

HANDOUT 1: PRUHANA'S DIARY

Pruhana's diary is a small book of parchment bound in silver casing that has the teenagers' scribbled thoughts over most of its pages along with sketches of figures and the city of Phsant that contain no small amount of talent.. The last few written entries detail her infatuation with a half-elf whom she apparently met at the Carnival in Shou-town. She does not mention him by name and only writes about his long, flowing silver hair, comparing it to a glistening waterfall in summertime. In the back cover, neatly folded is a letter addressed personally to her. It reads as follows:

To Lady Pruhana,

The Most Reverend and divinely favored citizen of Phsant,

Fare thee as well as I fare. And join us at the yearly majesty that the peoples of Shou-town present to all within the boundaries of this fine city. Come and bear witness to miracles of delight that will astound and enchant one for days on end. Test your strength, your dexterous skills and your senses with the sights, sounds and games you will encounter. Leave you all your cares and concerns and come to the Carnival of the Spring.

We the most humble performers and entertainers of this Carnival await your magnificent attendance...

NEW RULES

Blending Armor +2 Level 9 Uncommon

Level 9 +2 4,200gp

Armor: Cloth, leather or hide

Enhancement Bonus: AC

Property: You gain a +2 item bonus to Stealth checks.

Utility Power (Encounter): Move Action.

Effect: You gain a +2 power bonus to all defenses until the end of this turn, and you shift up to 3 squares.

Source: Mordenkainen's Magnificent Emporium pg13

Fireheart Tattoo Level 4 Uncommon

Wondrous Item: 840 gp

Property: When you spend an action point to take an extra action, you gain 5 temporary hit points.

Source: Adventurer's Vault 2 pg87

Curse Eye Tattoo Level 8 Uncommon

Wondrous Item: 3400 gp

Item Slot: Tattoo

Property: When you spend an action point to take an extra action, one enemy within 10 squares of you that you can see takes a -2 penalty to saving throws (save ends).

Source: Adventurer's Vault 2 pg87

Bloodcut Armor +1/+2 Level 4/9 Uncommon

Level 4 +1 840 gp

Level 9 +2 4,200gp

Armor: Leather, hide

Enhancement Bonus: AC

Power (Healing Surge) Encounter: (minor action).

While you are bloodied, use this armor to gain resist damage all 10 until the end of your next turn

Source: Player's Handbook pg 227

Floating Lantern Level 3 Common

Wondrous Item: 680 gp

Property: This lantern casts light in a 10-square radius, and it never needs lighting or refilling. When you let go of the lantern, it continues to hang in the air where you leave it. If weight in excess of 1 pound is applied to the lantern, it falls to the ground.

As a move action, the last creature to hold the lantern can mentally command it to move up to 10 squares in any direction, but not more than 10 squares from the commanding creature.

Any creature holding the floating lantern or adjacent to it can set its light to be bright (10-square radius), dim (5-square radius), or off as a minor action.

Source: Adventurer's Vault pg171

Rod of Beguiling +2 Level 10 Rare

Level 10 +2 5,000gp

Implement: Rod

Enhancement Bonus: Attack rolls and damage rolls

Critical: +1d8 psychic damage

Property: You gain a +2 item bonus to Diplomacy and Intimidate checks.

Utility Power (Daily): Minor Action

Effect: Until the end of your next turn, enemies cannot attack you, or target you with any effect that targets an enemy. An enemy ignores this effect if you attack it, if it is marked by you, or if it is in your defender aura.

Source: Mordenkainen's Magnificent Emporium pg48

Staff of Command +1 Level 4 Uncommon

Level 4 +1 840 gp

Implement: Staff

Enhancement Bonus: Attack rolls and damage rolls

Critical: +1d6 psychic damage

Property: You gain a +1 item bonus to Diplomacy checks.

Attack Power (Encounter): Free Action

Trigger: You hit a target with a charm power using this staff.

Effect: You slide the target up to a number of squares equal to the staff's enhancement bonus, and the target grants combat advantage to you until the end of your next turn.

Source: Mordenkainen's Magnificent Emporium gp50

Quick Weapon +1/+2 Level 3/8 Uncommon

Level 3 +1 680 gp

Level 8 +2 3,400gp

Enhancement Bonus: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Free Action.

Use this power when you hit a target with this weapon. Make a basic attack with this weapon against a target of your choice.

Source: Adventurer's Vault pg76

EVENT SUMMARY: CORE4~1

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/CORE0401LFR>

The survey period closes on **01 November 2011**. 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:

Question 1: What was the fate of Kadda?

- Kadda died.
- Kadda escaped.
- Kadda was taken to Tipert
- Kadda was taken to City Watch (either one) or Song Fei
- Kadda was handed over to Jiao Teng / the Black Dragons

Question 2: Did the PCs believe Kadda / go along with his ransom plan?

- Yes
- No
- The PCs never met Kadda

Question 3: Which of the children were rescued?

- All of them
- Purhana only
- Everyone except Purhana
- None of them

Question 4: How interested are the players in seeing more adventures set in Phsant?

- The players are extremely interested in seeing more Phsant adventures.
- The players are somewhat interested in seeing more Phsant adventures.
- The players expressed no preference, or were evenly divided.
- The players are somewhat disinterested in seeing more Phsant adventures.
- The players do not want to return to Phsant under any circumstances.

Question 5: How do the players rate this adventure on a scale from 1 to 5, where 1 is the worst possible rating, 3 is average, and 5 is the best possible rating?

- One star (worst possible rating)
- Two stars (below expectations)
- Three stars (met expectations / average)
- Four stars (above expectations)
- Five stars (best possible rating)

Question 6: How do you, the DM, rate this adventure, using the same 5-point scale?