like a dwarf and carries a wicked scimitar. His voice is deep and rumbling, like the grinding of stones.

Memnon is famous for his slave trade and the dark rock slave mine in the Marching Mountains. He'll offer the party 20 slaves to do with as they please when they compete for him and win the race.

In addition he offers them the use of a special salve they have created from the dark rock. Applied to the skin it absorbs heat and improves water retention, making it easier to travel in the blistering sun.

Calim Loyalists - The official representative of the Calimport ruler is a beautiful female genasi, introducing herself as Zan-Valin. Soft blue and purple power lines trace her lithe figure, which is accentuated even more by her silky gown.

The city-state of Calim is infamous for its slave brand, a stylized gust of sand-laden wind, and for the arenas in which the slaves are forced to fight for their lives and freedom. The caliph of Calim is willing to honor the PCs with a week of brutal arena fights or a week without arena fights, whichever appeals more to their tastes.

She also offers to outfit the PCs and their horses with special shoes created to traverse treacherous sand seas. These shoes are a relative new invention and the technique to make them is only known in Calimport.

Almraiven's Arcana Alcazar - Representing the Weave Pasha of Almraiven is a tall human male. He wears a traditional Calimshan haik and a large purple turban is draped around his head. Despite the heat he seems to be comfortable and cool; the air around him tingles slightly with magic. He is one of the wizard advisors of the Weave Pasha, named Shul-Borim.

Almraiven is the only free city-state in the Calimshan desert. It's a safe haven for humans and renowned for its magical academy. The Weave Pasha is the chosen protector of the city, hoping to engage in trade with other seafaring nations and protect the city from his rivals.

The wizards of the Arcana Alcazar have significant arcane might and are willing to use that to help you win. They will cast a curse on the one other contestant, making it easier on the PCs right from the start.

House Selemchant - Sulima Selemchant represents the Amnite merchant houses. PCs might have befriended Sulima in previous LFR adventures. She reacts warmly to any PCs she recognizes.

Lately the trade in Iomic crystals has collapsed and the house is looking for new ventures to make a profit. Hoping to attract the attention of the local leaders, they want to sponsor a team into the race.

The Cowled Wizards have created a special map for this race which depicts the terrain surrounding the PCs.

The Janessar - The Janessar are a secretive group formed from the remains of an adventuring company. They operate in the Marching Mountains, freeing slaves and helping out the Weave Pasha of Almraiven. By sponsoring a team in the race they hope to steal the victory of the other lords and to attract attention to the slave trade in Calimshan. Their representative is a tall eladrin by the name of Ygraz.

The Janessar are masters of hit and run tactics and have adapted to the harsh life in the desert. They created light shelters and gear, easy to set up but sturdy and able to withstand the harshest storms. They are willing to outfit the PCs with these if they want to represent their cause.

The Twisted Rune - The last representative to visit the PCs is an old and withered looking revenant, who is missing his left hand. Instead, a ghostly black appendage is attached to his lower arm. He wears long dark robes and a holy symbol resembling that of Kelemvor hangs from a chain around his neck - the symbol looks strange and twisted. Green flames burn in his eyes and his voice is raspy. He introduces himself as Reaver.

The Twisted Rune is a group of undead spellcasters based somewhere in the Calimshan desert. Participating in the race is seen as boosting their stature. They offer the PCs the use of skeletal horses, tireless horses unaffected by heat and other desert dangers. The effect of these horses is incorporated in the skill challenges below.

PLAYERS HANDOUT 2: THE COMPETITION

The race through the Calim desert sports numerous competitors, some with more potential than others. The groups listed below are the biggest contenders to win the race or to bother the PCs.

The Flaming Whip - This group of earth and fire genasi represent the most influential slave-trading corporation from Memnon. They are ruthless and will do anything and a bit more to win the race. Three years ago a team of contestants disappeared not to be found again; bad tongues say the Flaming Whip was involved. Members of the Flaming Whip all sport a stylized brand of a burning whip on their upper left torso extending on their arm.

Desert Wind - A mixed group of air and water genasi with some humans. Sent by the one of the arenas of Calimport, these are crafty and cunning racers. As defending champion the stakes are high for them and the rivalry between the Desert Wind and the Flaming Whip is very high.

Twilight Runners - Five tall and veiled eladrin form this group of exceptional horsemen. Despite this being their first race the odds in the betting stalls are stacked in their favour. Rumors go they have a special breed of horses quicker than anyone has seen before. They rarely show themselves in public and have been holed up in their tent for the past few days.

Almraiven's Pride - A squad of humans and dwarfs from Almraiven, said to be sponsored by the WeavePasha himself. They have the best equipment available, have trained for this race for the past three years, and they are poised on beating the teams from Memnom and Calimport.

Skyfire Nomads - An independent group of desert nomads traveling from oasis to oasis trading goods and accompanying caravans. They are very adept at surviving in the desert and are intimately familiar with the terrain and its dangers. They are the only true independent competitors. They are a mixed bunch of eladrin, elves, genasi and humans riding on camels.

PLAYER HANDOUT 3: RULES OF THE RACE

- First group to cross the finish line and have hit all the checkpoints wins.
- Each team gets 1 magical compass which points towards the next checkpoint. The compass needs to be magically marked by race officials at each checkpoint. There are an unspecified number of checkpoints.
- The group wins as a team. Hence a group only finishes when the bodies of all the members cross the finish line. It matters little whether or not they are alive at that time.
- The race lasts for multiple days. Keep this in mind in regards to the use of rituals. Extended rests are allowed, but they seriously slow down your team's progress. It is assumed most teams just take short naps during the trip, minimizing the amount of rest. Other teams will most certainly not take extended rests.
- Overland flight is prohibited, either by magic or by other means. When a contestant is caught, and they will be caught, the group is immediately disqualified. This does not pertain to short-range flight used in an encounter or to overcome a single obstacle.
- Teleportation in any form is banned. This does not pertain to short-range teleportation as used in a single fight or to overcome a local obstacle. Any long-range teleportation immediately disqualifies the group.
- The use of rituals is allowed but there are some exceptions: any ritual pertaining to flight, long-range teleportation or rituals that directly increase the speed of the mounts (such as the bard ritual Traveler's Chant) is banned.
- Each sponsor has the right to help the PCs in a certain predetermined way. The help can bend the rules.
- The contestants must use mundane non-flying mounts (so no Phantom Steed or wondrous figurines), either those provided by the race management or their own. You can use rituals for the speedy arrival of backup mounts (such as the Steed Summons ritual). These backup mounts must be paid from the contestant's own pockets. Similarly, if your team has one or more animal companions, you can get a heavy chariot.

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

(character name)

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

*ADCP2~2H HEART OF THE DESERT:
RACE AGAINST TIME*

ADCP08 Feylord's Pact

You have promised Lady Zaid/Lady Parizada [strike whichever is not applicable] to return to the oasis and spend a night in celebration. It leaves you with an invisible mark that any fey creature recognizes. Its exact impact is up to the individual DMs, although it should never be negative nor more powerful than a single automatic success in a skill challenge involving fey.

ADCP09 Victory in the desert!

You and your team braved the hardships of the Calim Desert and managed to win the race. The people of Calimshan respect this feat and recognize you on sight, regardless of your choice of sponsor .

In addition, you are imbued with the elemental energies of the desert. As a minor action you can let your hand burst into flames. These flames are not hot enough to damage anything, but they provide the same light as a torch. The light can be extinguished with another minor action.

The flames are the visible representation of the true power of the ritual. This allows you to select *Melora's storm blessing* (more appropriately know as *Elemental Lord's storm blessing*) as a treasure bundle as per the normal rules. Note down the level of your character when you earn the boon below, since the power of the boon disappears after you raise more then 5 levels. The flames remain though.

Character Level at time of Acquiring the Boon: ____

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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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