

# HANDOUT 1: FATIGUE

Strenuous activity, such as combat, in the blazing desert of Calimshan is a draining experience. To represent the toll of the day's tasks, your character may earn **Fatigue Points** during the course of the adventure. Your DM will tell you when you need to make a *fatigue check*: an Endurance check to avoid gaining a Fatigue Point. Consult the chart below to determine the effect of the Fatigue Points you gain. All effects are cumulative.

## FATIGUE POINTS

- 1 Fatigue Point:** You take a penalty to speed equal to your current number of fatigue points.
- 2 Fatigue Points:** You cannot take immediate actions.
- 3 Fatigue Points:** You take one action on your turn.
- 4 Fatigue Points:** You are weakened.
- 5+ Fatigue Points:** You are unconscious.

You can remove Fatigue Points by expending daily resources; as you get tired it is more difficult to call upon your reserves or use powers that require significant effort. Instead of gaining a Fatigue Point, you can instead choose to expend a daily resource. You have access to the following power:

## TRIGGERED ACTION

### Overcome Fatigue ♦ At-Will

*Trigger:* You would gain a Fatigue Point.

*Effect (No Action):* Instead of gaining a Fatigue Point, you spend a healing surge, spend an action point, or expend the use of a daily utility or attack power (but not an item power). The spent resource has no other effect other than canceling the Fatigue Point.

At the end of any short rest, you can also remove fatigue by expending resources. You may expend a healing surge, action point, or daily attack or utility power to remove one Fatigue Point. You may remove as many points as you wish in this way, but each point removed costs a separate resource. You do not gain any other benefit from these spent resources, other than removing one Fatigue Point.

At the end of any extended rest, all Fatigue Points are removed, unless some other condition or effect (such as a disease) prevents you from gaining the normal benefits of that extended rest.

Although Calimshan is part of the world and therefore a natural environment, the area around Suldolphor is infused with the energies of the Elemental Chaos and warped by the powerful spells and summonings that were used during the city's destruction. This renders mundane and even magical protections against fire and the elements less effective than they would otherwise be when it comes to resisting the cumulative effects of exposure to the desert.

Powers (which typically last for 5 minutes or until the end of an encounter), triggered abilities, and other short-duration effects that grant fire resistance, fire immunity, etc. do not help you or your allies on fatigue checks; these checks represent the impact of your cumulative exertions over a period of time. For example, if you have a utility power that grants you a bonus on Endurance checks, you may not activate that power right before making a fatigue check. Only permanent magic item properties, rituals or powers whose effects last at least 24 hours (or until your next extended rest), innate resistances, and other "always-active" effects count for this purpose.

If you are protected by a ritual that grants protection from the blazing desert sun or other natural environmental effects (such as Endure Elements), if you are protected by a ritual that wards against the effects of the Elemental Chaos (such as Endure Primordial Elements), if you are a creature with the elemental origin and the Fire keyword, or if you have at least 5 points of innate (always-active) fire resistance, you gain a +2 bonus on Endurance checks to resist fatigue, but you still have to make the checks.

If you are protected in two or more distinct ways (by using rituals against both natural and extraplanar elemental energy, or if you have innate fire resistance and you are protected by a ritual or power), then your bonus on Endurance checks to resist fatigue increases to +5, but you still have to make the checks.

## HANDOUT 2: BOONS

All of these boons expire at the end of the adventure, whether they are used or not. Boons 1, 2, and 3 are given to each individual PC in the warband who meets the listed criteria; Boon 4 is automatic, but there is only one *horn of summoning* for the warband (not one per PC).

**Boon 1:** If you have Story Award CALI10 *Completed the Battlecloak Saga*, you are gifted with a pendant that is magically linked to the *Battlecloak of Vycaena*.

Battlecloak Pendant	Quest Item
<i>This unassuming pendant is magically linked to the Battlecloak of Vycaena.</i>	
<b>Other Consumable</b>	
<b>Utility Power</b> ♦ Consumable (No Action)	
<i>Effect:</i> Gain one action point that you must use before the end of the current encounter. This action point is not subject to the normal limit of one action point per encounter.	

**Boon 2:** If you have Story Award CALI20 *The Calimemnon Crystal*, the WeavePasha performs a ritual attuning you to the crystal. This grants you one extra healing surge (in excess of your normal daily maximum) for this adventure.

**Boon 3:** If you have story award CALI21 *Calimport Incited to War* or CALI23 *Memnon Incited to War*, you are gifted with a special ruby. (You receive only one ruby even if you have both Story Awards.)

Ruby of Recovery	Quest Item
<i>This blood-red ruby pulses faintly in time with the beating of your heart.</i>	
<b>Other Consumable</b>	
<b>Utility Power</b> (Healing) ♦ Consumable (Minor Action)	
<i>Effect:</i> Gain all the benefits that you normally gain when you use your <i>second wind</i> , without expending a healing surge. This does not count as your usage of <i>second wind</i> for the current encounter.	

**Boon 4:** Your warband is given a magical horn, in case of dire need. Choose who carries this item. (The item cannot be carried by the PC who is gone on the current Special Mission; the item must be left with someone else in the warband.)

Horn of Summoning	Quest Item
<i>Your need is great; you call upon a distant ally to rejoin the battle.</i>	
<b>Other Consumable</b>	
<b>Utility Power</b> (Teleportation) ♦ Consumable (Minor Action)	
<i>Effect:</i> You blow the horn. The member of your warband who is currently participating in a Special Mission is immediately recalled to the table. The targeted PC appears within 2 squares of you and acts immediately after you in the initiative order. The targeted PC may not refuse to answer this call.	

## HANDOUT 3: WEAVEPASHA'S ELEMENTAL CRYSTAL

Due to your success in Special Mission 2, you have recovered a *WeavePasha's elemental crystal*. Its wielder may choose the type of implement it becomes. The *elemental crystal's* enhancement bonus during this adventure is based on the level of the character wearing it:

Level 1-5: +1                      Level 11-15: +3  
Level 6-10: +2                    Level 16-20: +4

WeavePasha's Elemental Crystal	Rare
<i>This smoky crystal was created by the WeavePasha of Almraiven from the swirling energies of the Elemental Chaos at the ancient city of Suldolphor.</i>	
<b>Implement:</b> Any	
<b>Enhancement Bonus:</b> Attack rolls and damage rolls	
<b>Critical:</b> +1d6 energy damage per plus	
<b>Property</b>	
You gain a +2 item bonus on Arcana checks. Level 11: +3 item bonus	
<b>Property</b>	
When you first attune to this item, and at the end of every extended rest, the <i>elemental crystal</i> channels a randomly determined energy type. The crystal's critical hit damage is of this type. Roll 1d6: 1 - Lightning; 2 - Thunder; 3 - Fire; 4 - Cold; 5 - Acid; 6 - Force	
<b>Property</b>	
You gain resist 5 to the energy type currently channeled by the crystal. Level 11: resist 10	
<b>Attack Power</b> (Varies) ♦ Encounter (No Action)	
<i>Trigger:</i> You hit with an attack using this implement. <i>Effect:</i> The triggering attack's damage type changes to the energy type currently channeled by the crystal. This completely replaces any energy type(s) that the triggering attack normally deals. The attack ignores all the target's resistances and immunities. If the triggering attack was not a critical hit, then the attack also deals +1d6 extra energy damage per point of the crystal's enhancement bonus.	
<b>Utility Power</b> ♦ Daily (Free Action)	
<i>Effect:</i> Randomly change the element to which the crystal is attuned, as if you had just completed an extended rest.	
<b>Reference:</b> Custom item inspired by <i>Faarlung's Algorithm</i> (Dungeon 179)	

Unless you choose it as one of your Treasures, the crystal's magic fades at the end of this adventure.

## HANDOUT 4: INVULNERABLE COAT OF SULDOLPHOR

Due to your success in Special Mission 3, you have recovered an *Invulnerable Coat of Suldolphor*. Its wearer may choose the type of armor it becomes (plate armor, scale armor, or chainmail). The *invulnerable coat's* enhancement bonus during this adventure is based on the level of the character wearing it:

Level 1-5: +1                      Level 11-15: +3

Level 6-10: +2                     Level 16-20: +4

<b>Invulnerable Coat of Suldolphor</b>	Rare
<i>Imbued with the indomitable fighting spirit of the ghost legions of Suldolphor, this armor seeks to reclaim its ancient glory.</i>	
<b>Armor:</b> Chain, Scale, or Plate	
<b>Enhancement Bonus:</b> AC	
<b>Property</b>	
You gain a +2 item bonus on saving throws.	
<b>Property</b>	
You gain resist 5 acid, resist 5 fire, and resist 5 lightning. Level 11: Resist 10 acid, resist 10 fire, and resist 10 lightning	
<b>Utility Power</b> ♦ At-Will (Minor Action)	
<i>Effect:</i> Change one of the three resistances granted by the armor to any of the following damage types: acid, cold, fire, force, lightning, necrotic, psychic, or radiant. That resistance remains changed until you take an extended rest or use this power to change it again.	
<b>Utility Power (Healing)</b> ♦ Encounter (Minor Action)	
<i>Effect:</i> You can spend a healing surge.	
<b>Reference:</b> Custom item inspired by <i>The Invulnerable Coat of Arnd (Dungeon Master's Guide)</i>	

Unless you choose it as one of your Treasures, the armor's magic fades at the end of this adventure.

## HANDOUT 5: BATTLE STANDARD OF SULDOLPHOR

Due to your warband's success in Mission 5, you have recovered a *battle standard of Suldolphor*.

<b>Battle Standard of Suldolphor</b>	Rare
<i>This tattered standard bears the evidence of a dozen great wars and a thousand battles. Dedicated to the spirit of ancient Suldolphor, the banner patiently waits for worthy warriors to carry it into combat.</i>	
<b>Wondrous Item</b>	
<b>Owner</b>	
The standard considers itself part of your company of heroes. The term "owner" in all of this item's powers refers to you or any of your allies.	
<b>Property</b>	
While the standard is planted (see below), any owner within the zone may activate its encounter powers, but each encounter power can still only be activated once per encounter (not once per owner). Any owner can plant the standard, but a character must be carrying the standard to plant it.	
<b>Utility Power</b> ♦ At-Will (Minor Action)	
Any owner of the standard who can see the standard can cause it to display any coloration, crest, icon, emblem, or other mark. The chosen symbol remains until an owner uses this power to change it.	
<b>Utility Power (Zone)</b> ♦ Encounter (Standard Action)	
<i>Effect:</i> You plant the standard in your space or an adjacent square. While planted, the standard creates a zone in a close burst 5. While in the zone, any owner of the standard gains a +1 power bonus to attack rolls and saving throws. The zone remains until the end of the encounter or until the standard is removed from the ground. It can be removed as a standard action, but only by one of its owners or by a creature that has reduced one of its owners to 0 hit points or fewer during this encounter. The standard can be set into any solid surface, even rocky ground or a stone floor. It doesn't occupy the square.	
<b>Utility Power</b> ♦ Encounter (Minor Action)	
<i>Requirement:</i> The battle standard must be planted, and the triggering owner must be within the zone created by the standard.	
<i>Effect:</i> Each owner of the standard within the zone may make a saving throw with a +5 bonus.	
<b>Utility Power</b> ♦ Encounter (Minor Action)	
<i>Requirement:</i> The battle standard must be planted, and the triggering owner must be within the zone created by the standard.	
<i>Effect:</i> Each owner of the standard within the zone gains combat advantage for the next attack he or she makes before the end of the triggering owner's next turn.	
<b>Reference:</b> Custom item inspired by the <i>Standard of Eternal Battle (Dungeon Master's Guide 2)</i>	

Unless you choose it as one of your Treasures, the battle standard's magic fades at the end of this adventure.

# HANDOUT 6: SPECIAL MISSION ASSIGNMENTS

<b>Horn of Summoning</b>	Quest Item
<i>Your need is great; you call upon a distant ally to rejoin the battle.</i>	
<b>Other Consumable</b>	
<b>Utility Power</b> (Teleportation) ♦ Consumable (Minor Action)	
<i>Effect: You blow the horn. The member of your warband who is currently participating in a Special Mission is immediately recalled to the table. The targeted PC appears within 2 squares of you and acts immediately after you in the initiative order. The targeted PC may not refuse to answer this call.</i>	

## SPECIAL MISSION 3: THIEVERY

Character Name:

Thievery Bonus:

Defenses:

Fatigue Points:

Hit Points:

Surges:

Surge Value:

Notes:

## SPECIAL MISSION 1: ATHLETICS

Character Name:

Athletics Bonus:

Defenses:

Fatigue Points:

Hit Points:

Surges:

Surge Value:

Notes:

## SPECIAL MISSION 4: ARCANA

Character Name:

Arcana Bonus:

Defenses:

Fatigue Points:

Hit Points:

Surges:

Surge Value:

Notes:

## SPECIAL MISSION 2: PERCEPTION

Character Name:

Perception Bonus:

Defenses:

Fatigue Points:

Hit Points:

Surges:

Surge Value:

Notes:

## SPECIAL MISSION 5: DIPLOMACY

Character Name:

Diplomacy Bonus:

Defenses:

Fatigue Points:

Hit Points:

Surges:

Surge Value:

Notes:

# EVENT SUMMARY

The results of this adventure will have an impact on the future development of the Calimshan story area!

If you run this adventure at home, or at a public event where the event organizer is not going to enter the survey data, please fill out the online survey. If you are at a convention, we recommend that each DM fill out the form on paper and deliver the filled in form to the Senior DM or Event Organizer, who can then answer the survey online.

<https://www.surveymonkey.com/s/ADCP0402LFR>

The survey period closes on **30 September 2012**. The adventure remains playable after that date, but we will tabulate the results at the end of the survey period and that will be the official result for the campaign as a whole.

If played at a convention, what slot:

Table Number:

DM's Name:

**1. What challenge level did the table choose MOST OFTEN?**

- a. glory
- b. even split between glory / aggressive
- c. aggressive
- d. even split between aggressive / normal
- e. normal
- f. even split between normal / cautious
- g. cautious

**2. What was the table outcome for the FINAL ENCOUNTER (Encounter 6)?**

- a. total success: glory
- b. total success: aggressive
- c. total success: normal
- d. total success: cautious / partial success
- e. failure

**3. How was the CHALLENGE of this adventure (difficulty of the combat encounters) relative to the players' expectations for a Battle Interactive?**

- a. Too easy
- b. Too hard
- c. About right

**4. How many TOTAL POINTS did the warband score across all six encounters?** (Note: The maximum possible score is 18 points, which would require adopting an Aggressive stance and scoring a total success on every encounter.)

Number of Points:

**5. How do the players rate this adventure OVERALL on a scale from 1-5, where 1 is the worst possible rating, 3 is average, and 5 is the best possible rating?**

5 4 3 2 1

**6. How does the DM rate this adventure OVERALL on a scale from 1-5, where 1 is the worst possible rating, 3 is average, and 5 is the best possible rating?**

5 4 3 2 1

Please share any additional thoughts and comments at:

<http://community.wizards.com/lfr>

Thanks for playing!

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	WIN/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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## DUNGEON MASTER

DM Name: \_\_\_\_\_

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