

CORE2-10

UPON THE SEA OF STARS

A DUNGEONS & DRAGONS®
LIVING FORGOTTEN REALMS ADVENTURE

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A power-hungry despot has seized control over the fabled earthmote Yaulazna. The Five Companies, now scattered, seek your help. How far are you prepared to travel and to what lengths will you go to confront the usurper? A **two-round (eight-hour)**, high-flying *Living Forgotten Realms* adventure set in Yaulazna and seas beyond for characters level 17-20. This adventure is a loose sequel to *CORE2-2 Rising of the Dark* and a direct sequel to *CORE2-3 High Infidelity*. Play of the prior adventures is not required, but this adventure concludes a Major Quest from CORE2-3.

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.

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 17 - 20. Characters that fall outside of the level range may not participate in the adventure. Make certain to check the levels of the PCs before beginning play to ensure that they are the proper level.

Each adventure has a low-level version and a high-level version. The low level is meant for a group whose levels, on average, fall in the lower levels of the adventure's level spread. The high level is meant for a group whose levels, on average, fall in the higher levels of the adventure's level spread.

A group may decide to play the high level when their levels are more suited to the low level 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 level when their levels are more suited to the high level 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 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.

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

In addition to the information provided herein, you might find it helpful to refer to Chapter 7: Threats (pages 254-256 of the *Forgotten Realms Campaign Guide*).

YLAZNA

Yaulazna was once a buccaneer haven on the coast of Halruaa, protected by the powerful magic of a renegade Halruaan mage. However, its arcane wards ran amok during the Spellplague, shattering the town and turning part of it into an earthmote. A handful of wizards fled from the destruction of Halruaa on five skyships and

came across Yaulazna floating above the dying nation. They sought shelter there and made the Yaulazna Pact, an agreement to protect one another from the threats of the region. From their position, they set out to assure their survival, and eventually the infamous skyfaring Five Companies were born.

Yaulazna staunchly maintains itself as neutral center for trade, welcoming all who respect its tenets. It even operates transports to and from the ground when open for commerce. Yaulazna operates separately from the Five Companies; governed by the Pact Council, formed of ranking members of each company, representatives from the village merchants, and a single member of House Jordain - a group dedicated to ensuring the security of Yaulazna. Jordaini enforcers, experts in hand-to-hand combat and defensive techniques, execute the will of the Pact Council and impose the rule of law even on the Five Companies.

Seric Vargenos, a corrupt and high-ranking Jordaini enforcer, has set out to overthrow the Pact Council and usurp governance over Yaulazna - seeking the power that comes with control over a highly-mobile earthmote capable of crossing into the Astral Sea. However, for as long as the Five Companies are able to come to the defense of Yaulazna, his coup cannot be possible. Thus, he has devised a plan to pit the Five Companies against each other and pick them off one by one.

RECENT EVENTS

Following the events of CORE2-3 *High Infidelity*, the Five Companies have been scattered across Faerûn and Seric Vargenos has overtaken Yaulazna with his loyal force of Jordaini enforcers. After disbanding the Pact Council and imprisoning those members that refused to swear him fealty, Seric established trade relations with the githyanki of Tu'narath, forming an agreement with the infamous githyanki admiral Nua'de. Seric has promised Nua'de access to Yaulazna as a staging ground from which to launch raids upon unsuspecting Faerûnian nations in return for military strength and a share of the profits. Admiral Nua'de has sent an ambassador to Yaulazna to begin negotiations. Meanwhile, the Five Companies captains plot to retake Yaulazna and have recruited a group of adventurers to help them in their assault.

DM'S INTRODUCTION

This is a pulp-action adventure designed to excite the players with fast-paced action both in and out of combat. Between floating earthmotes, soaring skyships, and swashbuckling pirates, this adventure presents numerous fantastic elements - but the onus is on you to

make the adventure as exciting as possible for the players! It features many new elements, so take the extra time to prepare. This adventure is designed to be played over two consecutive rounds and as such, takes approximately 8 hours to complete.

Reading up on Tu'narath and githyanki society may prove to be helpful. Information on Tu'narath can be found in the article *Tu'narath: City of Death*, pages 16-28 of *Dragon Magazine* 377 and Chapter 3: The Deep Astral Sea, pages 94-97 of *The Plane Above: Secrets of the Astral Sea*. Content from both sources is used throughout sections of this adventure.

This adventure builds on content from CORE2-3 *High Infidelity* and CORE2-2 *Rising of the Dark*. Before beginning the adventure, find out which story awards the players have from those adventures. They will be referenced throughout the course of this adventure.

The introduction sets the scene with the PCs having been recruited by the Five Companies captains to discuss the terms of their planned assault on Yaulazna. With the help of the captains, the PCs mount an aerial assault on Yaulazna and find themselves fighting against githyanki skiffs defending the mote. As they defeat the githyanki, the entire mote shifts to the Astral Sea, eluding the PCs. After interrogating the githyanki and their ambassador, the PCs learn of Seric's impending trade alliance with Admiral Nua'de, as well as the mote's destination within the Astral Sea - Tu'narath. The PCs reconvene with the Five Companies captains and formulate a plan that calls for beating Seric to Tu'narath, confronting Admiral Nua'de, and impersonating the admiral to gain entry to Yaulazna as Seric arrives at Tu'narath. However, they can only chase after Seric on a vessel capable of crossing into the Astral Sea, and the only known Spelljammer, the *Mistress of the Night*, is currently under the Chiang Emporium's control. The Spelljammer is docked in the city of Ravens Bluff.

Lacking the time and resources to negotiate a lease of the *Mistress of the Night*, the PCs devise a plan to "borrow" the vessel in order to stop Seric and spelljam into the Astral Sea. Using charts and maps found onboard the *Mistress of the Night*, the PCs navigate their way to Tu'narath. Upon arriving, the PCs locate a path of least resistance to gain entry to the githyanki city. The PCs face off against a githyanki dragonrider patrol before camouflaging the *Mistress of the Night* amongst the other ships and infiltrating Tu'narath. The PCs navigate Tu'narath's dangerous streets, trying to find a way to reach Admiral Nua'de without alerting him to their presence or being taken as slaves during their stay. When they finally find him, the PCs confront Admiral Nua'de and his personal guards to ensure that he is "indisposed" when Yaulazna reaches the city.

After they finish off the admiral, the PCs intercept Yaulazna disguised as Admiral Nua'de and his retinue, using the *Mistress of the Night* disguised as the admiral's personal ship. As Yaulazna approaches, the PCs sail out from Tu'narath and dock on the earthmote. Their disguise is good enough to get them onto the mote, but they are soon discovered to be impostors and attacked by a team of Jordaini enforcers. After defeating the enforcers, the PCs storm House Jordain's keep to face off against Seric and his personal bodyguards.

Once Seric is defeated, the PCs shift Yaulazna back to the prime material plane, barely eluding the rest of the admiral's fleet in hot pursuit of their leader's murderers. The PCs, regarded as heroes by the Pact Council and the Five Companies, are thanked and rewarded, but they must face the Chiang Emporium and answer for their actions in Ravens Bluff. This also sets up the possible use of the *Mistress of the Night* in future adventures.

PLAYER'S INTRODUCTION

If players have story award CORE46 **Kurkar's Gratitude** from CORE2-3 *High Infidelity*, give them Player Handout 1a. Otherwise, give them Player Handout 1b. After the PCs respond to the letter, read or paraphrase the following:

The meeting room aboard the Shield of Savras boasts a large table laden with delicacies from across Faerûn. Five elegant chairs sit on one end of the meeting table, four of them occupied by the captains of the infamous Five Companies skyships. Similar chairs reserved for you are placed facing the captains across the table.

After you've prepared a plate of food and settled into your seat, Captain Jorrz Errowd calls the meeting to order. "We all know why we are here, so I'll cut to the point. Seric Vargenos has seized Yaulazna. The Five Companies cannot allow this. We are the only hope for the people of Yaulazna! I propose that we unite our forces and use our remaining four skyships to assault the mote and remove Seric from power before he has a chance to do any lasting damage."

Captain Errowd leads the meeting. The PCs are treated as equals here. Captain Errowd does his best to answer any of the PCs' questions.

THE CAPTAINS

- Give Player's Handout 2 to the players to be used as a reference for information on the Five Companies, their captains, and House Jordain.

- The empty seat belonged to Mariss Bez, captain of the *Storm of Vengeance*. She was assassinated and her ship captured by Seric. (Note: If the majority of PCs who played CORE2-3 *High Infidelity* have story award CORE45 **Company Bez's Boon**, then Shil Yargo's seat is empty and the *Buccaneer's Tear* is the stolen skyship).
- The remaining 4 captains are eager to attack Yaulazna and remove Seric from power.

Y AULAZNA

- Yaulazna, also called the Mote of the Five, was once a buccaneer haven. The town was shattered during the Spellplague and turned into an earth mote.
- Yaulazna is an independent and neutral trade center. It was governed by the Pact Council, consisting of a ranking member of each of the Five Companies, representatives from the merchants, and a representative of House Jordain (the Yaulaznan security force).
- The Pact Council can control the velocity of the earth mote with the help of powerful magic. Some say that Yaulazna can enter the Astral Plane if directed to do so.

SERIC VARGENOS

- Seric is a corrupt, powerful Jordaini enforcer.
- Seric orchestrated the assassination of Ianzo Shton and framed Jorrr Errowd.
- In the resulting confusion, Seric overthrew the Pact Council and usurped governance over Yaulazna.

THE PLAN

- The Captains agree that Seric must be removed from power and the governance of Yaulazna returned to the Pact Council.
- They propose mounting an aerial assault on Yaulazna and want the PCs to help.
- In addition to the four skyships, the captains have armed and armored several of their own transports.
- They plan to assault Yaulazna at noon the next day, so PCs have time to prepare.

After everyone agrees to the plan, Captain Errowd takes the PCs to the hold where there are a dozen transports refitted with several arcane ballistae. If the PCs are part of an adventuring company, their ship bears the name of their adventuring company. If not, it is called the *Striker's Fury*.

Captain Errowd motions to a transport, twice the size of the others, outfitted with four arcane ballistae and covered in armored plating. Freshly painted on the hull is her name, [Striker's Fury]. "I had her specially commissioned in the hopes that you would agree to help us," says Captain Errowd proudly. "You'll be given a full crew to pilot her. Remember, these ships are powered by the magic of our skyships or Yaulazna itself. If you stray too far, the transport will not remain aloft. Is there anything else that you may require?"

Captain Errowd honors any reasonable request by the PCs. In addition, he gives the PCs a set of *sending stones* so that they can remain in communication during the battle. He asks that the stones be returned to him immediately after the battle.

If the PCs ask what happens should they fall (and only if they ask), Jorrr informs the PCs that he will "attune" them to *[Striker's Fury]* - a trick developed by the Five Companies captains to protect their crew from falling to their deaths. Once attuned, should the PCs fall within a reasonable distance of the ship, they will be teleported safely back to the nearest part of the ship. If the PCs do not think to ask, then this will be a pleasant surprise for any PCs that happen to fall overboard. Proceed to Encounter 1 when ready.

ENCOUNTER 1: ASSAULT ON YAULAZNA

ENCOUNTER LEVEL 19/21 (11500/16200 XP)

SETUP

This encounter includes the following creatures at the low tier:

- 1 Ambassador Adyla (level 18) (A)
- 2 gul'othran marauder (level 18) (G)
- 10 githyanki pirate (level 16) (M)

This encounter includes the following creatures at the high tier:

- 1 Ambassador Adyla (level 20) (A)
- 2 gul'othran marauder (level 20) (G)
- 10 githyanki pirate (level 18) (M)

DM NOTE: PACING

The encounter should take no longer than 1 hour. If the encounter is running long, consider having the githyanki surrender when they are close to defeat.

This combat is designed as a fast-paced aerial battle. Allow players to be creative with use of powers, such as summoning a wall in front of a mini-ship to make it crash. PCs should feel like they are in a dynamic battle with ships flying around on all sides!

When the adventurers are ready to begin the assault, read:

The sun reaches its zenith and Yaulazna comes into view. You launch [Striker's Fury] and lead the way as two-dozen other transports launch from the Five Companies' skyships towards the city.

As your battalion approaches the mote, scores of githyanki pirates piloting skiffs take off from Yaulazna. Arcane ballistae from the city itself open fire on your fleet. Blasts of arcane power explode all around [Striker's Fury]. After shooting down several of the small ships, you spot a skyship flying towards Yaulazna. Captain Errowd shouts, "Intercept that incoming vessel! We'll press forward here."

There is only one skyship that could be returning - the *Storm of Vengeance [Buccaneer's Tear]* that was stolen by Seric after he had the captain assassinated. As the PCs move to intercept the skyship, several of the small ships from Yaulazna break off from the main engagement to

pursue them. Throughout this combat, impress upon the PCs that their allies are taking losses, so they should capture the *Storm of Vengeance [Buccaneer's Tear]* and return to the main conflict as quickly as possible.

SHIP MOVEMENT

The rules for vehicular movement can be cumbersome and slow down play, so they have been simplified here. All ships, if not stopped, move 10 squares per round, and must move at least 5 squares. It costs 5 squares of movement to stop a ship or to turn it 90 degrees. The skiffs containing the githyanki pirates must follow these rules, and move freely about the combat on the pirate initiatives. It is recommended that you use the following script for the skyship and the PCs' transport:

- At the start of the first round, the ships move into the positions shown on the map. The PCs are 15 squares away from the skyship and the skyship has stopped to engage the PCs.
- At the start of the second round, the PCs' transport moves 10 squares closer to the skyship.
- At the start of the third round, the PCs' transport turns 90 degrees to face the same direction as the skyship and pulls alongside it. The ships stay in this relative position for the remainder of the combat.

FEATURES OF THE AREA

This area has a few important features.

Railings: All of the ships in this encounter have low railings. Any character forced over the edge of a ship can make a saving throw with a +2 bonus to fall prone at the edge, but stay aboard. If a PC fails the first save, grant an additional saving throw at +2 to grab hold and hang from the side of the ship.

Masts: The masts on the skyship are 40 feet (8 squares) high and provide cover. The mast on the PCs' armored transport is 20 feet (4 squares) high.

Boxes/Crates: Boxes and crates are difficult terrain and may provide cover.

Rowboats: The rowboats represent astral skiffs crewed by two minion pirates each. When both minions are killed, describe their deaths in dramatic fashion as the skiff explodes, crashes into the ground far below or into the earth mote, or some other cinematic effect. Skiffs are very light: If a skiff is caught in or next to a burst or blast effect, it is pushed one square away from the center of the burst or blast.

Pilots/Crew: Numerous non-combatants crew and pilot both the skyship and the PCs' transport during the combat. The armor on the ship protects the crew and

ships (so you do not need to track damage, dying crew members, or ships going out of control).

Arcane Ballistae: The squares on the map marked (B) represent Arcane Ballistae. These require a move action to load and a standard action to fire. They can only be aimed in the arc on the side of the ship that they are facing. The PCs can also use the ballistae. Stats for attacks that PCs can use with the ballistae are found on Player Handout 3. Cut out each stat block and hand them to the players. They can also be found below for your reference:

Arcane Ballista
R Freezing Shot (standard; at-will) ♦ Cold Ranged 20; +20 vs. Reflex; 2d8 + 6 cold damage, and the target is slowed (save ends)
A Fire Burst (standard; recharge 6) ♦ Fire Area burst 2 within 20; +18 vs. Reflex; 3d10 + 6 fire damage, and ongoing 10 fire damage (save ends)
A Lightning Burst (standard; recharge 6) ♦ Lightning Area burst 2 within 20; +18 vs. Reflex; 3d10 + 6 lightning damage, and the target is blinded (save ends)

TACTICS

Ambassador Adyla begins combat using *double attack* and *psychic sinkhole*. She uses *eye of the lich queen* when a PC could potentially be attacked by most or all of her allies, and *psychic defense* to defend herself from attacks.

The githyanki pirates fire their crossbows at the PCs each round. They maintain 3 empty squares between their skiffs when possible. The marauders use the arcane ballistae on the skyship until the PCs' transport pulls alongside it, at which point they engage in melee and attempt to keep the PCs away from the ambassador. If the PCs are not enjoying the aerial combat, the marauders can use *telekinetic leap* to board the PCs' transport. If the PCs are still too far away, one of the marauders can use his *swiftstrike shoes* to teleport aboard.

Any PC that falls overboard and is attuned to *[Striker's Fury]* (all PCs should be) appears on the deck of the ship rather than falling to his death. This is far from a pleasant experience, and PCs that experience this suffer 3d10 damage as there are violently ripped through space and land prone on the ship.

SCALING THE ENCOUNTER

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

Four PCs: Remove one gul'othran marauder and two githyanki pirates (and their skiff).

Six PCs: Add one gul'othran marauder and two githyanki pirates (and their skiff).

ENDING THE ENCOUNTER

When the PCs defeat the last enemy, they gain control of the Storm of Vengeance. Continue immediately with Encounter 2, as the earth mote shifts into the Astral Sea.

EXPERIENCE POINTS

The characters receive 2300/3240 experience points each for defeating the githyanki.

TREASURE

One of the gul'othran marauders is wearing *swiftstrike shoes* that the PCs may recover.

ENCOUNTER 1: ASSAULT ON YAULAZNA (LOW LEVEL)

Gul'othran Marauder		Level 18 Brute
Medium natural humanoid (githyanki)		XP 2,000
Initiative +12 Senses Perception +14; darkvision		
HP 210; Bloodied 105		
AC 30; Fortitude 31, Reflex 28, Will 29		
Saving Throws +2 against charm effects		
Speed 6		
m Silver Greatsword (standard, at-will) ♦ Psychic, Weapon		
+23 vs. AC; 2d10 + 6 damage plus 1d10 psychic damage.		
M Break-Through Strike (standard, at-will) ♦ Weapon		
+21 vs. Fortitude; 3d10 + 6 damage, and the gul'othran marauder pushes the target 3 squares.		
C Driving Storm (standard, recharge 5-6) ♦ Weapon		
Close burst 1; targets enemies; +21 vs. Fortitude; 2d10 + 9 damage, and the gul'othran marauder pushes the target 3 squares.		
Slave Taker (free, when the gul'othran marauder bloodies an enemy, encounter)		
The triggering enemy is dominated (save ends). The target takes a -5 penalty to saving throws against this effect if it is within 5 squares of the gul'othran marauder.		
Telekinetic Leap (move, encounter)		
The gul'othran marauder or an ally within 10 squares of it can fly 5 squares.		
Alignment Evil	Languages Common, Deep Speech	
Skills Nature +18		
Str 25 (+16)	Dex 17 (+12)	Wis 18 (+13)
Con 20 (+15)	Int 14 (+9)	Cha 12 (+10)
Equipment silver greatsword, scale armor		

One of the marauders gains the following power from his *swiftstrike shoes*:

Swiftstrike Shoes (move, daily) ♦ Teleportation
The gul'othran marauder teleports 20 squares to a space adjacent to an enemy within his line of sight.

Githyanki Pirate		Level 16 Minion
Medium natural humanoid (githyanki)		XP 350
Initiative +14 Senses Perception +12		
HP 1; a missed attack never damages a minion.		
AC 31; Fortitude 30, Reflex 28, Will 27		
Saving Throws +2 against charm effects		
Speed 5		
m Silver Longsword (standard, at-will) ♦ Psychic, Weapon		
+23 vs. AC; 13 psychic damage, and the target is marked until the end of the githyanki's next turn.		
r Crossbow (standard, requires when the githyanki spends a minor action to reload the weapon) ♦ Weapon		
Ranged 15/30; +23 vs. AC; 13 damage.		
Telekinetic Jump (move, encounter)		
The githyanki pirate flies 5 squares.		
Alignment Evil	Languages Common, Deep Speech	
Str 24 (+15)	Dex 22 (+14)	Wis 19 (+12)
Con 14 (+10)	Int 14 (+10)	Cha 14 (+10)
Equipment chainmail, light shield, silver longsword, crossbow with 10 bolts		

Ambassador Adyla		Level 18 Elite Controller
Medium natural humanoid (githyanki)		XP 4,000
Initiative +13 Senses Perception +13; darkvision		
HP 336; Bloodied 168		
AC 32; Fortitude 28, Reflex 31, Will 32		
Saving Throws +2 (+4 against charm effects)		
Speed 6		
Action Points 1		
m Silver Rapier (standard, at-will) ♦ Psychic, Weapon		
+23 vs. AC; 2d8 + 6 damage plus 1d8 psychic damage.		
r Eldritch Blast (standard, at-will) ♦ Implement		
Ranged 20; +22 vs. Reflex; 2d10 + 8 damage, and the target is slowed until the end of the ambassador's next turn.		
R Double Attack (standard, at-will) ♦ Implement		
Ambassador Adyla makes two eldritch blast attacks. If both attacks hit the same target, that target is dazed until the end of the ambassador's next turn.		
C Wracking Blast (standard, at-will) ♦ Implement, Psychic		
Close blast 3; +20 vs. Fortitude; 3d6 + 8 psychic damage, and until the end of the ambassador's next turn whenever the target damages the ambassador, the target takes 3d6 + 4 psychic damage.		
A Psychic Sinkhole (standard, at-will) ♦ Implement, Psychic		
Area burst 1 within 20; +20 vs. Will; 3d6 + 8 psychic damage. Effect: The burst creates a zone of energy that lasts until the end of the ambassador's next turn. Any creature that starts its turn within the zone loses its move action during that turn.		
R Eye of the Lich-Queen (standard, encounter) ♦ Implement, Psychic		
Ranged 10; +22 vs. Fortitude; 4d10 + 8 damage, and the target is marked until the end of the ambassador's next turn. While marked, the target loses concealment and total concealment, and all attacks against the target deal an additional 1d6 + 7 psychic damage.		
R Wrath of the Lich-Queen (standard, encounter) ♦ Fear, Implement, Psychic		
Ranged 10; +24 vs. Will; 5d10 + 8 damage, and the target is slowed and restricted to making basic attacks until the end of the ambassador's next turn. Miss: Half damage.		
Psychic Defense (immediate interrupt, when targeted by an attack, recharge 5-6)		
Ambassador Adyla gains a +4 bonus to her highest defense for this attack only, and the triggering enemy's attack targets that defense. If the attack hits, it deals half damage.		
Warlock's Curse (minor 1/round, at-will)		
Ambassador Adyla places a Warlock's Curse on the nearest enemy that she can see. Once per round, she gains a +2d6 bonus to a single damage roll against a cursed enemy.		
Pact of the Lich-Queen (free action, when the ambassador damages a bloodied enemy; encounter)		
The triggering enemy loses a healing surge and cannot spend healing surges (save ends).		
Telekinetic Leap (move, encounter)		
The ambassador or an ally within 10 squares of her can fly 5 squares.		
Alignment Evil	Languages Common, Deep Speech, Draconic	
Skills Arcana +19, Religion +19		
Str 12 (+10)	Dex 14 (+11)	Wis 13 (+10)
Con 16 (+12)	Int 21 (+14)	Cha 24 (+16)
Equipment silver rapier, rod, leather armor		

Note: Githyanki blackweave (*Plane Above*) with warlock class template, utility power set to recharge for simplicity.

ENCOUNTER 1: ASSAULT ON YAULAZNA (HIGH LEVEL)

Gul'othran Marauder		Level 20 Brute
Medium natural humanoid (githyanki)		XP 2,800
Initiative +13	Senses Perception +14; darkvision	
HP 230; Bloodied 115		
AC 32; Fortitude 33, Reflex 30, Will 31		
Saving Throws +2 against charm effects		
Speed 6		
m Silver Greatsword (standard, at-will) ♦ Psychic, Weapon		
+25 vs. AC; 2d10 + 8 damage plus 1d10 psychic damage.		
M Break-Through Strike (standard, at-will) ♦ Weapon		
+23 vs. Fortitude; 3d10 + 8 damage, and the gul'othran marauder pushes the target 3 squares.		
C Driving Storm (standard, recharge 5-6) ♦ Weapon		
Close burst 1; targets enemies; +21 vs. Fortitude; 2d10 + 11 damage, and the gul'othran marauder pushes the target 3 squares.		
Slave Taker (free, when the gul'othran marauder bloodies an enemy, encounter)		
The triggering enemy is dominated (save ends). The target takes a -5 penalty to saving throws against this effect if it is within 5 squares of the gul'othran marauder.		
Telekinetic Leap (move, encounter)		
The gul'othran marauder or an ally within 10 squares of it can fly 5 squares.		
Alignment Evil	Languages Common, Deep Speech	
Skills Nature +19		
Str 25 (+17)	Dex 17 (+13)	Wis 18 (+14)
Con 20 (+16)	Int 14 (+10)	Cha 12 (+11)
Equipment silver greatsword, scale armor		

One of the marauders gains the following power from his *swiftstrike shoes*:

Swiftstrike Shoes (move, daily) ♦ Teleportation
The gul'othran marauder teleports 20 squares to a space adjacent to an enemy within his line of sight.

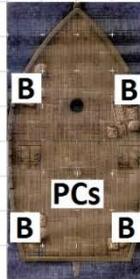
Githyanki Pirate		Level 18 Minion
Medium natural humanoid (githyanki)		XP 500
Initiative +15	Senses Perception +13	
HP 1; a missed attack never damages a minion.		
AC 33; Fortitude 32, Reflex 30, Will 29		
Saving Throws +2 against charm effects		
Speed 5		
m Silver Longsword (standard, at-will) ♦ Psychic, Weapon		
+25 vs. AC; 15 psychic damage, and the target is marked until the end of the githyanki's next turn.		
r Crossbow (standard, requires when the githyanki spends a minor action to reload the weapon) ♦ Weapon		
Ranged 15/30; +25 vs. AC; 15 damage.		
Telekinetic Jump (move, encounter)		
The githyanki pirate flies 5 squares.		
Alignment Evil	Languages Common, Deep Speech	
Str 25 (+16)	Dex 22 (+15)	Wis 19 (+13)
Con 14 (+11)	Int 15 (+11)	Cha 14 (+11)
Equipment chainmail, light shield, silver longsword, crossbow with 10 bolts		

Ambassador Adyla		Level 20 Elite Controller
Medium natural humanoid (githyanki)		XP 5,600
Initiative +14	Senses Perception +14; darkvision	
HP 368; Bloodied 184		
AC 34; Fortitude 30, Reflex 33, Will 34		
Saving Throws +2 (+4 against charm effects)		
Speed 6		
Action Points 1		
m Silver Rapier (standard, at-will) ♦ Psychic, Weapon		
+25 vs. AC; 2d8 + 8 damage plus 1d8 psychic damage.		
r Eldritch Blast (standard, at-will) ♦ Implement		
Ranged 20; +24 vs. Reflex; 2d10 + 10 damage, and the target is slowed until the end of the ambassador's next turn.		
R Double Attack (standard, at-will) ♦ Implement		
Ambassador Adyla makes two eldritch blast attacks. If both attacks hit the same target, that target is dazed until the end of the ambassador's next turn.		
C Wracking Blast (standard, at-will) ♦ Implement, Psychic		
Close blast 3; +22 vs. Fortitude; 3d6 + 10 psychic damage, and until the end of the ambassador's next turn whenever the target damages the ambassador, the target takes 3d6 + 6 psychic damage.		
A Psychic Sinkhole (standard, at-will) ♦ Implement, Psychic		
Area burst 1 within 20; +22 vs. Will; 3d6 + 10 psychic damage. Effect: The burst creates a zone of energy that lasts until the end of the ambassador's next turn. Any creature that starts its turn within the zone loses its move action during that turn.		
R Eye of the Lich-Queen (standard, encounter) ♦ Implement, Psychic		
Ranged 10; +24 vs. Fortitude; 4d10 + 10 damage, and the target is marked until the end of the ambassador's next turn. While marked, the target loses concealment and total concealment, and all attacks against the target deal an additional 1d6 + 7 psychic damage.		
R Wrath of the Lich-Queen (standard, encounter) ♦ Fear, Implement, Psychic		
Ranged 10; +26 vs. Will; 5d10 + 10 damage, and the target is slowed and restricted to making basic attacks until the end of the ambassador's next turn. Miss: Half damage.		
Psychic Defense (immediate interrupt, when targeted by an attack, recharge 5-6)		
Ambassador Adyla gains a +4 bonus to her highest defense for this attack only, and the triggering enemy's attack targets that defense. If the attack hits, it deals half damage.		
Warlock's Curse (minor 1/round, at-will)		
Ambassador Adyla places a Warlock's Curse on the nearest enemy that she can see. Once per round, she gains a +2d6 bonus to a single damage roll against a cursed enemy.		
Pact of the Lich-Queen (free action, when the ambassador damages a bloodied enemy; encounter)		
The triggering enemy loses a healing surge and cannot spend healing surges (save ends).		
Telekinetic Leap (move, encounter)		
The ambassador or an ally within 10 squares of her can fly 5 squares.		
Alignment Evil	Languages Common, Deep Speech, Draconic	
Skills Arcana +20, Religion +20		
Str 12 (+11)	Dex 14 (+12)	Wis 13 (+11)
Con 16 (+13)	Int 21 (+15)	Cha 24 (+17)
Equipment silver rapier, rod, leather armor		

Note: Githyanki blackweave (*Plane Above*) with warlock class template, utility power set to recharge for simplicity.

ENCOUNTER 1: ASSAULT ON YAULAZNA MAP

TILE SETS NEEDED
RPGA Ship Tiles x3



ENCOUNTER 2: INTERROGATION

SETUP

Captain Errowd, Captain of the *Shield of Savros*
Ambassador Adyla, female githyanki ambassador from Tu'narath

The PCs have captured the stolen skyship. Seric, having realized the battle is lost, shifts the mote to the Astral Sea to escape. Read the following:

As you capture the Storm of Vengeance [Buccaneer's Tear], an audible hum begins to emanate from the earth mote. You turn in time to see Yaulazna take on a ghostly sheen as it begins to fade from view. A moment later, the entire earth mote vanishes! The remaining githyanki skiffs, no longer near their power source, drop from the sky like stones, plummeting to the ground far below.

The PCs can question any of the captured githyanki. The githyanki are arrogant and confident in what they believe is a superior position, so they share the information below without hesitation.

Why are you here?

- Ambassador Adyla met with Seric to formalize an agreement.
- Seric expected an attack from the Five Companies, so he requested githyanki troops to defend the city.
- As a token of good will, Seric gifted the *Storm of Vengeance [Buccaneer's Tear]* to the ambassador.

What was this agreement?

- Seric had already established trade relations with Tu'narath.
- Seric offered to let the infamous githyanki admiral Nu'ade use Yaulazna as a staging ground to launch raids upon unsuspecting Faerûnian nations.
- In return, Seric was to receive military backing and a share of the profits.

Where is Seric/Yaulazna?

- Seric had been planning to shift Yaulazna into the Astral Sea to meet with Admiral Nu'ade himself.
- When it was clear that Ambassador Adyla was defeated, Seric must have shifted Yaulazna to the Astral Sea.

When the PCs are finished with their interrogation, the Five Company captains ask to meet with them again.

The skyship captains listen intently as you tell them what you have learned. Captain Errowd gives you a grim nod. "With the power of Yaulazna, the githyanki could launch a surprise attack anywhere in Faerûn at any time. We must act before Seric and Nu'ade can finalize this agreement. Perhaps you heroes are up for a little more adventure?"

- Captain Errowd suggests that the PCs travel to the Astral Sea to intercept Seric before he can make contact with the admiral.
- Yaulazna always phases to its last location in the Astral Sea. Although Errowd knows the general location, finding the mote is nearly impossible in the vastness of the Astral Sea. Thus, the PCs must go to Tu'narath and intercept it there.
- Because Tu'narath is constantly moving, it is difficult to locate even by an expert navigator.
- Seric will never allow an unfriendly ship to come anywhere near the mote. The PCs must find some way to sneak in or trick Seric into allowing them to dock.
- Captain Errowd cannot say how much time the PCs have. He believes that reaching Tu'narath on time is critical and to do that, the PCs must secure a spelljammer (a ship capable of both flight and astral travel).
- The only known spelljammer in Faerûn is the *Mistress of the Night*, which is owned by the Chiang Emporium, a merchant company, and is docked in Ravens Bluff.
- Captain Errowd can take the PCs to Ravens Bluff on the *Shield of Savros* in 4 hours.

ENDING THE ENCOUNTER

If the PCs killed all of the githyanki in Encounter 1, Captain Errowd has captured some of the pirates who can also provide the information in this encounter. When the PCs agree to seek out the *Mistress of the Night*, continue with Encounter 3.

Captain Errowd can sell the PCs a Raise Dead ritual scroll plus components at cost if necessary. Since it takes four hours to reach Ravens Bluff, PCs killed in Encounter 1 can be raised during this time.

TREASURE

The PCs receive 7000/12000 gp each for their assistance.

ENCOUNTER 3: JAMMIN'

SKILL CHALLENGE LEVEL 17/19,
COMPLEXITY 2 (3200/4800 XP)

SETUP

Important NPCs:

Aron Selkirk, merchant from Vesperin, founder of the Velarian Trade Alliance, leader of the Silver Ravens

Lin-Woh Chiang, head of the Chiang Emporium, Chiang representative to the Velerian Trade Alliance

Captain Eluryo Panahq, undead captain bound to the *Mistress of the Night*

The PCs arrive in Ravens Bluff and must secure the use of the *Mistress of the Night* to travel to the Astral Sea in pursuit of Seric.

As you approach the docks, you simply cannot miss the massive ship, glistening in the sunlight. Her hull, freshly painted in midnight black, bobs gently in the water of the harbor. The figurehead depicts a woman whose face is obscured, no matter which angle you view it from or how keen your eyesight. Emblazoned on the bow in gold leaf is the name, "Mistress of the Night."

Lin-Woh Chiang is giving Aron Selkirk a tour of the *Mistress of the Night*. PCs may have met Lin-Woh and Aron in past adventures. Otherwise, the NPCs recognize the PCs by reputation.

The Chiangs are considering giving the ship to the Velerian Trade Alliance (VTA) as a powerful tool. Some of her clan are against this plan and want to keep this ship for themselves, so she is waiting to hear word from Empress Ususi of High Imaskar, the original owner of the ship.

SKILL CHALLENGE: JAMMIN'

Goal: The PCs must quickly acquire use of the *Mistress of the Night*.

Complexity: 2 (6 successes before 3 failures)

Primary Skills: Acrobatics, Arcana, Athletics, Bluff, Diplomacy, Intimidate, Stealth, Thievery

Victory: The PCs quickly acquire the *Mistress of the Night* and jam into the Astral Sea.

Defeat: The PCs take too much time, but still acquire the *Mistress of the Night* and jam into the Astral Sea.

The following scenes are provided as examples. Feel free to customize the skill challenge based on what the

PCs choose to do, and give hints to the PCs about what skills might be useful if they're having trouble deciding. If a PC wants to use a skill that's not listed here and you think it's applicable, use DC 25/27 for the check.

At high-paragon, PCs should feel that they are overcoming significant obstacles. PCs have many powers and items that can aid in certain challenges. Award them a bonus to the check or an automatic success for good uses of powers or good ideas in general.

Throughout the skill challenge, relate to the PCs that they are in a race against time - every wasted moment brings Seric closer to Tu'narath. Each failure in this skill challenge reflects the expenditure of time, whether it be spending an hour negotiating with Aron Selkirk, or losing an hour trying to make it past the guards.

SCENE 1 - OLD FRIENDS (1 SUCCESS MAXIMUM)

Aron Selkirk and Lin-Woh Chiang greet you warmly as you walk up the gangplank of the Mistress of the Night. Aron smiles, "What brings you to Ravens Bluff, adventurers?"

Aron is not prepared to just hand over the *Mistress of the Night* to the PCs; they must convince him. PCs with story rewards related to the VTA such as **DALE16 Recognition of the Silver Ravens** from DALE1-6 or **DALE26 Representative of New Velar** from DALE2-2 receive an automatic success in this scene.

Diplomacy DC 20/22 (1 success; 1 maximum)

The PC quickly convinces Aron Selkirk that using the *Mistress of the Night* to defeat pirates demonstrates the strength of the VTA.

Intimidate DC 20/22 (1 success; 1 maximum)

The PC threatens to use political influence and publicly withdraws his support for the VTA if Aron does not lend them the ship.

Once the PCs earn one success and convince Aron to lend them the ship, continue with the following:

Lin-Woh speaks up, "My friends, the final arrangements have not yet been made, and I so must refuse this request. As you know, the Chiang is still in control of the ship, and the Royal Seal needed to bypass the wards anchoring the ship is safely in my vault in the Chiang compound." With this, Lin-Woh disembarks.

Lin-Woh is confident that the PCs will attempt to steal the ship. This all works in her favor. If the PCs are successful, she can take credit for lending them the ship.

If they fail, she can disavow any knowledge of their activities and avoid any blame. Aron points this out if the PCs are still hesitant to steal the ship from the Chiangs or do not figure it out on their own (with a DC 15/17 Insight check for example).

PUZZLE: ARRANGING KEY STONES

Once the PCs decide to steal the royal seal, Aron offers his help.

“When I arrived in Ravens Bluff, Lin-Woh showed me some of resources that the Chiang would make available to the alliance, including her vault. I caught a glimpse of the intricate arcane locking mechanism when she opened it. Perhaps some of you can figure out the lock combination while the others infiltrate the vault to get the Royal Seal.”

The PCs should decide who works on the puzzle-lock, and who breaks into the Chiang’s vault. They need a way to communicate between the two groups. If the PCs do not have the means on their own, they can purchase a ritual scroll of Sending in Ravens Bluff.

Aron provides the PCs with a duplicate of the lock mechanism. Cut out the puzzle located in Appendix 1 and give the players working on the lock Player Handout 3. Solving the puzzle is worth 2 successes in Scene 4. The remaining PCs continue with Scenes 2 and 3 while their allies work on the puzzle. Appendix 1 also contains the solution to the puzzle for your reference.

SCENE 2 – FINDING THE VAULT (1 SUCCESS MAXIMUM)

You enter the Chiang compound where merchants, guards, and servants purposefully go about their tasks. Somewhere in the restricted area lies the vault you seek.

Take some time to role-play scenes with the residents of the Chiang compound. Many citizens of Ravens Bluff have heard of the PCs deeds and may want a first-hand account of their adventures, a demonstration of their legendary skill, or even an autograph. Ultimately, the PCs must make it past the elite guards of the restricted area.

Stealth DC 20/22 (1 success; 1 maximum)

The PC is able to quickly sneak into the restricted area of the compound and avoid the elite guards who protect the vault area. (Use a group check if more than one PC wants to reach the vault).

Athletics DC 20/22 (1 success; 1 maximum)

The PC purposefully provokes the elite guards into chasing him. The PC can outrun the guards, and avoid being detained.

SCENE 3 – THE RAVENS BLUFF JOB (1 SUCCESS MAXIMUM)

As you slip away from the elite guards and into the restricted section of the compound, the hallway that leads to the vault comes into view. Beams of radiant energy create a web-like pattern across the length of the forty foot hallway. A door with a mechanism matching Aron’s description lies at the end of the hallway.

Acrobatics DC 25/27 (1 success; 1 maximum)

The PC bends and contorts into seemingly impossible positions to avoid the radiant beams and tumbles effortlessly to the vault. Failure means getting hit by a beam and losing a healing surge. A failure also triggers an alarm, increasing the DC of additional attempts by 5 as the PCs are forced to rush.

Arcana/Thievery DC 25/27 (1 success; 1 maximum)

The PC is able to quickly suppress/disable the beams long enough to reach the vault door. Failure results in an energy backlash, costing one healing surge. A failure also triggers an alarm, increasing the DC of additional attempts by 5 as the PCs are forced to rush.

SCENE 4 – VAULT LOCK (2 SUCCESSES MAXIMUM)

A four-by-four grid is attached to a ledge on the vault door. In a small compartment next to the grid are sixteen stones of various shapes and colors.

A PC that knows the solution must either be in front of the vault door or have some way to communicate the solution to the PC at the door. PCs may have powers or rituals to do this. If the PC in front of the door knows or learns the solution, he automatically gains 2 successes and proceeds directly to Scene 5.

If the PCs solving the puzzle are stuck (or the group skipped the puzzle), use the checks below to simulate opening the lock.

Arcana DC 25/27 (1 success; 2 maximum)

The PC senses a faint magical connection between one of the stones and a spot on the control panel. The character identifies the stone that fits into one slot. This information can be relayed to the puzzle-solvers.

Thievery DC 25/27 (1 success; 2 maximum)

The PC's experience with mechanisms proves useful and the character identifies the stone that fits into one slot. This information can be relayed to the puzzle-solvers.

Inside the vault, the PCs find the Seal of the Empress. The seal is a heavy disc six inches in diameter. The image of a regal woman is engraved on one side, and the other side appears to be blank but swirls with arcane energy that constantly changes color when held by someone who uses the arcane power source.

SCENE 5 – JAMMIN' (1 SUCCESS MAXIMUM)

The PCs make their way back to the Mistress of the Night. When they use the Royal Seal to dismiss the wards protecting the ship, read the following:

As you dismiss the wards protecting the ship, a skeletal man dressed in an ancient mariner's uniform of High Imaskari fashion appears on the deck.

Captain Eluryo Panahq recognizes any PCs who played CORE2-2 *Rising of the Dark* (PCs with story rewards CORE42 or CORE43 get a +4 bonus on checks made in this scene). He asks whether the Empress has decided how to command his services. He speaks with a strong High Imaskari accent (feel free to interpret that in any way you wish).

Captain Panahq is attuned to the *Mistress of the Night* and is the only one who can pilot the ship. PCs can show him the Royal Seal, but they must still convince him to take them to the Astral Sea.

Bluff DC 20/22 (1 success; 1 maximum)

The PC convinces Captain Panahq that he represents the direct wishes of Empress Ususi of High Imaskar. Panahq's sworn servitude requires him to follow the PC's orders.

Intimidate DC 20/22 (1 success; 1 maximum)

The PC uses his political clout to threaten to report to Empress Ususi that Panahq is hindering his efforts.

ENDING THE ENCOUNTER

Once the PCs have completed Scene 5, read the following:

Captain Panahq takes the helm and the ship rises gracefully into the air. The ship lurches forward as Eluryo exclaims, "Next stop - The Astral Sea!"

The Mistress of the Night shudders as time and space bend around her. A brief feeling of vertigo washes over you as everything around you seems to spin. The Mistress of the Night vanishes from the skies of Ravens Bluff.

Regardless of the outcome of the skill challenge, the PCs make it to the Astral Sea aboard the *Mistress of the Night*. What matters is whether or not the PCs took too much time to get there.

Success: After shifting into the Astral Sea, the PCs have enough time to take an extended rest before reaching Tu'narath (see Encounter 4).

Failure: After shifting into the Astral Sea, the PCs do not have enough time to take an extended rest before reaching Tu'narath (see Encounter 4).

EXPERIENCE POINTS

The characters receive 640/960 experience points each for completing the skill challenge, or half if they fail.

ENCOUNTER 4: THE SEA OF STARS

SETUP

The PCs have managed to “jam” into the Astral Sea. Using the astral chart aboard the *Mistress of the Night* and any knowledge that they may possess, they locate Tu’narath and search for the best way to enter the githyanki city. Prior to running this encounter, be sure to review Appendix 2.

“Welcome to the realm of the gods, adventurers!” Captain Panahq grins as your brief but stomach-churning voyage comes to an end. The infinite silver expanse is breath-taking and stretches as far as the eye can see, dotted by countless small shards of land. Captain Panahq pulls a rolled parchment from a shelf beneath the wheel and unfurls it. “Now, what be our heading?”

The parchment is an *astral chart* - a powerful magic item created by githyanki cartomancers. It changes with the Astral Sea so that it always reflects accurate data. Such maps are prized by the githyanki and typically found only in the hands of high-ranking captains, but Panahq secured one during a raid centuries ago.

The PCs can determine Tu’narath’s location and determine how much time they have before Yaulazna reaches Tu’narath based on information provided by Captain Errowd, depending on whether or not they succeeded in the skill challenge in Encounter 3:

- If the PCs succeeded at the skill challenge, Yaulazna reaches Tu’narath in 10 hours. Captain Panahq can navigate to Tu’narath within 8 hours himself, giving the PCs enough time to take an extended rest if they wish.
- If the PCs failed the skill challenge, Yaulazna reaches Tu’narath in 7 hours. Captain Panahq needs the PCs’ help to reach Tu’narath in 5 hours, giving them enough time to find the admiral. The PCs do not have enough time to take an extended rest.

NAVIGATING THE ASTRAL SEA

Travel in the Astral Sea requires effective navigation and steering. The *astral chart*, as useful as it is, still requires a certain level of interpretation. Captain Panahq needs an able crew to reach Tu’narath. However, in the interest of time, this is hand-waved in the adventure. If you do not face any time restrictions during play, feel free to improvise a small skill challenge to simulate the PCs acting as the ship’s crew and interpreting the *astral chart*, using skills including but not limited to Arcana, Athletics, Endurance, Insight, Nature, and Perception. Do not award any experience points for this option.

When the PCs reach Tu’narath, read the following:

Tu’narath looms ahead; an austere, rocky husk shaped like a corpse with a crowned head and six radiating arms, surrounded by floating fortresses of varying shapes and sizes. Each fortress mirrors the architectural austerity found in the city - grim towers connected by thick lengths of astral chain. Skiffs, warships, and spelljammers sail to and fro around the city. Getting any closer without being noticed seems impossible.

Captain Panahq gives the PCs a map of Tu’narath (provide the players with Player Handout 5), and warns that one just doesn’t fly up to Tu’narath and start looking around. The githyanki destroy foreigners at a whim and take what they want from the wreckage. He points out that the *Mistress of the Night* can be disguised to look like a githyanki ship, but warns that they will likely face githyanki patrols. Read the following:

Captain Panahq pulls a lever on the helm and almost instantly, the ship takes on a different appearance, seeming no different from the planar dromonds sailing around the city. “This be only an illusion, but it don’t be the first time this little trick has come in handy” whispers Captain Panahq. “I can’t do much about the patrols though. How might you propose we get in?”

The PCs must use their own knowledge of Tu'narath and githyanki society to formulate a plan to enter the city. Use the History DCs provided below to provide additional information to the PCs:

- **DC 15/17** Tu'narath is surrounded by floating fortresses from which squads of githyanki guard the city. Merchants are permitted into the city on occasion, but they must obtain a trade exemption from the guards at a fortress first. Merchant vessels approaching the city pass through numerous checkpoints to make sure they have a trade exemption.
- **DC 20/22** Those who show proper deference and respect, and who also show they have something to offer, may be escorted to a Floating Fortress to negotiate for a trade exemption granting access to the city's Merchant District. Foreigners are never permitted beyond the Merchant District's walls. Those caught beyond the Merchant District face execution, torture and execution, or thralldom and eventual death.
- **DC 25/27** There is no set price for what a trade exemption costs. The cost depends on the commander, the merchant, and the cargo to be delivered to the city. Merchants with goods in high demand can get into Tu'narath for a reasonable fee, while those with useless or impractical materials face such a prohibitive cost that venturing further would prevent any profit at all.

The remainder of this encounter should be fairly free-form as the PCs come up with a plan to enter the city. Ultimately, the PCs should have figured out that they need a trade exemption from a fortress, and should encounter the fortress guards presented in Encounter 5 at some point as they try to enter the city (unless they are exceptionally clever). The PCs should have also figured out that they must enter the city via the Docking Towers adjacent to the Merchant District. Use your discretion in determining when to proceed to Encounter 5.

The dragon rider guards command the PCs to halt their vessel when it is 75 feet (15 squares) away from the tower. If they refuse, combat begins immediately. A few options are provided below:

- The PCs try to enter as merchants. During their checkpoint at the fortress nearest the Docking Towers, the guards determine that the PCs are not merchants after all, or perhaps charge a trade exemption fee that the PCs are unwilling to spend. In this case, the dragon riders fly out to the *Mistress of the Night*.

- The PCs approach the flying fortress to pass through the checkpoint and then attack when they are challenged by the dragon riders. Try to make it clear that at their level, the PCs could overtake a flying fortress without facing overwhelming resistance. Combat begins when the *Mistress of the Night* when it is 75 feet (15 squares) away from the tower.
- The PCs were clever enough to avoid the combat entirely. Options for facing the dragon rider guards later on in the adventure are provided in Encounter 8.

Make it clear to the players that rather than being punished for their strategic thinking by a “forced combat,” they are being rewarded by only facing one patrol (as opposed to multiple, considering the size and military strength of the city). If you feel that the PCs planned particularly well or particularly poorly, feel free to modify Encounter 5 appropriately.

Note that githyanki kill githzerai on sight. If any PCs are githzerai, negotiation is not an option unless the identities of all githzerai PCs are concealed in some fashion.

ENDING THE ENCOUNTER

Proceed to Encounter 5 when combat with the dragon rider guards begins. If the PCs somehow managed to avoid combat, proceed to Encounter 6 instead.

ENCOUNTER 5: DRAGON RIDERS

ENCOUNTER LEVEL 19/21 (12000/16800 XP)

SETUP

This encounter includes the following creatures and traps at the low tier:

2 Tu'narathi dragonrider (level 18)

2 adult pact dragon (level 18) (D)

4 githyanki psychic archer (level 18) (P)

1 animated arcane ballista (B)

This encounter includes the following creatures and traps at the high tier:

2 Tu'narathi dragonrider (level 20)

2 adult pact dragon (level 20) (D)

4 githyanki psychic archer (level 20) (P)

1 animated arcane ballista (level 20) (B)

The PCs encounter a squad of githyanki dragonriders while trying to enter Tu'narath. This encounter may take place at one of the flying fortresses outside of the city, or along the coast of the city, depending on what happened in Encounter 4.

DM NOTE: PACING

The encounter should take no longer than 1 hour. If the encounter is running long, consider having the dragon riders retreat in search of reinforcements, stressing the urgency with which the PCs must finish the combat and grab a trade exemption.

If the PCs have not yet encountered the guards, read the following:

Upon the tallest tower of the fortress, a massive ballista turns toward your ship as archers take aim from behind arrow slits. Two red dragons with riders wielding silver swords emerge from behind the tower and prepare to charge.

If the PCs have already encountered the guards, read the following:

The dragons screech as their riders draw their silver swords. Upon the tallest tower of the fortress, a massive ballista turns toward your ship as archers take aim from behind arrow slits.

Roll initiative. Remember to adjust the starting positions of the enemies depending on how this encounter was

triggered. Typically, the *Mistress of the Night* starts 15 squares away from the tower.

Because the dragon riders and their mounts are both worth full experience, they do not follow the same rules as mounted PCs, per page 46 of the DMG. Both the dragons and their riders share the same initiative and the same move action, but each gets its own standard and minor action. For example, on their initiative, the dragon rider may make a *force bolt* attack as a minor action (thanks to *master dragon rider*) and then charge, making a *silver longsword* attack as the dragon makes a free *bite* attack (thanks to its *aggressive charger* ability). The dragon may then make a *breath weapon* attack, and follow it up by teleporting itself and its rider away using *astral jaunt*. Note that the charge action ends either the dragon's turn or the rider's turn, but not both.

Although the pact dragons may be flying, they may choose to move with the ship if they are adjacent to it (the dragon can grab a hold of the ship's hull with its talons).

Tu'narath has its own gravitational field in the Astral Sea - any creature that falls in the combat falls down to Tu'narath (potentially to his death). Since none of the combatants have the ability to apply forced movement, this shouldn't affect the PCs.

ADDITIONAL DEFENDERS?

Naturally, each flying fortress is defended by many more guards than those listed in this encounter. Those additional guards are left out of this encounter due to timing considerations. To help make sense of things for the players, keep in mind that the fortress actually contains four squads of guards, but of those, the only guards that pose a challenge to the PCs are listed in this encounter. During combat, describe scenes of the other guards joining the fray but having little impact on the overall combat as the PCs are able to easily avoid their attacks. If you aren't constrained for time, feel free to create an additional quick combat encounter inside the fortress using stats for githyanki provided elsewhere in the adventure.

SHIP MOVEMENT

The rules for vehicular movement can be cumbersome and slow down play, so they have been simplified here. Captain Panahq pilots *The Mistress of the Night* at all times. The ship, if not stopped, moves 10 squares per round, and must move at least 5 squares. It costs 5 squares of movement to stop a ship or to turn it 90 degrees. It is recommended that you use the following script for the movement of the ship unless the PCs request otherwise of the captain:

- At the start of the first round, the ship moves into position as shown.
- At the start of the second round, the ship moves 10 squares towards the tower, closing the distance to 5.
- At the start of the third round, the PCs' transport moves 5 squares to pull up to the tower and comes to a stop.

FEATURES OF THE AREA

This area has a few important features.

Arrow Slits: Arrow slits grant a target standing within 10 feet (2 squares) behind them superior cover. Creatures cannot gain line of effect through an arrow slit against a target more than 10 feet (2 squares) behind it. A creature attacking from 10 feet (2 squares) behind an arrow slit suffers a cover penalty on attacks, but does not suffer this penalty if standing adjacent to it. Creatures may use area bursts against targets behind arrow slits with no penalty.

Top Level: The guard tower is divided into two levels. The top level is the only level that the PCs can access from the *Mistress of the Night* without phasing or teleporting. The battlements on the top level prevent a character from being forced over the edge via a push, pull, or slide.

Bottom Level: The bottom level can be accessed via the trap door on the top level. The bottom level is depicted on the map beside the top level for simplicity, but it is actually directly below the top level. The ceiling of the bottom level is 15 feet (3 squares) high.

Trap Door: The trap door leads down to the bottom level. It can be opened as a minor action. The top level is connected to the bottom level via the trap door with a ladder that does not require an Athletics check to climb.

TACTICS

The dragon riders attack relentlessly, focusing on taking down the most vulnerable PCs quickly and efficiently before moving on to tougher opponents. They charge as often as possible to generate more attacks from their mounts and enable them to use their bonus skirmish damage. They also make it a point to remain in melee range above the deck of the ship whenever possible to keep melee PCs engaged in the combat and to reduce the risk of falling. The dragons save *astral jaunt* in case they are falling or need to escape a sticky situation. Each dragon uses its *pledged rider* ability to divide the damage evenly between itself and its rider. The dragon riders also have the following power available to them to protect themselves from devastating falls (or to mount or dismount their dragons with ease):

Telekinetic Tether (move or immediate reaction when falling, encounter)

The dragon rider can fly up to 12 squares, fly back to its mount's saddle, or fall to the ground without taking falling damage.

SCALING THE ENCOUNTER

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

Four PCs: Reduce the levels of the dragon riders and their mounts by 1, lowering their defenses, attacks and damage by 1, and their hit points by 8. Remove one of the psychic archers.

Six PCs: Increase the levels of the dragon riders and their mounts by 1, raising their defenses, attacks, and damage by 1, and their hit points by 8. Add another psychic archer.

ENDING THE ENCOUNTER

Once the PCs defeat these guards, they can make short work of the remaining guards in the fortress and obtain a trade exemption from within the fortress. They can find existing copies of trade exemptions to forge if necessary. Impress upon them the urgency with which they must leave and make it into the city before a patrol catches wind of what has transpired within the fortress.

EXPERIENCE POINTS

The characters receive 2400/3360 experience points each for defeating the fortress guards.

TREASURE

The PCs find a *foe binder ring* on one of the dragon riders. Additionally, if the PCs subdued one or both pact dragons, by knocking them unconscious instead of killing them, they may restrain one of the creatures in the hold of the *Mistress of the Night* and claim it as a mount at the end of the adventure. This is not an option that is normally available in LFR adventures, so give the players a clear clue that this is an option rather than treating it as a "gotcha" if they don't think of the possibility.

ENCOUNTER 5: DRAGON RIDERS (LOW LEVEL)

Tu'narathi Dragon Rider	Level 18 Soldier
Medium natural humanoid (githyanki)	XP 2,000
Initiative +18 Senses Perception +13	
HP 172; Bloodied 86	
AC 34; Fortitude 30, Reflex 31, Will 29	
Speed 6	
m Silver Longsword (standard, at-will) ♦ Psychic, Weapon	
+25 vs. AC; 2d8 + 5 damage plus 1d6 psychic damage, or 2d6 psychic damage if the target is weakened.	
r Force Bolt (standard, at-will) ♦ Force	
Ranged 10; +23 vs. Reflex; 2d10 + 7 force damage.	
M Dragon Rider's Challenge (standard, at-will) ♦ Weapon	
+25 vs. AC; 3d8 + 5 damage, and the target is marked by either the Tu'narathi dragon rider or its mount (rider's choice) until the end of the dragon rider's next turn.	
M Weakening Retribution (immediate interrupt, when a target marked by the Tu'narathi dragon rider or its mount makes an attack that doesn't include the creature marking it, at-will) ♦ Weapon	
+25 vs. AC; 2d8 + 10 damage, and the target is weakened until the end of the Tu'narathi dragon rider's next turn.	
Master Dragon Rider	
While mounted, a Tu'narathi dragon rider can make either a silver longsword attack or a force bolt attack once per round as a minor action.	
Telekinetic Leap (move, encounter)	
The dragon rider or an ally within 10 squares of it can fly 5 squares.	
Alignment Evil Languages Common, Deep Speech, Draconic	
Skills Arcana +14, Nature +18	
Str 17 (+12) Dex 25 (+16) Wis 18 (+13)	
Con 20 (+14) Int 11 (+9) Cha 13 (+10)	
Equipment silver longsword, leather armor	

Githyanki Psychic Archer	Level 18 Minion
Medium natural humanoid (githyanki)	XP 500
Initiative +12 Senses Perception +12	
HP 1; a missed attack never damages a minion.	
AC 30; Fortitude 29, Reflex 30, Will 29	
Saving Throws +2 against charm effects	
Speed 6	
m Silver Dagger (standard, at-will) ♦ Weapon	
+15/30; +25 vs. AC; 8 damage.	
r Psychic Shot (standard, requires longbow, at-will) ♦ Psychic, Weapon	
+15/30; +23 vs. Will; 10 psychic damage and the target is dazed until the end of its next turn.	
Telekinetic Jump (move, encounter)	
The githyanki psychic archer flies 5 squares.	
Alignment Unaligned Languages Common	
Skills Acrobatics +15	
Str 19 (+13) Dex 16 (+12) Wis 17 (+12)	
Con 21 (+14) Int 24 (+16) Cha 21 (+14)	
Equipment silver dagger, quiver with 20 arrows, leather armor, longbow	

Adult Pact Dragon	Level 18 Skirmisher
Large immortal magical beast (dragon, mount)	XP 2,000
Initiative +16 Senses Perception +18; darkvision	
HP 174; Bloodied 87	
AC 32; Fortitude 31, Reflex 30, Will 30	
Speed 7, fly 10 (hover), overland flight 14	
m Bite (standard, at-will)	
Reach 2; +24 vs. AC; 2d6 + 12 damage.	
M Aggressive Charger (while mounted by a friendly rider of 13 th level or higher, at-will) ♦ Mount	
When it charges, the pact dragon makes a bite attack in addition to its rider's charge attack.	
C Breath Weapon (standard; recharge 5-6) ♦ Fire	
Close blast 5; +20 vs. Reflex; 2d12 + 17 fire damage, and the target takes ongoing 10 fire damage (save ends).	
C Bloodied Breath (free, when first bloodied, encounter) ♦ Fire	
The dragon's breath weapon recharges, and the dragon uses it.	
Astral Jaunt (minor or immediate reaction when falling, recharge 6)	
♦ Mount, Teleportation	
The pact dragon and its rider teleport 10 squares.	
Pledged Rider (while mounted by a friendly rider of 13 th level or higher, at-will) ♦ Mount	
Any damage dealt to the pact dragon can be redirected to the rider, and vice versa.	
Skirmish +2d8	
If, on its turn, the pact dragon ends its move at least 4 squares away from its starting point, it deals 2d8 extra damage with its melee attacks until the start of its next turn.	
Alignment Unaligned Languages Draconic, telepathy 20	
Skills Endurance +20, Insight +18	
Str 26 (+17) Dex 22 (+15) Wis 18 (+13)	
Con 22 (+15) Int 15 (+11) Cha 16 (+12)	

Animated Arcane Ballista	Level 18 Blaster
Trap	XP 2,000
Trap: An arcane ballista perched atop the tower fires upon incoming enemy vessels.	
Perception	
◆DC 25: The character notices that the unmanned ballista seems to be moving on its own before it has had a chance to attack.	
Trigger	
When a non-githyanki, non-dragon comes within 15 squares of the ballista, it begins firing. The ballista acts on initiative counts 30 and 15, and always attacks the maximum number of opponents with its bursts and the closest opponents with its ranged attacks.	
Attack 1	
Standard Action	Area burst 1 within 20
Special: This attack recharges on a roll of 5 or 6 on a d6. The ballista uses this attack first during an encounter. Then, on each of the trap's subsequent turns, make a recharge roll before the attack. If the recharge is successful, it uses this attack instead of the one noted below.	
Target: All creatures in burst. The ballista is programmed to aim its bursts such that it does not attack githyanki or dragons, and aims its bursts to target the maximum number of creatures.	
Attack: +21 vs. Fortitude	
Hit: 3d6 + 9 cold damage, and the target is weakened and slowed (save ends both).	
Attack 2	
Standard Action	Ranged 20
Target: One non-githyanki, non-dragon creature	
Attack: +23 vs. Reflex	
Hit: 3d8 + 13 lightning damage.	
Countermeasures	
◆Succeeding on a complexity 1 skill challenge using either Arcana or Thievery at the hard DC disables the trap. The character disabling the trap must be adjacent to the ballista to do so. Each attempt requires a standard action. If the skill challenge results in failure, the ballista recharges its first attack and uses it against the character immediately, and the character must begin the skill challenge over again.	
◆The ballista has AC 30, Reflex 30, Fortitude 30, and hp 210. If it is destroyed, the trap is disabled.	

Note: Custom blaster trap based on Phantom Hunter trap (DMG2).

ENCOUNTER 5: DRAGON RIDERS (HIGH LEVEL)

Tu'narathi Dragon Rider	Level 20 Soldier
Medium natural humanoid (githyanki)	XP 2,800
Initiative +19 Senses Perception +14	
HP 188; Bloodied 94	
AC 36; Fortitude 32, Reflex 33, Will 31	
Speed 6	
m Silver Longsword (standard, at-will) ♦ Psychic, Weapon	
+27 vs. AC; 2d8 + 7 damage plus 1d6 psychic damage, or 2d6 psychic damage if the target is weakened.	
r Force Bolt (standard, at-will) ♦ Force	
Ranged 10; +25 vs. Reflex; 2d10 + 9 force damage.	
M Dragon Rider's Challenge (standard, at-will) ♦ Weapon	
+27 vs. AC; 3d8 + 7 damage, and the target is marked by either the Tu'narathi dragon rider or its mount (rider's choice) until the end of the dragon rider's next turn.	
M Weakening Retribution (immediate interrupt, when a target marked by the Tu'narathi dragon rider or its mount makes an attack that doesn't include the creature marking it, at-will) ♦ Weapon	
+27 vs. AC; 2d8 + 12 damage, and the target is weakened until the end of the Tu'narathi dragon rider's next turn.	
Master Dragon Rider	
While mounted, a Tu'narathi dragon rider can make either a silver longsword attack or a force bolt attack once per round as a minor action.	
Telekinetic Leap (move, encounter)	
The dragon rider or an ally within 10 squares of it can fly 5 squares.	
Alignment Evil Languages Common, Deep Speech, Draconic	
Skills Arcana +15, Nature +19	
Str 17 (+13) Dex 25 (+17) Wis 18 (+14)	
Con 20 (+15) Int 11 (+10) Cha 13 (+11)	
Equipment silver longsword, leather armor	

Githyanki Psychic Archer	Level 20 Minion
Medium natural humanoid (human)	XP 700
Initiative +13 Senses Perception +13	
HP 1; a missed attack never damages a minion.	
AC 32; Fortitude 31, Reflex 32, Will 31	
Saving Throws +2 against charm effects	
Speed 6	
m Silver Dagger (standard, at-will) ♦ Weapon	
+15/30; +27 vs. AC; 10 damage.	
r Psychic Shot (standard, requires longbow, at-will) ♦ Psychic, Weapon	
+15/30; +25 vs. Will; 12 psychic damage and the target is dazed until the end of its next turn.	
Telekinetic Jump (move, encounter)	
The githyanki psychic archer flies 5 squares.	
Alignment Unaligned Languages Common	
Skills Acrobatics +15	
Str 19 (+14) Dex 16 (+13) Wis 17 (+13)	
Con 21 (+15) Int 24 (+17) Cha 21 (+15)	
Equipment silver dagger, quiver with 20 arrows, leather armor, longbow	

Adult Pact Dragon	Level 20 Skirmisher
Large immortal magical beast (dragon, mount)	XP 2,800
Initiative +17 Senses Perception +19; darkvision	
HP 190; Bloodied 95	
AC 34; Fortitude 33, Reflex 32, Will 32	
Speed 7, fly 10 (hover), overland flight 14	
m Bite (standard, at-will)	
Reach 2; +26 vs. AC; 2d6 + 14 damage.	
M Aggressive Charger (while mounted by a friendly rider of 13 th level or higher, at-will) ♦ Mount	
When it charges, the pact dragon makes a bite attack in addition to its rider's charge attack.	
C Breath Weapon (standard; recharge 5-6) ♦ Fire	
Close blast 5; +22 vs. Reflex; 2d12 + 19 fire damage, and the target takes ongoing 10 fire damage (save ends).	
C Bloodied Breath (free, when first bloodied, encounter) ♦ Fire	
The dragon's breath weapon recharges, and the dragon uses it.	
Astral Jaunt (minor or immediate reaction when falling, recharge 6) ♦ Mount, Teleportation	
The pact dragon and its rider teleport 10 squares.	
Pledged Rider (while mounted by a friendly rider of 13 th level or higher, at-will) ♦ Mount	
Any damage dealt to the pact dragon can be redirected to the rider, and vice versa.	
Skirmish +2d8	
If, on its turn, the pact dragon ends its move at least 4 squares away from its starting point, it deals 2d8 extra damage with its melee attacks until the start of its next turn.	
Alignment Unaligned Languages Draconic, telepathy 20	
Skills Endurance +21, Insight +19	
Str 26 (+18) Dex 22 (+16) Wis 18 (+14)	
Con 22 (+16) Int 15 (+12) Cha 16 (+13)	

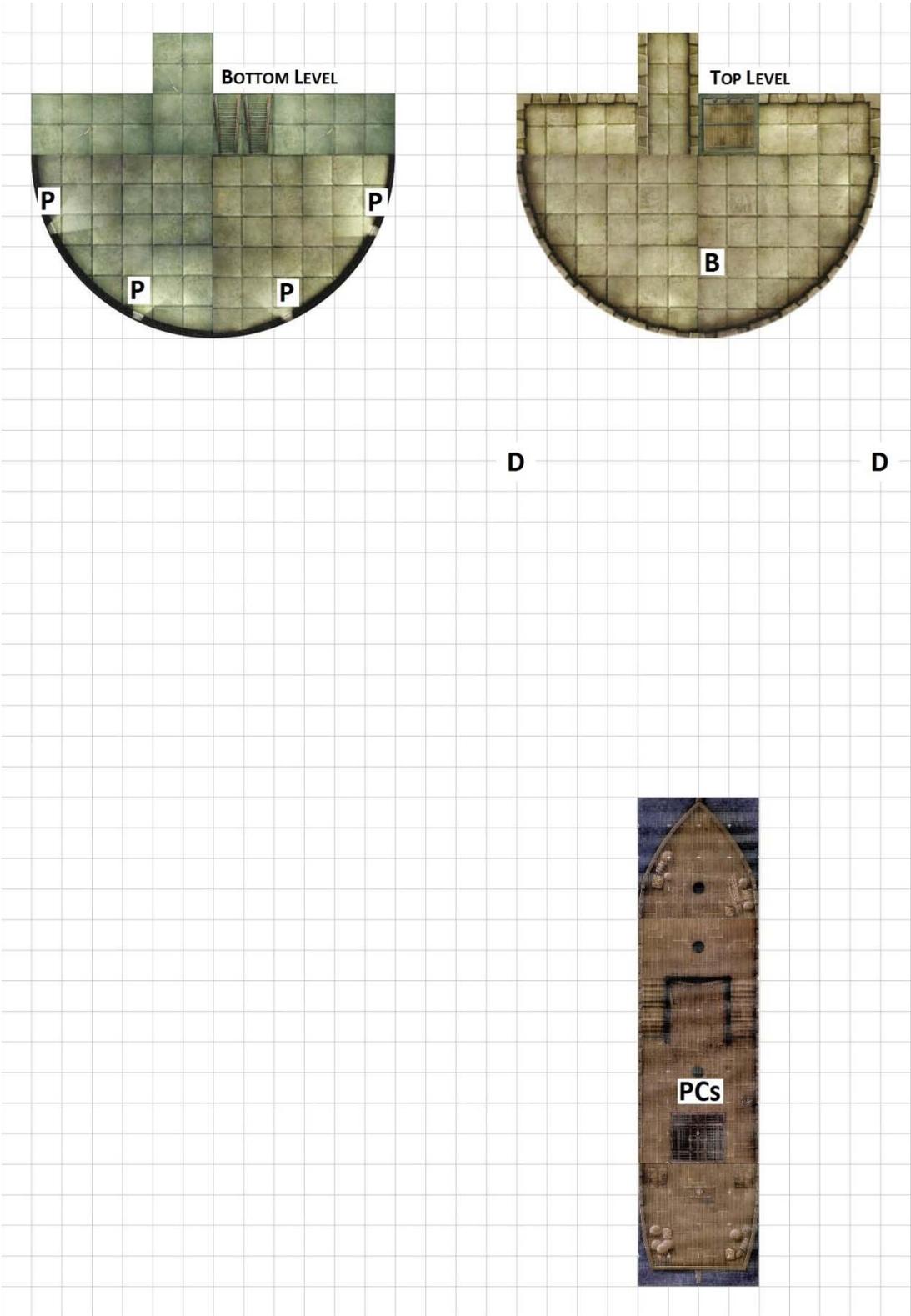
Animated Arcane Ballista		Level 20 Blaster
Trap		XP 2,800
Trap: An arcane ballista perched atop the tower fires upon incoming enemy vessels.		
Perception		
◆DC 25: The character notices that the unmanned ballista seems to be moving on its own before it has had a chance to attack.		
Trigger		
When a non-githyanki, non-dragon comes within 15 squares of the ballista, it begins firing. The ballista acts on initiative counts 30 and 15, and always attacks the maximum number of opponents with its bursts and the closest opponents with its ranged attacks.		
Attack 1		
Standard Action	Area burst 1 within 20	
Special: This attack recharges on a roll of 5 or 6 on a d6. The ballista uses this attack first during an encounter. Then, on each of the trap's subsequent turns, make a recharge roll before the attack. If the recharge is successful, it uses this attack instead of the one noted below.		
Target: All creatures in burst. The ballista is programmed to aim its bursts such that it does not attack githyanki or dragons, and aims its bursts to target the maximum number of creatures.		
Attack: +23 vs. Fortitude		
Hit: 3d6 + 11 cold damage, and the target is weakened and slowed (save ends both).		
Attack 2		
Standard Action	Ranged 20	
Target: One non-githyanki, non-dragon creature		
Attack: +25 vs. Reflex		
Hit: 3d8 + 15 lightning damage.		
Countermeasures		
◆Succeeding on a complexity 1 skill challenge using either Arcana or Thievery at the hard DC disables the trap. The character disabling the trap must be adjacent to the ballista to do so. Each attempt requires a standard action. If the skill challenge results in failure, the ballista recharges its first attack and uses it against the character immediately, and the character must begin the skill challenge over again.		
◆The ballista has AC 32, Reflex 32, Fortitude 32, and hp 230. If it is destroyed, the trap is disabled.		

Note: Custom blaster trap based on Phantom Hunter trap (DMG2).

ENCOUNTER 5: DRAGON RIDERS MAP

TILE SETS NEEDED

Arcane Towers x2, Halls of the Giant Kings x1, RPGA Ship Tiles x1



ENCOUNTER 6: INFILTRATING TU'NARATH

SKILL CHALLENGE LEVEL 17/20, COMPLEXITY 1 (1600/2400 XP)

SETUP

Sal'hadar, efreet merchant operating a ritual shop on Kyndl street

The PCs dock the *Mistress of the Night* at the Docking Towers and enter the Merchant District. They perform the following four tasks in finding Admiral Nu'ade:

- Discover the location of Admiral Nu'ade
- Exit the Merchant District aboard the *Mistress of the Night* and enter the Military District containing the Naval Citadel
- Gain entry into the Naval Citadel
- Find the admiral's quarters

Streets wind and twist through the packed Merchant District, overcrowded with houses, shops, bazaars, and countless edifices to githyanki military might. The guards at the Docking Towers were certainly thorough with their screenings, but your trade exemption helped you slip through. Seric will arrive with Yaulazna in just a few hours and Admiral Nu'ade cannot be allowed to be there when he does.

SKILL CHALLENGE: INFILTRATION

Goal: The PCs must locate Admiral Nu'ade and sneak into his quarters in the Naval Citadel.

Complexity: 1 (special, see below)

Primary Skills: Arcana, Bluff, Diplomacy, History, Insight, Intimidate, Perception, Stealth, Streetwise

Victory: The PCs find Admiral Nu'ade in the admiral's quarters without alerting him in advance.

Defeat: The PCs find Admiral Nu'ade in the admiral's quarters but he is prepared for their arrival.

The PCs cannot fail this skill challenge. Instead, each failure has an impact on the combat in Encounter 7. At the end of each scene, move on to the next scene regardless of whether or not the PCs succeeded at the skill check(s) in that scene.

If a PC wants to use a skill that's not listed here and you think it's applicable, use the hard DC for the check. Throughout the skill challenge, relate to the players that they are in an extremely dangerous city where if caught, a quick death for their PCs would be a blessing.

SCENE 1 – FINDING THE ADMIRAL (1 SUCCESS)

Merchants of every mortal race sell from established shops, open-air markets, or carts along the streets in the commercial center of the city. Bladelings and maruts hire out as mercenaries. Angels flit between the towering buildings on errands for their masters. Devils run bordellos and pleasure dens, tempting travelers with dubious offerings.

Despite its confinement behind steep walls, the Merchant District is the most cosmopolitan quarter in the city and commerce thrives here. The Merchant District is the one place in the city where non-githyanki are permitted, and as such the githyanki leave it to the merchants and foreigners to live as they wish.

With a Streetwise check, the PCs can learn that Admiral Nu'ade is the supreme commander of the Naval Society and operates out of the Naval Citadel located on the northernmost tip of the Military District on the northeast "arm" of the city (see Player Handout 5 for details). This is common information. However, Admiral Nu'ade has eyes and ears everywhere in the city, so the skill check represents the effort to discover his location without alerting him that they are searching for him.

Streetwise DC 25/27 (1 success; 1 maximum)

The PC discretely discovers that Admiral Nu'ade operates out of the Naval Citadel and its location. Furthermore, the PC learns that reaching the Naval Citadel is far easier by skiff than by foot, though the airways are guarded just as heavily.

If the PCs fail this check, they still learn the location of the citadel, but the admiral hears word of their search. Do not inform the PCs one way or the other.

SCENE 2 – SWITCHING DISTRICTS (1 SUCCESS)

The Merchant District is all that a visitor can expect to see in Tu'narath. Foreigners are never permitted beyond its walls. Githyanki soldiers, however, are able to pass between the Merchant and Military districts with ease.

In order to cross over into the Military District containing the Naval Citadel, the PCs must disguise themselves as githyanki guards.

The easiest way to accomplish this is for one PC to cast a Seeming ritual on the party. If the PCs do not have access to this ritual, it may be purchased from Sal'hadar, an efreeti merchant operating a ritual shop on Kyndl street, the Merchant District's busiest street. Role-play Sal'hadar as an eccentric and curious salesman.

Alternatively, the PCs can use some other means to disguise themselves as githyanki soldiers, such as disguise kits. Note that simply trying to bluff their way past the guards does not suffice.

Once disguised, the PCs have to supplement their disguises with a group Bluff or Stealth check. At least one PC must use the Bluff skill. If the PCs are under the effects of the *seeming* ritual, the PCs may use the caster's Arcana check in place of their roll at DC 15/17. Otherwise, use DC 25/27.

Bluff DC (15/17 or 25/27) (1 success; group check)

The PC plays the part of a githyanki soldier convincingly and is permitted to leave the Merchant District.

Stealth DC (15/17 or 25/27) (1 success; group check)

The PC avoids drawing any undue attention while his ally does the talking.

If the PCs fail this check, the guards see through their disguises and attack. The PCs defeat the guards and escape into the Military District, but not without sustaining injuries. Each PC loses two healing surges.

SCENE 3 - GETTING IN (1 SUCCESS)

Spartan fortresses, bristling towers, training compounds, and the pride of Gith stand firmly in the Military District. The Naval Citadel is an austere but impressive structure, guarded by a squadron of soldiers.

Tu'narath's military is divided into societies that are very competitive with one another. No one is permitted in the Naval Citadel unless he belongs to the naval society or has important business within. The PCs must either convince the guards to grant them entry, or find a way to sneak in. If the PCs sneak in, then they must succeed at a group check. Clever PCs may be able to convince the guards to tell them where the admiral's quarters are located. If they do, they receive an automatic success in the next scene.

Bluff/Diplomacy/Intimidate DC 20/22 (1 success)

The PC convinces the guards to grant entry into the Naval Citadel for himself and his men.

Stealth DC 25/27 (1 success; group check)

The PCs manage to sneak past the guards and make their way into the Naval Citadel without issue.

If the PCs fail to convince the guards to let them in, they must try to sneak in or pick a fight with the guards. If the PCs fail at trying to sneak in, then they are noticed and

attacked. Each PC loses a healing surge during the scuffle. In this case, the githyanki in the citadel are on high alert, increasing all DCs in Scene 4 by 5.

SCENE 4 - FINDING THE ADMIRAL (1 SUCCESS)

Bas-relief carvings depicting victories of Tu'narath's fleet adorn the walls of the Naval Citadel. Terriths bark orders at recruits in training yards and naval officers walk the maze-like halls of the enormous structure with purpose. The admiral's quarters could be anywhere.

If the PCs do not already know where the admiral's quarters are located, they must find them. The Naval Citadel is confusing. The PCs can either try to find the admiral's quarters on their own or they can ask one of the naval officers.

Bluff/Diplomacy/Intimidate DC 25/27 (1 success)

The PC convinces a passing githyanki soldier to tell him where the admiral's quarters are located without raising suspicion.

History DC 25/27 (1 success)

The PC relies on his knowledge of military bases and operations to determine the location of the admiral's quarters without raising suspicion.

Perception DC 25/27 (1 success)

The PC relies on visual cues to find his way to the admiral's quarters without raising suspicion.

Failure in one of these checks represents the PCs drawing too much attention to themselves and triggering an alarm. In this case, the alarm in the admiral's quarters is already active when the combat in Encounter 7 begins.

ENDING THE ENCOUNTER

Proceed to Encounter 7 as soon as the PCs complete Scene 4. The number of failures accrued during the skill challenge has an impact on the combat in Encounter 7.

If you are running this adventure during a timed convention slot, this marks the halfway point in the adventure and may be a good time to take a break (unless the PCs did not yet face the dragon riders, in which case, take a break after Encounter 7).

EXPERIENCE POINTS

The characters receive 320/480 experience points each for completing the skill challenge.

ENCOUNTER 7: ADMIRAL'S QUARTERS

ENCOUNTER LEVEL 19/21 (12000/16800 XP)

SETUP

This encounter includes the following creatures and traps at the low tier:

- 1 Admiral Nu'ade (A)
- 2 githyanki reaver (level 18) (W)
- 1 Tu'narath citadel alarm (T)
- 4+ Tu'narathi citadel guard (level 18)

This encounter includes the following creatures and traps at the high tier:

- 1 Admiral Nu'ade (level 20) (A)
- 2 githyanki reaver (level 20) (W)
- 1 Tu'narath citadel alarm (level 20) (T)
- 4+ Tu'narathi citadel guard (level 20)

The PCs find Admiral Nu'ade in his quarters in the Naval Citadel. The PCs may begin this encounter at an advantage, on a level playing field, or a disadvantage, depending on the number of failures they accrued during the skill challenge in Encounter 6. Refer to the following table to determine the starting conditions:

# of Failures	Starting Conditions
0	PCs have surprise round
1	No advantage for either side
2	Githyanki take best of 2 initiative rolls
3 or more	Githyanki have surprise round

DM NOTE: PACING

The encounter should take no longer than 1 hour and 15 minutes. If the encounter is running long and the PCs have not yet disabled the trap, consider stopping the waves of guards.

When the PCs enter the admiral's quarters, read the following:

The admiral's quarters is a richly decorated chamber dominated by a large round table at its center covered in maps and charts.

If the PCs have surprise, add the following:

Two [or three] githyanki soldiers stand over the table as another, wearing the trappings of a military

commander reclines in a large chair at the back of the chamber. They all appear surprised by your sudden appearance.

If no one has surprise, add the following:

Two [or three] githyanki soldiers stand over the table as another, wearing the trappings of a military commander rises from his large chair at the back of the chamber. His face contorts into a sneer as he shouts "Kill the intruders!"

If the admiral has surprise, add the following:

Two [or three] githyanki soldiers led by another wearing the trappings of a military commander attack with an unexpected quickness, as though they had anticipated your arrival.

When the alarm is activated, or if it is already active, read the following:

A shrill alarm fills the chamber and echoes throughout the citadel. You can barely make out the sounds of armored soldiers rushing down the hallways in response.

Roll initiative. Remember to adjust the starting positions of the enemies depending on how this encounter was triggered.

Admiral Nu'ade is a brilliant strategist but extremely paranoid (as are many of Tu'narath's high-ranking military officials). Oftentimes, he dresses as one of his officers and appoints one of his officers to serve as his proxy in case of an assassination attempts. As such, the githyanki sitting in the admiral's chair and wearing his uniform is actually just a githyanki reaver. The admiral is standing beside the table, disguised as the other reavers (i.e. one of his officers). The PCs should quickly realize the deception during the combat, but hopefully not before they've spent some resources on the reaver, trying to kill the "admiral" as quickly as possible.

The Tu'narath citadel alarm trap plays a major role in this combat. It requires a minor action to activate and once it is active, it emits a shrill alarm throughout the citadel, signaling for guards to come to the admiral's aid at once. Each round on initiative count 25, if the alarm is active, four Tu'narathi citadel guards rush into the admiral's quarters and join the combat. They may enter through either of the doors on the balconies, or behind the PCs at your discretion. Spread them out as you see fit. When the Tu'narath citadel alarm trap is disabled, the alarm ends and the guards stop arriving.

Note that both turrets must be destroyed or disabled in order for the alarm to be disabled. The trap is activated as a minor action by either the admiral or one

of his officers, whichever acts first. If the PCs failed Scene 4 of the skill challenge in Encounter 6, the alarm is active at the start of the round and begins attacking immediately. Allow the PCs to make Arcana or Perception checks as free actions to determine the fact that disabling the turrets would likely disable the alarm, and that the guards seem to be arriving in response to the alarm.

FEATURES OF THE AREA

This area has a few important features.

Table: The table is blocking terrain that can be used as cover. It is 4 feet high - characters can make Athletics checks to climb or jump up onto the table.

Chair: The admiral's chair is blocking terrain.

Balconies: The balconies are 10 feet (2 squares) above the ground. A PC that can jump 4 feet into the air can grab a hold of a balcony and climb up onto it as an additional move action. The balconies have battlements that provide cover to characters on the balcony. Characters on the ground below do not gain this benefit against attacks from the balcony.

Steps: The stairs that lead up and down from the balconies are difficult terrain.

Turrets: The turrets associated with the Tu'narath citadel alarm trap are affixed to the ceiling of the chamber. Non-flying characters have to be creative in finding ways to disable them. Encourage creative approaches, such as leaping from the balcony and hanging from the turret itself while attempting to disarm it (modify DCs at your discretion).

Ceiling: The ceiling in this chamber is 20 feet (4 squares) high.

TACTICS

If the githyanki have surprise, one of them activates the alarm (unless it is already active) and the others attack. The reavers attack immobilized or stunned PCs when possible.

Admiral Nu'ade reserves *hail of steel* for a situation when numerous allies can benefit from the extra attacks, using *instant planning* first to provide its bonus to the granted attacks. He also tries to save *exhorted counterattack* for when this bonus active. He uses the power stored in his sword against a particularly pesky opponent, such as a PC sustaining a damaging zone effectively. The admiral is liberal with his healing, but saves at least one *inspiring word* for himself (if not two). Note that creatures have two healing surges each, and their surge value is equal to half of their bloodied value.

Remember to confirm whether the PCs kill the reavers or knock them unconscious when they reduce

them to 0 so that you can determine whether or not the admiral can heal them.

SCALING THE ENCOUNTER

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

Four PCs: Remove two Tu'narathi citadel guards from each wave.

Six PCs: Add another githyanki reaver.

ENDING THE ENCOUNTER

Once the PCs defeat the admiral, they must quickly escape the Naval Citadel and get back to the *Mistress of the Night* in order to meet Seric. While escape is automatic, describe their escape in dramatic fashion.

If you do not face any time restrictions during play, feel free to improvise a small skill challenge to simulate the PCs escaping the citadel, using skills including but not limited to Acrobatics, Athletics, Endurance, Perception, and Stealth. Do not award any experience points for this option.

Proceed to Encounter 8 when ready.

EXPERIENCE POINTS

The characters receive 2400/3360 experience points each for defeating Admiral Nu'ade and his guards.

TREASURE

The PCs can recover a *baldric of valor* from the admiral, as well as the admiral's sword, a +4 *githyanki silver fullblade*. The PCs also find 10000/15000 gp worth of astral diamonds each in a chest in the admiral's quarters.

ENCOUNTER 7: ADMIRAL'S QUARTERS (LOW LEVEL)

Githyanki Reaver		Level 18 Brute
Medium natural humanoid (githyanki)		XP 2,000
Initiative +21 Senses Perception +11		
HP 208; Bloodied 104		
AC 30; Fortitude 31, Reflex 29, Will 29		
Saving Throws +2 against charm effects		
Speed 5		
m Silver Fullblade (standard, at-will) ♦ Psychic, Weapon		
+23 vs. AC; 2d12 + 5 damage plus 1d6 psychic damage (crit 2d12 + 29 + 6 psychic), plus 3d6 extra psychic damage if the target is immobilized.		
M Reaving Strike (standard, encounter) ♦ Psychic, Reliable, Weapon		
+21 vs. Fortitude; 3d12 + 5 damage plus 1d6 psychic damage (crit 2d12 + 41 + 6 psychic), and the target is immobilized (save ends).		
Telekinetic Leap (move, encounter)		
The githyanki warmonger or an ally within 10 squares of it can fly 5 squares.		
Alignment Evil	Languages Common, Deep Speech	
Str 24 (+16)	Dex 22 (+15)	Wis 14 (+11)
Con 18 (+13)	Int 15 (+11)	Cha 21 (+14)
Equipment silver fullblade, plate armor		

Tu'narath Citadel Alarm		Level 18 Lurker
Trap		XP 2,000
Trap: Two turrets on the ceiling of the admiral's quarters emit a shrill alarm throughout the citadel and attack intruders.		
Perception		
♦DC 25: The character notices the turrets emitting the alarm.		
Trigger		
The trap must be manually triggered. It can be triggered as a minor action from a switch underneath the table in the admiral's quarters or from a switch on the admiral's chair in the admiral's quarters. The trap begins emitting the alarm immediately when triggered, and begins making attacks at the initiative count of 30 on the round after it was activated. On initiative count 25, four Tu'narathi citadel guards join the combat.		
Attack		
Standard Action	Ranged 15	
Target: Each turret makes a separate attack. The turrets attack the two targets farthest from the center of the chamber.		
Attack: +23 vs. Reflex		
Hit: 3d8 + 13 psychic damage, and the target slides 5 squares towards the center of the chamber and is immobilized (save ends).		
Countermeasures		
♦ Each turret can be disabled by a single Arcana or Thievery check made as a standard action at the hard DC. The character disabling a turret must be adjacent to the turret to do so. If one turret is disabled, the trap only makes one attack at the start of each round. If both are disabled, the entire trap is disabled and the alarm ends.		
♦ Each turret has AC 32, Reflex 30, Fortitude 30, and hp 132. If it is destroyed, the trap is disabled. If one turret is destroyed, the trap only makes one attack at the start of each round. If both are destroyed, the entire trap is disabled and the alarm ends.		

Note: The citadel alarm is a custom trap. Admiral Nu'ade is a Githyanki warmonger (*Dungeon* 167) with the warlord class template. His utility power is set to recharge for simplicity.

Admiral Nu'ade		Level 18 Elite Soldier (Leader)
Medium natural humanoid (githyanki)		XP 4,000
Initiative +23 Senses Perception +12		
HP 340; Bloodied 170		
AC 34; Fortitude 31, Reflex 32, Will 31		
Saving Throws +2 (+4 against charm effects)		
Speed 6		
Action Points 1		
m Silver Fullblade (standard, at-will) ♦ Psychic, Weapon		
+25 vs. AC; 2d12 + 2 damage plus 1d10 psychic damage (crit 4d8 + 2d12 + 22 + 10 psychic).		
M Double Attack (standard, at-will) ♦ Psychic, Weapon		
Admiral Nu'ade makes two silver fullblade attacks. If both hit the same target, that target is knocked prone.		
R Telekinetic Crush (standard, at-will)		
Ranged 5; +23 vs. Fortitude; 1d10 + 2 damage, and the target is immobilized (save ends).		
C Soulsword Burst (standard, encounter) ♦ Psychic, Weapon		
Close burst 1; +23 vs. AC; 3d12 + 2 damage (crit 4d8 + 2d12 + 32), and the target takes ongoing 5 psychic damage and is stunned (save ends both).		
M Hail of Steel (standard, encounter) ♦ Psychic, Weapon		
+25 vs. AC; 4d12 + 2 damage plus 1d10 psychic damage (crit 4d8 + 2d12 + 41 + 10 psychic), and every ally within 5 squares of the admiral can make a basic attack as a free action.		
C Exhorted Counterattack (immediate reaction, when an ally within 20 squares is hit by an enemy, encounter) ♦ Healing		
Close burst 20; the ally spends a healing surge and then make two basic attacks against the triggering enemy. Both attack deal an extra 6 damage and if either hits, the target is dazed (save ends).		
C Instant Planning (minor, recharge 6)		
Close burst 5; Admiral Nu'ade and all allies in the burst gain a +6 bonus to attack rolls until the end of the admiral's next turn.		
C Inspiring Word (minor, 3/encounter) ♦ Healing		
Close burst 10; targets the admiral or one ally in burst; the target may spend a healing surge and gain an additional 4d6 hit points.		
Admiral's Tactics		
Admiral Nu'ade's melee attacks deal an additional 3d8 psychic damage to immobilized or stunned targets.		
Combat Leader		
Admiral Nu'ade and every ally within 10 squares that can see and hear him gain a +6 power bonus to initiative (already included).		
Telekinetic Leap (move, encounter)		
Admiral Nu'ade or an ally within 10 squares of her can fly 5 squares.		
Alignment Evil	Languages Common, Deep Speech	
Skills Athletics +19, History +17		
Str 24 (+16)	Dex 22 (+15)	Wis 17 (+12)
Con 18 (+13)	Int 16 (+12)	Cha 22 (+15)
Equipment +4 githyanki silver fullblade, plate armor		

Admiral Nu'ade gains the following from his +4 *githyanki silver fullblade*:

Githyanki Silver Sword (free, when the admiral hits with an attack, daily) ♦ Teleportation

The target is banished to a demiplane (save ends). It disappears from sight, cannot take actions, and cannot be targeted. On a save, the target reappears in the space it last occupied. If that space is occupied, the target returns to the nearest unoccupied space of its choosing.

ENCOUNTER 7: ADMIRAL'S QUARTERS (LOW LEVEL)

Tu'narathi Citadel Guard	Level 18 Minion
Medium natural humanoid (githyanki)	XP 500
Initiative +15	Senses Perception +13
HP 1; a missed attack never damages a minion.	
AC 33; Fortitude 32, Reflex 30, Will 29	
Saving Throws +2 against charm effects	
Speed 5	
m Silver Longsword (standard, at-will) ♦ Psychic, Weapon +25 vs. AC; 15 psychic damage, and the target is marked until the end of the githyanki's next turn.	
r Crossbow (standard, recharges when the githyanki spends a minor action to reload the weapon) ♦ Weapon Ranged 15/30; +25 vs. AC; 15 damage.	
Telekinetic Jump (move, encounter)	
The githyanki flies 5 squares.	
Alignment Evil	Languages Common, Deep Speech
Str 25 (+16)	Dex 22 (+15) Wis 19 (+13)
Con 14 (+11)	Int 15 (+11) Cha 14 (+11)
Equipment chainmail, light shield, silver longsword, crossbow with 10 bolts	

Note: Githyanki pirate (*Dungeon* 168).

ENCOUNTER 7: ADMIRAL'S QUARTERS (HIGH LEVEL)

Githyanki Reaver		Level 20 Brute
Medium natural humanoid (githyanki)		XP 2,800
Initiative +22 Senses Perception +12		
HP 228; Bloodied 104		
AC 32; Fortitude 33, Reflex 31, Will 31		
Saving Throws +2 against charm effects		
Speed 5		
m Silver Fullblade (standard, at-will) ♦ Psychic, Weapon +25 vs. AC; 2d12 + 7 damage plus 1d6 psychic damage (crit 2d12 + 31 + 6 psychic), plus 3d6 extra psychic damage if the target is immobilized.		
M Reaving Strike (standard, encounter) ♦ Psychic, Reliable, Weapon +21 vs. Fortitude; 3d12 + 7 damage plus 1d6 psychic damage (crit 2d12 + 43 + 6 psychic), and the target is immobilized (save ends).		
Telekinetic Leap (move, encounter) The githyanki warmonger or an ally within 10 squares of it can fly 5 squares.		
Alignment Evil	Languages Common, Deep Speech	
Str 24 (+17)	Dex 22 (+16)	Wis 14 (+12)
Con 18 (+14)	Int 15 (+12)	Cha 21 (+15)
Equipment silver fullblade, plate armor		

Tu'narath Citadel Alarm		Level 20 Lurker
Trap		XP 2,800
Trap: Two turrets on the ceiling of the admiral's quarters emit a shrill alarm throughout the citadel and attack intruders.		
Perception ♦DC 27: The character notices the turrets emitting the alarm.		
Trigger The trap must be manually triggered. It can be triggered as a minor action from a switch underneath the table in the admiral's quarters or from a switch on the admiral's chair in the admiral's quarters. The trap begins emitting the alarm immediately when triggered, and begins making attacks at the initiative count of 30 on the round after it was activated. On initiative count 25, four Tu'narathi citadel guards join the combat.		
Attack		
Standard Action	Ranged 15	
Target: Each turret makes a separate attack. The turrets attack the two targets farthest from the center of the chamber.		
Attack: +25 vs. Reflex		
Hit: 3d8 + 15 psychic damage, and the target slides 5 squares towards the center of the chamber and is immobilized (save ends).		
Countermeasures ♦ Each turret can be disabled by a single Arcana or Thievery check made as a standard action at the hard DC. The character disabling a turret must be adjacent to the turret to do so. If one turret is disabled, the trap only makes one attack at the start of each round. If both are disabled, the entire trap is disabled and the alarm ends. ♦ Each turret has AC 34, Reflex 32, Fortitude 32, and hp 144. If it is destroyed, the trap is disabled. If one turret is destroyed, the trap only makes one attack at the start of each round. If both are destroyed, the entire trap is disabled and the alarm ends.		

Note: The citadel alarm is a custom trap. **Admiral Nu'ade** is a Githyanki warmonger (*Dungeon* 167) with the warlord class template. His utility power is set to recharge for simplicity.

Admiral Nu'ade		Level 20 Elite Soldier (Leader)
Medium natural humanoid (githyanki)		XP 5,600
Initiative +24 Senses Perception +13		
HP 372; Bloodied 186		
AC 36; Fortitude 33, Reflex 34, Will 33		
Saving Throws +2 (+4 against charm effects)		
Speed 6		
Action Points 1		
m Silver Fullblade (standard, at-will) ♦ Psychic, Weapon +27 vs. AC; 2d12 + 4 damage plus 1d10 psychic damage (crit 4d8 + 2d12 + 24 + 10 psychic).		
M Double Attack (standard, at-will) ♦ Psychic, Weapon Admiral Nu'ade makes two silver fullblade attacks. If both hit the same target, that target is knocked prone.		
R Telekinetic Crush (standard, at-will) Ranged 5; +25 vs. Fortitude; 1d10 + 4 damage, and the target is immobilized (save ends).		
C Soulword Burst (standard, encounter) ♦ Psychic, Weapon Close burst 1; +25 vs. AC; 3d12 + 4 damage (crit 4d8 + 2d12 + 34), and the target takes ongoing 5 psychic damage and is stunned (save ends both).		
M Hail of Steel (standard, encounter) ♦ Psychic, Weapon +27 vs. AC; 4d12 + 4 damage plus 1d10 psychic damage (crit 4d8 + 2d12 + 44 + 10 psychic), and every ally within 5 squares of the admiral can make a basic attack as a free action.		
C Exhorted Counterattack (immediate reaction, when an ally within 20 squares is hit by an enemy, encounter) ♦ Healing Close burst 20; the ally spends a healing surge and then make two basic attacks against the triggering enemy. Both attack deal an extra 6 damage and if either hits, the target is dazed (save ends).		
C Instant Planning (minor, recharge 6) Close burst 5; Admiral Nu'ade and all allies in the burst gain a +6 bonus to attack rolls until the end of the admiral's next turn.		
C Inspiring Word (minor, 3/encounter) ♦ Healing Close burst 10; targets the admiral or one ally in burst; the target may spend a healing surge and gain an additional 4d6 hit points.		
Admiral's Tactics Admiral Nu'ade's melee attacks deal an additional 3d8 psychic damage to immobilized or stunned targets.		
Combat Leader Admiral Nu'ade and every ally within 10 squares that can see and hear him gain a +6 power bonus to initiative (already included).		
Telekinetic Leap (move, encounter) Admiral Nu'ade or an ally within 10 squares of her can fly 5 squares.		
Alignment Evil	Languages Common, Deep Speech	
Skills Athletics +20, History +18		
Str 24 (+17)	Dex 22 (+16)	Wis 17 (+13)
Con 18 (+14)	Int 16 (+13)	Cha 22 (+16)
Equipment +4 githyanki silver fullblade, plate armor		

Admiral Nu'ade gains the following from his +4 githyanki silver fullblade:

Githyanki Silver Sword (free, when the admiral hits with an attack, daily) ♦ Teleportation The target is banished to a demiplane (save ends). It disappears from sight, cannot take actions, and cannot be targeted. On a save, the target reappears in the space it last occupied. If that space is occupied, the target returns to the nearest unoccupied space of its choosing.

ENCOUNTER 7: ADMIRAL'S QUARTERS (HIGH LEVEL)

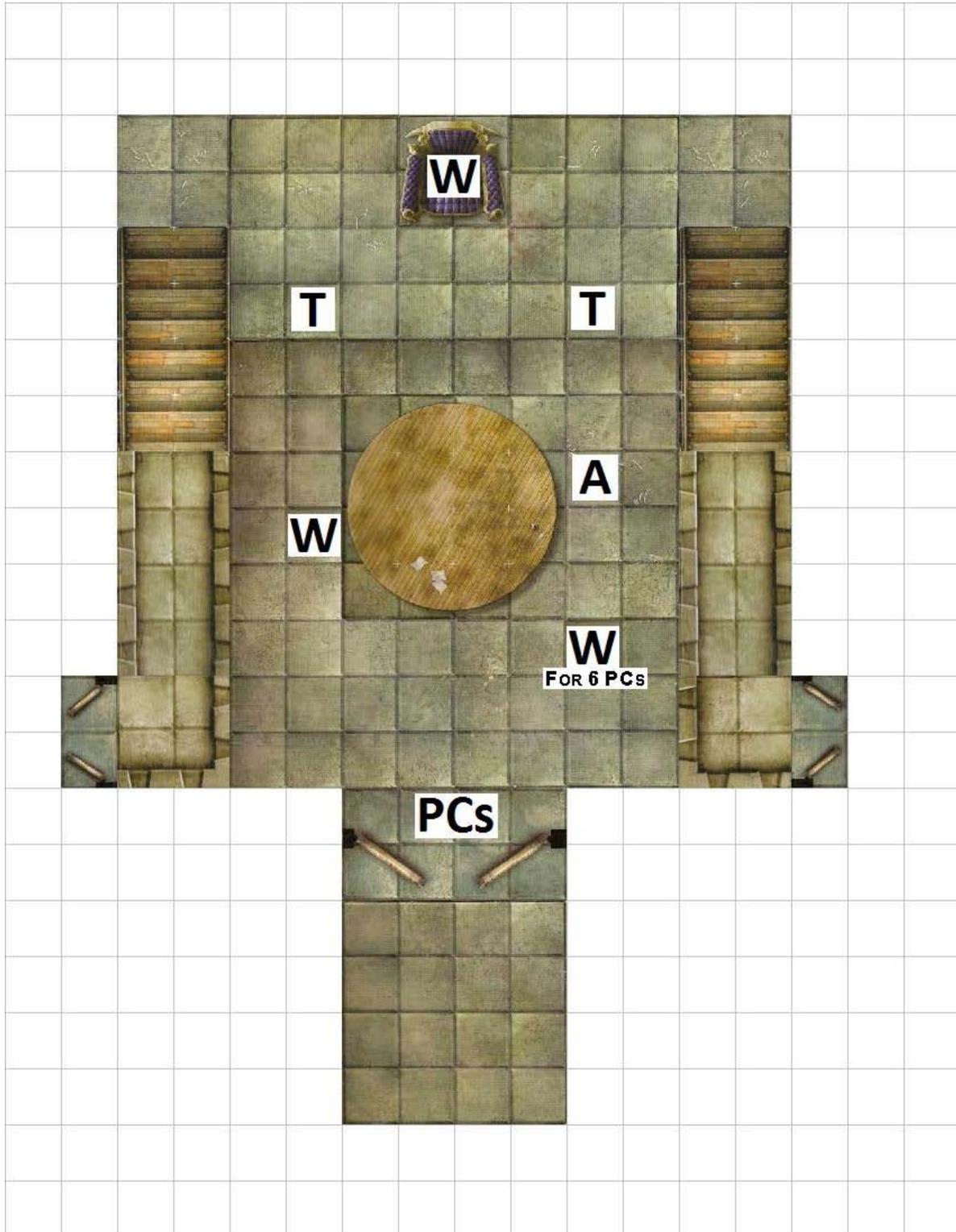
Tu'narathi Citadel Guard	Level 20 Minion
Medium natural humanoid (githyanki)	XP 700
Initiative +16	Senses Perception +14
HP 1; a missed attack never damages a minion.	
AC 35; Fortitude 34, Reflex 32, Will 31	
Saving Throws +2 against charm effects	
Speed 5	
m Silver Longsword (standard, at-will) ♦ Psychic, Weapon +27 vs. AC; 17 psychic damage, and the target is marked until the end of the githyanki's next turn.	
r Crossbow (standard, recharges when the githyanki spends a minor action to reload the weapon) ♦ Weapon Ranged 15/30; +27 vs. AC; 17 damage.	
Telekinetic Jump (move, encounter) The githyanki flies 5 squares.	
Alignment Evil	Languages Common, Deep Speech
Str 25 (+17)	Dex 22 (+16) Wis 19 (+14)
Con 14 (+12)	Int 15 (+12) Cha 14 (+12)
Equipment chainmail, light shield, silver longsword, crossbow with 10 bolts	

Note: Githyanki pirate (*Dungeon* 168).

ENCOUNTER 7: ADMIRAL'S QUARTERS MAP

TILE SETS NEEDED

Arcane Towers x2, Halls of the Giant Kings x1



ENCOUNTER 8: SHEEP'S CLOTHING

SETUP

The PCs have escaped the Naval Citadel and must now prepare to leave Tu'narath upon the *Mistress of the Night* disguised as Admiral Nu'ade.

Yaulazna appears on the horizon as you make your way back to the Mistress of the Night. Eluryo greets you with a laugh. "Made it back alive, I see! You adventurers be full of surprises." Eluryo points toward Yaulazna. "Now I want off this blasted corpse as much as anyone, but he be expecting some gith admiral and you ain't him. If he sees a crew of adventurers, he'll shift that mote back so fast it'll make our heads spin."

If the PCs did not encounter the dragon riders in Encounter 5, they are spotted from one of the flying fortresses as they leave Tu'narath. Run that combat now and then proceed with the rest of this encounter.

This encounter should be fairly free-form. The PCs must come up with a plan to disguise themselves as Admiral Nu'ade and his retinue. The PCs should know that they have to make some effort here - charging directly at Yaulazna will only result in failure, so do your best to discourage this sort of thinking.

Encourage creativity in guiding the players' choices. The best possible disguise would be another *seeming* ritual, or the creative use of the admiral's corpse. However, the PCs could use disguise kits, don the uniforms of the officers they defeated in the previous encounter, or concoct another ruse. Ultimately, the PCs must succeed at a Bluff check DC 20/22 to fool the welcoming committee in Encounter 9.

The Market Square is nearly deserted as you approach Yaulazna aboard the Mistress of the Night. Captain Panahq pilots her gently toward the docks where four men in red uniforms await.

Most of Yaulazna's residents are not pleased with Seric's rise to power, so many of the enforcers are needed in other parts of the city to keep the peace. Seric has sent Captain Var'ai and four elite enforcers to meet the admiral. For Var'ai's safety, Seric assigned one of his bound air elementals to serve Var'ai. The elemental is currently invisible, due to its *phantom on the winds* feature.

If the PCs failed to establish an effective disguise as githyanki and/or failed their Bluff check, run Option 1. Otherwise, continue with the following:

Disembarking from the Mistress of the Night, you spot a githyanki soldier entering the Market Square. He wears the uniform of a kithrak, the githyanki rank of captain. The enforcers bow their heads to you in deference.

Ask the players if they would like to keep up their charade, or try to surprise the enforcers now. If they opt to make a surprise attack immediately, proceed to Option 2. Otherwise, proceed to Option 3.

OPTION 1: YOU'RE NOT GITHYANKI!

As you pull into the dock, a cry rises up from the Jordaini enforcers as they assume combat stances. "Kill the impostors!"

Captain Var'ai hears the alarm and sends his air elemental to engage the PCs. Proceed to Encounter 9. The PCs begin combat aboard the *Mistress of the Night*. Captain Var'ai does not appear in the encounter, as he is able to run off and warn Seric without being noticed.

OPTION 2: SURPRISE!

You catch the Jordaini Enforcers in the Market Square by surprise with a well-coordinated attack. The githyanki on the far end of the square turns on his heels and prepares to flee.

Captain Var'ai sends his air elemental to engage the PCs and prepares to flee so that he can warn Seric. Proceed to Encounter 9. Captain Var'ai begins combat on the opposite end of the Market Square from the PCs, who begin at the dockside edge of the square.

OPTION 3: WE COME IN PEACE

The enforcers greet you with cool regard. As the githyanki soldier approaches, his facial expression changes as he takes a second look at the ship and at you. "It's a trap! Hold them here - Seric must be warned!" With that, he turns to flee the square.

Captain Var'ai sends his air elemental to engage the PCs and prepares to flee so that he can warn Seric. Proceed to Encounter 9. Captain Var'ai begins in the center of the Market Square with the PCs.

ENDING THE ENCOUNTER

Proceed to Encounter 9 as soon as combat begins. Be sure to adjust the PC and NPC starting positions appropriately depending on the outcome of this encounter.

ENCOUNTER 9: WELCOMING COMMITTEE

ENCOUNTER LEVEL 18/20 (10800/15350 XP)

SETUP

This encounter includes the following creatures at the low tier:

- 2 Jordaini enforcer captains (level 18) (C)
- 2 Jordaini psions (level 18) (P)
- 1 greater air elemental (A)
- 1 Captain Var'ai (non-combatant) (V)

This encounter includes the following creatures at the high tier:

- 2 Jordaini enforcer captains (level 20) (C)
- 2 Jordaini psions (level 20) (P)
- 1 greater air elemental (level 22) (A)
- 1 Captain Var'ai (non-combatant) (V)

DM NOTE: PACING

The encounter should take no longer than 1 hour. If the encounter is running long, consider having the Jordaini enforcers surrender when they are close to defeat.

The setup for this encounter depends largely on the results of Encounter 8. See the notes for that encounter to determine the correct starting positions for the PCs and for Captain Var'ai. This is very important as it will significantly affect the way this encounter plays out.

Note that Jordaini enforcers are essentially monks; describe and role-play them as such.

FEATURES OF THE AREA

Stalls/Cart: The stalls and horse cart are blocking terrain. For purposes of jumping on or over these obstacles, the stalls are 10 feet high, and the horse cart is 7 feet high.

Fountain: The fountain is blocking terrain that can be used as cover. PCs can make a DC 20 Arcana check to identify this fountain as a *fountain of heroes*. Any PC that drinks from this fountain as a standard action may spend an action point to regain (but not trigger) two expended healing surges.

TACTICS

On initiative count 20 each round, Captain Var'ai spends a standard action to take Total Defense (gaining

+2 to all defenses until the start of his next turn), and a move action to move his speed towards the edge of the map (marked as "escape" on the map). He does not attack. One time only, he can use *telekinetic leap* to fly 5 squares (which he can use to fly over the cart blocking the escape path). If he makes it off the edge of the map, he has escaped - remove him from the combat.

The Jordaini enforcers work together to control the PCs and prevent them from stopping Captain Var'ai. The enforcer captains use *reflect attack* when hit by a high-damage melee attack, and the psions use *psionic prison* against soft targets. Avoid using this power multiple times against the same PC, as it can spoil a player's fun if abused.

The air elemental begins combat invisible. PCs can notice a shimmer in the air with a DC 33/34 Perception check before it begins attacking. It flies at least 10 feet (2 squares) above the ground, preferring to stay out of reach as it picks out easy targets. It uses *engulfing winds* in preference to *slam* attacks when possible, flying high into the air with the engulfed PC, forcing that PC to take falling damage upon escaping or if the elemental is slain. Be reasonable with the elemental's altitude - try not to frustrate the players too much.

SCALING THE ENCOUNTER

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

Four PCs: Remove one Jordaini psion.

Six PCs: Add one Jordaini enforcer captain.

ENDING THE ENCOUNTER

If Captain Var'ai escapes (automatic in Option 1), he fights alongside Seric in Encounter 10.

If the PCs took any captives, they can question them to discover Seric's location within the center tower of the citadel on Yaulazna. If they killed all enemies, they each lose one healing surge fighting various Jordaini patrols while they search the city for Seric (unless they have another means to find him) and he is warned of their arrival (see Encounter 10 for details).

EXPERIENCE POINTS

The characters receive 2160/3070 XP each for defeating the Jordaini enforcers and the air elemental.

TREASURE

If Captain Var'ai is captured, the PCs find an *eye of discernment* (otherwise, they can find it in Encounter 10).

ENCOUNTER 9: WELCOMING COMMITTEE (LOW LEVEL)

Jordaini Enforcer Captain		Level 18 Soldier	
Medium natural humanoid (human)		XP 2,000	
Initiative +17		Senses Perception +14	
HP 167; Bloodied 83			
AC 33; Fortitude 31, Reflex 30, Will 29			
Speed 6			
m Unarmed Strike (standard, at-will)			
+23 vs. AC; 3d8 + 13 damage, and the target is marked until the end of the enforcer's next turn.			
C Psionic Challenge (standard, at-will) ♦ Force			
Close blast 3; targets enemies; +21 vs. Will; 3d6 + 8 force damage, and the target is marked until the end of the enforcer's next turn.			
M Reflect Attack (immediate interrupt, when an enemy hits the enforcer with a melee attack, recharges if this power misses)			
+24 vs. Will; the target takes the same damage dealt by the attack.			
R Redirect Attack (immediate interrupt, when a marked enemy makes a melee or ranged attack that does not include the enforcer, at-will)			
The triggering enemy attacks the enforcer instead.			
Quick Escape (move, at-will) ♦ Teleportation			
The Jordaini enforcer teleports 5 squares to a square not adjacent to an enemy.			
Alignment Evil		Languages Common	
Skills Insight +19			
Str 24 (+16)	Dex 22 (+15)	Wis 20 (+14)	
Con 15 (+11)	Int 16 (+12)	Cha 10 (+9)	
Equipment robes			

Note: Kalareem Nerra (MM3) reflavored, mirror step slightly adjusted to make sense for new creature.

Jordaini Psion		Level 18 Controller	
Medium natural humanoid (human)		XP 2,000	
Initiative +10		Senses Perception +11	
HP 173; Bloodied 86			
AC 30; Fortitude 29, Reflex 30, Will 31			
Speed 6			
m Warping Strike (standard, at-will) ♦ Teleportation			
+21 vs. Will; 3d8 + 8 damage, and the target teleports to a space adjacent to one of the psion's allies within 10 squares.			
r Warping Bolt (standard, at-will) ♦ Force, Teleportation			
Ranged 5; +21 vs. Fortitude; 2d10 + 15 force damage, and the psion teleports the target 3 squares.			
R Psionic Prison (standard, recharge 5-6) ♦ Teleportation			
Ranged 10; +21 vs. Will; the target is restrained and loses line of effect to all squares other than its own and no creature has line of effect to it (save ends). Until the effect ends, whenever the psion takes damage, the target takes 20 damage. When the effect ends, the target appears in an unoccupied square of the psion's choice within 5 squares. If the psion drops to 0 hit points, the effect ends.			
Quick Escape (move, at-will) ♦ Teleportation			
The Jordaini psion teleports 5 squares to a square not adjacent to an enemy.			
Alignment Evil		Languages Common	
Skills Arcana +20, Bluff +18, Diplomacy +18, Insight +16			
Str 12 (+10)	Dex 13 (+10)	Wis 14 (+11)	
Con 21 (+14)	Int 22 (+15)	Cha 19 (+13)	
Equipment robes			

Note: Sillit Nerra (MM3) reflavored, mirror step slightly adjusted to make sense for new creature.

Greater Air Elemental		Level 20 Lurker	
Large elemental magical beast (air)		XP 2,800	
Initiative +22		Senses Perception +10	
HP 143; Bloodied 71			
AC 34; Fortitude 31, Reflex 33, Will 32			
Vulnerable 10 fire			
Speed 0, fly 10 (hover)			
m Slam (standard, at-will)			
Reach 2; +25 vs. AC; 3d10 + 8 damage.			
M Engulfing Winds (standard, at-will)			
Reach 2; +23 vs. Fortitude; the elemental slides the target into its space, and the target is grabbed. Until the grab ends, the target is dazed and takes ongoing 20 damage. When the elemental moves, the grabbed creature moves with it, remaining in the elemental's space. The elemental moves at full speed while it has a creature grabbed, and it need not spend a standard action or make an attack roll to move a grabbed creature.			
Phantom on the Wind			
The greater air elemental becomes invisible whenever it starts its turn without an enemy adjacent to it. The invisibility lasts until the end of its next turn or until it attacks.			
Alignment Unaligned		Languages understands Primordial	
Skills Stealth +23			
Str 22 (+16)	Dex 27 (+18)	Wis 11 (+10)	
Con 17 (+13)	Int 5 (+7)	Cha 8 (+9)	

Captain Var'ai		Level 20 Soldier	
Medium natural humanoid (githyanki)		XP -	
Initiative +18		Senses Perception +18	
HP 190; Bloodied 95			
AC 36; Fortitude 34, Reflex 32, Will 31			
Saving Throws +2 against charm effects			
Speed 6			
m Silver Fullblade (standard, at-will) ♦ Psychic, Weapon			
+27 vs. AC; 1d12 + 6 damage plus 1d8 psychic (crit 2d12 + 18 + 8 psychic), and the next time the target takes damage before the start of the captain's next turn, it takes 1d8 extra psychic damage.			
R Telekinetic Snare (standard, at-will)			
Ranged 5; +25 vs. Fortitude; the target slides 2 squares and is immobilized (save ends).			
C Devastating Arc (standard, recharge 6) ♦ Psychic, Weapon			
Close burst 1; Captain Var'ai makes a silver fullblade attack against each enemy in burst.			
C Emperor's Voice (standard, encounter) ♦ Healing			
Close burst 5; each ally in burst regains 20 hit points.			
Telekinetic Leap (move, encounter)			
Captain Var'ai or an ally within 10 squares of it can fly 5 squares.			
Alignment Evil		Languages Common, Deep Speech	
Skills History +14, Insight +18			
Str 26 (+16)	Dex 23 (+16)	Wis 16 (+13)	
Con 22 (+13)	Int 15 (+12)	Cha 18 (+14)	
Equipment silver fullblade, plate armor			

Note: Githyanki kith'rak (Dungeon 168).

ENCOUNTER 9: WELCOMING COMMITTEE (HIGH LEVEL)

Jordaini Enforcer Captain		Level 20 Soldier	
Medium natural humanoid (human)		XP 2,800	
Initiative +18	Senses Perception +15		
HP 183; Bloodied 91			
AC 35; Fortitude 33, Reflex 32, Will 31			
Speed 6			
m Unarmed Strike (standard, at-will)			
+25 vs. AC; 3d8 + 15 damage, and the target is marked until the end of the enforcer's next turn.			
C Psionic Challenge (standard, at-will) ♦ Force			
Close blast 3; targets enemies; +23 vs. Will; 3d6 + 10 force damage, and the target is marked until the end of the enforcer's next turn.			
M Reflect Attack (immediate interrupt, when an enemy hits the enforcer with a melee attack, recharges if this power misses)			
+26 vs. Will; the target takes the same damage dealt by the attack.			
Redirect Attack (immediate interrupt, when a marked enemy makes a melee or ranged attack that does not include the enforcer, at-will)			
The triggering enemy attacks the enforcer instead.			
Quick Escape (move, at-will) ♦ Teleportation			
The Jordaini enforcer teleports 5 squares to a square not adjacent to an enemy.			
Alignment Evil		Languages Common	
Skills Insight +20			
Str 24 (+17)	Dex 22 (+16)	Wis 20 (+15)	
Con 15 (+12)	Int 16 (+13)	Cha 10 (+10)	
Equipment robes			

Note: Kalareem Nerra (MM3) reflavored, mirror step slightly adjusted to make sense for new creature.

Jordaini Psion		Level 20 Controller	
Medium natural humanoid (human)		XP 2,800	
Initiative +11	Senses Perception +12		
HP 189; Bloodied 94			
AC 32; Fortitude 31, Reflex 32, Will 33			
Speed 6			
m Warping Strike (standard, at-will) ♦ Teleportation			
+23 vs. Will; 3d8 + 10 damage, and the target teleports to a space adjacent to one of the psion's allies within 10 squares.			
r Warping Bolt (standard, at-will) ♦ Force, Teleportation			
Ranged 5; +23 vs. Fortitude; 2d10 + 17 force damage, and the psion teleports the target 3 squares.			
R Psionic Prison (standard, recharge 5-6) ♦ Teleportation			
Ranged 10; +23 vs. Will; the target is restrained and loses line of effect to all squares other than its own and no creature has line of effect to it (save ends). Until the effect ends, whenever the psion takes damage, the target takes 20 damage. When the effect ends, the target appears in an unoccupied square of the psion's choice within 5 squares. If the psion drops to 0 hit points, the effect ends.			
Quick Escape (move, at-will) ♦ Teleportation			
The Jordaini psion teleports 5 squares to a square not adjacent to an enemy.			
Alignment Evil		Languages Common	
Skills Arcana +21, Bluff +19, Diplomacy +19, Insight +17			
Str 12 (+11)	Dex 13 (+11)	Wis 14 (+12)	
Con 21 (+15)	Int 22 (+16)	Cha 19 (+14)	
Equipment robes			

Note: Sillit Nerra (MM3) reflavored, mirror step slightly adjusted to make sense for new creature.

Greater Air Elemental		Level 22 Lurker	
Large elemental magical beast (air)		XP 4,150	
Initiative +24	Senses Perception +12		
HP 156; Bloodied 78			
AC 36; Fortitude 33, Reflex 35, Will 34			
Vulnerable 10 fire			
Speed 0, fly 10 (hover)			
m Slam (standard, at-will)			
Reach 2; +27 vs. AC; 3d10 + 9 damage.			
M Engulfing Winds (standard, at-will)			
Reach 2; +25 vs. Fortitude; the elemental slides the target into its space, and the target is grabbed. Until the grab ends, the target is dazed and takes ongoing 20 damage. When the elemental moves, the grabbed creature moves with it, remaining in the elemental's space. The elemental moves at full speed while it has a creature grabbed, and it need not spend a standard action or make an attack roll to move a grabbed creature.			
Phantom on the Wind			
The greater air elemental becomes invisible whenever it starts its turn without an enemy adjacent to it. The invisibility lasts until the end of its next turn or until it attacks.			
Alignment Unaligned		Languages understands Primordial	
Skills Stealth +25			
Str 23 (+17)	Dex 28 (+20)	Wis 12 (+10)	
Con 18 (+15)	Int 6 (+8)	Cha 9 (+10)	

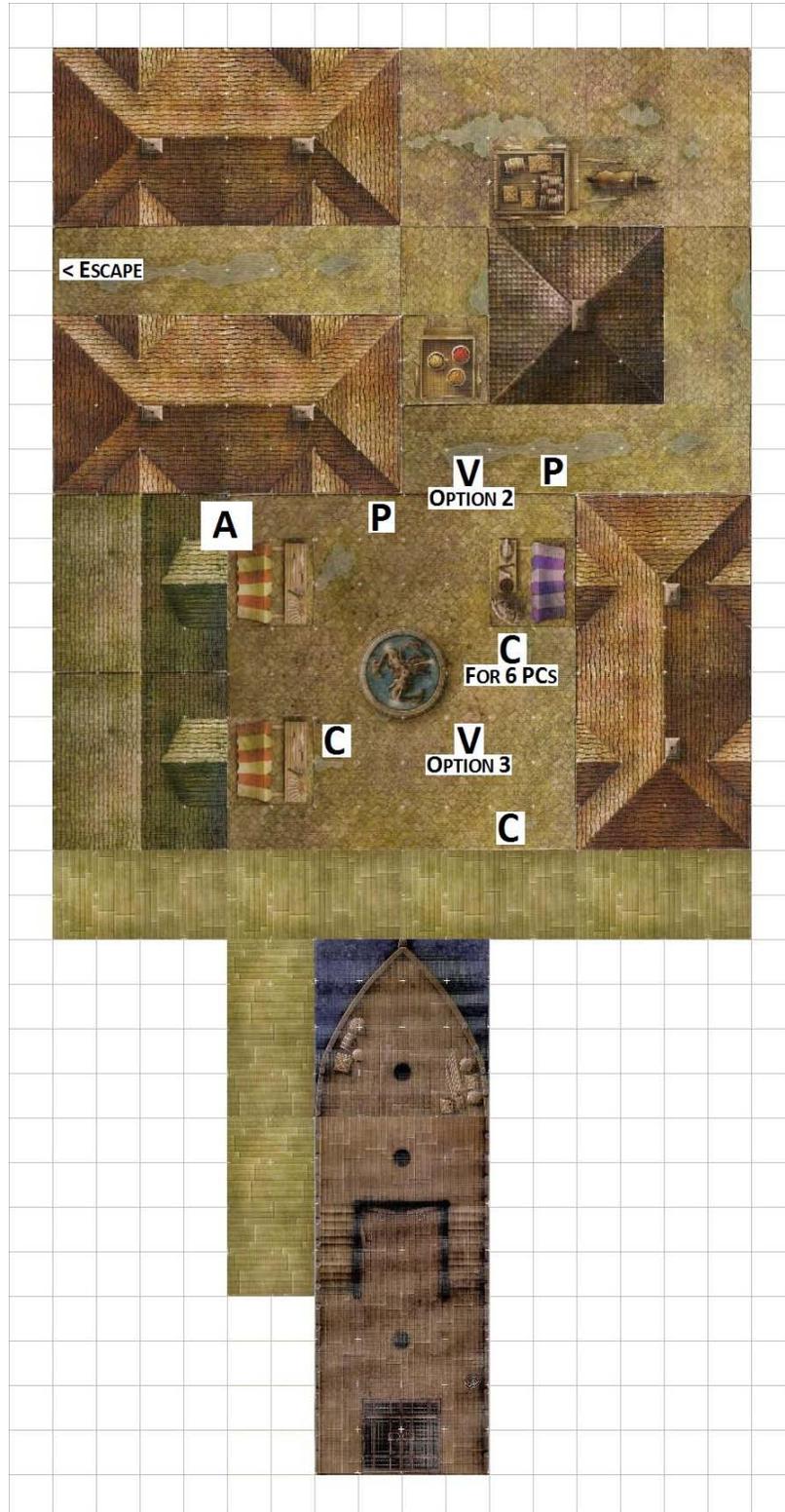
Captain Var'ai		Level 22 Soldier	
Medium natural humanoid (githyanki)		XP -	
Initiative +20	Senses Perception +19		
HP 207; Bloodied 103			
AC 38; Fortitude 36, Reflex 34, Will 33			
Saving Throws +2 against charm effects			
Speed 6			
m Silver Fullblade (standard, at-will) ♦ Psychic, Weapon			
+29 vs. AC; 1d12 + 8 damage plus 1d8 psychic (crit 2d12 + 20 + 8 psychic), and the next time the target takes damage before the start of the captain's next turn, it takes 1d8 extra psychic damage.			
R Telekinetic Snare (standard, at-will)			
Ranged 5; +27 vs. Fortitude; the target slides 2 squares and is immobilized (save ends).			
C Devastating Arc (standard, recharge 6) ♦ Psychic, Weapon			
Close burst 1; Captain Var'ai makes a silver fullblade attack against each enemy in burst.			
C Emperor's Voice (standard, encounter) ♦ Healing			
Close burst 5; each ally in burst regains 20 hit points.			
Telekinetic Leap (move, encounter)			
Captain Var'ai or an ally within 10 squares of it can fly 5 squares.			
Alignment Evil		Languages Common, Deep Speech	
Skills History +16, Insight +19			
Str 27 (+17)	Dex 24 (+18)	Wis 17 (+14)	
Con 23 (+14)	Int 16 (+14)	Cha 19 (+15)	
Equipment silver fullblade, plate armor			

Note: Githyanki kith'rak (Dungeon 168).

ENCOUNTER 9: WELCOMING COMMITTEE MAP

TILE SETS NEEDED

Harrowing Halls x2, Streets of Shadow x2, RPGA Ship Tiles x1



ENCOUNTER 10: FINAL CONFRONTATION

ENCOUNTER LEVEL 20/22 (14000/20750 XP)

SETUP

This encounter includes the following creatures and traps at the low tier:

- 1 Seric Vargenos (S)
- 3 greater earth elementals (level 20) (E)
- 1 Captain Var'ai (V) (if he escaped in Encounter 9)

This encounter includes the following creatures and traps at the high tier:

- 1 Seric Vargenos (level 22) (S)
- 3 greater earth elementals (E)
- 1 Captain Var'ai (V) (if he escaped in Encounter 9)

The PCs have stormed House Jordain's keep in the citadel on Yaulazna. They confront Seric Vargenos and his earth elemental bodyguards in the heart of the keep.

DM NOTE: PACING

The encounter should take no longer than 1 hour and 30 minutes. If the encounter is running long, use your discretion in calling the combat with 10 minutes remaining in your timed slot.

The remainder of Seric's forces put up little resistance as you fight your way into House Jordain's keep in the heart of the Pact Center. The stone hallways of the keep quake and tremble continuously and as you reach the great hall where Seric awaits, you discover the source - enormous masses of earth and stone moving with a glimmer of sentience. Seric sneers from across the hall, trying to conceal his agitation. "You've interfered in my affairs for the last time, adventurers."

Roll initiative. If the PCs failed to stop Captain Var'ai in the previous encounter, he appears as a combatant in this one. Additionally, because he was warned, Seric uses the *horn of baldagyr* to grant himself and his allies a +5 bonus to their initiative rolls and a +2 power bonus to their attack rolls during the first round of the encounter. Do not place the elementals that the PCs cannot yet see on the map until one of the PCs has line of sight to them unless PCs detect their presence with a DC 20/22 Perception check.

Seric, having mastered his own *ki*, has perfected the monastic tradition and achieved a state where he can pass through walls and influence the actions of his enemies with merely a glance. He epitomizes the danger that the monastic tradition can present when placed in the hands of evil.

FEATURES OF THE AREA

This area has a few important features.

Furniture: The assorted furniture throughout the keep is blocking terrain, ranging in height from 3 feet to 5 feet. Use your discretion in determining height and movement - but make sure that everything is consistent.

Walls: The black lines separating many of the rooms are stone walls 2 feet thick (blocking line of sight and line of effect). The floors and walls of the entire keep are stone (even though the tiles may look like wood). As such, the earth elementals can use their *earth glide* power to pass through the floors and walls of the encounter area as though they had phasing.

Ceiling: The ceiling in this chamber is 15 feet (3 squares) high.

TACTICS

Seric is powerful, but cautious. He engages multiple PCs so that he can take advantage of *flurry of blows*, but uses his mobility and phasing to move from room to room quickly, passing through walls to make it difficult for the PCs to follow. He slides opponents away from him with *flurry of blows* so that he can move away if needed. He uses *hypnotic gaze* or *treacherous gaze* each round they recharge, if possible, to neutralize threatening opponents.

The elementals attack with little intelligence, focusing on the nearest opponent and trying to cause as much damage as possible. The elementals know to defend Seric, however, and if he is in danger, one or more use *earth glide* to come to his aid, passing through the floor or walls of the keep if necessary.

SCALING THE ENCOUNTER

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

Four PCs: Remove a greater earth elemental.

Six PCs: Add another greater earth elemental.

ENDING THE ENCOUNTER

Once Seric and his earth elementals are defeated, proceed to the Concluding the Adventure section.

EXPERIENCE POINTS

The characters receive 2800/4150 experience points each for defeating Seric and his earth elemental guards.

TREASURE

The PCs find the *horn of baldagyr* on Seric (high tier only; at low tier, the horn was destroyed when Seric used it).

If the PCs were unable to stop Captain Var'ai in Encounter 9, they find the *eye of discernment* on his person after defeating him in this encounter.

CONCLUDING THE ADVENTURE

As Seric falls, you spot the Mistress of the Night through one of the keep's windows, floating just outside. Captain Eluryo Panahq stands at the helm, waving his skeletal arm. "The ENTIRE githyanki fleet be minutes away! Get this hunk of rock out of here, the Mistress and I will be right on your tail!"

The PCs should have little difficulty finding the control center for the mote and figuring out how to shift it back to Faerûn. If you do not face any time restrictions during play, feel free to improvise a small skill challenge to simulate the PCs figuring out how to shift the mote just in time to elude the githyanki, using skills including but not limited to Arcana, History, Insight, and Perception. Do not award any experience points for this option. When the PCs shift the mote, read the following:

The stone floor of the Pact Center trembles as a thundering hum reverberates throughout. Your surroundings take on a ghostly sheen as they begin to fade from view. A moment later, everything goes silent. A cool breeze blows faintly through the halls of the keep.

The PCs meet up with the Five Companies captains in Ravens Bluff shortly after their return and can share the tale of their adventure with their new (or old) friends. The PCs are rewarded and hailed as heroes of Yaulazna. They must still answer to the Chiang Emporium, however.

Role-play a conversation between the PCs and Lin-Woh Chiang and Aron Selkirk. Ultimately, Lin-Woh forgives the PCs for their "theft," and uses it to get the Chiang Emporium admitted into the Velerian Trade Alliance.

Lin-Woh smiles, "Do not think for one moment that we did not allow the Mistress of the Night to be taken for this noble purpose. Considering your deeds, we will not hold any charge against you. I trust that this resource can be used for further heroism in the name of the

Velerian Trade Alliance. Do you agree, Aron?" Aron pauses for a moment and then takes Lin-Woh's extended hand, giving it a firm shake. Captain Eluryo Panahq grins and tips his hat to you from the deck of the Mistress of the Night.

TREASURE

Captain Yargo [or Captain Bez] offers the PCs any armor of the PC's level + 1 or less from any player-legal source. PCs that completed the High Infidelity quest (which originated with either **CORE44 Company Yargo's Favor** or **CORE45 Company Bez's Boon** from CORE2-3 *High infidelity*) may instead choose any armor of the PC's level + 2 or less.

For defeating Seric, putting an end to his alliance with the githyanki, and restoring the Pact Council and the primacy of the Five Companies, the PCs are regarded as heroes in Yaulazna. They receive story award **CORE63 Hero of Yaulazna** and each PC may choose to become an honorary member of one (and only one) of the Five Companies. It does not matter from a game-mechanical perspective which Company a PC chooses; different characters may choose different Companies, and there is no penalty for declining this honor entirely. Accepting the honorary membership does not supersede or negate any other allegiances, such as to a particular sovereign, nation, or Adventuring Company, that the PC already has or may earn in the future (assuming such allegiances are not themselves contradictory or require exclusivity). For obvious reasons, choosing honorary membership in House Jordain is not an option.

During this adventure, the PCs fought githyanki dragon riders. For those PCs who wish to subdue a pact dragon and use it as a mount, they may choose a pact dragon mount as a treasure bundle (it is bundle C) and counts as a found magic item. The Adult Pact Dragon is a level 13 creature from *Draconomicon: Chromatic Dragons* and has the statistics found in that sourcebook (or the *D&D Compendium*) with any applicable WotC Rules Updates applied, and the additional changes listed on story award **CORE64 Draconic Pact**. Only those who choose the dragon as their treasure bundle get story award CORE64; all other players must strike through this story award on their certificates.

ENCOUNTER 10: FINAL CONFRONTATION STATISTICS (LOW LEVEL)

Seric Vargenos		Level 20 Elite Controller	
Medium humanoid (human)		XP 5,600	
Initiative +17	Senses Perception +16; blindsight 5		
HP 376; Bloodied 188			
AC 36; Fortitude 33, Reflex 33, Will 34; see also <i>diamond mind</i>			
Saving Throws +5			
Speed 7, phasing			
Action Points 1			
m Unarmed Strike (standard; at-will)			
+25 vs. AC; 3d10 + 8 damage (4d8 + 38 on critical hit), and the target is dazed until the end of Seric's next turn.			
Dizzying Blows (standard; at-will)			
Seric makes two unarmed strike attacks. If both hit the same target, that target is slowed (save ends).			
R Psionic Bolts (standard, at-will)			
Ranged 10; targets one or two creatures; +23 vs. Reflex; 3d6 + 8 force damage (4d8 + 26 on critical hit).			
C Whirlwind Kick (standard, recharge 6)			
Seric pulls each enemy within 3 squares of him to an adjacent square and makes a close burst 1 attack; targets enemies; +25 vs. Reflex; 4d10 + 12 damage (4d8 + 52 on critical hit). After the attack, Seric flies his speed without provoking opportunity attacks.			
M Dancer on the Sea of Battle (standard, encounter)			
Seric shifts his speed and makes one attack against each enemy he moves adjacent to during his shift; +25 vs. Fortitude; 5d10 + 8 damage (4d8 + 58 on critical hit), and the target is knocked prone. Miss: Half damage.			
Centered Flurry of Blows			
Once per round, when Seric hits with an attack, he deals 7 damage to up to three adjacent enemies and slides those enemies 1 square.			
Diamond Mind (immediate interrupt, when an attack hits Seric's Will defense, recharge 4-6)			
Seric gains a +5 bonus to Will defense against the triggering attack.			
R Hypnotic Gaze (minor, recharge 4-6) ♦ Charm			
Ranged 5; +23 vs. Will; the target is immobilized (save ends). The target cannot attack Seric until the end of its next turn.			
R Treacherous Gaze (minor, recharge 6) ♦ Charm			
Ranged 5; +23 vs. Will; the target is dominated until the end of Seric's next turn.			
Self-Preservation (immediate reaction, when Seric is bloodied, encounter) ♦ Illusion, Teleportation			
Seric swaps places with an ally he can see within 10 square and becomes invisible until the end of his next turn. The targeted ally can make a melee basic attack as a free action against the triggering enemy if it is within the ally's reach.			
Alignment Evil		Languages Common, Deep Speech	
Skills Acrobatics +22, Athletics +19, Insight +20			
Str 18 (+14)	Dex 24 (+17)	Wis 20 (+15)	
Con 20 (+15)	Int 17 (+13)	Cha 17 (+13)	
Equipment +4 <i>ki focus</i> , <i>horn of baldagyr</i> , robes			

Note: Ultrademon schemer (MM3) reflavored with Monk template.

Greater Earth Elemental		Level 20 Soldier	
Large elemental magical beast (earth)		XP 2,800	
Initiative +9	Senses Perception +10, tremorsense 5		
HP 195; Bloodied 97			
AC 35; Fortitude 33, Reflex 30, Will 31			
Vulnerable thunder (see <i>brittle skin</i>)			
Speed 9, burrow 9			
m Slam (standard, at-will)			
Reach 2; +25 vs. AC; 4d8 + 10 damage, and the target cannot shift until the end of the elemental's next turn.			
M Flattening Stomp (standard, recharge when first bloodied)			
Reach 2; +23 vs. Reflex; 5d8 + 18 damage, and the target and each enemy within 2 squares of it falls prone.			
Earth Glide			
The greater earth elemental can pass through earth and stone as if it were phasing.			
Brittle Skin			
Whenever the greater earth elemental takes thunder damage, it takes a -2 penalty to all defenses until the end of its next turn.			
Alignment Unaligned		Languages understands Primordial	
Str 26 (+18)	Dex 5 (+7)	Wis 10 (+10)	
Con 27 (+19)	Int 4 (+7)	Cha 5 (+7)	

Captain Var'ai		Level 20 Soldier	
Medium natural humanoid (githyanki)		XP 2,800	
Initiative +18	Senses Perception +18		
HP 190; Bloodied 95			
AC 36; Fortitude 34, Reflex 32, Will 31			
Saving Throws +2 against charm effects			
Speed 6			
m Silver Fullblade (standard, at-will) ♦ Psychic, Weapon			
+27 vs. AC; 1d12 + 6 damage plus 1d8 psychic (crit 2d12 + 18 + 8 psychic), and the next time the target takes damage before the start of the captain's next turn, it takes 1d8 extra psychic damage.			
R Telekinetic Snare (standard, at-will)			
Ranged 5; +25 vs. Fortitude; the target slides 2 squares and is immobilized (save ends).			
C Devastating Arc (standard, recharge 6) ♦ Psychic, Weapon			
Close burst 1; Captain Var'ai makes a silver fullblade attack against each enemy in burst.			
C Emperor's Voice (standard, encounter) ♦ Healing			
Close burst 5; each ally in burst regains 20 hit points.			
Telekinetic Leap (move, encounter)			
Captain Var'ai or an ally within 10 squares of it can fly 5 squares.			
Alignment Evil		Languages Common, Deep Speech	
Skills History +14, Insight +18			
Str 26 (+16)	Dex 23 (+16)	Wis 16 (+13)	
Con 22 (+13)	Int 15 (+12)	Cha 18 (+14)	
Equipment silver fullblade, plate armor			

Note: Githyanki kith'rak (*Dungeon* 168).

ENCOUNTER 10: FINAL CONFRONTATION STATISTICS (HIGH LEVEL)

Serig Vargenos	Level 22 Elite Controller
Medium humanoid (human)	XP 8,300
Initiative +18	Senses Perception +16; blindsight 5
HP 410; Bloodied 205	
AC 38; Fortitude 35, Reflex 35, Will 36; see also <i>diamond mind</i>	
Saving Throws +5	
Speed 7, phasing	
Action Points 1	
m Unarmed Strike (standard; at-will)	
+27 vs. AC; 3d10 + 10 damage (4d8 + 40 on critical hit), and the target is dazed until the end of Serig's next turn.	
Dizzying Blows (standard; at-will)	
Serig makes two unarmed strike attacks. If both hit the same target, that target is slowed (save ends).	
R Psionic Bolts (standard, at-will)	
Ranged 10; targets one or two creatures; +25 vs. Reflex; 3d6 + 10 force damage (4d8 + 28 on critical hit).	
C Whirlwind Kick (standard, recharge 6)	
Serig pulls each enemy within 3 squares of him to an adjacent square and makes a close burst 1 attack; targets enemies; +27 vs. Reflex; 4d10 + 14 damage (4d8 + 54 on critical hit). After the attack, Serig flies his speed without provoking opportunity attacks.	
M Dancer on the Sea of Battle (standard, encounter)	
Serig shifts his speed and makes one attack against each enemy he moves adjacent to during his shift; +27 vs. Fortitude; 5d10 + 10 damage (4d8 + 60 on critical hit), and the target is knocked prone. Miss: Half damage.	
Centered Flurry of Blows	
Once per round, when Serig hits with an attack, he deals 7 damage to up to three adjacent enemies and slides those enemies 1 square.	
Diamond Mind (immediate interrupt, when an attack hits Serig's Will defense, recharge 4-6)	
Serig gains a +5 bonus to Will defense against the triggering attack.	
R Hypnotic Gaze (minor, recharge 4-6) ♦ Charm	
Ranged 5; +25 vs. Will; the target is immobilized (save ends). The target cannot attack Serig until the end of its next turn.	
R Treacherous Gaze (minor, recharge 6) ♦ Charm	
Ranged 5; +25 vs. Will; the target is dominated until the end of Serig's next turn.	
Self-Preservation (immediate reaction, when Serig is bloodied, encounter) ♦ Illusion, Teleportation	
Serig swaps places with an ally he can see within 10 square and becomes invisible until the end of his next turn. The targeted ally can make a melee basic attack as a free action against the triggering enemy if it is within the ally's reach.	
Alignment Evil	Languages Common, Deep Speech
Skills Acrobatics +23, Athletics +20, Insight +21	
Str 19 (+15)	Dex 25 (+18) Wis 21 (+16)
Con 21 (+16)	Int 18 (+15) Cha 18 (+15)
Equipment +4 <i>ki focus, horn of baldagyr</i>	

Note: Ultrademon schemer (MM3) reflavored with Monk template.

Greater Earth Elemental	Level 22 Soldier
Large elemental magical beast (earth)	XP 4,150
Initiative +11	Senses Perception +11, tremorsense 5
HP 212; Bloodied 106	
AC 37; Fortitude 35, Reflex 32, Will 33	
Vulnerable thunder (see <i>brittle skin</i>)	
Speed 9, burrow 9	
m Slam (standard, at-will)	
Reach 2; +27 vs. AC; 4d8 + 12 damage, and the target cannot shift until the end of the elemental's next turn.	
M Flattening Stomp (standard, recharge when first bloodied)	
Reach 2; +25 vs. Reflex; 5d8 + 20 damage, and the target and each enemy within 2 squares of it falls prone.	
Earth Glide	
The greater earth elemental can pass through earth and stone as if it were phasing.	
Brittle Skin	
Whenever the greater earth elemental takes thunder damage, it takes a -2 penalty to all defenses until the end of its next turn.	
Alignment Unaligned	Languages understands Primordial
Str 27 (+19)	Dex 6 (+10) Wis 11 (+11)
Con 28 (+20)	Int 5 (+8) Cha 6 (+9)

Captain Var'ai	Level 22 Soldier
Medium natural humanoid (githyanki)	XP 4,150
Initiative +20	Senses Perception +19
HP 207; Bloodied 103	
AC 38; Fortitude 36, Reflex 34, Will 33	
Saving Throws +2 against charm effects	
Speed 6	
m Silver Fullblade (standard, at-will) ♦ Psychic, Weapon	
+29 vs. AC; 1d12 + 8 damage plus 1d8 psychic (crit 2d12 + 20 + 8 psychic), and the next time the target takes damage before the start of the captain's next turn, it takes 1d8 extra psychic damage.	
R Telekinetic Snare (standard, at-will)	
Ranged 5; +27 vs. Fortitude; the target slides 2 squares and is immobilized (save ends).	
C Devastating Arc (standard, recharge 6) ♦ Psychic, Weapon	
Close burst 1; Captain Var'ai makes a silver fullblade attack against each enemy in burst.	
C Emperor's Voice (standard, encounter) ♦ Healing	
Close burst 5; each ally in burst regains 20 hit points.	
Telekinetic Leap (move, encounter)	
Captain Var'ai or an ally within 10 squares of it can fly 5 squares.	
Alignment Evil	Languages Common, Deep Speech
Skills History +16, Insight +19	
Str 27 (+17)	Dex 24 (+18) Wis 17 (+14)
Con 23 (+14)	Int 16 (+14) Cha 19 (+15)
Equipment silver fullblade, plate armor	

Note: Githyanki kith'rak (*Dungeon* 168).

ENCOUNTER 10: FINAL CONFRONTATION MAP

TILE SETS NEEDED

Harrowing Halls x2



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 1: Assault on Yaulazna

2300 / 3240 XP

Encounter 3: Jammin'

640 / 960 XP

Encounter 5: Dragon Riders

2400 / 3360 XP

Encounter 6: Infiltrating Tu'narath

320 / 480 XP

Encounter 7: Admiral's Quarters

2400 / 3360 XP

Encounter 9: Welcoming Committee

2160 / 3070 XP

Encounter 10: Final Confrontation

2800 / 4150 XP

Total Possible Experience WITHOUT Major Quest

12800 / 17920 XP*

Major Quest: High Infidelity (this award requires the PC to have previously earned story award **CORE44 Company Yargo's Favor** or **CORE45 Company Bez's Boon** from the adventure **CORE2-3 High Infidelity**)

2000 / 2800 XP

Total Possible Experience WITH Major Quest

14800 / 20720 XP*

***Note:** The total XP value for completing all encounters successfully is 220/700 XP more than the listed maximums, but the PCs do not get to keep the over-cap XP. They cannot exceed the listed maximums (either with or without the major quest award).

Gold per PC

17000 / 27000 gp

(Encounter 2: 7000 / 12000 gp, Encounter 7: 10000 / 15000 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.

TWO ROUNDS, TWO BUNDLES

Since this is a double-length (two-round) adventure, the PCs earn twice the normal XP and twice the normal base gold per PC. (The appropriate amounts have already been calculated, and are listed under Total Possible Experience and Gold per PC.)

To keep these rewards in balance with the campaign's expected level-advancement rate, the PCs should also have the opportunity to select two treasure bundles. For this adventure, each PC may choose TWO of the listed treasure bundles (including More Gold).

To be clear, a character who chooses More Gold twice receives no found items plus 17000 / 25000 gp in addition to the base gold award, for a grand total of 34000 / 52000 gp gained from this adventure.

EACH PC SELECTS TWO OF THE FOLLOWING BUNDLES:

Bundle A: *swiftstrike shoes* (level 19; *Dragon* 381)

Found in Encounter 1

Bundle B: *foe binder ring* (level 19; *Dragon* 381)

Found in Encounter 5

Bundle C: adult pact dragon mount (level 13; *Draconomicon*); the PC also gets story award CORE64

Found in Encounter 5

Bundle D: *baldric of valor* (level 21; *Adventurer's Vault*)

Found in Encounter 7

Bundle E: +4 *githyanki silver fullblade* (level 19; *Manual of the Planes*)

Found in Encounter 7

Bundle F: *eye of discernment* (level 21; *Adventurer's Vault*)

Found in Encounter 9 or 10

Bundle G: *horn of baldagyr* (level 22; *PHB2*) (high tier only)

Found in Encounter 10

Bundle H: any suit of armor from any player-legal source with an item level less than or equal to the PC's level plus 1 (or level plus 2; see Encounter 10).

Found in Encounter 10

Consumable plus Gold (High Tier Only): If a player doesn't want to select one of the bundles listed above for their character, they can choose to add an *elixir of flying* plus 3,500 gp to their rewards from this adventure. (This option is only available at high tier.) The player should write the consumable gained on their adventure log. That character (and only that character) then receives the consumable plus the listed amount of gold (if any) instead of any other treasure bundle. Consumable items obtained in this fashion do not take up found magic item slots. (To be clear, there is no consumable plus gold option at the low tier.)

More Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add 8500 / 12500 gp to their rewards from this adventure. That character (and only that character) receives more gold instead of any other treasure bundle.

STORY AWARDS

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

players for their story awards. Only those PCs that choose Treasure Bundle C as one of their two treasure bundles from this adventure get story award CORE64.

CORE63 Hero of Yaulazna

Seric Vargenos, a corrupt Jordaini Enforcer, set out to overthrow the Pact Council and seize Yaulazna for himself. With the power of a highly-mobile earthmote capable of crossing to and from the Astral Sea at will, Seric and his githyanki allies posed a serious threat to the peace and prosperity of all Faerûn.

Only through your heroic actions was this disaster averted. You took the fight into the Astral Sea and prevailed, reclaiming Yaulazna with a brash direct assault and defeating Seric in his personal fortress. Yaulazna has once again returned to its proper place in the skies above the ruins of Great Halruaa.

You have been offered an honorary membership in any single one of the Five Companies of your choosing. (For details on each Company, see pages 254-256 of the *Forgotten Realms Campaign Guide*.) This does not negate your allegiance to any existing nation or adventuring company. You are not a voting member and are not entitled to a share of the Company's profits, but should you ever find yourself visiting Yaulazna again in the future, you are welcome to stay at the tower belonging to your chosen Company and will be given a hero's welcome.

You have also earned the enmity of House Jordain. Although most of the House's membership had no knowledge of or involvement in Seric's plot, his attempted coup has stained the reputation of the entire House and it will be many years before the Jordaini Enforcers regain their position of trust at the center of the Mote of the Five. They will not soon forget that you played a pivotal role in bringing about their shame.

This story award completes the Major Quest that began in CORE2-3 *High Infidelity*.

CORE64 Draconic Pact

While adventuring in the Astral Sea, you subdued a mighty pact dragon and thereby earned the right to claim it as your mount. Game statistics for the Adult Pact Dragon (level 13) are found on page 191 of *Draconomicon: Chromatic Dragons* and in the *D&D Compendium*. When using a pact dragon in LFR adventures, both the *breath weapon* and *astral jaunt* powers are encounter powers rather than recharge powers, and the *bloodied breath* power is removed. Change the dragon's alignment to Unaligned.

Your pact dragon counts as one of your found magic items, and you must spend 500 gp per adventure on the dragon's upkeep regardless of whether you used the dragon during that adventure or not. Remember that you need the Mounted Combat feat (*Player's Handbook*) to take advantage of powers with the Mount keyword. In combat, if you do not ride the pact dragon, it takes no action other than to defend itself or to defend you if you are unconscious (the DM controls the dragon during any round you are not mounted on it).

NEW RULES

Baldric of Valor

Level 21

This handsome belt rewards decisive action.

Item Slot: Waist 225,000 gp

Property: When you spend an action point, gain a +3 item bonus to saving throws, a +1 item bonus to attack rolls, and a +1 item bonus to all defenses. This benefit lasts until the end of your next turn.

Reference: *Adventurer's Vault*

Eye of Discernment

Level 21

Little escapes your notice when this astral diamond-studded velvet patch covers one eye.

Item Slot: Head 225,000 gp

Property: Gain a +4 item bonus to Insight and Perception checks. The patch does not impair the sight of the covered eye. If you are blinded, the patch allows you to see through the covered eye as normal.

Reference: *Adventurer's Vault*

Foe Binder Ring

Level 19

This hefty iron ring earns you greater enmity from all whom you challenge. Such a burden falls heavy on all but the stoutest heart.

Item Slot: Ring 105,000 gp

Property: When you mark an enemy, the enemy takes the -2 penalty to attack rolls against other creatures even when you are included in the attack.

Reference: *Dragon 381*

Githyanki Silver Weapon

Level 19

The rune-engraved weapon assaults a creature's mind and has the power to banish it to another plane.

Lvl 19 +4 105,000 gp

Weapon: Heavy Blade

Enhancement: Attack rolls and damage rolls

Critical: +1d8 psychic damage per plus

Power (At-Will ♦ Psychic): Free Action. All damage dealt by this weapon is psychic damage. Another free action returns the damage to normal.

Power (Daily ♦ Teleportation): Free Action. Use this power when you hit with this weapon. The target is banished to a demiplane (save ends). It disappears from sight, cannot take actions, and cannot be targeted. On a save, the target reappears in the space it last occupied. If that space is occupied, the target returns to the nearest unoccupied space of its choosing.

Reference: *Manual of the Planes*

Horn of Baldagyr

Level 22

This horn is crafted from the scales of Baldagyr, an astral dragon sworn to watch over the resting place of a mighty primordial until the end of time.

Item Slot: Wondrous 325,000 gp

Power (Daily): No Action. Trigger: You roll initiative at the beginning of an encounter. Effect: You and each ally within 10

squares of you gain a +5 item bonus to initiative checks and a +2 power bonus to attack rolls on his or her first turn during the encounter.

Reference: *Player's Handbook 2*

Swiftstrike Shoes

Level 20

More supple shoes never touched the foot of a hero, and in these shoes a hero's feet sometimes barely touch the ground.

Item Slot: Feet 125,000 gp

Property: You gain a +5 bonus to speed until the end of your first turn each encounter.

Power (Daily ♦ Teleportation): Move Action. You teleport 20 squares to a space adjacent to any enemy within your line of sight.

Reference: *Dragon 381*

Elixir of Flying

Level 21

Your feet leave the ground after imbibing this fluorescent, effervescent draught.

Potion: 9,000 gp

Power (Consumable): Minor Action. Gain a fly speed of 8 (hover) until the end of the encounter or for 5 minutes, whichever comes first. When the duration ends, you float 100 feet toward the ground. If you are not on a horizontal surface sufficient to bear your weight at the end of this distance, you fall to the nearest such surface, taking damage accordingly.

Special: Consuming this elixir counts as a use of a magic item daily power.

Reference: *Adventurer's Vault*

Seeming

You and your allies move through the guarded outpost without attracting unwanted attention.

Component Cost: 680 gp

Market Price: 1,700 gp

Key Skill: Arcana

Level: 12

Category: Deception

Time: 10 minutes

Duration: 4 hours (special)

Upon completing the ritual, you and up to eight allies assume the appearance of any Medium humanoid creatures. The ritual allows you to assume the general appearance of a particular race, but not of a unique creature. The ritual's effect is centered on you; if any ally moves more than 5 squares away from you, the ritual's effect ends for that ally.

Creatures viewing or interacting with you or your allies can make an Insight check to detect the deception. The check's DC equals your Arcana check result. A creature is allowed a check the first time it sees you and each time it interacts with you or one of your allies. If the creature touches you or an ally, it automatically realizes the deception.

APPENDIX 1: THE VAULT LOCK SOLUTION

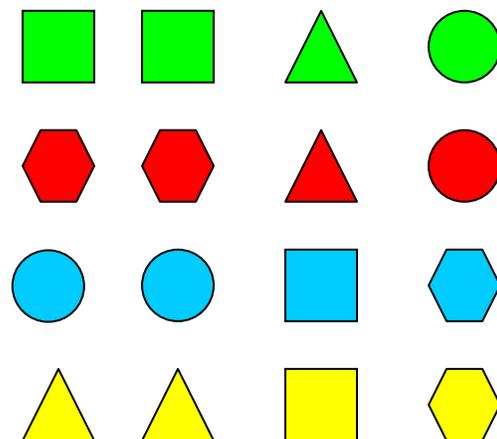
The correct solution to the lock is shown below. If you are unable to tell the colors apart due to the quality of your printout/copy, the colors reading from left to right, are:

Top Row - Green, Red, Yellow, Blue; 2nd Row - Yellow, Blue, Red, Green;

3rd Row - Red, Green, Blue, Yellow; Bottom Row - Blue, Yellow, Green, Red

You can cut out the grid and shapes on the bottom half of this page and provide them to the players to help them solve the puzzle (Important note: When referring to the text of Player Handout 4, the shapes described as “Spheres” are represented here as circles; “Cubes” are the squares; “Cones” are the triangles; and “Hexagons” are the hexagons. From top to bottom, the sample shapes below are green, red, blue, and then yellow.)



APPENDIX 2: INFORMATION ON TU'NARATH

SOURCE: *DRAGON MAGAZINE 377* ARTICLE BY ROBERT J. SCHWALB © 2009 WotC

Githyanki civilization's nexus, Tu'narath stands as a symbol of their strength and also as a warning to those who would stand against them.

Population: 100,000; githyanki are the dominant people in Tu'narath and are found in all its districts except in the Merchant District. The commercial center sees travelers from across the planes, each permitted to live and trade in the city by special dispensation from a military commander. Counted among these peoples are devas and tieflings, dragonborn and humans, angels, devils, elemental creatures, immortal creatures and everything between. Red dragons in scores round out the population.

Government: Despotic Monarchy. Vlaakith is the last in a long line of tyrants to bear her name. Her reign has lasted a thousand years, and she owes her incredible longevity to her apotheosis into a lich. Vlaakith does not often interact with her people except when a githyanki grows powerful enough to attract her attention, at which point the githyanki is brought before the Lich-Queen and is destroyed. The city's governance falls to commissars who command the military societies dominating life in Tu'narath. Each commissar has absolute authority in his or her district and dispenses justice in whatever manner he or she feels appropriate.

Defense: Most githyanki serve in the military with allegiance to a society found in the military districts. Military societies raise armies consisting of warriors, gish, and warlocks. Foremost of these warriors are the githyanki knights who ride dragons into battle. Eight floating fortress are arranged around the city and each has a full company and two to four pact dragons to intercept foreign vessels coming too close to the city.

Inns: The Morningstar Inn; Iron House; The Dragon's Den; others. The Morningstar Inn is the most expensive but most popular establishment in the Merchant District.

Taverns: The Winesink; Filthy Dredges; Nectar House; others.

Supplies: The Merchant District is the commercial center in the city and one can find just about anything they could want. Merchants sell from established shops, open-air markets, or from carts along the streets. Businesses cluster together along streets set aside for trade. Kyndl street, for example, offers alchemical supplies, poisons, and ritual ingredients.

Temples: There are no temples in Tu'narath.

Important Structures: Susurrus, the Palace of Whispers; the Citadel of War; Citadel of the Void's Eye; Statue of Gith.

PLAYER HANDOUT 1A: FORMAL INVITATION FROM COMPANY TUNDAG

You receive the following letter by courier. Your name and full title are written in fine calligraphy on the envelope.

Most Esteemed Hero,

First, I must thank you again for saving my life. As I am sure you recall, while we Five Company Captains were distracted, Seric Vargenos, the High Enforcer of House Jordain, seized control of the city of Yaulazna. We cannot stand for this and we have need of your assistance.

Representatives of the Five Companies will be meeting with Captain Gorz Errod on board the Shield of Savras in two days. We would greatly appreciate your presence as we attempt to liberate Yaulazna from the clutches of this traitor. We fear what might happen if the power of the earth mote remains under Seric's control.

Forever In Your Debt,

Kurkar Randed of Company Tundag, Captain of the Thunder Hammer

PLAYER HANDOUT 1B: FORMAL INVITATION FROM COMPANY ERROWD

You receive the following letter by courier. Your name and full title are written in fine calligraphy on the envelope.

Most Esteemed Hero,

The Five Companies are in desperate need of your assistance. We are a group of skyship captains dedicated to the protection of Yaulazna, a neutral center for trade located on a moving earth mote. A traitor has seized control of the government of Yaulazna, imprisoning those who refused to swear him fealty. We cannot stand for this and we have need of your assistance.

Representatives of the Five Companies will be meeting on board my skyship, the Shield of Savras, in two days. We would greatly appreciate your presence as we attempt to liberate Yaulazna from the clutches of Seric. We fear what might happen if the power of the earth mote remains under the traitor Seric's control.

Sincerely and Respectfully Yours,

Joriz Errowd of Company Errowd, Captain of the Shield of Savras

PLAYER'S HANDOUT 2: THE FIVE COMPANIES AND HOUSE JORDAIN

The Five Companies - Often described as mercenaries, pirates, smugglers, or any combination of the three, each company controls one of five skyships that harbor in Yaulazna and grant it much of its fame. The Five Companies are the descendants of powerful Halruaan mages that formed the Yaulazna pact upon arriving on the mote during the Year of Blue Fire. They have a lot of influence in the Pact Council - the skyship crew members and their captains in particular have achieved celebrity status in Yaulazna.

- **Company Bez** - Arcane combat is the specialty of Company Bez. Mariss Bez is the current captain of *Storm of Vengeance*, the company's skyship, which is known for blistering airborne assaults. The vessel has turned Company Bez the tide of more than one battle.
- **Company Errowd** - The most service-oriented of the five, its wizards perform rituals and offer other magical services, especially in the areas of containment, smuggling, and fast transport. *Shield of Savras*, the company's skyship, is famed for showing up right when needed or wanted. Its captain, Jorrz Errowd, possesses great oracular power.
- **Company Flurrig** - Although it engages in war for profit, Company Flurrig maintains a stricter contract policy than its fellows. Captain Ianjo Shton, descendant of the Flurrig noble line of Halruaa, prefers the moral high ground. That doesn't mean he and the crew of the *Lamassu* haven't been on the wrong side of the law, though.
- **Company Tundag** - The best soldiers of the Five Companies belong to Company Tundag, a mixture of dwarves and humans who originally came up with the idea of the mercenary outfit. Tundag's ship, *Thunder Hammer*, flies under the command of the dwarf Kurkar Randred.
- **Company Yargo** - A prominent Halfling family, descended from the infamous Pirate King Yargo of old Yaulazna, still leads Company Yargo. The company takes all sorts of work, and its members aren't reluctant to spill blood for the right price. *Buccaneer's Tear*, the skyship captained by the brash Shil Yargo, has been implicated in high seas and overland piracy.

House Jordain - Members of House Jordain are uninterested in Five Companies business. They live to ensure the security of Yaulazna, and the Jordaini member of the Pact Council only guides discussion and never votes except to break ties. Jordaini enforcers, experts in hand-to-hand combat and defensive techniques, police the Mote of the Five.

PLAYER HANDOUT 3: BALLISTA ATTACKS

Arcane Ballista

R Freezing Shot (standard; at-will) ♦ Cold

Ranged 20; +20 vs. Reflex; 2d8 + 6 cold damage, and the target is slowed (save ends)

A Fire Burst (standard; recharge 6) ♦ Fire

Area burst 2 within 20; +18 vs. Reflex; 3d10 + 6 fire damage, and ongoing 10 fire damage (save ends)

A Lightning Burst (standard; recharge 6) ♦ Lightning

Area burst 2 within 20; +18 vs. Reflex; 3d10 + 6 lightning damage, and the target is blinded (save ends)

Arcane Ballista

R Freezing Shot (standard; at-will) ♦ Cold

Ranged 20; +20 vs. Reflex; 2d8 + 6 cold damage, and the target is slowed (save ends)

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A Lightning Burst (standard; recharge 6) ♦ Lightning

Area burst 2 within 20; +18 vs. Reflex; 3d10 + 6 lightning damage, and the target is blinded (save ends)

PLAYER HANDOUT 4: THE VAULT LOCK

The lock used is a 4x4 grid and 16 stones of various colors and shapes. Many wealthy organizations use these locks (with their own combinations) to protect their greatest valuables. In order to open the lock, the stones must be placed in the correct positions. The combination can be set and changed by the owner at any time, but the 16 stones used are always the same.

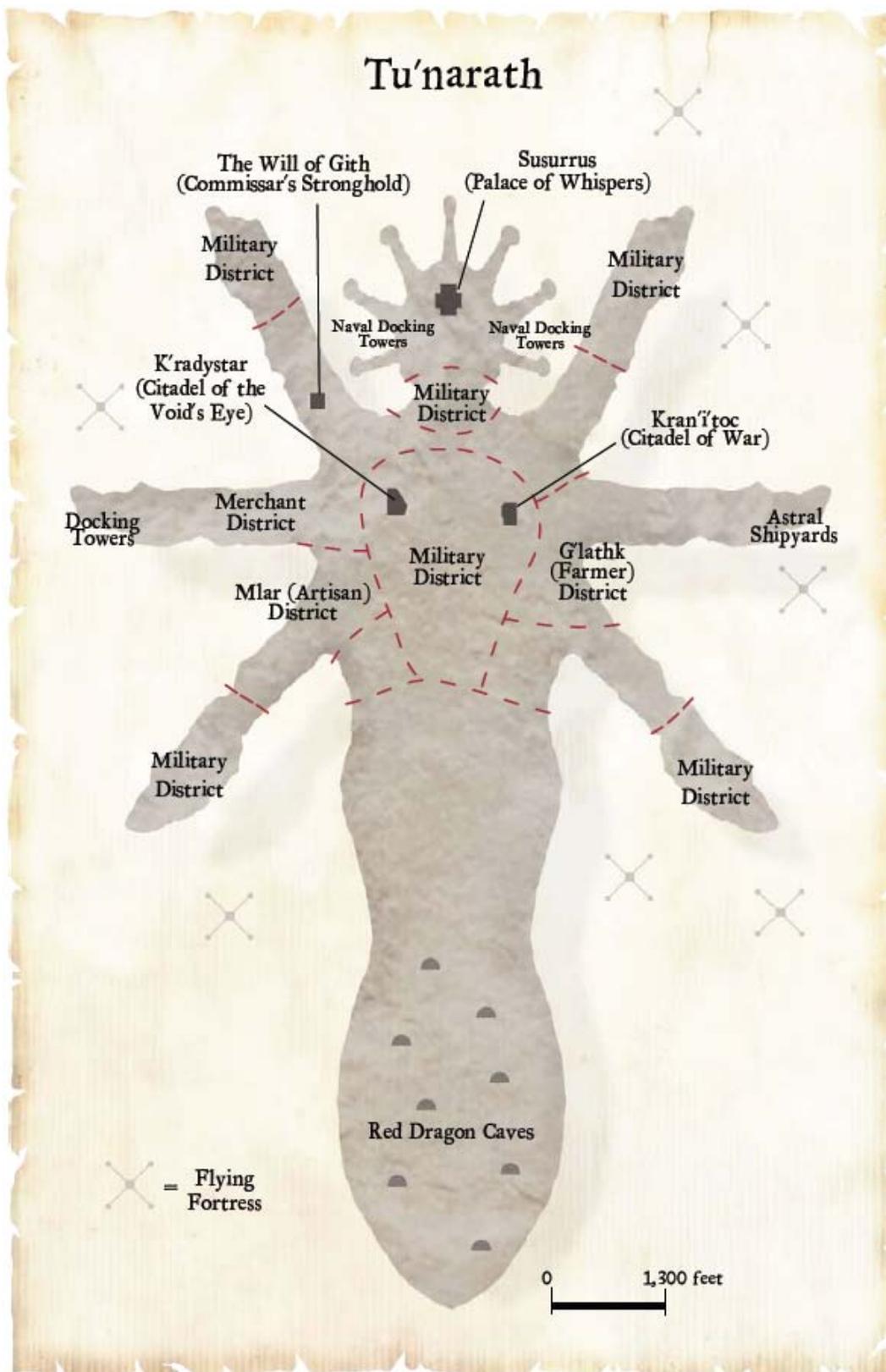
Aron's sample lock contains the following stones:

- 4 spheres: 1 green, 1 red, 2 blue
- 4 cones: 1 green, 1 red, 2 yellow
- 4 cubes: 2 green, 1 yellow, 1 blue
- 4 hexagons: 2 red, 1 yellow, 1 blue

Aron's recollection of the lock:

I caught a glimpse of the control panel – an array of 16 multi-colored stones in a square pattern. Although I only caught a glimpse as she manipulated the stones, I do recall that no row or column had a duplicate of either a color or a shape. The first stone, in the top left corner, was a green cube. The lower right corner was a red cone, which had two cubes adjacent to it. I also remember seeing her reach over to put the blue hexagon in the top row. I hope this helps you determine the combination by the time your allies reach the vault.

PLAYER HANDOUT 5: TU'NARATH



MAP SOURCE: *DRAGON MAGAZINE 377* © 2009 WotC

DUNGEONS & DRAGONS LIVING FORGOTTEN REALMS

(character name)

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

CORE2~10 UPON THE SEA OF STARS

CORE63 Hero of Yaulazna

Seric Vargenos, a corrupt Jordaini Enforcer, set out to overthrow the Pact Council and seize Yaulazna for himself. With the power of a highly-mobile earthmote capable of crossing to and from the Astral Sea at will, Seric and his githyanki allies posed a serious threat to the peace and prosperity of all Faerûn.

Only through your heroic actions was this disaster averted. You took the fight into the Astral Sea and prevailed, reclaiming Yaulazna with a brash direct assault and defeating Seric in his personal fortress. Yaulazna has once again returned to its proper place in the skies above the ruins of Great Halruaa.

You have been offered an honorary membership in any single one of the Five Companies of your choosing. (For details on each Company, see pages 254-256 of the *Forgotten Realms Campaign Guide*.) This does not negate your allegiance to any existing nation or adventuring company. You are not a voting member and are not entitled to a share of the Company's profits, but should you ever find yourself visiting Yaulazna again in the future, you are welcome to stay at the tower belonging to your chosen Company and will be given a hero's welcome.

You have also earned the enmity of House Jordain. Although most of the House's membership had no knowledge of or involvement in Seric's plot, his attempted coup has stained the reputation of the entire House and it will be many years before the Jordaini Enforcers regain their position of trust at the center of the Mote of the Five. They will not soon forget that you played a pivotal role in bringing about their shame.

This story award completes the Major Quest that began in *CORE2-3 High Infidelity*.

CORE64 Draconic Pact

While adventuring in the Astral Sea, you subdued a mighty pact dragon and thereby earned the right to claim it as your mount. Game statistics for the Adult Pact Dragon (level 13) are found on page 191 of *Draconomicon: Chromatic Dragons* and in the *D&D Compendium*. When using a pact dragon in LFR adventures, both the *breath weapon* and *astral jaunt* powers are encounter powers rather than recharge powers, and the *bloodied breath* power is removed. Change the dragon's alignment to Unaligned.

Your pact dragon counts as one of your found magic items, and you must spend 500 gp per adventure on the dragon's upkeep regardless of whether you used the dragon during that adventure or not. Remember that you need the Mounted Combat feat (*Player's Handbook*) to take advantage of powers with the Mount keyword. In combat, if you do not ride the pact dragon, it takes no action other than to defend itself or to defend you if you are unconscious (the DM controls the dragon during any round you are not mounted on it).

DUNGEONS & DRAGONS LIVING FORGOTTEN REALMS

(character name)

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

CORE2~10 UPON THE SEA OF STARS

CORE63 Hero of Yaulazna

Seric Vargenos, a corrupt Jordaini Enforcer, set out to overthrow the Pact Council and seize Yaulazna for himself. With the power of a highly-mobile earthmote capable of crossing to and from the Astral Sea at will, Seric and his githyanki allies posed a serious threat to the peace and prosperity of all Faerûn.

Only through your heroic actions was this disaster averted. You took the fight into the Astral Sea and prevailed, reclaiming Yaulazna with a brash direct assault and defeating Seric in his personal fortress. Yaulazna has once again returned to its proper place in the skies above the ruins of Great Halruaa.

You have been offered an honorary membership in any single one of the Five Companies of your choosing. (For details on each Company, see pages 254-256 of the *Forgotten Realms Campaign Guide*.) This does not negate your allegiance to any existing nation or adventuring company. You are not a voting member and are not entitled to a share of the Company's profits, but should you ever find yourself visiting Yaulazna again in the future, you are welcome to stay at the tower belonging to your chosen Company and will be given a hero's welcome.

You have also earned the enmity of House Jordain. Although most of the House's membership had no knowledge of or involvement in Seric's plot, his attempted coup has stained the reputation of the entire House and it will be many years before the Jordaini Enforcers regain their position of trust at the center of the Mote of the Five. They will not soon forget that you played a pivotal role in bringing about their shame.

This story award completes the Major Quest that began in *CORE2-3 High Infidelity*.

CORE64 Draconic Pact

While adventuring in the Astral Sea, you subdued a mighty pact dragon and thereby earned the right to claim it as your mount. Game statistics for the Adult Pact Dragon (level 13) are found on page 191 of *Draconomicon: Chromatic Dragons* and in the *D&D Compendium*. When using a pact dragon in LFR adventures, both the *breath weapon* and *astral jaunt* powers are encounter powers rather than recharge powers, and the *bloodied breath* power is removed. Change the dragon's alignment to Unaligned.

Your pact dragon counts as one of your found magic items, and you must spend 500 gp per adventure on the dragon's upkeep regardless of whether you used the dragon during that adventure or not. Remember that you need the Mounted Combat feat (*Player's Handbook*) to take advantage of powers with the Mount keyword. In combat, if you do not ride the pact dragon, it takes no action other than to defend itself or to defend you if you are unconscious (the DM controls the dragon during any round you are not mounted on it).

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.

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DUNGEON MASTER

DM Name: _____

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