



**A** confederation of coastal states wants the PCs to infiltrate a group of seafaring raiders, and the PCs must choose which side to fight for.

“Sea Raiders of the Shrouded Crag” is a Dungeons & Dragons adventure for five characters of 15th level. It can take place in a coastal region in any game world.

PARAGON

11-20

# SEA REAVERS OF THE SHROUDED CRAGS

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## ADVENTURE BACKGROUND

Raids along a remote coastline have targeted an organization of cities called the Confederacy of Orodaum. The cities of the Sapphire Sea used to fare for themselves, but about one year ago, the leader of the city of Seryth Orodaum—Lord Felmorra—went missing. Gondra, one of Lord Felmorra’s generals, warned the other cities that a treacherous ruler from the fog-shrouded north had abducted him. The cities banded together under Gondra’s leadership, and he sent out troops and ships just as the raids began.

The raiders have been sinking military vessels and disrupting shipments at many of the settlements. Appearing out of nowhere, they surprise even the most experienced lookouts and see through all Gondra’s attempts at espionage. The ruler of the confederacy seeks brave souls to travel into the fog-shrouded lands to find the raiders’ hidden base.

## ADVENTURE SYNOPSIS

The PCs are recruited by Gondra, the ruler of a small confederacy of coastal settlements called Orodaum, to stop the raiders that have plagued their cities.

As a skill challenge, the PCs infiltrate the raiders and convince them to take on the PCs as allies. Brought inside a metal dwarven submersible, they travel underwater with the vessel’s crew: a dwarf named Braran, a halfling named Mallum, and a half-elf named Prine, all of whom appear later in the adventure.

The vessel arrives at a dwarven city known as the Shrouded Crag, hidden in lands coated by perpetual fog. The PCs meet the ruler of the city, a dwarf named Morn, and encounter assassins who attempt to kill him. The PCs hear the first hints that Gondra might

not be what he seems when Morn describes the reasons for the raids.

To prove their ability, Morn sends the PCs and Braran out in a submersible to find kuo-toa living under the sea. This leads to an optional skill challenge, an underwater encounter to remove hazards from the ship’s path, and a fight in a kuo-toa lair. There, the PCs find prisoners—the former ruler of Orodaum, Lord Felmorra, along with his family and advisors.

The submersible meets up with Morn’s *Quarrel*, the enormous flagship of the dwarven fleet. There, Felmorra reveals that Gondra allied with the kuo-toa so he could take control.

Soon afterward, Morn receives a message that the Shrouded Crag are under attack. Upon returning to the city, *Morn’s Quarrel* is attacked, first by kuo-toa and piranhas attacking the rudders, then by water archons and kuo-toa shattering the windows of the vessel. Mallum and Prine board the ship, revealing themselves to be traitors as they attempt to take control of the vessel’s weapons, intent on destroying the city. The PCs stop all attackers, but *Morn’s Quarrel* is sinking. The PCs help rescue everyone on the ship during a skill challenge.

The Shrouded Crag are damaged and the dwarven fleet decimated. Morn and Lord Felmorra send the PCs to the capital of Orodaum to remove Gondra from power and capture him. The PCs can take an optional skill challenge to infiltrate the city without Gondra’s knowing. Gondra’s hall is well-defended, and two big encounters take place here. The first is against minotaur mercenaries and archer minions as the PCs first enter the building. The second is a battle in the throne room against Gondra, two nabassu gargoyles, and soldier minions.

One of the main plot threads of the adventure is discovering the truth about Gondra and his motivations, and the PCs find themselves on a different side of the fight than they expected at the beginning of the adventure. The adventure’s theme is a combination of exploration, swashbuckling adventure, and intrigue—think Robin Hood meets *20,000 Leagues Under the Sea*.

## ADVENTURE HOOKS

The PCs are more likely to take on Gondra’s mission if they have a bigger stake in the proceedings. An NPC ally might be lost in the foggy lands where the adventure takes place. The PCs could be in trouble, needing to take on the job as a way to avoid punishment or danger. A mysterious attack might harm friends of the PCs (and you can reveal later that the attack was actually by kuo-toa, not the dwarves).

## ORODAUM

The PCs travel to the capital of the Confederacy of Orodaum, a state formed of a number of cities along the coast of the Sapphire Sea. Known as Seryth Orodaum, the capital isn’t particularly large, but it is more extravagant than most cities in the same region.

Gondra, leader of the confederacy, has been looking for a small group that can infiltrate an enemy’s forces. The PCs might have heard about the job from an ally, or Gondra might seek them out specifically if they can be contacted easily. Either way, they travel to Gondra’s Hall to learn the details of the assignment.

## 01. AN AUDIENCE WITH GONDRA

Upon arriving, the PCs are ushered to Gondra's throne room after a short wait. Read or paraphrase the following:

*Gondra's Hall is a large building that looks like a cross between a mansion and a fortress—both opulent and forbidding. The windows of his throne room are barred, and the walls are thick. Gondra waits, sitting on a throne upon a raised stage. Rising when you approach, he begins to speak:*

*“Greetings. I hope you're enjoying our fair city. If you don't mind, I'd like to get to the point.”*

Show them Gondra's portrait on this page.

Gondra explains that raiders have been attacking by sea, sinking ships belonging to Orodaum's military and destroying cargo. The raiders' strange metallic vessels have appeared out of nowhere, and even the most skilled lookouts and spies have been unable to anticipate when they'll attack.

Gondra wants the PCs to infiltrate the group making the attacks and discover their location and plans. He suspects the attacks are coming from the fog-shrouded lands to the northwest, known to be notoriously dangerous to navigate. He stresses that finding out the group's future plans is of utmost importance: The PCs are free to help the raiders to earn their trust, as long as their actions prevent future raids. Finally, Gondra wants to know the location of the enemies' base.

If the PCs accept the task, Gondra will pay them 16,000 gp, with 4,000 in advance. This also begins a quest:

**Infiltrate the Raiders (15th-level major quest, 6,000 XP):** If the PCs infiltrate the group that has been raiding Orodaum and give Gondra enough information to stop the raids, they complete this quest.

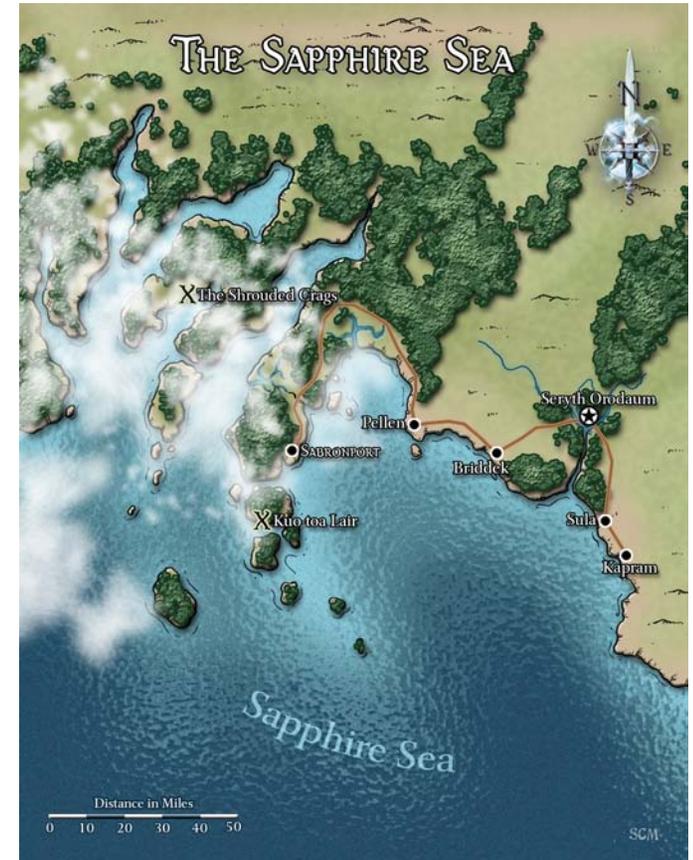
If the PCs accept, Gondra tells them the details of the plan. They will pose as sympathizers to the raiders' cause, pretending to assist in the assault to join up with the raiders. Gondra sends the PCs to one of the cities of the Confederacy of Orodaum. He thinks Sabronport, Pellen, and Kapram are the most likely targets for an attack, and the PCs can go to any one of these locations.

**Sabronport** lies to the west, at the edge of the fog-shrouded peninsulas to the north.

**Pellen** is between Seryth Orodaum and Sabronport, and is a major trading hub.

**Kapram** is the southernmost city of Orodaum, and is the smallest city of the Confederacy.

Regardless of where the PCs choose to wait for an attack, Gondra sends a few small ships every night to try to draw the raiders out. While waiting, the PCs learn some of the history of Orodaum. All the information listed under Adventure Background is common knowledge, so the PCs might overhear it or learn it during casual conversation with the locals. (You might share this information during minor social encounters to set the tone of the adventure, but you could just as easily provide it as simple exposition.)



## 02. RAIDERS STRIKE!

The attack comes after a few days. Since the PCs are only pretending to fight, this conflict is modeled as a skill challenge.

**Conning the Raiders**

Skill Challenge

**Level 15**

XP 4,800

As the night falls, you hear alarm bells sounding and shouts coming from the docks. When you reach the docks, you see half a dozen pill-shaped metal vessels without sails firing green bolts of lightning at the Orodaum ships. You can see a few people—they look like dwarves—climbing out of the metal ships.

A cluster of guards rushes out to the docks—the troops you're meant to pretend to fight.

The PCs need to convince the raiders that they're on the same side by pretending to fight the Orodaum troops and by guessing the dwarves' motivation.

**Complexity** 4 (requires 10 successes before 3 failures)

**Primary Skills** Acrobatics, Arcana, Athletics, Bluff, Diplomacy, Insight.

**Other Skills** History, Intimidate.

**Victory** If the PCs succeed on the skill challenge, they are taken aboard, but the dwarves still don't trust them or truly regard them as allies. If the PCs beat the skill challenge without any failures, the dwarves are glad to bring them aboard, greeting them warmly.

**Defeat** If the PCs fail at the skill challenge, they are taken as prisoners.

**Acrobatics** DC 22 (1 success, no maximum successes). False attacks and dodges look more impressive when the PC includes acrobatic flourishes.

**Arcana** DC 22 (0 successes, but grants a +2 bonus to the next Diplomacy check). The PC notes that whoever crafted these vessels must have been a master of magic.

**Arcana** (advanced) DC 23 (1 success, no maximum successes). This can only be used by a spellcaster. By manipulating spells, the PC can keep from harming their "foes," but still have the spells look deadly.

# MORN'S QUARRELL

- |                        |                        |
|------------------------|------------------------|
| 1. Weaponry            | 7. Captain's Quarters  |
| 2. Scouting/Navigation | 8. Guest Quarters      |
| 3. State Room          | 9. Crew Quarters       |
| 4. Kitchen             | 10. Propulsion Control |
| 5. Storage             | 11. Mini Sub           |
| 6. Morn's Quarters     |                        |



1 square = 5 feet

**Athletics** DC 18 (1 success, no maximum successes). The PC makes false attacks look more brutal and visceral.

**Bluff** DC 22 (1 success, no maximum successes). The PC pretends to be truly angry at the Orodaum troops, and convinces the raiders that they're on the same side.

**Diplomacy** DC 25 (1 success, no maximum successes). The PC entreats the raiders to accept the PCs into their group. This type of check gains a bonus equal to the number of successes the PCs have already accrued (from any source). When a PC attempts a Diplomacy check, let the players know that future checks will be easier if they've taken other actions to impress the dwarf raiders.

**History** DC 26 (0 successes, but grants a +2 bonus to all further Acrobatics, Athletics, and Bluff checks). Knowing that the raiders are dwarves, the PC recalls some dwarven fighting styles.

**Insight** DC 20 (1 success, no maximum successes). The PC notices that the raiders are causing a lot of damage, but aren't killing people. The PC can gain a success by yelling out for the other PCs not to kill their "enemies."

**Intimidate** DC 26 (0 successes, but grants a +2 bonus to the next Acrobatics, Athletics, or Bluff check). The PC can lend credibility to their attacks by genuinely scaring the Orodaum troops.

## DEVELOPMENT

After the skill challenge, the PCs are brought on board one of the dwarven submersibles. Its captain is Braran, a gruff, white-haired male dwarf with an eye patch. With him are two allies: a grinning female halfling named Mallum, who carries daggers and wears leather armor; and a snooty male half-elf named Prine who carries an arcanist's staff.

Show the players the picture of Mallum and Prine on page 71.

The vessel the PCs ride in is the size of the small vessel shown on the map on page 68, and they're packed in tight with Braran and his two allies. As the ships set out to return to their base, read:

*Mallum, the female halfling, pulls a hatch on the top of the vessel closed and twists a metal handle, sealing it shut. Then, the vessel surges forward and down, plunging*

*beneath the surface of the sea. You feel pressure in your ears as the metal contraption dives deeper and deeper. This seems routine to the others, as they laugh about their victory and sing in Dwarven. After a time, Prine speaks a command word, causing a bright light to burst from outside the ship. You can see it pierce the dark waters, illuminating vast outcroppings of rock under the waves.*

The vessel travels underwater for hours at a stretch, surfacing for only a few minutes at a time before diving again. Although they move very quickly, it will still take two days to reach their destination. Over this time, the PCs have a chance to speak with the others and learn more about them:

- ◆ They won't go into much detail about why they're conducting these raids, saying, "We'll let Morn tell you about that."
- ◆ It's clear they don't care for the Confederacy of



Orodaum, or at least not its military. They refer to Gondra as a “usurper,” and to his troops as “Gondra’s swine.”

- ◆ They mention that Morn has an enormous submersible of his own. With its enormous tail rudders and the ramming plate at the front, it looks like a crossbow bolt—hence its name, *Morn’s Quarrel*.

Underwater, it’s very difficult for the PCs to find their bearings, and they don’t surface for long enough to reveal any significant information about their location. A DC 30 Nature check lets a PC know they’ve gone to the northwest of Orodaum, but it’s impossible for someone who isn’t trained in navigating below these waters to know more than that.

## DWARVEN SUBMERSIBLES

The vessels used in this adventure—an average dwarven submersible (such as the *Iron Keg*) and the enormous flagship *Morn’s Quarrel*—are described here using the vehicle rules from *Adventurer’s Vault* (pages 14–20).

## THE SHROUDED CRAGS

The submersible surfaces as it nears its destination. Fog envelops the ship, making it difficult to see anything. Read or paraphrase the following:

*The vessel keeps moving straight ahead, and you soon see the other vessels from the raid surface behind you. Finally, the fog breaks and sunlight fills the sky.*

*Ahead of you is an immense white cliff. Carved into it are hundreds of archways, staircases, columns, and windows. This immense dwarf city is bustling with activity. Your vessel pulls into a dock at the base of the cliff.*

Show the players the illustration of the Shrouded Crag on this page.

### S1. MEETING MORN

As Braran, Mallum, Prine, and the PCs exit their vessel, a dwarf in a breastplate and velvet robe walks down the dock toward them. As he approaches, the other crew members kneel and Braran shouts, “Hail Morn!”

Show the players the portrait of Morn on this page and read:

*Morn approaches, walking with his head held high. He shouts, “You seem in good spirits, brave friends! I look forward to hearing how we won the day yet again. But first, tell me about these newcomers you’ve brought here to the Shrouded Crag.”*

The others explain how the PCs want to join the cause (or more likely, the PCs will interrupt at this point and tell him themselves). Either way, they tell Morn their opinion of the PCs’ motives, depending



on the results of the skill challenge in O2: The PCs are a suspicious lot (if the PCs failed), they seem to be genuine (if they succeeded normally), or they’re trustworthy and highly skilled (if they succeeded with no failures).

Morn summons the PCs to his throne room. If they’re prisoners (because of a failed skill challenge), he has their wrists bound and assigns a soldier to accompany them.

### S2. ASSASSINS STRIKE

As they travel to the throne room, they travel a series of winding corridors and up many sets of stairs. They pass through enormous, lofty halls that serve as gathering places, and vast dwellings where extended families live. As they walk, Morn tells them that he

**Morn's Quarrel**  
Gargantuan vehicle

**HP** 800 **Space** 6 squares by 30 squares **Cost**—  
**AC** 5; **Fortitude** 20, **Reflex** 2  
**Speed** swim 6

**Pilots**  
Morn's Quarrel requires two pilots in the propulsion/control room to operate the massive rudders.

**Crew**  
At least two additional crew are needed to watch ahead from the observation room and communicate bearing to the propulsion/control room. The ship's captain interprets the lookouts' information and relays commands to the pilots. Without information from the lookouts, the submersible goes out of control. Navigation requires a standard action each round from each crew member.

**Load**  
Fifty Medium creatures; 5 tons of cargo.

**Out of Control**  
When out-of-control, *Morn's Quarrel* continues moving in the same direction, but its speed decreases by 1 at the start of each of its turns. If it goes out of control because its rudders are destroyed, but the propulsion orbs are still intact, the vessel doesn't slow down, but can't turn.

**Weapons**  
There are powerful weapons in the front of the ship: two ballistae and a lightning cannon.  
*Ballistae:* Each ballista requires three actions two operate: 1 standard action to load, 1 standard action to aim, and 1 standard action to fire. These actions can be taken by multiple people. A ballista can only be fired once per round.

*Lightning Cannon:* The lightning cannon requires two crew members trained in Arcana. Each must stand next to a lightning orb and spend a standard action. The cannon can be fired every other round.

☞ **Heavy Ballista** (3 actions, see description; at-will, once per round)  
Ranged 25/50; +14 vs. AC; 5d6 damage. The character aiming the ballista adds half his or her level as a bonus to the ballista's attack rolls.

✦ **Lightning Cannon** (2 actions, see description; at-will, every 2 rounds)  
Area burst 4 within 40; +14 vs. Reflex; 4d12 lightning damage. *Miss:* Half damage. The character with the lowest Arcana modifier adds his or her Arcana modifier as a bonus to the lightning cannon's attack rolls.

**Reinforced**  
*Morn's Quarrel* is reinforced for ramming attacks. When the vessel rams a target, halve the damage to *Morn's Quarrel* and creatures on board the vessel.

**Sealed**  
Creatures inside *Morn's Quarrel* cannot gain line of effect to those outside (and vice versa), though they might have line of sight to each other through windows.

**Submersible**  
*Morn's Quarrel* can travel underwater. It holds enough air to support fifty creatures for 24 hours. Its air supply recharges after five minutes on the surface.

**Dwarven Submersible**  
Huge vehicle

**HP** 300 **Space** 2 squares by 4 squares **Cost** 65,000 gp  
**AC** 5; **Fortitude** 20, **Reflex** 2  
**Speed** swim 8

**Pilots**  
A dwarven submersible requires one pilot to operate the rudders.

**Crew**  
At least one additional crew member is needed to watch ahead and communicate bearing to the pilot. Without information from a lookout, the submersible goes out of control. Navigation requires a standard action each round.

**Load**  
12 Medium creatures; 500 pounds of gear.

**Out of Control**  
An out-of-control dwarven submersible comes to a stop at the beginning of its turn. As the DM's discretion, it might move 1 square in the direction of a strong current.

☞ **Light Ballista** (standard action; at-will)  
Ranged 20/40; +13 vs. AC; 4d6 damage. The character aiming the ballista adds half his or her level as a bonus to the ballista's attack rolls. The ballista requires a standard action to load.

**Sealed**  
Creatures inside a dwarven submersible cannot gain line of effect to those outside (and vice versa), though they have line of sight to each other through portholes.

**Submersible**  
A dwarven submersible can travel underwater. It holds enough air to support twelve creatures for six hours. Its air supply recharges after five minutes on the surface.

**SUBMERSIBLE SPEED**

Vehicle	Speed	/Hour	/Day
Dwarven submersible	8	4 miles	96 miles
Morn's Quarrel	6	3 miles	72 miles

has become cautious of newcomers lately, and that he wants to make sure that anyone who seeks to join him is as noble as the soldiers who make up his raiding parties.

When the PCs approach the throne room, read:

*You enter an ornate hall—the court of Morn—and continue into his throne room beyond. The furnishings are decorated with exotic gems and stone, some of which looks like they were gathered from the seafloor. A throne made of crystal and filled with slate-gray sand sits on a raised dais. Behind it is a row of columns, and between them you can see the sky outside.*

As Morn approaches his throne, assassins leap from the shadows to kill him.

**Tactical Encounter:** “Assassins Strike” (page 62).

## DEVELOPMENT

Morn says that the assassins were probably sent by Gondra, who has been hiring independent assassins. As far as the dwarves know, none had escaped to tell Gondra where the Shrouded Craggs are.

Morn then talks to the PCs, explaining why the raids have been taking place. Here are some details:

- ◆ About a year ago, the ruler of Orodaum, Lord Felmorra, disappeared and Gondra seized control. Morn suspects that Gondra was behind the disappearance.
- ◆ There had been an agreement between the Shrouded Craggs and Orodaum, and a mutual respect. Morn doesn't believe Gondra is an altruistic ruler, and thinks he tricked the cities of the area into joining his Confederacy so he can gain more power.

- ◆ The raids are meant to show that Gondra is weak, and to turn the people against him.
- ◆ Creatures of the deep have long plagued the seas and coasts of this land, and the dwarves agreed to fight them if the humans would provide them with supplies. Lord Felmorra honored this deal, but Gondra does not. The warriors of the craggs still fight the creatures, and Morn sees raiding the Orodaum ships as enforcing their end of the bargain.
- ◆ Gondra absolutely knows who Morn is and why he's attacking, and if Gondra says otherwise, he's lying.

Morn says he'll let the PCs have some time to think about whether they want to join him. He gives them a place to stay, but regrets that he must post guards just in case.

## ASSASSINS STRIKE

Encounter Level 15 (5,600 XP)

### SETUP

When Morn moves to take his seat in his throne, assassins leave their hiding places and attempt to slay him.

If the PCs were taken prisoner after the skill challenge in O2, they begin the encounter with their wrists lightly bound. Escaping from these minimal bindings requires only a standard action.

This encounter includes the following creatures.

**2 human blademasters (A)**

**2 human snipers (S)**

### Perception Check

**DC 29** You hear a noise that lets you know there are people hiding somewhere in this room, but despite catching the occasional glimpse of movement, it's hard to pinpoint where they are.

**DC 34** Pinpoint the location of the nearest two assassins to the player.

If none of the PCs succeeds on the Perception check, the assassins have a surprise round.

**If the PCs were taken prisoner after the skill challenge in O2, read:**

*You hear the sound of a crossbow bolt in flight and a sickening SCHUNK as it hits the dwarf soldier sent to guard you. He drops to the ground as two assassins with swords begin to move toward Morn. They are clearly not alone.*

**If the PCs succeeded at the skill challenge in O2, read:**

*As Morn approaches his throne, two human assassins appear, each wearing a dark cloak and brandishing two short swords. Morn shouts for help and adopts a defensive stance, but he is unarmed and outnumbered.*

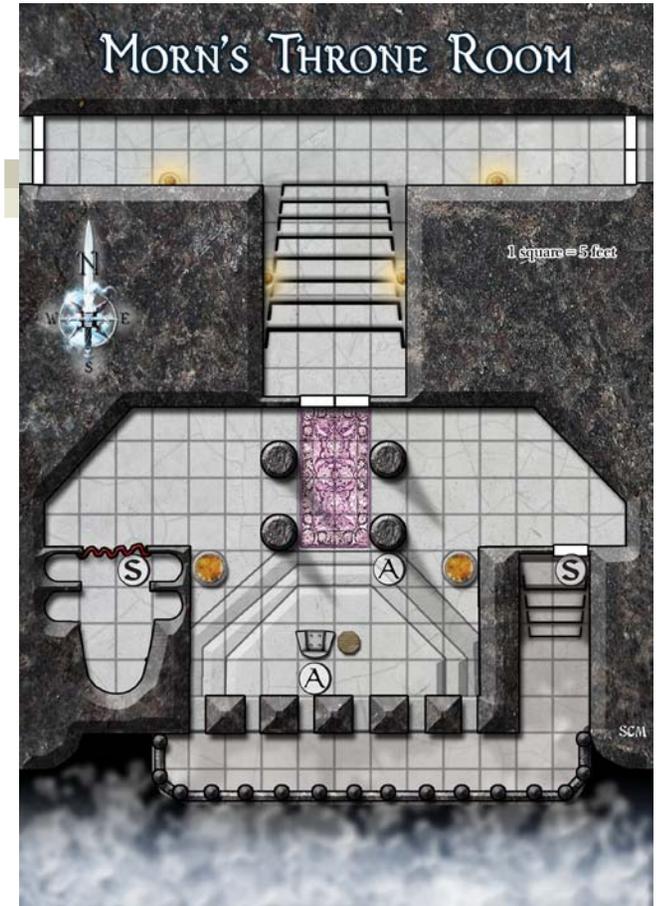
### MORN

The assassins are here to eliminate Morn. Since he's not carrying a weapon, Morn acts to defend himself.

### WHY STOP THE ASSASSINS?

The PCs might decide that Gondra would be perfectly happy if his enemy were assassinated. If they choose to let the assassins win, or to help kill Morn, here are some possible repercussions you might remind them about:

- ◆ The assassins don't look friendly, and they will attack the PCs if they escape from their bindings or otherwise interfere.
- ◆ Gondra wants to know the group's specific plans, and there's no guarantee that Morn's death will stop the raids. He also gave the PCs permission to help the raiders to gain their trust.
- ◆ If Morn dies, the PCs will have to deal with a city full of angry dwarves.



## FEATURES OF THE AREA

**Illumination:** Bright light from multiple candles in wall sconces, but dim Light in the curtained room.

**Curtain:** It costs 1 additional square of movement to move through a curtain. The curtain blocks line of sight, but an adjacent creature can pull aside the curtain with a minor action and attack through it until the end of the turn.

**Braziers:** A character can knock over a coal-filled brazier (a standard action), and make a Strength attack against a creature adjacent to the brazier. A creature hit by a tipped-over brazier, or one that moves into the brazier's square takes ongoing 10 fire damage (save ends).

**Colonnade:** A series of columns set close together make up the wall behind the throne. A character can squeeze to move through, or go through normally with a DC 20 Acrobatics check.

**Water:** A character who jumps off the balcony will land in the sea below. It's a 60-foot drop, but the water cushions the impact, so the fall deals 4d10 damage.

**Treasure:** Each assassin carries 2,250 gp worth of gems, their pay for this assassination. The PCs are free to take it.

## TACTICS

The assassins all attack Morn in the first round (or in the surprise round), but they will switch their focus to any PCs that escape their bindings.

The snipers keep cover and fire on enemies occupied by the blademasters. If trapped, they fight with their bayonets, but try to avoid that if possible.

Early in the fight, the blademasters use their smoke bombs, and then spend action points to attack blinded foes. The blademasters use Stealth to hide in the smoke created by their smoke bombs, then

use dual attack and shift to keep the PCs guessing where they are. After being bloodied, the blademasters retreat, trying to reach the balcony outside the throne room. The round after they reach the balcony, they jump off into the fog-shrouded sea below.

## CONCLUSION

The encounter ends when all the assassins either die or escape by diving off the balcony. If any are captured alive and questioned, they will admit to being sent by Gondra, but Morn has already deduced this. They operate independently, so they have no information about any other plans Gondra might have made.

2 Human Snipers (S)		Level 15 Artillery	
Medium natural humanoid		XP 1,200 each	
Initiative +14	Senses Perception +17		
HP 111; Bloodied 55			
AC 27; Fortitude 24, Reflex 29, Will 27			
Speed 6			
⚔ Bayonet (standard; at-will) ♦ Weapon			
+20 vs. AC; 2d4 + 5 damage.			
⚔ Crossbow (standard; at-will) ♦ Weapon			
Ranged 15/30; +22 vs. AC; 2d8 + 6 damage			
⚔ Bleeding Bolt (standard; recharge [E]) ♦ Weapon			
Ranged 15/30; +22 vs. AC; 2d8 + 6 damage, and the target takes ongoing 5 damage (save ends). <i>Aftereffect:</i> Weakened until the end of the sniper's next turn.			
☠ Acrid Bolt (standard; encounter) ♦ Acid, Weapon			
Area burst 1 within 15; +20 vs. Reflex; 2d10 + 3 acid damage.			
Sharp Eye			
When making a ranged attack, the human sniper ignores concealment (but not total concealment).			
Alignment Evil	Languages Common		
Skills Stealth +19			
Str 12 (+8)	Dex 25 (+14)	Wis 20 (+12)	
Con 15 (+9)	Int 12 (+8)	Cha 14 (+9)	
Equipment cloak, crossbow, poison bolts (see below)			

2 Human Blademasters (A)		Level 13 Elite Skirmisher	
Medium natural humanoid		XP 1,600 each	
Initiative +15	Senses Perception +8		
HP 256; Bloodied 128			
AC 29; Fortitude 25, Reflex 29, Will 24			
Saving Throws +2			
Speed 6			
Action Points 1			
⚔ Short Sword (standard; at-will) ♦ Weapon			
+18 vs. AC; 2d6 + 7 damage.			
⚔ Dual Attack (standard; at-will) ♦ Weapon			
The blademaster makes two melee basic attacks, and can shift 1 before, between, or after the attacks.			
⚔ Secret Poison (standard; recharge [E][E]) ♦ Poison			
+18 vs. AC; 2d6 + 7 damage, and the target takes ongoing 10 poison damage (save ends).			
☠ Smoke Bomb (standard; encounter)			
Area burst 1 within 5; +17 vs. Fortitude; blinded until the end of the blademaster's next turn. Squares in the area are lightly obscured until the end of the encounter.			
Secret Stride			
The blademaster takes no penalties to Stealth for moving up to its speed.			
Combat Advantage			
The blademaster's melee attacks deal an extra 2d6 damage against any target it has combat advantage against.			
Alignment Evil	Languages Common		
Skills Acrobatics +18, Athletics +15, Stealth +18			
Str 19 (+10)	Dex 24 (+13)	Wis 14 (+8)	
Con 16 (+9)	Int 13 (+7)	Cha 14 (+8)	
Equipment leather armor, cloak, 5 daggers, 2 short swords, smoke bomb			

## KUO-TOA LAIR

The following day, Morn summons the PCs to his throne room again. He thanks the PCs for their help and asks if they still want to join Morn's cause. If they say yes, read or paraphrase the following:

*Morn smiles. "Coming to my defense shows that you are honorable," he says, "and there is only one rite of passage for all outsiders who wish to join our ranks. Before you join the raids on Orodaum, you must brave the dangers of the depths.*

*"We are soon setting out on an expedition to clear out some kuo-toa that infest nearby waters. I ask that you join Braran, the captain who brought you here, during this mission. I want my dwarven kinfolk to see you as one of their own."*

This begins a quest:

**Defeat the Kuo-toa (15th-level minor quest, 1,400 XP):** Travel to the hidden lair of a group of kuo-toa, defeat them, and collect the spoils.

### K1. FINDING THE LAIR

As the PCs set out, read the following:

*You join Braran and Keldan—a young but experienced dwarf raider—on board one of the small submersibles. There isn't much room to move around, and the air inside is hot, stifling, and a bit gamy. The metal vessel has many portholes in its sides, and there's a spyglass for peering out into the waters. A light ballista sits at the front of the ship, and there's a hatch it can fire through. Big winches at the back of the ship control the rudders.*

### ADDING ENCOUNTERS

This section of the adventure is a good place to add encounters if you want to extend the adventure. Additional kuo-toa lairs or underwater fights against traveling kuo-toa can fit in well here.

The submersible is called the *Iron Keg*, and is Braran's favorite vessel.

If the PCs want to help the dwarves find the lair, use the skill challenge provided. If they're not interested, skip ahead.

#### Finding the Lair Skill Challenge (optional)

**Level 15**  
XP 1,200 XP

*Finding the kuo-toa lair requires a team effort, evaluating maps to plot out likely locations, piloting the submersible beneath the surface, and keeping an eye out for signs of habitation as the ship crisscrosses the ocean floor.*

The PCs and dwarves set out to find an underwater kuo-toa lair, using keen observation and known information about kuo-toa to find likely locations to search.

**Complexity 1** (requires 4 successes before 3 failures)

**Primary Skills** Athletics, History, Nature, Perception, Religion.

**Other Skills** Arcana, Dungeoneering.

**Victory** If successful, finding the kuo-toa lair takes 1 day plus 1 day per failed check in the challenge.

**Defeat** If the PCs didn't help or failed the skill challenge, finding the lair takes 4 days.

**Arcana** DC 22 (0 successes, but grants a +2 bonus to all further Nature and Perception checks). The PC knows the types of materials used in kuo-toa rituals,

and tells the others to look for places where those minerals and plants can be found.

**Athletics** DC 18 (0 successes, but grants a +2 bonus to the next Perception check). The PC steers the vessel, freeing another crew member to help with scouting.

**Dungeoneering** DC 22 (0 successes, but grants a +2 bonus to all further Nature and Perception checks). The PC remembers that kuo-toa lairs are usually found in the Underdark, and that they like murky subterranean water.

**History** DC 22 (1 success, no maximum successes). The PC recalls the locations of some of the kuo-toa attacks and helps narrow down their location.

**Nature** DC 22 (1 success, no maximum successes). By observing the underwater currents and looking at maps, the PC figures out some likely places where underwater caverns might exist.

**Perception** DC 22 (1 success, no maximum successes). The PC sees evidence that kuo-toa were here, and can guess the direction they might have gone.

**Religion** DC 26 (1 success, no maximum successes). The PC recalls strictures of the kuo-toa that limit the number of places they can live based on ancient religious doctrine.

### K2. THE LAIR'S DEFENSES

As the *Iron Keg* nears the kuo-toa lair, it comes into a narrow corridor. Read:

*The dwarven submersible slows to a stop at the mouth of a narrow cave. The light from the vessel illuminates swirling water and jagged stones inside.*

*Braran says, "Look at that—no way we can pass through there. Do you all think you can take a look about and make that passage safe enough?"*

The submersible holds back so the PCs can clear out dangerous obstacles. The dwarves can provide potions that allow the PCs to breathe water for 5 minutes. They only have a few such potions—enough for the PCs and maybe one or two more—and they warn the PCs that they don't have much time.

**Tactical Encounter:** “The Lair’s Defenses” (page 66).

### K3. KUO-TOA LAIR

The ship inches through the passage once the hazards are cleared. When the lookout spots a glowing cave entrance in the distance, the Braran dims the light gems on the outside of the ship and accelerates, intent on breaching the entrance.

**Tactical Encounter:** “Kuo-toa Lair” (page 68).

#### DEVELOPMENT

The PCs free Lord Felmorra and the other captives from the previous court of Orodaum. Though it stretches the *Iron Keg*'s facilities to the limit, Braran is

able to cram everyone into the ship long for the short (but very cramped) trip back to the Shrouded Crag.

While en route, Braran uses a ritual to contact Morn to inform him of their unexpected guests. *Morn's Quarrel* leaves the crag to meet up with the *Iron Keg*.

### MORN'S QUARREL

When the *Morn's Quarrel* arrives the next day, read or paraphrase the following:

*You see an enormous shadowy shape in the distance, with searching beams of light coming out from it. As it approaches, you see that its silhouette resembles an enormous crossbow bolt, vividly showing how Morn's Quarrel got its name. As it comes full into view, you see intricate designs decorating the hull and huge windows that surround a fine, well-lit state room near the front of the vessel. The prow is sheathed in iron, clearly built for ramming other ships. Propulsion crystals glow a vibrant green, pushing the behemoth through the water.*

Show the players the illustration on this page.

After the ship's surface, Felmorra's entourage moves onto *Morn's Quarrel*, and the PCs are asked to join them. Felmorra, still weak, reclines on a couch in the

stateroom and speaks with Morn and the PCs as the ship travels back to the crag. Read the following:

*In a voice still hoarse from his ordeal, Felmorra says, "I had come to think I'd never see the light of the sun again. The dwarves of the crag never cease to amaze me. You truly are Seryth Orodaum's greatest allies. Tell me, what has happened since I was last free?"*

As the two discuss the last year, the PCs learn:

- ◆ The kuo-toa are allied with Gondra, and they helped him capture Felmorra and the other prisoners.
- ◆ Gondra visited Felmorra from time to time to press for information about the secrets of Seryth Orodaum. Felmorra gave up far more than he would have wished on many topics, but never revealed the location of the Shrouded Crag.
- ◆ Gondra has many agents trying to find the location of the Shrouded Crag and to help destroy it. They all function independently, unaware of one another's activities.
- ◆ Lord Felmorra was always unsure whether Gondra's motives were pure, but the man rose to power because of his skill in battle.

### A FORK IN THE ROAD

The PCs have an important choice to make. Do they continue working for Gondra, or do they switch sides? If they decide to switch sides at any point during the rest of the adventure, they lose their major quest for Gondra (page 56) and gain a new one:

**Depose Gondra (16th-level major quest, 7,000 XP):** The PCs must defeat Gondra's troops and remove him from power in Orodaum.



## THE LAIR'S DEFENSES

Encounter Level 14 (5,200 XP)

### SETUP

The PCs and the *Iron Keg* arrive on the north side of the map. Unless the PCs clear the way, the *Iron Keg* can't fit through this area.

This encounter includes the following creatures, traps, and hazards. Two kuo-toa harpooner guards lie in wait and join the fight later.

- 2 kuo-toa harpooners (K)
- underwater vortices (blue swirls)
- 2 rock flingers (brown rocks; the red squares represent trigger areas)

When the PCs enter the area, read:

*This narrow underwater tunnel is surrounded on all sides by jagged, dangerous rocks. Rocky walls separate the cavern into many smaller areas. In several places, the water swirls, forming a funnel.*

### Perception Check

DC 25 *There's a vent in the rocky surface below the swirling vortices.*

DC 27 *In a few secluded areas, you can see clusters of rocks that look like they were placed there purposefully.*

DC 31 *There are scratches along the walls near the clusters of rocks, like dense objects moved rapidly past and scraped chunks off the walls.*

### Arcana Check

DC 27 *You notice two magical zones in the water. Show the player the trigger zones for the rock traps.*

### Dungeoneering or Nature Check

DC 20 *This vortex is probably created by a vent that can be redirected or plugged.* This character gains a +2 bonus to Athletics and Thievery countermeasures against all vortices until the end of the encounter.

### UNDERWATER VORTEXES

These vortices could batter the submersible against the walls, possibly rupturing its hull. The swirling waters can suck creatures into them or expel them.

When the vortex activates, read:

*The swirling water tugs you chaotically as you struggle against its force.*

<b>Underwater Vortexes</b>	<b>Level 13 Obstacle</b>
Hazard	XP 800

**Hazard:** Four locations are filled with swirling waters. A vortex sucks creatures toward its center, then expels them.

#### Trigger

A vortex triggers when a nonaquatic creature moves into one of the vortex's nine squares or begins its turn in the vortex or an adjacent square.

#### Attack

**Opportunity Action**      **Melee**

**Target:** The creature that triggered the hazard.

**Attack:** +17 vs. Fortitude

**Hit:** The target is pulled into the center square of the vortex, takes 1d12 + 4 damage, and is slowed until the end of its next turn.

#### Countermeasures

- ◆ A creature adjacent to the center square of one of the vortices can plug or disable the vent that creates it by making an Athletics check (DC 27) or a Thievery check (DC 25).



### ROCK FLINGERS

These traps consist of magically treated rocks bound in clusters. If a creature or object moves into a magical trigger area, the rocks fly toward it.

When a rock flinger activates, read:

*As you move forward, a cluster of jagged rocks suddenly flies at you. It moves so rapidly and in such a bizarre path that it must be magically pulled to your location.*

**2 Rock Flingers  
Trap****Level 14 Blaster**  
XP 1,000**Limited Ammunition**

Each trap has a limited number of rocks (four squares in the northern trap, five in the southern). When all rocks are destroyed, the trap is disabled.

**Trigger**

The trap triggers when a creature moves into a trigger zone or starts its turn in a trigger zone.

**Attack****Immediate Reaction**      **Ranged 10****Target:** The creature that triggered the hazard.**Attack:** +21 vs. AC**Hit:** 2d8 + 7 damage, and the target is dazed until the end of its next turn.**Miss:** Half damage.**Special:** One square's worth of rocks is destroyed (see Limited Ammunition).**Countermeasures**

- ◆ A creature adjacent to a square filled with rocks can attack the rocks (AC 10). If a square of rocks takes 10 damage in one hit, it is destroyed (see Limited Ammunition).
- ◆ A creature adjacent to a square filled with rocks can make a Thievery check (DC 25) to destroy one square of rocks.
- ◆ A creature can make an Arcana check (DC 25) to disable the trigger zone until the end of the character's next turn. (This can be used to give another character or the submersible time to cross the trigger zone).
- ◆ A creature can attack the zone with a power that affects zones (such as *dispel magic*). The zone's defense is 24 against such attacks. The power has the normal effect it would against a zone.

**FEATURES OF THE AREA**

**Illumination:** The glowing gems on the submersible provide dim light throughout the area.

**Aquatic Area:** See sidebar.

**Currents:** An arrow indicates a current (strength 1). When a creature moves into such a square, that creature slides 1 square in the direction of the arrow. If this slide moves the creature into another square of current, ignore the new square's current. A creature slid by a current can spend 1 square of movement to negate the slide.

**TACTICS**

At the start of the fight, the kuo-toa expect their defenses to kill the PCs. The first time the PCs deactivate a trap, the harpooners come out of hiding and attack. They pull their opponents into a vortex or a rock trigger zone to limit their foes' mobility and deal extra damage, and they take advantage of enemies that have been dazed by the rock flingers, which they avoid.

**CONCLUSION**

The PCs don't need to disable all the traps and hazards—just enough for the *Iron Keg* to have a clear path. The submersible isn't affected by the weak currents.

**Kuo-Toa Harpooner**      **Level 14 Soldier**  
Medium natural humanoid (aquatic)      XP 1,000**Initiative** +12      **Senses** Perception +13; darkvision**HP** 137; **Bloodied** 68**AC** 28; **Fortitude** 26, **Reflex** 26, **Will** 24**Speed** 6, swim 6⚔ **Harpoon** (standard; at-will) ⚔ **Weapon**

+20 vs. AC; 1d8 + 3 damage, and the target is grabbed and takes ongoing 5 damage (until escape). While the target is grabbed, the kuo-toa harpooner cannot use the harpoon to make attacks.

➤ **Reeling Harpoon** (standard; at-will) ⚔ **Weapon**

Ranged 5/10; +20 vs. AC; 1d8 + 3 damage, and the kuo-toa harpooner makes a secondary attack against the same target.

**Secondary Attack:** +18 vs. Fortitude; 1d8 + 3 damage, and the target is pulled 3 squares.

† **Sticky Shield** (immediate reaction, when missed by a melee attack; at-will)

The kuo-toa harpooner makes an attack against the attacker: +18 vs. Refl ex; a weapon wielded by the target drops in the target's space.

👉 **Slick Maneuver** (move; at-will)

A kuo-toa adjacent to an enemy shifts to any other square adjacent to that enemy.

**Alignment** Evil      **Languages** Deep Speech**Str** 17 (+10)      **Dex** 17 (+10)      **Wis** 13 (+8)**Con** 17 (+10)      **Int** 13 (+8)      **Cha** 15 (+9)**Equipment** leather armor, slimy light shield, 4 harpoons.**AQUATIC AREA**

This area is underwater. When fighting under-water, the following modifiers apply:

- ◆ Powers that have the fire keyword take a -2 penalty to attack rolls.
- ◆ Characters using weapons from the spear and crossbow weapon groups take no penalties to attack rolls with those weapons while fighting underwater. Characters using any other weapon take a -2 penalty to attack rolls.
- ◆ Creatures move using their swim speed. A creature without a swim speed must use the Athletics skill to swim (see the *Player's Handbook*, page 183). **The DC to swim in this area is 15.**
- ◆ **Aquatic:** The kuo-toa have the aquatic ability. They gain a +2 bonus to attack rolls against opponents that do not have this ability.

## KUO-TOA LAIR

Encounter Level 17 (7,700 XP)

### SETUP

The kuo-toa cave—magically sealed to keep water out—consists of a large main room with a ledge and several shallow pools, a side chamber where they keep a destrachan far voice, a room partially filled with murky water where the whip lives, and two rooms with cages where they keep prisoners and spoils.

This encounter includes the following creatures.

- 6 kuo-toa guards (G)
- 3 kuo-toa harpooners (H)
- 1 destrachan far voice (D)
- 1 kuo-toa whip (W)

When the submersible arrives at the lair, read:

*The entrance to a cave is clearly visible ahead, ringed by glowing runes. The gems on the outside of the submersible's hull shine, illuminating the cave ahead with shafts of light. A dumbfounded fish-creature looks out at you, mouth agape.*

*The front of the submersible plows into the opening and scrapes across the coarse sand near the cave entrance. Braran shouts, "Pop the hatch and load the ballista! Time to knock the scales off these slimy bastards!"*

The dwarves open the hatch so the PCs can attack. Place the PCs in squares adjacent to the submersible.

### FEATURES OF THE AREA

**Illumination:** Bright light in the southernmost room (provided by the dwarven submersible), and dim light in other rooms and corridors.

**Ballista Shots:** The *Iron Keg* fires ballista bolts at the enemies throughout the fight. It attacks at the end of each round.

#### ✦ Light Ballista (standard action; at-will)

Ranged 20/40; +18 vs. AC; 4d6 damage. If a PC decides to stay in the submersible and shoot the ballista (don't encourage it), the attack bonus is 13 + half the character's level. The ballista requires a standard action to load.

**Shallow Pools:** A creature standing in a shallow pool takes an extra 5 damage from lightning attacks.

**Deep Pool:** The room where the kuo-toa whip lives is entirely flooded. The water is 5 feet deep, and requires a DC 10 Swim check to move through. Since the water is murky, the squares are lightly obscured. A creature with normal vision treats the water as heavily obscured as long as the room is lit by only dim light. See the sidebar on page 67 for details on aquatic areas.

**Runes:** The runes near the cave entrance keep the water from filling the cave. They can be destroyed, but doing so takes 10 minutes.

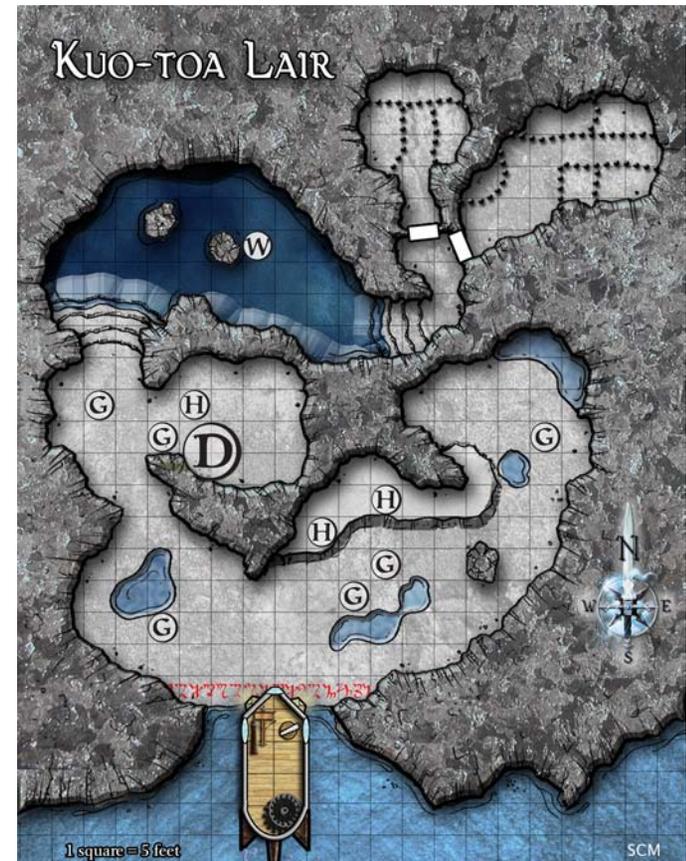
**Ridge:** The raised ridge is 1 square (5 feet) high, and requires a DC 15 Athletics check to climb.

**Jail Cells:** Cells in the large room hold five prisoners. Treasure and Lord Felmorra await in the small room.

**Doors:** The doors to the prison cells are locked. They can be opened with a DC 25 Thievery check or broken down with a DC 16 Strength check.

**Prisoners:** The five prisoners are all from the previous court of Orodaum, before Gondra took over.

- ◆ Lord Felmorra (male eladrin) the former ruler of Seryth Orodaum
- ◆ Lady Seletha (female human), Felmorra's wife
- ◆ Quarion (male half-elf), 10-year-old son of Felmorra and Seletha
- ◆ Advisor Kytala (female human) and Barraman (male human)



### Moonlight Lavalere

Level 18+

*This pendant sheds a soft moonlight glow when you are attacked, dazing enemies that hit you.*

Lvl 18 +4 85,000 gp

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Power (Daily):** Minor Action. Until the end of the encounter or until you make an attack, any creature that attacks you takes a -2 penalty to the attack roll, and any creature that hits you is dazed until the start of your next turn.

6 Kuo-toa Guards (B)		Level 16 Minion	
Medium natural humanoid (aquatic) XP 350 each			
<b>Initiative</b> +11		<b>Senses</b> Perception +12; darkvision	
HP 1; a missed attack never damages a minion.			
<b>AC</b> 29; <b>Fortitude</b> 24, <b>Reflex</b> 25, <b>Will</b> 23			
<b>Speed</b> 6, swim 6			
⚔ <b>Spear</b> (standard; at-will) ♦ <b>Weapon</b>			
+21 vs. AC; 7 damage.			
<b>Slick Maneuver</b> (move; at-will)			
A kuo-toa adjacent to an enemy shifts to any other square adjacent to that enemy.			
<b>Alignment</b> Evil		<b>Languages</b> Deep Speech	
<b>Str</b> 15 (+10)	<b>Dex</b> 16 (+11)	<b>Wis</b> 9 (+7)	
<b>Con</b> 15 (+10)	<b>Int</b> 11 (+8)	<b>Cha</b> 13 (+9)	
<b>Equipment</b> leather armor, light shield, spear			

Kuo-Toa Harpooner		Level 14 Soldier	
Medium natural humanoid (aquatic) XP 1,000			
<b>Initiative</b> +12		<b>Senses</b> Perception +13; darkvision	
HP 137; <b>Bloodied</b> 68			
<b>AC</b> 28; <b>Fortitude</b> 26, <b>Reflex</b> 26, <b>Will</b> 24			
<b>Speed</b> 6, swim 6			
⚔ <b>Harpoon</b> (standard; at-will) ♦ <b>Weapon</b>			
+20 vs. AC; 1d8 + 3 damage, and the target is grabbed and takes ongoing 5 damage (until escape). While the target is grabbed, the kuo-toa harpooner cannot use the harpoon to make attacks.			
↘ <b>Reeling Harpoon</b> (standard; at-will) ♦ <b>Weapon</b>			
Ranged 5/10; +20 vs. AC; 1d8 + 3 damage, and the kuo-toa harpooner makes a secondary attack against the same target.			
<i>Secondary Attack:</i> +18 vs. Fortitude; 1d8 + 3 damage, and the target is pulled 3 squares.			
⚔ <b>Sticky Shield</b> (immediate reaction, when missed by a melee attack; at-will)			
The kuo-toa harpooner makes an attack against the attacker: +18 vs. Refl ex; a weapon wielded by the target drops in the target's space.			
<b>Slick Maneuver</b> (move; at-will)			
A kuo-toa adjacent to an enemy shifts to any other square adjacent to that enemy.			
<b>Alignment</b> Evil		<b>Languages</b> Deep Speech	
<b>Str</b> 17 (+10)	<b>Dex</b> 17 (+10)	<b>Wis</b> 13 (+8)	
<b>Con</b> 17 (+10)	<b>Int</b> 13 (+8)	<b>Cha</b> 15 (+9)	
<b>Equipment</b> leather armor, slimy light shield, 4 harpoons.			

Kuo-toa Whip (W)		Level 16 Controller (Leader)	
Medium natural humanoid (aquatic) XP 1,400			
<b>Initiative</b> +12		<b>Senses</b> Perception +16; darkvision	
HP 156; <b>Bloodied</b> 78			
<b>AC</b> 30; <b>Fortitude</b> 28, <b>Reflex</b> 27, <b>Will</b> 27			
<b>Speed</b> 6, swim 6			
⚔ <b>Pincer Staff</b> (standard; sustain standard; at-will) ♦ <b>Weapon</b>			
Reach 2; +19 vs. AC; 1d8 + 3 damage, and the target is grabbed (until escape). While the target is grabbed, the kuo-toa whip cannot make attacks with its pincer staff. When the kuo-toa whip sustains the grab, it deals 1d10 damage to the target. The kuo-toa whip can release the target as a minor action, sliding the target to any other square within its reach.			
↘ <b>Lightning Strike</b> (standard; at-will) ♦ <b>Lightning</b>			
Ranged 10; +18 vs. Refl ex; 2d8 + 5 lightning damage, and the target is blinded until the end of the kuo-toa whip's next turn.			
✳ <b>Slime Vortex</b> (standard; encounter)			
Area burst 4 within 20; targets enemies; +18 vs. Fortitude; 1d10 + 5 damage, the target takes a -2 penalty to attack rolls (save ends), and the target slides 3 squares and is knocked prone.			
<i>Miss:</i> Half damage, and the target slides 1 square.			
<b>Slick Maneuver</b> (move; at-will)			
A kuo-toa adjacent to an enemy shifts to any other square adjacent to that enemy.			
<b>Alignment</b> Evil		<b>Languages</b> Deep Speech	
<b>Skills</b> Dungeoneering +16, Religion +15			
<b>Str</b> 17 (+11)	<b>Dex</b> 18 (+12)	<b>Wis</b> 17 (+11)	
<b>Con</b> 20 (+13)	<b>Int</b> 15 (+10)	<b>Cha</b> 18 (+12)	
<b>Equipment</b> coat, pincer staff, headdress			

They're all weary and grimy, but only Lord Felmorra is truly unhealthy. He's been slowly starved by the kuo-toa, and is extremely thin.

*Treasure:* The PCs receive their share of the treasure from the dwarves, including a +4 *moonlight lavalier*, 4,500 gp, and a suit of (nonmagical) ancient golden armor worth 7,500 gp. The dwarves are taking the rest of the treasures—worth 30,000 gp—back to the Shrouded Crag.

Destrachan Far Voice (D)		Level 15 Artillery	
Large aberrant magical beast (blind) XP 1,200			
<b>Initiative</b> +12		<b>Senses</b> Perception +14; blindsight 20	
HP 122; <b>Bloodied</b> 61			
<b>AC</b> 28; <b>Fortitude</b> 32, <b>Reflex</b> 27, <b>Will</b> 25			
Immune gaze			
Resist 15 thunder			
<b>Speed</b> 8, climb 4			
m <b>Claw</b> (standard; at-will)			
+20 vs. AC; 1d8 + 6 damage.			
R <b>Sound Pulse</b> (standard; at-will)		Thunder	
Ranged 10; +19 vs. Refl ex; 2d8 + 8 thunder damage.			
C <b>Bellowing Blast</b> (standard; recharge )		Thunder	
Close blast 5; +19 vs. Fortitude; 2d6 + 8 thunder damage, and the target is dazed (save ends).			
C <b>Reverberate</b> (standard; encounter)		Thunder	
Close burst 2; +19 vs. Fortitude; 2d8 + 8 thunder damage, and the target is stunned (save ends). <i>Miss:</i> Half damage, and the target is dazed until the end of the destrachan far voice's next turn.			
<b>Alignment</b> Evil		<b>Languages</b> Deep Speech	
<b>Skills</b> Bluff +12, Stealth +17			
<b>Str</b> 23 (+13)	<b>Dex</b> 20 (+12)	<b>Wis</b> 15 (+9)	
<b>Con</b> 26 (+15)	<b>Int</b> 10 (+7)	<b>Cha</b> 11 (+7)	

## TACTICS

All the guards (G) rush out to engage the PCs in melee, using *slick maneuver* to set up flanks.

The harpooners on the ledge (H) stay there, attempting to use their harpoons to reel his enemies in. They focus on targets with lighter armor, planning to pull them up onto the ledge and gang up on them. The third harpooner (H) brings the destrachan (D) around the corner and then guards the passage that leads to the water-filled room. The third harpooner keeps the destrachan near itself, and protects it if possible.

The whip (W) stands in the back, firing ranged and area attacks from the relative safety of the water-filled room. If she sees an enemy standing in a shallow pool, she uses *lightning strike* against him to benefit from the extra lightning damage. The priority of the other kuo-toa is protecting the whip.

## ASSAULT ON THE CRAGS

Gondra's forces attack the Shrouded Crag with a massive force, and *Morn's Quarrel* returns just in time to be attacked.

### A1. URGENT WARNINGS

As they draw nearer to the Shrouded Crag, Morn receives an urgent message. He gathers the PCs, along with Lord Felmorra and his advisors, into the state room. Read:

*Morn looks uneasy as he addresses the gathered group. He says, "The Shrouded Crag is in terrible danger. Prine has just sent word that Gondra has found us, and he has sent every one of his ships to destroy our home, along with every mercenary vessel he could afford. A few skirmishes have already occurred. Though we outmatch Orodaum's ships, we can't hold them off forever. Prine knew, and I know, how urgent it is that this ship arrives to stop the attack."*

Morn has no further detail, because Prine had to leave to prepare the city's fortifications.

Even at its best speed, the *Morn's Quarrel* doesn't arrive for over two hours. As they draw near, the lookouts see the remains of a few vessels—both mercenary sailing ships and dwarven submersibles—sunken to the seafloor.

The ship surfaces when it's close to the Shrouded Crag, and everyone aboard can see the battle unfolding. There are several fires in the city itself, and a few ships launch blazing catapult shots toward the cliff.

### A2. WRECKING THE RUDDERS

As it moves closer to the city, but before any enemy ships are in range of its weapons, *Morn's Quarrel* is

attacked by kuo-toa shamans leading swarms of dire piranhas.

At the first sign of danger, Morn tries to protect as many people as possible. He entreats the PCs to protect the ship, sends most of the crew to the ship's aft section, and takes Lord Felmorra and his group to the guest quarters and seals the doors. Morn and the others are safe during the next three encounters, though they might need help if the ship sinks afterward.

**Tactical Encounter:** "Wrecking the Rudders" (page 72).

### A3. BREACHING THE HULL

Kuo-toa monitors and water archons (summoned to help Gondra) smash the windows of the ship to let their allies board it—or to sink it, whichever comes first.

**Tactical Encounter:** "Breaching the Hull" (page 74).

## DEVELOPMENT

The sounds of battle become less intense as this encounter finishes, and the PCs can see that the dwarves have repelled most of the invaders.

### A4. BLASTING THE CITY

Mallum and Prine arrive at *Morn's Quarrel*. They show their true colors after they board, taking over the ship and trying to use its weapons to destroy the city.

These events rely on Mallum and Prine acting more quickly than the PCs can react, and consequently you as DM should act more quickly than the players can react. If they jump in and make quick decisions, they can exercise some control, but hesitation is what the boarders are looking for.

Read or paraphrase the following:

*Approaching you is a wooden lifeboat that looks like it came from one of Orodaum's sailing ships. On it are Mallum, Prine, and three dwarves. Upon seeing you, Mallum waves. As they approach, you can see they are drenched and bruised from combat. Mallum yells, "We boarded and sunk an Orodaum ship, but barely got off it fast enough! There's another few ships still on their way from out in the fog, but I think we can head them off!"*

As the lifeboat nears the *Morn's Quarrel*, Mallum directs the ship toward the broken window, allowing her party to board. If the PCs act quickly, they can try to stop the boarders. Otherwise, the boarders assume nobody's trying to keep them off the ship. Talking and acting quickly, Mallum, Prine, and the dwarves hasten to the front of the ship.

The dwarf arcanist and Prine move in first, then Mallum and the dwarf buccaneers slam the doors shut to the navigation room. Read the following aloud:

*The group rapidly moves into the front two compartments of the ship: the weapons and navigation rooms. The buccaneers slam the doors shut tightly behind them. You see Prine set off a pulse of black energy that strikes down the few crew members remaining up front. Mallum pokes her head up to look through the portal. You can barely hear her through the thick metal door. She laughs and shouts, "Beautiful! Morn's own flagship, reducing his city to rubble!"*

**Tactical Encounter:** "Blasting the City" (page 76).



## A5. ESCAPE FROM THE QUARREL

The ship is slowly flooding since the windows were smashed. (If the PCs kept the windows from being smashed, and the ship never flooded, this is less an escape and more a simple exit.)

Helping Morn, Lord Felmorra's entourage, and the crew escape is a skill challenge.

### Abandon Ship

Skill Challenge

Level 16

XP 7,000 XP

*The ship is lost. All hands must abandon ship before it slips beneath the waves!*

The PCs try to rescue people from *Morn's Quarrel* as it sinks.

**Complexity:** 5 (requires 12 successes before 3 failures)

**Primary Skills** Athletics, Diplomacy, Endurance, Heal, Intimidate.

**Other Skills** Dungeoneering.

**Victory:** Each success represents one person rescued. (A failure is a setback, but doesn't mean anyone died—that only happens if the PCs are defeated in the skill challenge.) The people who need rescue are:

- |                     |                |
|---------------------|----------------|
| 1. Morn             | 7. Dwarf crew  |
| 2. Lord Felmorra    | 8. Dwarf crew  |
| 3. Lady Seletha     | 9. Dwarf crew  |
| 4. Quarion          | 10. Dwarf crew |
| 5. Advisor Kytala   | 11. Dwarf crew |
| 6. Advisor Barraman | 12. Dwarf crew |

Roll randomly to see who is rescued each time (reroll repeated numbers). Roll before describing the result, so you can make your description appropriate. A character can try to rescue a specific person, but he or she takes a -2 penalty to skill checks while doing so.

**Defeat:** Roll 1d20 for each character still in the ship. On a 10 or higher, the character escapes; otherwise, he or she perishes. Morn and Lord Felmorra gain a +5 bonus to this roll. (See sidebar.)

**Athletics** DC 22 (1 success, no maximum successes). The PC swims, pulling someone along. (Include any special bonuses the PC gains while swimming).

**Diplomacy** DC 24 (1 success, no maximum successes). The PC convinces someone who is afraid to leave the ship, or insists on going down with the ship, that it's time to go.

**Dungeoneering** DC 25 (0 successes, but grants a +2 bonus to PC's next skill check during the chal-

lenge). The PC figures out the best escape routes from the ship.

**Endurance** DC 24 (1 success, no maximum successes; on a roll of 29 or more, PC gains +2 bonus to next skill check during the challenge). The PC is tenacious, and doesn't need to stop to rest before rescuing another person.

**Heal** DC 24 (1 success, maximum 1 success). One of the people is injured. The PC patches up the wound to let the person swim out. This skill can only be used once.

**Intimidate** DC 28 (1 success, no maximum successes). The PC barks orders that keep the evacuation swift and orderly, preventing panic and chaos as water fills the ship.

## DEVELOPMENT

The survivors from *Morn's Quarrel* make it back to dry land. Morn surveys the damage to the city and his fleet; although the defense of the city was successful, many died to save it. The next step is to take the fight to Gondra, liberating Seryth Orodaum from his clutches.

## WRECKING THE RUDDERS

Encounter Level 15 (6,000 XP)

### SETUP

At the rear of *Morn's Quarrel*, piranhas with enormous teeth try to ruin the rudders and force the vessel to stop. They are led by two kuo-toa.

This encounter includes the following creatures.

2 kuo-toa piranha shamans (K)

2 dire piranha swarms (P)

When the PCs leave the hatch, read:

*As you open the hatch, the rushing wind pelts you with cold seawater. The enormous metal rudders of Morn's Quarrel sway from side to side as they correct the vessel's course. You see creatures approaching from both sides: two schools of enormous piranhas, and two kuo-toa who appear to be leading the fish toward the rear of the ship.*

### VESSEL IN MOTION

Creatures can stand on the hull of *Morn's Quarrel*. Moving onto the ship from the water requires an extra square of movement.

Throughout this encounter, *Morn's Quarrel* is still in motion. This has two effects.

**Moving Forward:** A PC that ends his turn in a square of water slides 1 square away from the front of the ship. (Though the ship and other creatures are the ones moving, this is the easiest way to model the movement.) Creatures with swim speeds (such as the enemies) can keep up with the ship, and don't suffer this effect.

**Unstable Surface:** The ship is stable enough that a creature moving across it doesn't normally need to make an Acrobatics check to balance. However, a creature standing on the vessel might fall when it turns or hits rough water. At the end of each round, roll 1d6. If you roll a 5 or 6, each creature standing on the ship must make an Acrobatics check (DC 22 if you rolled a 5, DC 27 if you rolled a 6) or take 1d10 damage and fall prone. For a creature standing on a rudder, increase the DCs by 5, and a failure causes the creature to fall into the water in a square adjacent to the rudder.

### FEATURES OF THE AREA

**Illumination:** Bright, provided by direct sunlight.

**Morn's Quarrel:** Creatures can stand on top of *Morn's Quarrel*. See the "Vessel in Motion" section.

**Rudders:** The rudders have 100 hit points, AC 3, and Fortitude 20. When reduced to 0 hit points, the rudders are unable to control the vessel, and *Morn's Quarrel* goes out of control.

### TACTICS

If they aren't fighting the PCs, the piranhas strike at the rudders. If the PCs engage them, the piranhas try to stay adjacent to the rudders to hit them with *swarm attack*. Describe the attacks on the rudders, as the piranhas make deep gouges in them and eventually break off chunks of metal.

The kuo-toa piranha shamans stay back and use their area attacks. If a PC engages a shaman in melee, it uses *psychic waves* to escape and, it hopes, leave the PC behind as the ship travels forward. If a piranha swarm is destroyed by a PC, the shamans focus their fire on that PC for a while.

### EXPECTED DESTRUCTION

The three encounters here (Wrecking the Rudders, Breaching the Hull, and Seizing the Weapons) are based on the results expected from previous encounters. Here's what should happen, on average, and how to deal with different results:

- In "Wrecking the Rudders" (A2), the rudders remain intact and the ship can still change course. *If the rudders are ruined: Morn's Quarrel goes out of control*, which means it continues moving in the same direction, it can't turn. This won't have much effect on the encounters, but makes the escape from the vessel more dangerous and could mean *Morn's Quarrel* crashes into the docks and damages the city.
- In "Breaching the Hull" (A3), the archons and monitors should easily do enough damage to break the windows. *If they don't smash the windows:* Likely, this means the fight was a cakewalk for the PCs. Have Mallum, Prine, and their allies find another way in (possibly as simple as convincing the PCs to open the hatch) and take over that way. Ignore the flooding mentioned in the next encounter.
- In "Blasting the City," the PCs are expected to stop Prine and the dwarf from shooting more than one bolt at the city. *If the PCs can't reach them in time:* The city sustains massive damage, but give the PCs a little more time to break through. If they just plain can't, Morn has a failsafe that scuttles the ship and shuts down the lightning cannon.
- During the skill challenge, it's expected that at least Morn and Lord Felmorra will survive. *If Morn doesn't survive:* Replace all later references to him with Braran. *If Lord Felmorra dies:* Lady Seletha takes over for him.

**2 Kuo-toa Piranha Shamans (K) Level 16 Artillery**  
 Medium natural humanoid (aquatic) XP 1,400 each

**Initiative** +13    **Senses** Perception +17; darkvision  
**HP** 117; **Bloodied** 58  
**AC** 28; **Fortitude** 25, **Reflex** 28, **Will** 29  
**Speed** 6, swim 6

⊕ **Bite** (standard; at-will)  
 +21 vs. AC; 1d10 + 6 damage.

✱ **Psychic Fangs** (standard; at-will) ◆ **Psychic**  
 Area burst 1 within 10; +19 vs. Will; 2d6 + 6 damage.

✱ **Bane Lightning** (standard; recharge ☒ ☒) ◆ **Lightning, Poison**  
 Area burst 3 within 20; +19 vs. Fortitude; 1d10 + 6 lightning damage, and the target takes ongoing 10 poison (save ends).

↔ **Psychic Waves** (standard; encounter) ◆ **Psychic**  
 Close burst 2; +19 vs. Will; 3d10 + 7 psychic damage, and the target is slowed (save ends). *Effect:* The kuo-toa shifts its speed.

**Piranha Command** (minor; at-will)  
 A piranha swarm within sight shifts 1. If the swarm is in a creature's space, that creature moves with the swarm.

**Slick Maneuver** (move; at-will)  
 A kuo-toa adjacent to an enemy shifts to any other square adjacent to that enemy.

**Alignment** Evil    **Languages** Deep Speech  
**Skills** Arcana +15, Nature +17  
**Str** 12 (+9)    **Dex** 20 (+13)    **Wis** 18 (+12)  
**Con** 15 (+10)    **Int** 15 (+10)    **Cha** 23 (+14)  
**Equipment** torn rags, light shield, sand orb

**2 Dire Piranha Swarms (P) Level 17 Skirmisher**  
 Medium natural beast (aquatic, swarm) XP 1,600 each

**Initiative** +18    **Senses** Perception +10

**Swarm Attack** aura 1; the dire piranha swarm makes a basic attack as a free action against each enemy that begins its turn in the aura.

**HP** 164; **Bloodied** 82  
**AC** 31; **Fortitude** 29, **Reflex** 32, **Will** 26

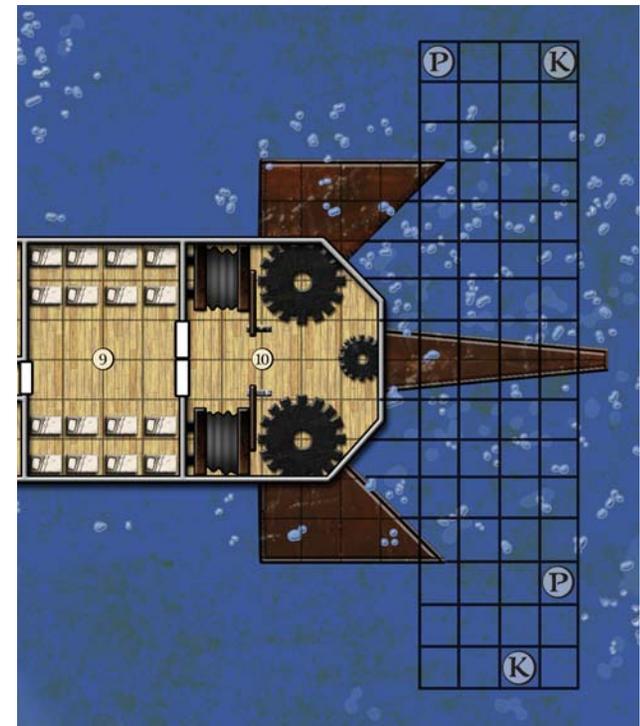
**Immune** forced movement from melee and ranged; **Resist** half damage from melee and ranged attacks; **Vulnerable** 10 against close and area attacks.

**Speed** swim 8; can enter or move through an enemy's space (this movement does not provoke opportunity attacks)

⊕ **Swarm of Teeth** (standard; at-will)  
 +22 vs. AC; 2d8 + 7 damage, or 3d8 + 7 damage against a bloodied target.

**Disperse** (immediate interrupt, when hit by a melee or ranged attack; encounter)  
 The swarm takes half damage from the attack.

**Alignment** Unaligned    **Languages**—  
**Str** 14 (+10)    **Dex** 27 (+16)    **Wis** 14 (+10)  
**Con** 20 (+13)    **Int** 1 (+3)    **Cha** 9 (+7)



## CONCLUSION

If the rudder is destroyed, the kuo-toa attempt to withdraw at the first opportunity, taking the piranha with them. Otherwise, the encounter continues until all enemies are eliminated.

## BREACHING THE HULL

Encounter Level 16 (6,600 XP)

### SETUP

The kuo-toa continue to assault *Morn's Quarrel*, this time attempting to break inside through the large windows in the state room.

This encounter includes the following creatures.

3 kuo-toa monitors (M)

2 water archon wavecrashers (A)

**If the PCs stayed outside the ship or go out to fight the new attackers, read:**

*Five figures knife through the water toward Morn's Quarrel. They head toward the state room of the vessel.*

When the PCs are outside the ship, the PCs prepare to go outside the ship, or the monsters attack the windows, roll initiative.

**If a window is breached, read:**

*The window—an enormous pane of reinforced crystal—shatters after a devastating attack. Shards break away as water pours into the state room, washing the furniture away and flooding into the other parts of the ship. The dwarves inside shout as they seal hatches to slow the flooding of the rest of the ship.*

### VESSEL IN MOTION

Creatures can stand on the hull of *Morn's Quarrel*. Moving onto the ship from the water requires an extra square of movement.

Throughout this encounter, *Morn's Quarrel* is still in motion. This has two effects.

**Moving Forward:** A PC that ends his turn in a square of water slides 1 square away from the front of the ship. (Though the ship and other creatures are the ones moving, this is the easiest way to model the movement.) Creatures with swim speeds (such as the enemies) can keep up with the ship, and don't suffer this effect.

**Unstable Surface:** The ship is stable enough that a creature moving across it doesn't normally need to make an Acrobatics check to balance. However, a creature standing on the vessel might fall when it turns or hits rough water. At the end of each round, roll 1d6. If you roll a 5 or 6, each creature standing on the ship must make an Acrobatics check (DC 22 if you rolled a 5, DC 27 if you rolled a 6) or take 1d10 damage and fall prone. For a creature standing on a rudder, increase the DCs by 5, and a failure causes the creature to fall into the water in a square adjacent to the rudder.

### FEATURES OF THE AREA

**Illumination:** Bright light.

**Morn's Quarrel:** Creatures can stand on top of *Morn's Quarrel*. See the "Vessel in Motion" section.

**Windows:** The windows of *Morn's Quarrel* have 50 hit points, AC 5, and Fortitude 10. When reduced to 0 hit points, the windows shatter. This lets creatures enter and causes the vessel to begin filling with water (but it doesn't yet sink).

**Hatches:** A kuo-toa monitor might try to tear open a sealed hatch. This requires a DC 25 Strength check (a standard action).

### TACTICS

The water archons go directly to the side of the ship and strike at the same window. If they are adjacent to both a PC and the vessel, they use *double attack* to strike once at the window and once at the hero. They stay intent on their goal, and stay next to the ship to keep attacking it. Once the windows have been broken, the archons try to disengage, their duty fulfilled.

If characters stay on top of the vessel instead of entering in the water, kuo-toa monitors will go after them, especially if they are controllers or strikers. If the water archons are able to keep attacking the windows, the kuo-toa focus on taking out their foes. But if both archons are defeated, the kuo-toa refocus their efforts on breaching the vessel's defenses.

### AQUATIC AREA

Creatures fighting in the water deal with the following conditions:

- ◆ Powers that have the fire keyword take a -2 penalty to attack rolls.
- ◆ Characters using weapons from the spear and crossbow weapon groups take no penalties to attack rolls with those weapons while fighting underwater. Characters using any other weapon take a -2 penalty to attack rolls.
- ◆ Creatures move using their swim speed. A creature without a swim speed must use the Athletics skill to swim (see the *Player's Handbook*, page 183). **The DC to swim in this area is 15.**
- ◆ **Aquatic:** The kuo-toa and piranhas have the aquatic ability. They gain a +2 bonus to attack rolls against enemies that do not have this ability.

**2 Water Archon Wavcrashers (A) Level 15 Brute**  
 Medium elemental humanoid (aquatic, water) XP 1,200

**Initiative** +14      **Senses** Perception +10  
**HP** 175; **Bloodied** 87; see also *bloodied whirlpool*  
**AC** 27; **Fortitude** 25, **Reflex** 29, **Will** 25  
**Immune** disease; **Resist** 10 fire, 10 poison  
**Saving Throws** +2 against immobilized, restrained, or slow  
**Speed** 7, swim 10

⬇ **Coral Crescent** (standard; at-will) ♦ **Weapon**  
 +18 vs. AC; 1d6 + 6 damage (crit 11 + 2d6).

⬇ **Double Attack** standard; at-will) ♦ **Weapon**  
 The water archon makes two *coral crescent* attacks.

↶ **Wave Crash** standard; recharge ☒ ☑) ♦ **Weapon**  
 Close burst 1; +18 vs. AC; 4d6 + 6 damage, and the target is dazed until the end of the archon's next turn.

↶ **Bloodied Whirlpool** (when first bloodied)  
 Close burst 2; +18 vs. Fortitude; 2d6 + 6 damage, and slide the target 5 squares. The target must remain within the burst during the slide.

**Alignment** Chaotic evil      **Languages** Primordial  
**Str** 17 (+10)      **Dex** 25 (+14)      **Wis** 17 (+10)  
**Con** 15 (+9)      **Int** 14 (+9)      **Cha** 12 (+8)

**Equipment** plate armor, 2 coral crescents

**3 Kuo-toa Monitors (K) Level 16 Skirmisher**  
 Medium natural humanoid (aquatic) XP 1,400

**Initiative** +15      **Senses** Perception +15; darkvision  
**HP** 153; **Bloodied** 76  
**AC** 30; **Fortitude** 27, **Reflex** 28, **Will** 26  
**Speed** 6, swim 6

⬇ **Slam** (standard; at-will)  
 +21 vs. AC; 2d10 + 4 damage.

⌘ **Crossbow** (standard; at-will) ♦ **Weapon**  
 Ranged 15/30; +21 vs. AC; 1d8 + 5 damage.

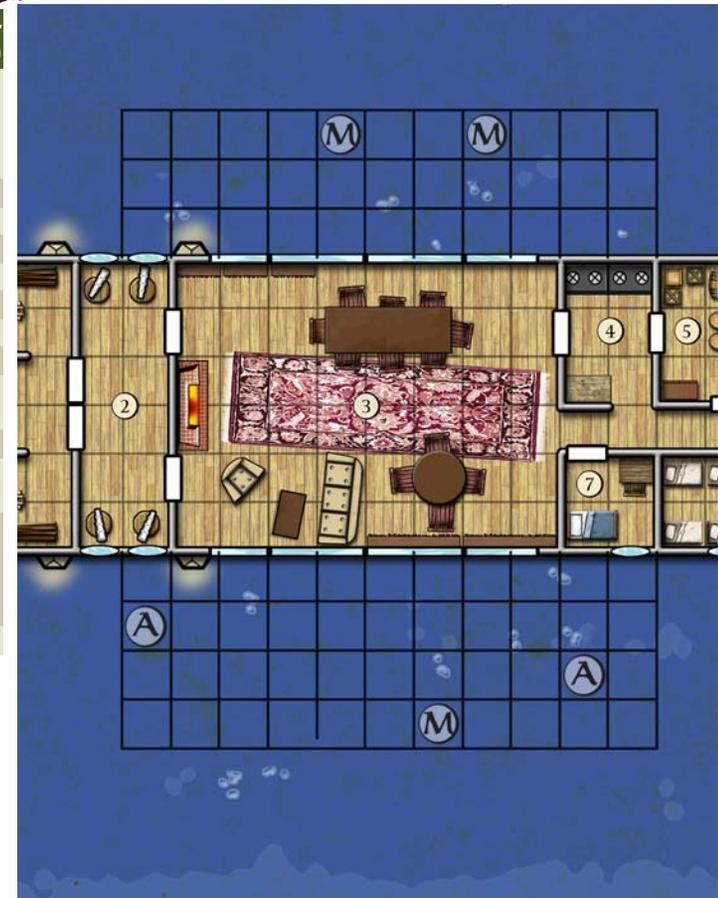
⬇ **Leap Kick** (standard; at-will)  
 The kuo-toa monitor shifts 2 squares and makes a slam attack.

⬇ **Lightning Fist** (standard; encounter) ♦ **Lightning**  
 +19 vs. Reflex; 3d8 + 4 lightning damage, and the target is stunned (save ends).

**Slick Maneuver** (move; at-will)  
 A kuo-toa adjacent to an enemy shifts to any other square adjacent to that enemy.

**Alignment** Evil      **Languages** Deep Speech  
**Skills** Acrobatics +18, Dungeoneering +15  
**Str** 19 (+12)      **Dex** 20 (+13)      **Wis** 15 (+10)  
**Con** 17 (+11)      **Int** 15 (+10)      **Cha** 16 (+11)

**Equipment** leather armor, crossbow with 20 bolts



## CONCLUSION

Once the attackers break all the windows on that side of the stateroom, they withdraw at the first opportunity. Otherwise, the encounter ends when the PCs eliminate all the attackers.

## BLASTING THE CITY

Encounter Level 18 (9,000 XP)

### SETUP

Their treachery revealed, Mallum and Prine try to activate the ships weapons and hold the PCs back so they won't be stopped.

This encounter includes the following creatures.

**Mallum (M)**

**Prine (P)**

**2 dwarf buccaneers (B)**

**1 dwarf dark arcanist (A)**

After Mallum and Prine go to the front of the vessel, read:

*Through the windows in the thick metal doors, you see the dwarf buccaneers. They stand next to the doors of the observation room, keeping a firm grip on the door handles. Behind them, in the weapons compartment, Prine and the third dwarf begin preparing the magic orbs that power the ship's lightning cannon.*

Mallum moves to the side in the observation room and hides. If a PC moves adjacent to a door or to the windows outside, the PC makes a Perception check.

If a PC sees Mallum, read:

*Mallum is pressed against the wall in the corner of the observation room, hiding behind one of the spyglasses.*

Show the player her location on the map.

Mallum (M)	Level 17 Elite Lurker
Small natural humanoid	XP 3,200
<b>Initiative</b> +20	<b>Senses Perception</b> +15
<b>HP</b> 240; <b>Bloodied</b> 120; see also <i>bloodied disappearance</i>	
<b>AC</b> 33; <b>Fortitude</b> 28, <b>Reflex</b> 33, <b>Will</b> 30	
<b>Saving Throws</b> +2; +5 against fear effects	
<b>Speed</b> 6	
<b>Action Points</b> 1	
⚔ <b>Kukri</b> (standard; at-will) ♦ <b>Weapon</b>	
+22 vs. AC; 2d6 + 6 damage (reroll all 1s on damage), and slide the target 1 square.	
⚔ <b>Thrown Kukri</b> (standard; at-will) ♦ <b>Weapon</b>	
Ranged 5/10; +22 vs. AC; 2d6 + 6 damage (reroll all 1s on damage).	
⚔ <b>Blood in the Water</b> (standard; recharge when a creature saves against this power) ♦ <b>Weapon</b>	
+22 vs. Reflex; 2d6 + 6 damage, and ongoing 10 damage (save ends). <i>Miss:</i> Ongoing 5 damage (save ends). <i>Effect:</i> Mallum gains a +2 bonus to attack and defense against an enemy with ongoing damage from this power.	
⚔ / ⚔ <b>Blinding Counterattack</b> (immediate reaction when hit by an attack, at-will) ♦ <b>Weapon</b>	
Reach 1 or ranged 5/10; the creature that hit her; +22 vs. Reflex; the target is blinded (save ends).	
<b>Combat Advantage</b>	
Mallum deals an extra 2d8 damage on melee attacks against any targets she has combat advantage against.	
<b>Bloodied Disappearance</b> (free, when first bloodied; encounter)	
Mallum becomes invisible until the end of her next turn.	
<b>Alignment</b> Evil	<b>Languages</b> Common, Dwarven
<b>Skills</b> Acrobatics +23, Athletics +21, Bluff +18, Stealth +21, Thievery +23	
<b>Str</b> 16 (+11)	<b>Dex</b> 26 (+16) <b>Wis</b> 14 (+10)
<b>Con</b> 12 (+9)	<b>Int</b> 16 (+11) <b>Cha</b> 21 (+13)
<b>Equipment</b> leather armor, kukris (5)	

### FEATURES OF THE AREA

**Illumination:** Bright light provided by illumination gems mounted throughout the interior of *Morn's Quarrel*.

**Metal Doors:** The doors between the observation room and weapons room are open. The doors between the state room and observation room are held shut. A PC can make an opposed Strength check against the dwarf buccaneer on the other side. Break-

Prine (P)	Level 16 Elite Controller
Medium natural humanoid	XP 2,800
<b>Initiative</b> +10	<b>Senses Perception</b> +11; low-light vision
<b>HP</b> 302; <b>Bloodied</b> 151	
<b>AC</b> 32; <b>Fortitude</b> 26, <b>Reflex</b> 31, <b>Will</b> 31; see also <i>enfeebling defense</i>	
<b>Resist</b> see <i>energy shield</i>	
<b>Saving Throws</b> +2	
<b>Speed</b> 6	
<b>Action Points</b> 1	
⚔ <b>Staff</b> (standard; at-will) ♦ <b>Weapon</b>	
+19 vs. AC; 1d8 + 7 damage.	
⚔ <b>Frost Ray</b> (standard; at-will) ♦ <b>Cold</b>	
Ranged 20; two targets; +20 vs. Reflex; 2d6 + 9 cold damage, and the target is slowed (save ends).	
⚔ <b>Acid Tendrils</b> (standard; at-will) ♦ <b>Acid</b>	
Close burst 2; two targets; +20 vs. Reflex; 1d8 + 7 acid damage, ongoing 5 acid damage (save ends), and slide the target 3 squares.	
⚔ <b>Transferring Ray</b> (standard; encounter) ♦ <b>Force, Teleportation</b>	
Ranged 10; +20 vs. Reflex; 2d12 + 7 force damage, and the target is immobilized. Prine teleports to a square within 2 of the target.	
<b>Enfeebling Defense</b> (immediate interrupt, when hit by a melee attack; encounter)	
The attacker is weakened until the end of Prine's next turn.	
<b>Alignment</b> Evil	<b>Languages</b> Common, Deep Speech, Dwarven, Elven
<b>Skills</b> Arcana +20, Diplomacy +20, Insight +18	
<b>Str</b> 10 (+8)	<b>Dex</b> 14 (+10) <b>Wis</b> 16 (+11)
<b>Con</b> 15 (+10)	<b>Int</b> 25 (+15) <b>Cha</b> 20 (+13)
<b>Equipment</b> +4 staff of power, robes	

ing down the door requires a DC 25 Strength check and knocks prone the dwarf on the other side. A door has AC 5, Fortitude 10, and 60 HP.

**Walls:** Walls have AC 4, Fortitude 12, and 120 HP. A DC 30 Strength check breaks a wall down.

**Hatches:** A character who goes outside the ship can tear open the sealed hatch that leads into the observation room with a DC 25 Strength check.

**Windows:** A character who goes outside can try to break open the windows into the observation room

(there aren't any into the weapons chamber). The windows have 50 hit points, AC 5, and Fortitude 10.

**Lightning Orbs:** Destroying one lightning orb disables the cannon. An orb has AC 10, Fortitude 5, and 5 HP. A character who uses a melee attack to destroy an orb coated with powder (see Tactics) takes 5d6 poison damage.

**Treasure:** Prine's staff is a +4 staff of power.

### FLOODING

If the doors to the front of the ship are opened, the area begins flooding. The water reaches farther at the start of each round after the doors are opened:

**Round 1:** Squares in the observation area are difficult terrain.

**Round 2:** Squares in the weapon area are difficult terrain.

**Round 3:** The lightning orbs electrify the water in the weapons room, dealing 3d10 lightning damage to everyone who begins his turn in the room.

2 Dwarf Buccaneers (B)		Level 14 Skirmisher	
Medium natural humanoid		XP 1,000 each	
Initiative +15		Senses Perception +9; low-light vision	
HP 139; Bloodied 69			
AC 28; Fortitude 27, Reflex 27, Will 23			
Saving Throws +5 against poison effects			
Speed 6			
⚔ Cutlass (standard; at-will) ♦ Weapon			
+19 vs. AC; 2d8 + 6 damage (crit 22 + 2d8).			
Stalwart Shift (move; at-will)			
The dwarf buccaneer shifts 1 square and one dwarf ally within 5 can also shift one square.			
Nerves of Steel (minor; encounter)			
The dwarf buccaneer makes a saving throw against one effect that a save can end.			
Stand Your Ground			
When an effect forces a dwarf to move, the dwarf moves 1 square less than the effect specifies. When an attack would knock the dwarf prone, the dwarf can roll a saving throw to avoid falling prone.			
Alignment Unaligned		Languages Common, Dwarven	
Skills Athletics +18, Dungeoneering +11, Endurance +18, Intimidate +12			
Str 22 (+13)	Dex 22 (+13)	Wis 14 (+9)	
Con 19 (+11)	Int 10 (+7)	Cha 10 (+7)	
Equipment leather armor, cutlass (scimitar)			

Dwarf Dark Arcanist (A)		Level 14 Artillery	
Medium natural humanoid		XP 1,000	
Initiative +6		Senses Perception +9; low-light vision	
HP 104; Bloodied 52			
AC 26; Fortitude 23, Reflex 28, Will 26; see also <i>arcane leech</i>			
Saving Throws +5 against poison effects			
Speed 6			
⚔ Unarmed Attack (standard; at-will)			
+17 vs. AC; 1d4 + 6 damage.			
☞ Necrotic Ray (standard; at-will) ♦ Necrotic			
Ranged 10; +19 vs. Fortitude; 1d10 + 4 necrotic damage, and ongoing 5 necrotic (save ends).			
✱ Dark Flames (standard; at-will) ♦ Fire, Necrotic			
Area burst 1 within 10; targets enemies; +18 vs. Reflex; 1d10 + 6 fire and necrotic damage.			
Arcane Leech			
When the dark arcanist is hit by an Arcane attack, his next ranged or area attack deals an extra 1d10 damage.			
Stand Your Ground			
When an effect forces a dwarf to move, the dwarf moves 1 square less than the effect specifies. When an attack would knock the dwarf prone, the dwarf can roll a saving throw to avoid falling prone.			
Alignment Unaligned		Languages Common, Dwarven	
Skills Arcana +19, Dungeoneering +11, Endurance +11			
Str 10 (+7)	Dex 9 (+6)	Wis 14 (+9)	
Con 14 (+9)	Int 24 (+14)	Cha 19 (+11)	
Equipment robes, wand, pouch of necrotic powder			

### TACTICS

Prine and the dwarf dark arcanist prepare the lightning cannon to fire. If uninterrupted, they take the following actions:

**Round 1:** The dark arcanist coats the orbs in a strange, rust-colored powder.

**Round 2:** The orbs begin charging.

**Round 3:** The ship shudders as the lightning cannon fires an enormous bolt of purple and green lightning that strikes the cliff housing the Shrouded Crag. Smaller bolts arc over the surface of the vessel.

Anyone outside the ship takes ongoing 10 poison damage (save ends).

**Later Rounds:** Repeat rounds 2 and 3.

If PCs make it into the scouting room, Prine and the dark arcanist attack them instead of firing the lightning cannon. If cornered, Prine uses *transferring ray* to reach the other side of the party's ranks.

Mallum hides until the PCs break through. She attacks them and moves about, using *wall scurry* to stay out of harm's way in the close quarters.

The buccaneers hold the doors as long as they can. They prefer to flank a single PC and take him down.

### CONCLUSION

Now that their treachery is apparent, the boarders have nowhere to run. They will fight to the death rather than face capture.



## RETURN TO ORODAUM

Both Morn and Lord Felmorra want Gondra removed from power and captured, to face a fair punishment. Orodaum's defenses are weak, but the capital is inland and the dwarven fleet is too diminished to bring more than a handful of troops. Morn wants to send the PCs in the fastest vessel he has left so they can reach Seryth Orodaum before news of defeat reaches Gondra. Felmorra promises the eternal gratitude of Orodaum, in addition to a 15,000 gp reward if they capture Gondra alive.

This section assumes the PCs accept the mission.

### R1. RETURN TO SERYTH ORODAUM

Returning to the city is fairly simple: Nobody is looking for the PCs, and Gondra doesn't know they've switched sides. If the PCs try to sneak into the city and travel unnoticed, call for a brief skill challenge.

#### Infiltrating Seryth Orodaum Skill Challenge (optional)

**Level 16**  
**XP 1,400 XP**

*By sticking to less traveled routes and befriend- ing the witnesses you encounter, you attempt to slip into the city without any of Gondra's forces becoming aware of your return.*

The PCs try to enter Seryth Orodaum without their identities being revealed.

**Complexity 1** (requires 4 successes before 3 failures)

**Primary Skills** Bluff, Diplomacy, Nature, Stealth, Streetwise.

**Other Skills** Endurance, Insight.

**Victory** The PCs infiltrate Seryth Orodaum successfully, reaching Gondra's palace without being detected or recognized as hostile. The PCs automati-

cally gain a surprise round at the beginning of the tactical encounter in R2, below.

**Defeat** The PCs are spotted before they reach the palace; see R2, below.

**Bluff** DC 24 (1 success, no maximum successes). The PC pretends to be someone else, inventing details about an imaginary person.

**Diplomacy** DC 28 (1 success, maximum 1 success). The PC convinces people that the PCs' passing is not a noteworthy event, and no one else need know.

**Diplomacy (advanced)** DC 24 (1 success, maximum 1 success; see Streetwise). If the PCs have met groups who oppose Gondra by using the Streetwise skill, they can befriend them more easily.

**Endurance** DC 24 (0 successes, but grants +2 bonus to next Bluff, Nature, or Stealth check). The PC keeps a vigilant guard over the party, even if it means long days and nights on watch.

**Insight** DC 31 (0 successes, but allow that PC to reroll his or her next failed skill check). With keen instincts, the PC can tell when people are suspicious of the party.

**Nature** DC 24 (1 success, no maximum successes). By traveling on less well-traveled paths, the PC helps the party avoid large groups.

**Stealth** DC 29 (1 success, no maximum successes). The PC helps the party stick to the shadows and travel without being seen.

**Streetwise** DC 28 (1 success, maximum 1 success). By finding other people who want Gondra ousted from power, the PC finds secure means to travel. This allows the advanced use of the Diplomacy skill.

**Special** A PC who uses disguise powers (such as the changeling's change shape or invisibility utility powers) scores an automatic success. Each PC can gain only one success in this way.

### R2. NO ADMITTANCE

Just before the PCs arrive, Gondra learns about the defeat—and he learns the PCs were fighting against his invasion. He puts his guards on alert, and they will attempt to stop the PCs on sight.

If the PCs succeeded at the skill challenge in R1, they have an automatic surprise round. Otherwise, the guards will attack them on sight, but the PCs can attempt to sneak past them.

**Tactical Encounter:** “No Admittance” (page 79).

### R3. GONDRA'S THRONE ROOM

The PCs have a chance to take a short rest before trying to break into Gondra's throne room to capture him.

**Tactical Encounter:** “Gondra's Throne Room” (page 81).

## CONCLUDING THE ADVENTURE

Lord Felmorra and Morn travel to Seryth Orodaum after Gondra's capture, and Felmorra continues his rule. He decides that the confederacy Gondra created is a worthy enterprise, and allows any city that wants to stay allied to do so. He invites Morn, who accepts.

Gondra spends many years in jail for his deceit and warmongering.

Lord Felmorra gladly pays the PCs the promised 15,000 gp reward (or 10,000 gp if they killed Gondra). At your discretion, the PCs can ask for a dwarven submersible instead of their gold reward. Use the vehicle statistics on page 60. (If the PCs try to sell the vehicle later, it has a sell price of 13,000 gp.)

If the PCs wish to continue working with Orodaum and the Shrouded Crag, they can seek out more aquatic enemies.

The wintery lands to the north are largely unexplored, and the PCs can travel there to find adventure.

## NO ADMITTANCE

Encounter Level 17 (8,600 XP)

### SETUP

Gondra, ruler of the Confederacy of Orodaum, has a throne room just beyond the rooms shown here. The PCs might attempt to enter stealthily if they have concealed their presence in the city; otherwise, they'll probably have to resort to brute force.

This encounter includes the following creatures.

- 8 human archer minions (A)
- 4 minotaur mercenaries (M)
- 1 psychic mage (P)

### Passive Perception

DC 35 *You see some faint footprints in a corner of the room, but they're cut off at the wall. There must be a secret door hidden there.*

Show the player the location of the secret door.

### Surprise

If the PCs successfully completed the skill challenge in R1, they automatically gain a surprise round at the beginning of this encounter. If the PCs continue using Stealth during or after the surprise round, have them make Stealth checks against the guards' passive Perception. The highest is 23, for the archer minions and minotaur mercenaries.

If the PCs failed the skill challenge in R1, or if they made no effort to conceal their approach, the guards are on high alert, attacking the PCs on sight.

When a PC first encounters a minotaur, have him make a History check:

DC 20 *These minotaurs wear red sashes, a decoration mandated by law for all mercenaries working in Orodaum.*

## FEATURES OF THE AREA

**Illumination:** Torch sconces on the exterior walls, candles on the interior walls, and chandeliers overhead provide bright illumination.

**Walls:** The outside walls of the compound are 3 squares (15 feet) high, and quite smooth. A DC 25

Psychic Mage	Level 15 Controller (Leader)
Medium natural humanoid	XP 1,200
Initiative +8	Senses Perception +10
Psychic Ripples aura 2; enemies starting their turns in the area take 5 psychic damage. Allies in the aura gain a +2 power bonus to Will defense.	
HP 141; Bloodied 70	
AC 29; Fortitude 23, Reflex 26, Will 31	
Resist 5 psychic	
Speed 6	
⚔ Dagger (standard; at-will) ♦ Weapon	
+18 vs. AC; 2d4 + 5 damage.	
⚡ Mental Block (standard; at-will) ♦ Psychic	
Ranged 10; +19 vs. Will; 2d8 + 6 psychic damage, and a creature of the psychic mage's choice is invisible to the target until the end of the psychic mage's next turn.	
⚡ Mesmerize (standard; encounter) ♦ Charm	
Ranged sight; +19 vs. Will; the target is stunned (save ends).	
⚡ Frightful Orb (standard; encounter) ♦ Fear, Psychic	
Area burst 2 within 20; +19 vs. Will; 2d6 + 7 psychic damage, and the target uses its first action on its next turn to move at least three squares away from the psychic mage.	
Numb to Pain (minor; recharge ☞ ☞)	
One ally within 10 squares gains 15 temporary hit points.	
Alignment Evil	Languages Common
Skills Arcana +19, Bluff +17	
Str 9 (+6)	Dex 12 (+8) Wis 16 (+10)
Con 13 (+8)	Int 25 (+14) Cha 20 (+12)
Equipment crystal orb, robes	

Athletics check is required to climb them. A character who climbs in from outside can enter the area with the walkways or the area of vegetation on the southern edge of the hall.

8 Human Archer Minions (A)	Level 13 Minion
Medium natural humanoid	XP 200 each
Initiative +13	Senses Perception +8
HP 1; a missed attack never damages a minion	
AC 25; Fortitude 24, Reflex 26, Will 24	
Speed 6	
⚔ Dagger (standard; at-will) ♦ Weapon	
+18 vs. AC; 7 damage.	
⚡ Longbow (standard; at-will) ♦ Weapon	
Ranged 20/40; +20 vs. AC; 8 damage	
⚡ Coordinated Shot (standard; at-will) ♦ Weapon	
The human archer makes a basic attack. The next human archer to attack the same target gains a +2 power bonus to the attack roll.	
Alignment Unaligned	Languages Common
Str 18 (+10)	Dex 24 (+13) Wis 14 (+8)
Con 15 (+8)	Int 11 (+6) Cha 12 (+7)
Equipment leather armor, bow, arrows (10)	

4 Minotaur Mercenaries (M)	Level 15 Soldier
Medium natural humanoid	XP 1,200 each
Initiative +12	Senses Perception +13
HP 150; Bloodied 75; see also <i>ferocity</i> .	
AC 31; Fortitude 29, Reflex 25, Will 26; see also <i>shield spikes</i> .	
Speed 5	
⚔ Battleaxe (standard; at-will) ♦ Weapon	
+22 vs. AC; 2d12 + 3 damage, and the target is marked until the end of the minotaur mercenary's next turn.	
⚔ Goring Charge (standard; at-will)	
The minotaur mercenary makes a charge attack: +22 vs. AC; 2d6 + 7 damage, and the target is knocked prone.	
Ferocity (when reduced to 0 hit points)	
The minotaur mercenary makes a melee basic attack.	
Shield Spikes (free, when missed by a melee attack; at-will)	
The attacker takes 2d6 damage.	
Alignment Unaligned	Languages Common
Skills Intimidate + 13, Nature +13	
Str 25 (+14)	Dex 16 (+10) Wis 18 (+11)
Con 22 (+13)	Int 10 (+7) Cha 13 (+8)
Equipment scale armor, heavy shield, battleaxe	

**Windows:** A character who climbs up to a window (2 squares/10 feet high) can try to enter one. All windows are covered with iron bars, which require a DC 25 Strength check or DC 30 Thievery check to remove.

**Walkways:** The railed walkways are 1 square tall. Falling off doesn't deal any damage.

**Arrow Slits:** A character behind an arrow slit has superior cover.

**Tables:** A creature standing behind a table gains normal cover.

**Doors:** Most doors in the area require a DC 16 Strength check to break down, and have AC/Reflex 5, Fortitude 10, and 20 HP.

The doors to the war room are iron, and are locked. Unlocking one requires a DC 30 Thievery check. They require a DC 25 Strength check to break down, and have AC/Reflex 5, Fortitude 10, and 60 HP.

The double doors to Gondra's throne room are thick and barred shut. They require a DC 23 Strength check to break down, and have AC/Reflex 5, Fortitude 10, and 40 HP.

**Papers:** A map and many documents lie on the table in the war room. The papers describe details about the attack on the Shrouded Crag. The map shows the area around Orodaum in high detail. The area around the Shrouded Crag was added recently. The map describes several nearby dungeons said to contain great treasures.

**Treasure:** There is a +4 *poisoned weapon* or a +4 *jarring weapon* (of a weapon type of your choice) in the weapons rack inside the war room.

## TACTICS

**Minotaur Mercenaries:** The minotaur mercenaries fight intelligently and fall back if outnumbered. When the minotaurs are close to death (at 20 HP or lower), they surrender rather than be killed.

The two in the front room try to keep anyone from exiting to other areas, but fall back if outnumbered. They will open the doors to the walkway so the archers can provide support, if needed.

The minotaur on the walkway readies an action to charge an enemy who comes through the door, but will go to help out in the front room if the battle is taking a long time.

The minotaur near the war room guards it diligently. If he hears anyone moving through the secret hallway, he passes through the war room to reach them.

**Archers:** The minions fire from safety, and keep shifting back when creatures engage them in melee.

**Psychic Mage:** Content to stay in his hallway, the psychic mage will have the minotaur guarding the war room open the double doors to the room to the west if he hears fighting there. He bombards the PCs from a distance and has the minotaur guard him.



## CONCLUSION

After fighting through this section of Gondra's Hall, the PCs can have a chance to rest. The doors to Gondra's throne room are barred, and those inside aren't eager to start fighting, so the PCs have enough time for a short rest.

Moving on to the throne room requires the PCs to either bypass or break down the door (see Features of the Area, above).

## GONDRA'S THRONE ROOM

Encounter Level 18 (9,600 XP)

### SETUP

Gondra holds court from here, and awaits the invading PCs when they break through the door.

This encounter includes the following creatures.

**Gondra (G)**

**4 human soldiers (S)**

**2 nabassu gargoyles (N)**

This encounter also includes a trap.

### Mind-control pillars

#### When the PCs enter the room, read:

*Gondra gives you a disdainful glare, and says, "I should have known better than to hire thugs like you. Have you have no decency? You would follow those treacherous cave-dwellers and that pathetic Lord Felmorra? So be it."*

If the PCs try to talk further with Gondra, he meets most discussion with scorn and insults. Only two questions prompt specific answers:

#### Why did you kidnap Felmorra and take over?

*"Because Orodaum is strong under my rule, and a united front against any who oppose us!"*

#### Why did you ally with the kuo-toa?

*"My alliance ended the enmity between the sea-dwellers and my people! My actions protected us all!"*

#### Perception Check

**DC 20** You notice the windows in this room are protected by adamantine bars.

**DC 31** Out of the corner of your eye, you see one of the statues behind Gondra's throne move slightly.

#### Arcana Check

**DC 25** The pillars in this hall have magical symbols carved into them—the kind used to influence minds.

### MIND-CONTROL PILLARS

When activated by Gondra, the pillars manipulate the minds of those nearby. Gondra normally uses this to make visitors agreeable to suggestion, but now he uses it in his defense.

A pillar activates when a creature moves adjacent to it.

#### When a PC activates a pillar, read:

*As you move you begin to feel unsure that attacking Gondra is the right thing to do.*

#### Mind-Control Pillars

Trap

#### Level 15 Warder

XP 1,200

**Trap:** The pillars in Gondra's throne room compel creatures not to harm Gondra and make them more suggestible.

#### Trigger

A character moves into a square adjacent to a pillar, or begins its turn in a square adjacent to a pillar.

#### Attack ♦ Charm, Psychic

**Opportunity Action** Close burst 1

**Target:** Each of Gondra's enemies in burst.

**Attack:** +18 vs. Will



**Hit:** 2d8 + 6 psychic damage, and the target has a -5 penalty to attack Gondra (save ends).

**Miss:** The target has a -2 penalty to attack Gondra (save ends).

#### Trigger

The start of Gondra's turn.

#### Attack ♦ Charm, Psychic

**Immediate Reaction** Close burst 10

**Target:** One creature in burst (Gondra's choice).

**Attack:** +18 vs. Will

**Hit:** The target takes a -5 penalty when attacking Gondra (save ends).

**Special:** Only one pillar takes this action per round.

#### Countermeasures

- ♦ Each pillar can be destroyed. Each has AC/Reflex 4, Fortitude 12, and 80 HP.
- ♦ An Arcana check (DC 33) reverses the effect, making the pillar attack Gondra and his allies instead of his enemies. This lasts one round, and the penalty to attacks works on attacks against the person who made the Arcana check instead attacks against Gondra.

- ◆ A creature can disarm one pillar by making two DC 30 Thievery checks.
- ◆ A creature can trick the pillars into thinking that creature is Gondra's ally with a Bluff check (DC 27). If the creature attacks Gondra, this ends and the creature can't Bluff the pillars again.
- ◆ The effect ends if Gondra is reduced to 0 hit points or knocked unconscious.

## FEATURES OF THE AREA

**Illumination:** Bright light from multiple candles in wall sconces and chandeliers overhead.

**Dais:** The throne sits on a 3-foot-high raised dais. It requires 1 extra square of movement to move onto the dais from the floor, or no extra movement with an Athletics check to jump (DC 30, 15 with a running start).

**Windows:** The windows here are barred with adamantine. They can be bent open with a Strength check (DC 33).

**Furniture:** A creature standing behind a couch or table gains normal cover.

## TACTICS

The soldiers try to hold back anyone coming through the doors.

The nabassu gargoyles are not in stone form at the start of the fight, but they are standing still so they appear to be statues. They have readied actions to charge anyone who comes onto the dais or stairs. They try to keep enemies away from Gondra, using their aura and stone form to create zones of control.

Gondra strikes quickly, then retreats. He uses his stances often, going into *acrobatic stance* when enemies have kept away from him and into *riposte stance* when they have entered melee with him. Describe his stance changes clearly to give the PCs a hint on how to attack him. When he enters *riposte stance*,

<b>Gondra</b>		<b>Level 17 Elite Skirmisher (Leader)</b>
Medium natural humanoid		XP 3,200
<b>Initiative</b> +18	<b>Senses</b> Perception +10	
<b>HP</b> 320; <b>Bloodied</b> 160		
<b>AC</b> 33; <b>Fortitude</b> 29, <b>Reflex</b> 33, <b>Will</b> 31; see also <i>acrobatic stance</i> and <i>riposte stance</i> .		
<b>Saving Throws</b> +2		
<b>Speed</b> 7		
<b>Action Points</b> 1		
⊕ <b>Rapier</b> (standard; at-will) ◆ <b>Weapon</b>	+22 vs. AC; 1d8 + 7 damage, and ongoing 5 damage (save ends).	
⊕ <b>Double Stab</b> (standard; at-will) ◆ <b>Weapon</b>	Gondra makes two <i>rapier</i> attacks and can shift 1 before or after each one.	
← <b>Chill Blade</b> (standard; encounter) ◆ <b>Cold, Weapon</b>	Close burst 1; +22 vs. AC; 3d8 + 9 cold damage, and the target is slowed. <i>Effect:</i> Gondra shifts 3 squares.	
<b>Acrobatic Stance</b> (minor; at-will) ◆ <b>Stance</b>		
Gondra takes half damage from ranged and area attacks in this stance.		
<b>Riposte Stance</b> (minor; at-will) ◆ <b>Stance</b>		
While in this stance, Gondra deals 1d8 + 3 damage to any adjacent creature that attacks him.		
<b>Alignment</b> Evil	<b>Languages</b> Common, Deep Speech, Dwarven, Elven	
<b>Skills</b> Acrobatics +21, Athletics +17, Bluff +19, Diplomacy +19, History +18		
<b>Str</b> 18 (+12)	<b>Dex</b> 26 (+16)	<b>Wis</b> 14 (+10)
<b>Con</b> 16 (+11)	<b>Int</b> 20 (+13)	<b>Cha</b> 22 (+14)
<b>Equipment</b> noble clothing, rapier		

he holds his blade in front of him to jab anyone who comes in to attack; when he's in *acrobatic stance*, his eyes are on characters far away, and his feet shifting constantly so he can move out of the way quickly.

## CONCLUSION

Gondra and his allies will fight to the death rather than face imprisonment at the hands of Lord Felmorra. If the PCs want to capture Gondra alive, they will have to do it without his cooperation.

<b>2 Nabassu Gargoyles</b>		<b>Level 18 Lurker</b>
Medium elemental humanoid (earth)		XP 2,000 each
<b>Initiative</b> +20	<b>Senses</b> Perception +17; darkvision	
<b>Bloodfire Gaze (Fire)</b> aura 2; any creature taking ongoing damage that enters or starts its turn in the aura takes 5 fi re damage and is weakened (the effect ends when the creature leaves the aura). This aura is not active while the nabassu gargoyle is in stone form.		
<b>HP</b> 136; <b>Bloodied</b> 68		
<b>AC</b> 32; <b>Fortitude</b> 30, <b>Reflex</b> 30, <b>Will</b> 28		
<b>Immune</b> petrification		
<b>Speed</b> 6, fly 8		
⊕ <b>Claw</b> (standard; at-will)	+23 vs. AC; 2d8 + 7 damage, and ongoing 5 damage (save ends).	
⊕ <b>Savage Bite</b> (standard; recharge ☹ ☹) ◆ <b>Healing</b>	+23 vs. AC; 2d6 + 7 damage, or 2d10 + 7 damage against a bloodied or weakened target. In addition, the gargoyle regains a number of hit points equal to the amount of damage dealt.	
<b>Stone Form</b> (standard; at-will)		
The gargoyle becomes a statue and gains resist 30 to all damage, regeneration 5, and tremorsense 10. It loses all other senses and can take no actions in stone form other than revert to its normal form (as a minor action).		
<b>Alignment</b> Evil	<b>Languages</b> Primordial	
<b>Skills</b> Stealth +21		
<b>Str</b> 25 (+16)	<b>Dex</b> 24 (+16)	<b>Wis</b> 17 (+12)
<b>Con</b> 22 (+15)	<b>Int</b> 5 (+6)	<b>Cha</b> 20 (+14)

<b>Human Soldier Minions</b>		<b>Level 15 Minion</b>
Medium natural humanoid		XP 300 each
<b>Initiative</b> +15	<b>Senses</b> Perception +8	
<b>HP</b> 1; a missed attack never damages a minion.		
<b>AC</b> 30; <b>Fortitude</b> 26, <b>Reflex</b> 28, <b>Will</b> 24		
<b>Speed</b> 6		
⊕ <b>Glaive</b> (standard; at-will) ◆ <b>Weapon</b>	Reach 2; +22 vs. AC; 7 damage.	
<b>Alignment</b> Unaligned	<b>Languages</b> Common	
<b>Str</b> 18 (+11)	<b>Dex</b> 22 (+13)	<b>Wis</b> 12 (+8)
<b>Con</b> 14 (+9)	<b>Int</b> 11 (+7)	<b>Cha</b> 9 (+6)
<b>Equipment</b> leather armor, glaive		

### About the Author

**Logan Bonner** works as a game designer for Wizards of the Coast, Inc. His professional RPG credits include *City of Stormreach*, *Dungeonscape*, and the *Magic Item Compendium*, as well as the newly released *Adventurer's Vault*™.