

AKAN1-2

THE DEPTHS OF AIRSPUR

A DUNGEONS & DRAGONS® *LIVING*
FORGOTTEN REALMS ADVENTURE

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Kidnappers have taken the daughter of a wealthy noble lord. You are entrusted with the task of saving her before it's too late. A *Living Forgotten Realms* adventure set in Akanûl for characters levels 4-7.

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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By sanctioning and reporting this adventure you accomplish a couple of things. First, it is an official game, tracked under your play history. Second, players and DMs gain rewards for sanctioned RPGA play if they are members of the RPGA REWARDS program. Playing this adventure is worth four (4) points.

This adventure retires from RPGA-sanctioned play on December 31, 2011.

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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 RPGA Session Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your Senior GM 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 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 every word on the page; it's about creating a fun, challenging game environment for the players. A great deal of good information on being a DM for a D&D game can be found in Chapters 1-2 of the *Dungeon Master's Guide*.

APPROPRIATE CHARACTER LEVELS

This adventure is designed for player characters (PCs) levels 4-7. 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 first two levels of the adventure's level spread. The high level is meant for a group whose levels, on average, fall in the last two levels of the adventure's level spread.

A group may decide to play riskier and play the high level when their levels are more suited to the low level if everyone in the group is in agreement 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 is in agreement to do so; however, some of the rewards may be less than what they'd ideally want from the adventure.

Reading the Numbers: Each encounter will have a level and other values (such as XP or sometimes skill checks) 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 on 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 back 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 amongst 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's still more of the adventure 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 back 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.

nations may find it unusual to find the city nearly closed in the early afternoon and then bustling with energy until nearly midnight.

ADVENTURE BACKGROUND

The Hooked Claws, a criminal gang in Airspur, has kidnapped Dzera, a young daughter of the Raz-Iffrende family. They are holding her for ransom, which is about to be delivered by her twin brother Tlero. Unfortunately for Tlero, the Hooked Claws has bribed his bodyguards and intends to claim the ransom and take him prisoner as well. They intend to demand an even bigger ransom of the twins' father. If he does not pay, the Claws plan to send the children out of the city, where they face a grim fate.

With the Raz-Iffrende family unable to count on the Airspur authorities to investigate for political reasons, the only hope for the family to see their two young scions again is the PCs.

PLAYER'S INTRODUCTION

Read or paraphrase the following to the players:

Built on the shattered remnants of Airspur, the genasi have created a wondrous city overlooking the Alamber Sea. As the largest settlement in all of Akanûl, Airspur is the heart of the genasi kingdom, the center of its military might, and the crossroads of all its trade.

Airspur is also renowned for its vibrant night life. Cafés, cantinas, and cabarets at the Plaza of Leaping Fountains are among the most famous in all of Akanûl.

DM'S INTRODUCTION

The adventure takes place in the city of Airspur, the capital of Akanûl. The genasi, who dominate this city, have incorporated the fractured landscape of the union of Abeir and Toril into a fantastic city full of grand vistas.

The genasi are a proud, vivacious race, and their city reflects this. Most buildings are made of yellow sandstone with brightly painted windows and shutters, and roofs made of orange or blue tiles. The genasi dress in fashionable clothing with vivid colors and copious amounts of jewelry. Interactions with the genasi should reflect their passionate natures and love of activity.

It is customary in balmy and warm Akanûl for the genasi to take a rest during the heat of the day and then to stay up late into the cooler night. PCs from other

ENCOUNTER 1: RENDEZVOUS IN AIRSPUR

ENCOUNTER LEVEL 4/6 (875/1250 XP)

SETUP

This encounter includes the following creatures:

1 genasi thundermage (M)

2 genasi bandits (B)

2 human guards (G)

1 spitting drake (S)

Tlero Raz-Iffrende (T)

The PCs arrive at the Plaza of Leaping Fountains and get a taste for the Airspuran nightlife. Encourage the PCs to go there – either for the nightlife, shopping, or sightseeing. Feel free to come up with other roleplaying reasons for the PCs to be in that locale. They should arrive in the evening when they also chance upon the rendezvous between Tlero Raz-Iffrende and the Hooked Claws.

As the adventurers enter the area, read:

The Plaza of Leaping Fountains is located on one of the earth motes hovering several hundred feet off the ground. The plaza is an open square with many fountains placed in an orderly pattern. spurts of water randomly erupt from the fountains and arc over the pathways to land in another fountain. Music and firelight flood the plaza from the nearby cafes.

If the PCs wish to enjoy the nightlife or visit some of the shops around the plaza, there are plenty of venues for the characters to spend their time and money. The cafes primarily serve dûbras, a fruit-and-wine punch, and iced khleva, which is something like coffee with cinnamon, cardoman, and crushed almond and can be served with or without spirits.

Sometime after the PCs arrive at the Plaza of the Leaping Fountains, they see the meeting between Tlero Raz-Iffrende and the Hooked Claws.

You notice a young firesoul genasi standing impatiently in the corner of the plaza. He is handsome and well-dressed, and the bright red hair under his broad-brimmed hat waves in agitation. He holds a solid-looking metal coffer. Beside him are two large human bodyguards.

If the PCs try to approach, the Hooked Claws arrives before they can get to him. If the PCs wait and watch, they also see events unfold.

A group of thugs strolls over to Tlero (the young nobleman). They ask if he has brought the ransom, so he hands over the coffer allowing them to open it and inspect the contents. When Tlero demands to know where Dzera is, the thugs say that they have decided to change the deal: they are taking him and the money, and the ransom is now doubled. Tlero calls them out as villains and draws his sword while ordering his bodyguards to attack. His bodyguards back away from him and join the thugs, saying, “Nothing personal, but the money was just too good.” The bodyguards and thugs attack Tlero and beat him down. Tlero sees the PCs and cries out for aid (even offering money, if necessary).

If the PCs leap to the defense of Tlero, have them join the combat on the first round. Unfortunately, before the PCs can intervene, Tlero is knocked unconscious, but he is still alive. The kidnappers want him alive. The PCs are not extended the same courtesy.

FEATURES OF THE AREA

This area has a few important features.

Illumination: Due to the lamps and the light coming from nearby buildings, the area under the arcade (bounded by pillars on the encounter map) is brightly lit. All other areas are in dim light.

Onlookers: Because of the passionate natures of genasi, Airspur sees a lot of duels and fights. Onlookers know when to get out of the way and are not a factor in this encounter.

Leaping Pool: Several pools dot the Plaza of Leaping Fountains. They are shallow but count as difficult terrain. The leaping jets of water are not strong enough to cause any concern to combatants.

Shrubbery: Several shrubberies surround the plaza. A PC can move through each square (as difficult terrain) only with a DC 13 Athletics check. A PC can leap over the shrubberies with a DC 26 Athletics check (DC 13 with a running start). The shrubberies are low enough to make ranged attacks over it, but it provides cover to those on the other side.

TACTICS

The two human guards move to intercept the PCs, using their *powerful strike* as often as they can. The genasi thugs either attempt to flank with the guards or throw daggers across the shrubbery. The genasi thugs

try to use *earthshock* when several of their allies are around to take advantage of the PC being prone. The spitting drake attacks from range. The genasi thundermage uses *promise of storm* in conjunction with one of his thunder or lightning spells. He prefers to use his encounter spells early, especially if he can get multiple PCs within a *thunder burst*.

SCALING THE ENCOUNTER

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

Four PCs: Remove the spitting drake.

Six PCs: Add one spitting drake.

ENDING THE ENCOUNTER

Once the PCs have defeated the Hooked Claws thugs, they can speak with Tlero Raz-Iffrende. He regains his senses once the encounter is concluded and introduces himself. PCs may make a DC 15 History check to recognize the Raz-Iffrende name as a wealthy noble family. A DC 25 History check adds the fact that the family is noted for their political stand in cleaning up corruption in the local government. Tlero is a handsome and charismatic young genasi lord. However, he tends to be a bit rash (a trait his sister shares), which gets him into trouble.

Tlero explains that the enemies the PCs have just defeated are members of the Hooked Claws, a criminal syndicate who kidnapped his younger sister while she was here at the Plaza of Leaping Fountains

last night. These kidnappers are holding her for ransom.

He asks the PCs to rescue his sister. He can reward them handsomely. He plans to go to the authorities immediately as well, but he fears the politics and legal avenues might slow her rescue. If the PCs inquire further, Tlero mentions briefly that his family has made some enemies in the local government with charges of corruption.

Since the PCs foiled his capture, Tlero insists they must hurry. The Hooked Claws are likely to move her or, even worse, execute her. Dzera would never forgive him if he lets her be killed.

After a few minutes, the Airspuran Civil Guard arrives. If the characters explain that these thugs attacked Tlero and them, the Civil Guard accepts their word and collects the bodies or survivors.

EXPERIENCE POINTS

The characters each gain 175/250 experience points each for defeating the Hooked Claw thugs.

TREASURE

The thundermage carries a sack with a *symbol of life* +2 (and *elven boots* at the high tier).

Tlero promises the PCs 30/50 gp each if they rescue Dzera. If the PCs insist, he offers 10/15 gp now as a retainer, with the rest coming if they succeed.

ENCOUNTER 1: RENDEZVOUS IN AIRSPUR STATISTICS (LOW LEVEL)

Genasi Thundermage	Level 4 Artillery
Medium natural humanoid	XP 175
Initiative +4 Senses Perception +5	
HP 42; Bloodied 21	
AC 17; Fortitude 12, Reflex 14, Will 15	
Resist 5 lightning	
Speed 6	
m Quarterstaff (standard; at-will) ♦ Weapon	
+6 vs. AC; 1d8 damage.	
r Magic Missile (standard; at-will) ♦ Force	
Ranged 20; +7 vs. Reflex; 2d4 + 4 force damage.	
R Dancing Lightning (standard; encounter) ♦ Lightning	
The genasi thundermage makes a separate attack against 3 different targets ranged 10; +7 vs. Reflex; 1d6 + 4 lightning damage.	
A Thunder Burst (standard; encounter) ♦ Lightning	
Area burst 1 within 10; +7 vs. Fortitude; 1d8 + 4 thunder damage and the target is dazed (save ends).	
Promise of Storm (minor; encounter)	
Until the end of the genasi thundermage's next turn, he deals an extra 1d8 damage with any lightning or thunder power he uses.	
Alignment Unaligned Languages Common, Primordial	
Skills Arcana +11	
Str 10 (+2) Dex 14 (+4) Wis 17 (+5)	
Con 12 (+3) Int 18 (+6) Cha 12 (+3)	
Equipment robes, quarterstaff, wand	

Genasi Bandit	Level 2 Skirmisher
Medium natural humanoid	XP 125
Initiative +6 Senses Perception +1	
HP 37; Bloodied 18	
AC 16; Fortitude 15, Reflex 14, Will 12	
Speed 6	
m Mace (standard; at-will) ♦ Weapon	
+4 vs. AC; 1d8 + 1 damage, and the genasi thug shifts 1 square.	
r Dagger (standard; at-will) ♦ Weapon	
Ranged 5/10; +6 vs. AC; 1d4 + 3 damage.	
M Dazing Strike (standard; encounter) ♦ Weapon	
Requires mace; +4 vs. AC; 1d8 + 1 damage, the target is dazed until the end of the genasi thug's next turn, and the genasi thug shifts 1 square.	
C Earthshock (minor; encounter)	
Close burst 1; +6 vs. Fortitude; target is knocked prone.	
Combat Advantage	
The genasi thug deals an extra 1d6 damage on melee and ranged attacks against any target it has combat advantage against.	
Alignment Unaligned Languages Common, Primordial	
Skills Stealth +9, Streetwise +7, Thievery +9	
Str 12 (+3) Dex 17 (+4) Wis 11 (+1)	
Con 13 (+2) Int 12 (+2) Cha 12 (+2)	
Equipment leather armor, mace, 4 daggers	

Human Guard	Level 3 Soldier
Medium natural humanoid	XP 150
Initiative +5 Senses Perception +6	
HP 47; Bloodied 23	
AC 18; Fortitude 16, Reflex 15, Will 14	
Speed 5	
m Halberd (standard; at-will) ♦ Weapon	
Reach 2; +10 vs. AC; 1d10 + 3 damage, and the target is marked until the end of the human guard's next turn	
M Powerful Strike (standard; recharge 5 6) ♦ Weapon	
Requires halberd; reach 2; +10 vs. AC; 1d10 + 7 damage, and the target is knocked prone.	
R Crossbow (standard; at-will) ♦ Weapon	
Ranged 15/30; +9 vs. AC 1d8 + 2 damage.	
Alignment Unaligned Languages Common	
Skills Streetwise +7	
Str 16 (+4) Dex 14 (+3) Wis 11 (+1)	
Con 15 (+3) Int 10 (+1) Cha 12 (+2)	
Equipment chainmail, halberd, crossbow with 20 bolts	

Spitting Drake	Level 3 Artillery
Medium natural beast (reptile)	XP 150
Initiative +5 Senses Perception +3	
HP 38; Bloodied 19	
AC 17; Fortitude 14, Reflex 16, Will 14	
Resist 10 acid	
Speed 7	
m Bite (standard; at-will)	
+6 vs. AC; 1d6 + 2 damage	
R Caustic Spit (standard; at-will) ♦ Acid	
Ranged 10; +8 vs. Reflex; 1d10 + 4 acid damage	
Alignment Unaligned Languages –	
Str 14 (+3) Dex 18 (+5) Wis 14 (+3)	
Con 14 (+3) Int 3 (-3) Cha 12 (+2)	

ENCOUNTER 1: RENDEZVOUS IN AIRSPUR STATISTICS (HIGH LEVEL)

Genasi Thundermage (level 6)	Level 6 Artillery
Medium natural humanoid	XP 250
Initiative +5 Senses Perception +6	
HP 54; Bloodied 27	
AC 19; Fortitude 14, Reflex 16, Will 17	
Resist 5 lightning	
Speed 6	
m Quarterstaff (standard; at-will) ♦ Weapon	
+8 vs. AC; 1d8 + 1 damage.	
r Magic Missile (standard; at-will) ♦ Force	
Ranged 20; +9 vs. Reflex; 2d4 + 5 force damage.	
R Dancing Lightning (standard; encounter) ♦ Lightning	
The genasi thundermage makes a separate attack against 3 different targets ranged 10; +9 vs. Reflex; 1d6 + 5 lightning damage.	
A Thunder Burst (standard; encounter) ♦ Lightning	
Area burst 1 within 10; +9 vs. Fortitude; 1d8 + 5 thunder damage and the target is dazed (save ends).	
Promise of Storm (minor; encounter)	
Until the end of the genasi thundermage's next turn, he deals an extra 1d8 damage with any lightning or thunder power he uses.	
Alignment Unaligned Languages Common, Primordial	
Skills Arcana +12	
Str 10 (+3) Dex 14 (+5) Wis 17 (+6)	
Con 12 (+4) Int 18 (+7) Cha 12 (+4)	
Equipment robes, quarterstaff, wand	

Genasi Thug (level 5)	Level 5 Skirmisher
Medium natural humanoid	XP 200
Initiative +7 Senses Perception +2	
HP 53; Bloodied 26	
AC 18; Fortitude 17, Reflex 16, Will 14	
Speed 6	
m Mace (standard; at-will) ♦ Weapon	
+6 vs. AC; 1d8 + 2 damage, and the genasi thug shifts 1 square.	
r Dagger (standard; at-will) ♦ Weapon	
Ranged 5/10; +8 vs. AC; 1d4 + 4 damage.	
M Dazing Strike (standard; encounter) ♦ Weapon	
Requires mace; +6 vs. AC; 1d8 + 2 damage, the target is dazed until the end of the genasi thug's next turn, and the genasi thug shifts 1 square.	
C Earthshock (minor; encounter)	
Close burst 1; +8 vs. Fortitude; target is knocked prone.	
Combat Advantage	
The genasi thug deals an extra 1d6 damage on melee and ranged attacks against any target it has combat advantage against.	
Alignment Unaligned Languages Common, Primordial	
Skills Stealth +10, Streetwise +8, Thievery +10	
Str 12 (+4) Dex 17 (+5) Wis 11 (+2)	
Con 13 (+3) Int 12 (+3) Cha 12 (+3)	
Equipment leather armor, mace, 4 daggers	

Human Guard (level 5)	Level 5 Soldier
Medium natural humanoid	XP 200
Initiative +6 Senses Perception +7	
HP 63; Bloodied 31	
AC 20; Fortitude 18, Reflex 17, Will 16	
Speed 5	
m Halberd (standard; at-will) ♦ Weapon	
Reach 2; +12 vs. AC; 1d10 + 4 damage, and the target is marked until the end of the human guard's next turn	
M Powerful Strike (standard; recharge 5 6) ♦ Weapon	
Requires halberd; reach 2; +12 vs. AC; 1d10 + 8 damage, and the target is knocked prone.	
R Crossbow (standard; at-will) ♦ Weapon	
Ranged 15/30; +11 vs. AC 1d8 + 3 damage.	
Alignment Unaligned Languages Common	
Skills Streetwise +8	
Str 16 (+5) Dex 14 (+4) Wis 11 (+2)	
Con 15 (+4) Int 10 (+2) Cha 12 (+3)	
Equipment chainmail, halberd, crossbow with 20 bolts	

Spitting Drake (level 5)	Level 5 Artillery
Medium natural beast (reptile)	XP 200
Initiative +6 Senses Perception +4	
HP 50; Bloodied 25	
AC 19; Fortitude 16, Reflex 18, Will 16	
Resist 10 acid	
Speed 7	
m Bite (standard; at-will)	
+8 vs. AC; 1d6 + 3 damage	
R Caustic Spit (standard; at-will) ♦ Acid	
Ranged 10; +10 vs. Reflex; 1d10 + 5 acid damage	
Alignment Unaligned Languages –	
Str 14 (+4) Dex 18 (+6) Wis 14 (+4)	
Con 14 (+4) Int 3 (-2) Cha 12 (+3)	

ENCOUNTER 1: RENDEZVOUS IN AIRSPUR MAP

ARCANE CORRIDORS

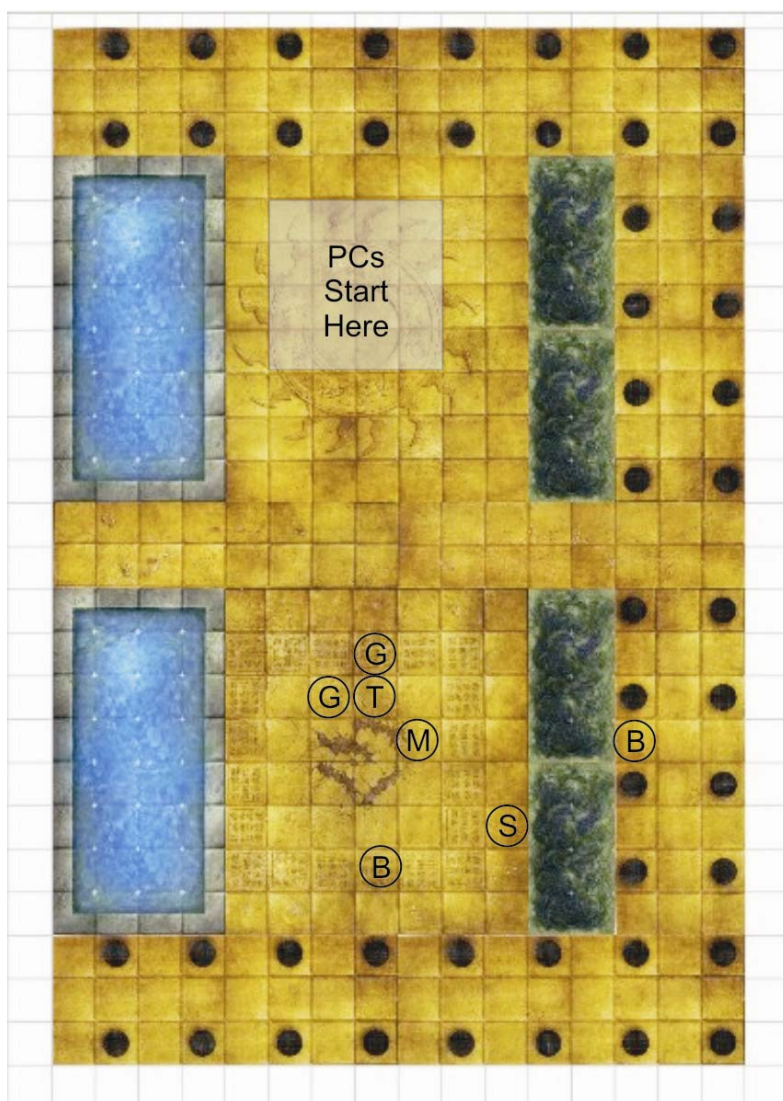
Pool/ Hall w/ Statues	4x8	x2
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DIRE TOMBS

Hall / Hall w/Pillars	8x3	x6
Runes / Pool	8x8	x1
Throne Room / Sun Room	8x8	x1
Shelves / Hall	8x2	x1
Floor w/ crevasse / Hall	8x2	x1

RUINS OF THE WILD

Graves/Briar	4x2	x2
Ruined Wagon / Briar	4x2	x2



ENCOUNTER 2: DOWN INTO THE DEPTHS

**SKILL CHALLENGE LEVEL 4/6,
COMPLEXITY 2 (350/500 XP)**

SETUP

Number of Successes: 6

Number of Failures: 3

Primary Skills: Bluff, Diplomacy, Heal, History, Insight, Intimidate Perception, Streetwise

The PCs have to work their way through part of the labyrinthine city of Airspur, tracking their way to the lair of the kidnappers. The PCs also face another challenge here: getting there unnoticed. If the PCs are too conspicuous about their actions, they may very well be spotted by members of the kidnapping ring.

SKILL CHALLENGE

The PCs engage in a skill challenge to track the Hooked Claw thugs back to their hideout where they are keeping Dzera.

The skill challenge is divided into two scenes. The first deals with investigation of the bodies in the Plaza of Leaping Fountains. The second covers the search for the Hooked Claw's hide-out.

SCENE 1

With the threat of the thugs countered, the sounds of Aispuan night life returns to the plaza. Below you the city of Airspur lies along the curving coastline of the Alamber Sea. Somewhere among the dots of lights Dzera is being held for ransom and needs rescue.

Diplomacy (DC 17/19): Convince one of the Hooked Claw to talk, assuming that any of the thugs were left alive who tells the PCs that the Hooked Claw likes the deeper parts of Airspur.

Heal (DC 13/15): Realize that the Hooked Claw thugs are very pale, as if they are not in the sun often. This is unusual for sunny and balmy Akanûl.

Intimidate (DC 14/16): Threaten the prisoners if they do not give up the location of their hideout.

Perception (DC 15/17): Notice that the Hooked Claws smell of olives. If a PC's check is 20/22 or higher, the PC notices that the thugs have smashed

olive pits ground into the souls of their boots and receives at +3 bonus to a skill check in Scene 2.

SCENE 2

They say that if you don't like the weather in Akanûl, just wait 5 minutes. That is true tonight. A fast-moving storm rolls across the sky. Rumbling thunder accompanies your efforts as you seek the lair of the Hooked Claws in the labyrinthine city of Airspur.

Bluff (DC 14/16): Trick an Airspuran genasi criminal into revealing where the Hooked Claws like to gather. On a failure, the Airspuran gives the PC wrong information and the PC takes a -3 penalty on the next skill check in this challenge.

History (DC 12/14): Remember lore that much of the criminal element of Airspur can be found in the lower reaches, below the earthmotes.

Insight (DC 17/19): Read between the lines to get true directions to the Hooked Claws hideout without the grubby merchant realizing he is passing on the information. On a failure, the PC misunderstands the target and takes a -3 penalty on the next skill check in this challenge.

Streetwise (DC 16/18): Get a tip from one of the many late-night revelers on the location of the Hooked Claw's hideout. On a failure, the PC runs afoul agents of the Hooked Claw and must each spend a healing surge. If a PC's check is 21/23 or higher, the PC has found a particularly well-connected individual and can make another DC 15/17 Diplomacy check to receive a second success.

ENDING THE ENCOUNTER

Whether or not the PCs succeed on the skill challenge, they discover the location of the Hooked Claw's lair.

Success: If the PCs succeed at the skill challenge, then the Hooked Claws are unaware of the PCs' investigation and are not on alert.

Failure: If the PCs fail the skill challenge, the Hooked Claws are warned that the PCs are looking for them. They send another gang of thugs out to rough up the PCs. Each PC automatically loses one healing surge. In addition, the Hooked Claws are alert at the Olive Mill.

EXPERIENCE POINTS

The characters each gain 70/100 experience points for overcoming the skill challenge.

ENCOUNTER 3: SWOOP IN THE NIGHT

ENCOUNTER LEVEL 3/5 (750/1000 XP)

SETUP

This encounter includes the following creatures.
5 fire bats (F)

As the adventurers enter the area, read:

The Street of Cerulean Hues snakes along the top of a cliff that overlooks the Alamber Sea, offering a breathtaking view of the moon-drenched surf below.

Your enjoyment of the vista is ruined when you hear a woman point at you and cry, "Look out! They got lose!" A nearby merchant ducks underneath her cart, while five bats made of flame soar through the nighttime sky in your direction.

The woman is an animal trainer who was hired by the Hooked Claws to use her pets to stop anyone investigating the kidnapping. She pretends that her caged tipped over so that the fire bats managed to escape the cage where they were being held.

A passive Insight check DC 21 reveals to the PC making the check that this accident was really a planned attack, and that the woman commanded the bats to attack them specifically.

FEATURES OF THE AREA

Illumination: The streetlamps provide bright illumination for 10 squares. All other areas are in dim illumination.

Cliffside: The cliff side of the road is bordered by a waist-high wall, making falling off unlikely. If a character or a bat falls, they plummet 50 feet to the

stream or ocean shore below, taking 5d10 points of damage.

Merchant's Cart: A DC 14 Athletics check allows a character to leap atop the cart as part of a move. Otherwise it counts as two squares of movement to climb atop the wagon.

TACTICS

The fiery bats use their *fiery swoop* attack while remaining off the edge of the cliff where the PCs cannot follow.

SCALING THE ENCOUNTER

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

Four PCs: Remove one fire bat.

Six PCs: Add one fire bat.

ENDING THE ENCOUNTER

When the PCs have slain the bats, they can confront the human woman who owns the bats. Her name is Olrisa, and she claims that she purchased the bats to take care of a vermin problem in her grape orchard. This is a lie, and her Bluff bonus is +8. If caught in the lie, she can be forced to reveal her link to the Hooked Claws with a Intimidate check DC 15 or a Diplomacy DC 22.

However, the PCs only have 1 minute to get to Olrisa before the authorities arrive to investigate the disturbance. Once they arrive, they believe Olrisa's story of an accident, and they let her go with a 5gp fine, and thereafter the PCs cannot get information from her.

If the PCs are able to coerce Olrisa into talking, they learn that Olrisa heard a beautiful, unearthly singing coming from the Hooked Claw hideout.

EXPERIENCE POINTS

The characters each gain 150/200 experience points for defeating the fire bats.

ENCOUNTER 3: SWOOP IN THE NIGHT STATISTICS (LOW LEVEL)

Fire Bat (Level 3)		Level 3 Skirmisher	
Medium elemental beast (fire)		XP 150	
Initiative +7		Senses Perception +7	
HP 44; Bloodied 22			
AC 18; Fortitude 13, Reflex 18, Will 11			
Resist 10 fire			
Speed 2 (clumsy); fly 8; see also <i>fiery swoop</i>			
m Fiery Touch (standard; at-will) ♦ Fire			
+4 vs. Reflex; 1d6+3 fire damage, and ongoing 5 fire damage (save ends).			
M Fiery Swoop (standard; at-will) ♦ Fire			
The fire bat shifts up to 4 squares and can move through occupied squares as it moves. It makes a melee basic attack against any creature whose space it enters. The fire bat cannot attack a target more than once in this fashion, and it must end its movement in an unoccupied square.			
Alignment Unaligned		Languages --	
Str 6 (-1)	Dex 19 (+5)	Wis 12 (+2)	
Con 12 (+2)	Int 2 (-3)	Cha 7 (-1)	

ENCOUNTER 3: SWOOP IN THE NIGHT STATISTICS (HIGH LEVEL)

Fire Bat		Level 5 Skirmisher
Medium elemental beast (fire)		XP 200
Initiative +8	Senses Perception +8	
HP 60; Bloodied 30		
AC 20; Fortitude 15, Reflex 20, Will 13		
Resist 10 fire		
Speed 2 (clumsy); fly 8; see also <i>fiery swoop</i>		
m Fiery Touch (standard; at-will) ♦ Fire		
+6 vs. Reflex; 1d6 + 4 fire damage, and ongoing 5 fire damage (save ends)		
M Fiery Swoop (standard; at-will) ♦ Fire		
The fire bat shifts up to 4 squares and can move through occupied squares as it moves. It makes a melee basic attack against any creature whose space it enters. The fire bat cannot attack a target more than once in this fashion, and it must end its movement in an unoccupied square.		
Alignment Unaligned		Languages –
Str 6 (+0)	Dex 19 (+6)	Wis 12 (+3)
Con 12 (+3)	Int 2 (–2)	Cha 7 (+0)

ENCOUNTER 3: SWOOP IN THE NIGHT MAP

DUNGEON TILES

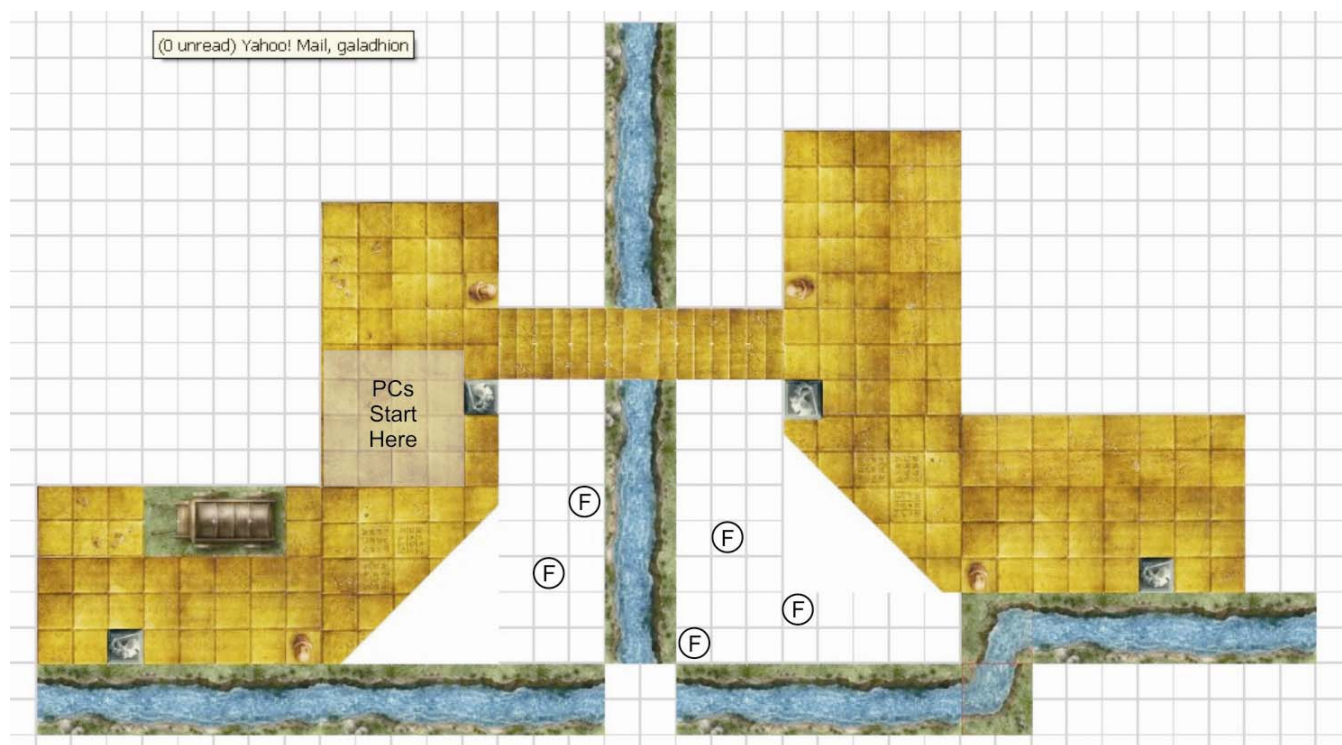
Statue / Floor	1x1	X4
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RUINS OF THE WILD

Stream / Crevasse	8x2	x2
Stream / Road	8x2	x4
Stream Bend / Horse	2x2	X1
Stream Bend / Road Bend	2x2	x1
Covered Wagon / Field w/ Log	4x2	x1

DIRE TOMBS

Urn / Skull	1x1	x4
Stairs / Hall	4x2	x2
Floor w/ crevasse / Hall	8x2	x2
Shelves / Hall	8x2	x2
Hall / Hall w/ Pillars	8x3	x4
Mummy Corner / Runes	5x5	x2



ENCOUNTER 4: THE OLIVE MILL

ENCOUNTER LEVEL 5/8 (1075/1750 XP)

SETUP

This encounter includes the following creatures and traps.

1 hooked claw harpy (H)

1 genasi miller (M)

10 human lackies (L)

Olive Mill (O)

Amphorae (A)

Dzera Raz-Iffrende (D)

As the adventurers enter the area, read:

Your inquiries have led you to an olive mill in the neighborhood called Darkled Depths. Located in the shadow of an earthmote that hangs just a few hundred feet overhead, this ward of the city has been given over to industry. The genasi have harnessed the force of the streams of water plunging downward from the floating earth to power countless mills, including the one that the Hooked Claws are using as a lair.

The millhouse is two stories tall and made of the yellow sandstone so prevalent in Airspur. The mill seems to be in operation, judging from the rumbling sound of gears and wheels.

The Hooked Claws use this working olive mill as one of their hideouts in Airspur. The noise of the olive mill drowns any suspicious noises, and the amphorae in which they store the olive oil makes excellent vessels for smuggling a variety of substances—and the occasional person.

The mill is in operation when the PCs arrive. This is not unusual for Airspur. The city residents take a midday break and then work into the evening.

When the PCs enter the millhouse, read:

The millhouse is one large open room dominated by the mill itself. The mill is a large stone bowl set into the floor in which two stone wheels spin about in an upright position, grinding olives into paste. The shaft and gearwork of the mill extend up into the rafters, where it can be accessed from a narrow catwalk. A flue of thundering water on the far side of the room

powers the mill. Dozens of large amphora stand about the room. Some full of olive oil; some still empty.

If the PCs were successful at the skill challenge, the Hooked Claws are not on alert. Two bored minions stand guard outside the main door, talking to each other (“I spy with my eye something that begins with an A.”). The rest are inside the main room of the millhouse where they are operating the mill and getting lectured by the genasi miller (“Be sure that you put kidnap victims into empty jars. We don’t want a repeat of the Shlaka disaster.”) The Hooked Claw harpy is perched on the catwalk, watching the activity below with an eager eye.

If the Hooked Claws are alerted to the PCs because they failed the skill challenge, the two minions outside have been brought inside and the Hooked Claws have barred the door. The minions are at the ready to roll amphorae at any threat. The Hooked Claws refuse to open the door for anyone until they smuggle Dzera out in one of the amphorae with the morning shipment.

The PCs can try to negotiate with the Hooked Claws. The Hooked Claw harpy does the talking and she is hostile to the PCs, demanding 1,000 gp for the safe return of Dzera. They have their orders from higher ups in the organization and accept nothing less. The Hooked Claws are not terribly interested in negotiating, however, and attack the PCs at the slightest provocation.

FEATURES OF THE AREA

This area is a working mill and has several important features.

Illumination: The inside of the mill is brightly lit for the mill workers to see their work. Outside the mill, all areas are dimly lit.

The Millhouse: The main room of the millhouse is 20 ft. tall with catwalks 10 ft. overhead. The floor is flagstone.

Door: If the door is unbarred, it can be opened with a minor action. If the door is barred, it can be opened with a DC 17 Strength check or with a DC 20 Thievery check.

Olive Mill: At the center of the large millhouse is the mill itself. Creatures that fall into the mill may be caught under the grindstone. The grindstone makes a +10 attack vs. AC. On a hit, the target takes 5 points of damage and 5 ongoing damage each round and is immobilized. PCs may use the Escape action against a Reflex or Fortitude defense DC 17/19 to work free of

the olive mill. Success puts the PC in a square of the player's choice adjacent to the mill.

Catwalk: The mill workers use this catwalk to access the machinery in the rafters. It is reached by a wooden ladder set into the wall, which requires a DC 5 Athletics check to scale. The catwalk itself is not very stable and requires a DC 14 Balance check to navigate at half speed.

Water Flue: This shaft of water, falling from the earthmote high above, powers the mill. The miller have encased it in a stone flue to keep clumsy helpers from falling in.

Amphorae: These large clay vases are full of freshly pressed olive oil. PCs and the Hooked Claw thugs can tip over and roll the amphora up to 5 squares in a straight line as a standard action. The rolling amphora strikes as a Strength +2 attack vs. Reflex, doing 1d6 damage. On a hit the amphora also shatters, covering the square with oil. Movement in that square is now difficult terrain, requiring 2 squares of movement and a DC 15 Acrobatics check. On a miss, the amphora does not shatter.

TACTICS

Once alerted, the human minions gather to take advantage of their *mob rule* power. They roll amphorae of oil at the PCs if they are able to do so. If the miller and the harpy are both killed, they flee.

The genasi miller wades into battle with his greataxe. Confident in his ability to cause great damage, he fights until slain. He explodes with his *firepulse* against heavily armored PCs.

The Hooked Claw harpy makes use of the high interior of the millhouse to fly around and land on the catwalks, staying out of reach of PCs below. It uses its *alluring song* to lure PCs into the olive mill. It uses its *deadly screech* as often as possible, catching groups of PCs when it can. If it is bloodied and the miller and the minions are slain, the harpy flees.

SCALING THE ENCOUNTER

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

Four PCs: Remove four human lackies.

Six PCs: Add one genasi miller and two human lackies.

ENDING THE ENCOUNTER

If the PCs wait until dawn before making their move, the Hooked Claws decide to move Dzera to a more secure location. They cram her into an amphora and load her onto a wagon, which carries her across town to an underground lair which is protected by too many thugs for the party to hope to succeed. If this happens, her father pays the ransom to ensure her freedom. The PCs do not receive any reward or the Favor of the Raz-Iffrende.

If the PCs defeat the Hooked Claws, they can explore the mill. In the cellar, they find Dzera. She looks a great deal like her brother, but she has manifested her watersoul, turning her hair a sea green. She used the distraction of the combat above to slip her bounds and knock out the two minions guarding her. If the PCs do not find her quickly enough, she gets bored and peaks out of the cellar to see what happened to all the bandits.

EXPERIENCE POINTS

The characters each gain 215/350 experience points for defeating the Hooked Claws.

The PCs receive 30/60 xp for rescuing Dzera Raz-Iffrende.

TREASURE

The Hooked Claws have been hoarding the stolen wealth from their kidnapping victims. They have amassed a chest filled with wealth totaling 70/100 gold pieces per PC. Additionally, there are the following magic items: *battleforged armor*+1 (low-level version only), *+1 staff of storms* (low-level version only), *shield of defiance* (heroic tier), ritual scroll of Raise Dead, and a ritual book containing Enchant Magic Item and Traveler's Feast.

CONCLUSION

If the PCs succeed in rescuing Dzera, she leads them to her father's townhouse. Tlero arrives shortly afterward, frustrated that he could get no help from the civil guard against the Hooked Claws. However, he gives the PCs the reward he promised and thanks them heartily for their help. Before the PCs depart, Tlero and Dzera say that they will keep them in mind in the future if the opportunity for adventure should arise again.

ENCOUNTER 4: THE OLIVE MILL STATISTICS (LOW LEVEL)

Hooked Claw Harpy	Level 4 Elite Controller
Medium fey humanoid	XP 400
Initiative +5 Senses Perception +4	
HP 110; Bloodied 55	
AC 20; Fortitude 15, Reflex 17, Will 19	
Resist 10 thunder	
Saving Throws +2	
Speed 6, fly 8 (clumsy)	
Action Points 1	
m Club (standard; at-will)	
+9 vs. AC; 1d8 + 1 damage.	
C Alluring Song (standard; sustain minor; at-will) ♦ Charm	
Close burst 10; deafened creatures are immune; +10 vs. Will; the target is pulled 3 squares and immobilized (save ends). When the harpy sustains the power, any target that has not yet saved against the effect is pulled 3 squares and immobilized (save ends).	
C Deadly Screech (standard; recharge 5 6) ♦ Thunder	
Close burst 4; +10 vs. Fortitude; 1d6 + 3 thunder damage, and the target is dazed (save ends).	
C Desperate Screech (free; when first bloodied; encounter) ♦ Thunder	
The Hooked Claw harpy's deadly screech recharges, and the harpy uses it immediately.	
C Hideous Visage (immediate interrupt; when Hooked Claw harpy is targeted by a melee attack; at-will) ♦ Charm	
Close burst 2; +7 vs. Will; targets attacker only; the attacker must target a different creature with the melee attack or forego its attack.	
Alignment Evil Languages Common	
Skills Stealth +9	
Str 15 (+4) Dex 15 (+4) Wis 14 (+4)	
Con 15 (+4) Int 10 (+2) Cha 19 (+6)	

Genasi Miller	Level 4 Brute
Medium natural humanoid	XP 175
Initiative +3 Senses Perception +2	
HP 66; Bloodied 33, see also <i>battle fury</i>	
AC 15; Fortitude 14, Reflex 12, Will 13	
Resist 5 fire	
Speed 7	
m Greataxe (standard; at-will) ♦ Weapon	
+7 vs. AC; 1d12 + 4 damage (crit 1d12 + 16)	
m Battle Fury (free; when first bloodied; encounter)	
The genasi miller makes a melee basic attack with a +4 bonus to the attack roll and deals an extra 1d6 damage on a hit.	
R Handaxe (standard; at-will) ♦ Weapon	
Ranged 5/10; +5 vs. AC; 1d6 + 3 damage	
Firepulse (immediate reaction; encounter) ♦ Fire	
Melee 1; when an enemy hits the genasi miller with a melee attack, the genasi miller makes an attack against the target; +7 vs. Reflex; 1d6+5 fire damage.	
Alignment Unaligned Languages Common, Primordial	
Skills Athletics +9, Endurance +9	
Str 17 (+5) Dex 12 (+3) Wis 11 (+2)	
Con 16 (+5) Int 12 (+3) Cha 12 (+3)	
Equipment hide armor, greataxe, 2 handaxes	

Human Lackey (level 5)	Level 5 Minion
Medium natural humanoid	XP 50
Initiative +2 Senses Perception +3	
HP 1; a missed attack never damages a minion	
AC 17; Fortitude 15, Reflex 12, Will 13; see also <i>mob rule</i>	
Speed 6	
m Club (standard; at-will) ♦ Weapon	
+10 vs. AC; 5 damage	
Mob Rule	
The human lackey gains a +2 power bonus to all defenses while at least two other human lackeys are within 5 squares of it.	
Alignment Unaligned Languages Common	
Str 16 (+5) Dex 11 (+2) Wis 12 (+3)	
Con 14 (+4) Int 10 (+2) Cha 13 (+3)	
Equipment leather armor, club	

ENCOUNTER 4: THE OLIVE MILL STATISTICS (HIGH LEVEL)

Hooked Claw Harpy (level 8)	Level 8 Elite Controller
Medium fey humanoid	XP 700
Initiative +7 Senses Perception +6	
HP 168; Bloodied 84	
AC 24; Fortitude 19, Reflex 21, Will 23	
Resist 10 thunder	
Saving Throws +2	
Speed 6, fly 8 (clumsy)	
Action Points 1	
m Claw (standard; at-will)	
+13 vs. AC; 1d8 + 3 damage.	
C Alluring Song (standard; sustain minor; at-will) ♦ Charm	
Close burst 10; deafened creatures are immune; +14 vs. Will; the target is pulled 3 squares and immobilized (save ends). When the harpy sustains the power, any target that has not yet saved against the effect is pulled 3 squares and immobilized (save ends).	
C Deadly Screech (standard; recharge 5 6) ♦ Thunder	
Close burst 4; +14 vs. Fortitude; 1d6 + 5 thunder damage, and the target is dazed (save ends).	
C Desperate Screech (free; when first bloodied; encounter) ♦ Thunder	
The Hooked Claw harpy's deadly screech recharges, and the harpy uses it immediately.	
C Hideous Visage (immediate interrupt; when Hooked Claw harpy is targeted by a melee attack; at-will) ♦ Charm	
Close burst 2; +11 vs. Will; targets attacker only; the attacker must target a different creature with the melee attack or forego its attack.	
Alignment Evil Languages Common	
Skills Stealth +11	
Str 15 (+6) Dex 15 (+6) Wis 14 (+6)	
Con 15 (+6) Int 10 (+4) Cha 19 (+8)	

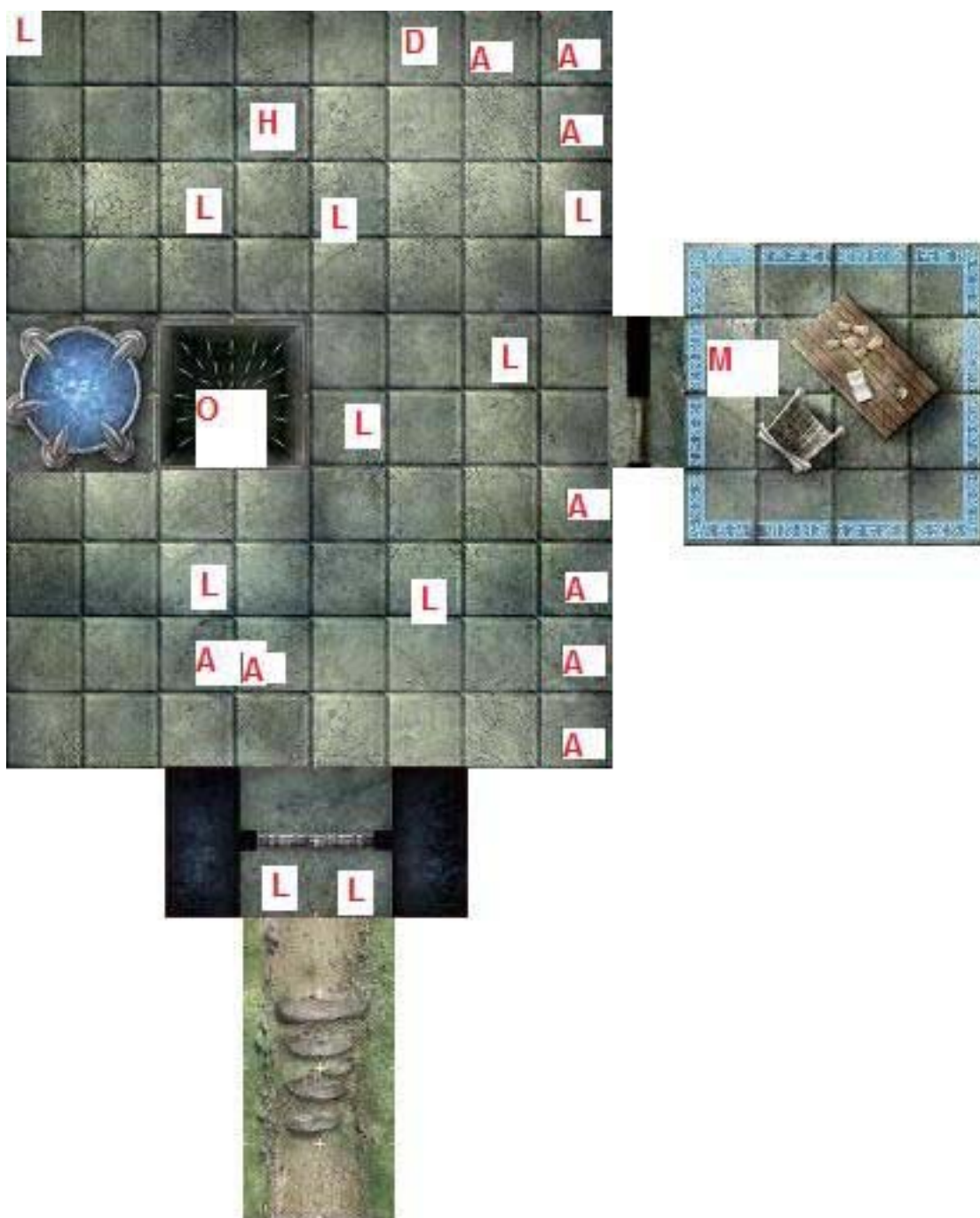
Genasi Miller (level 7)	Level 7 Brute
Medium natural humanoid	XP 300
Initiative +4 Senses Perception +3	
HP 96; Bloodied 48, see also <i>battle fury</i>	
AC 18; Fortitude 17, Reflex 15, Will 16	
Resist 5 fire	
Speed 7	
m Greataxe (standard; at-will) ♦ Weapon	
+10 vs. AC; 1d12 + 5 damage (crit 1d12 + 17)	
m Battle Fury (free; when first bloodied; encounter)	
The genasi miller makes a melee basic attack with a +4 bonus to the attack roll and deals an extra 1d6 damage on a hit.	
R Handaxe (standard; at-will) ♦ Weapon	
Ranged 5/10; +8 vs. AC; 1d6 + 4 damage	
Firepulse (immediate reaction; encounter) ♦ Fire	
Melee 1; when an enemy hits the genasi miller with a melee attack, the genasi miller makes an attack against the target; +8 vs. Reflex; 1d6+6 fire damage.	
Alignment Unaligned Languages Common, Primordial	
Skills Athletics +10, Endurance +10	
Str 17 (+6) Dex 12 (+4) Wis 11 (+3)	
Con 16 (+6) Int 12 (+4) Cha 12 (+2)	
Equipment hide armor, greataxe, 2 handaxes	

Human Lackey	Level 7 Minion
Medium natural humanoid	XP 75
Initiative +3 Senses Perception +4	
HP 1; a missed attack never damages a minion	
AC 19; Fortitude 17, Reflex 14, Will 15; see also <i>mob rule</i>	
Speed 6	
m Club (standard; at-will) ♦ Weapon	
+12 vs. AC; 6 damage	
Mob Rule	
The human lackey gains a +2 power bonus to all defenses while at least two other human lackeys are within 5 squares of it.	
Alignment Unaligned Languages Common	
Str 16 (+6) Dex 11 (+3) Wis 12 (+4)	
Con 14 (+5) Int 10 (+3) Cha 13 (+4)	
Equipment leather armor, club	

ENCOUNTER 4: THE OLIVE MILL MAP

RUINS OF THE WILD

Cabin / Field w/Trees	8x8	x1
Stonehenge / Field w/Pond	8x8	x1
Ruined Tower / Field w/Trees	8x8	x2
Fallen Statue / Mud Puddle	2x1	x1
Field w/Statue / Muddy Pond	4x2	x1



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.

IMPORTANT DM INFORMATION

It is critical that you enter the PC rewards accurately on the tracking form, and ensure that the information is reported and entered online in a timely manner. While players will be able to track their character's information on paper, the online information serves as an important backup and verification of play.

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: Rendezvous in Airspur
175/250 XP

Encounter 2: Down into the Depths
70/100 XP

Encounter 3: Swoop in the Night
150/200 XP

Encounter 4: The Olive Mill
215/350 XP

Minor Quest: Rescuing Dzera
30/60 XP

Total Possible Experience
640/960 XP

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 some other item of value. Each player makes one selection for their character; players may choose the same treasure bundle.

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 to the gold all characters receive, and ensure you enter the total amount of gold gained (minus any expenditures) online.

You can have a negative number and enter that negative online. PCs receive 20% of a magic item's purchase price for any item they sell.

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.

Gold Per PC

100/150 gp

(Encounter 1: 30/50 gp; Encounter 4: 70/100)

EACH PC SELECTS ONE OF THE FOLLOWING

Bundle A: *battleforged armor*+1 (low-level version only)
Found in Encounter 4

Bundle B: *+1 staff of storms* (low-level version only)
Found in Encounter 4

Bundle C: *symbol of power* +2
Found in Encounter 1

Bundle D: *shield of defiance* (heroic tier)
Found in Encounter 4

Bundle E: *elven boots* (high-level version only)
Found in Encounter 1

Bundle F: ritual scroll of Raise Dead
Found in Encounter 4

Bundle G: ritual book with Enchant Magic Item and Traveler's Feast
Found in Encounter 4

Potion Plus Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add a *potion of healing* plus 75/200 gp to their total gold per PC. The player should write the potion gained on their adventure log.

More Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add 125/250 gp to their total gold per PC.

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. If a PC earns three awards, they may only have 2 of them and must pick which two they want before ending the session.

AKAN03 Noble Notice

For saving their children, the Raz-Iffrende family is eternally grateful. Other powerful genasi families hear about the exploits of the heroes and observe the activities of these heroes with great interest in the future.

AKAN04 Cabal Curiosity

The activities of these heroes have attracted the attention of the heroic Firestorm Cabal. Members of that organization are watching the heroes carefully now, and may prove useful allies in the future.

ADVENTURE QUESTIONS

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

1. What was the final outcome?

- a. Dzera was rescued by the victorious PCs.
- b. Dzera had to be ransomed back because the PCs failed to rescue her.