

# INTRODUCTION

A D&D Encounters™ adventure for four to six 1st-level characters

Welcome to an exciting official D&D play program called D&D Encounters. This adventure is a mini-campaign “season” designed to be played in one-encounter sessions once per week at your local Wizards Play Network location. Each Wednesday, players will earn both in-game rewards for their characters (such as treasure) and accumulate Renown Points towards special program-exclusive D&D Encounters Cards that can be used in this and future seasons of D&D Encounters.

## PREPARING FOR PLAY

In order to DM this adventure, everything you need should be provided in the D&D Encounters play kit – this adventure, the poster maps of all the encounter areas (inside the adventure), and a sheet of tokens to use for monsters, adventurers, and battlefield effects. Preparing the adventure for play is easy, simply follow the steps below.

### Before you DM your first session:

- Read over the Introduction, Adventure Synopsis, Adventure Summary, and Resting sections.
- Read **Session 11: More Than One Way Out** under the **Chapter 3: Flight to Tyr** section, and read **Encounter 3-1: Quick, Before They Raise the Alarm**. (Alternatively, if you are starting at some other point in the adventure, read the appropriate sections and what’s come before.)

### At the table of your first session:

- Ensure each player has a character to play. Players use one of the characters provided in the play kit. At the end of Chapter 1, all players’ characters reach 2nd level. At the end of Chapter 2, all players’ characters reach 3rd level.
- Ensure each player has a D&D Encounters Play Tracker. This sheet can be found in the play kit, and allows the players to track their character’s treasure, experience, and Renown Points earned for each play session.
- Get a session tracking sheet from the organizer. Record all the players’ DCI/RPGA numbers on it, along with your DCI/RPGA number. If you or any of the players don’t have a DCI/RPGA number, ask the organizer for a membership card.

### During the session:

- Remember, each session is one encounter in length. Just DM the encounter assigned for that week’s session. A typical play time for one encounter is about 90 minutes – 2 hours.
- Remember to make decisions and adjudications that enhance the fun of the game when possible. As the DM, you can make some adjustments to the adventure (see the sidebar) to facilitate the fun of the players.

### At the end of your first session:

- Have the adventurers take a short rest if they want, but remind them to track their daily abilities. Healing surges used, daily powers expended, and other daily resources do not refresh in-between each session; only at the end of each chapter. Make sure your players track this information on their D&D Encounters Play Tracker.
- Turn in your session tracking sheet to the organizer. Make sure you’ve recorded all the DCI/RPGA numbers on it, along with your names and the play date.
- Report Renown Point totals earned for each player to the organizer. The organizer will fill out the Renown Point Tracker for the location, and will determine if any players have earned a D&D Encounters Card.
- Give out rewards to the players. This includes treasure and possibly D&D Encounters Cards (the organizer will tell you if any players have earned this reward). Make sure the players write down their rewards on their D&D Encounters Play Tracker.
- Collect your reward! You should receive a special reward for providing your time as a DM to make the event happen. Your organizer will have more details on your reward.

### At the end of the final session of this chapter:

- The adventurers take an extended rest, regaining all of their healing surges, hit points, and daily powers. In addition, their action point totals reset to 1.
- The adventurers level up to 3rd level. They apply the changes listed on their character card to their character in preparation for the beginning of Chapter 3.

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# ADVANCEMENT AND REWARDS

Unlike some seasons of D&D Encounters, this special DARK SUN preview season doesn't award experience points in the standard method. Instead, characters level up at the end of each chapter.

**XP Awards:** The XP awards listed throughout this adventure are for reference only, as characters level up automatically at the end of each chapter.

**Milestones:** For every 2 encounters a character completes without taking an extended rest (offered at the end of a chapter), the character reaches a milestone, gaining an action point and possibly gaining use of another magic item daily power.

## THE EVER-CHANGING GROUP

Since you can never tell who's going to show up to a D&D Encounters session from week to week, you might wind up with a different group of players. Some players might be starting in "mid-stream," some may have missed a session or two, and others may have played all the sessions with a different DM. That's OK. Catch up new players with a brief summary of what's come before, and make sure that returning players have marked off resources they spent (healing surges, daily powers, etc.) since their last extended rest.

**Majority Rules:** If some element of the adventure plot hinges on the adventurers making a decision in a previous session, and the group is different during the current session, simply find out how the decision went down from the players. Go with the majority, and if it's an even split, side with the most positive result.

## TREASURE

As the characters progress through the mini-campaign, they will have the opportunity to gain treasure in the form of gold pieces, valuables, and magic items. At the end of each session, determine if the players earned any treasure. Use the following rules to divide up treasure amongst the characters.

**Gold and Valuables:** If the adventurers earn it, each character gets a share as noted on the table below. All valuables like gems and jewelry are converted to gold pieces (gp). Note that the amounts have already been divided up per character, do not modify the amounts based on the size of the group playing.

**Magic Items:** During the adventure, there are a number of magic items that may be discovered. They are listed on the table below. Give out magic items according to the sidebar Awarding Magic Items.

## AWARDING MAGIC ITEMS

When the characters find a permanent magic item, most of the time, the group will decide who gets to keep what. However, if the players can't agree who gets what, use the following system to award magic items in the priority listed.

1. Characters without permanent magic items.
2. Character with the lowest-level permanent magic item.

If there's more than one character that doesn't have a magic item, or two characters tie for the lowest-level magic item, have those players decide who gets it. If they still can't decide, have each roll a d20; high roll gets the item. A player that wants to "opt out" of a pick can do so. You can also do the same with the potions of healing and the ritual book if the players can't decide who gets them (but don't count these items as permanent magic items).

Any one character may not have more than 3 permanent magic items at the conclusion of this season.

## RENOWN POINTS

One of the great rewards for playing in a D&D Encounters season is the accumulation of Renown Points (RPs), which are given out for accomplishments made by players during (and sometimes in-between) sessions. These Renown Points are tracked at the Wizards Play Network location, and reaching certain thresholds garners the player a tangible reward – a D&D Encounters Card!

These cards can be used by players during the current D&D Encounters season, subsequent seasons, or possibly both. Each card has all the information on how it works printed right on the card itself.

As the DM, it's your task to award Renown Points at the end of a session of play, just like you would award experience and treasure. Unlike experience and treasure though, you'll need to report the Renown Point totals earned for each player to the organizer at the conclusion of the session when you turn in your session tracking sheet. The organizer will then tell you if any players have qualified for a card.

The Renown accomplishments, their frequency (how often they can be awarded during the current season), and the point values of each are listed below.

## RENOWN POINT AWARDS

Accomplishment	Frequency	RPs
Complete an encounter	1/Session	3
Hit a milestone	2/Chapter	2
Moment of greatness	1/Chapter	2
Revive a dying adventurer ally	1/Season	1
Hit for 15+ damage against 1 enemy	1/Season	1
Kill 3 minions in 1 attack	1/Season	1
Take 50 enemy damage in 1 session	1/Season	1
Use the reckless breakage rule	1/Season	1
Survive 10+ sessions without dying	1/Season	2
Complete all quests	1/Season	5

## TREASURE FOUND

Name of Treasure	Where Found
Silt runners	Encounter 3-1
+1 fey strike weapon of your choice	Encounter 3-2
+2 staff of the serpent	Encounter 3-3
3 healing fruit	Encounter 3-3
71gp/character	Encounter 3-3

**Moment of Greatness:** This is a discretionary award given out by the DM or through party vote to a player for doing something inventive, daring, or just plain cool during a session of play. Each player may earn this award once per chapter.

## CHARACTER DEATH

If a character dies during a session, the player has 2 choices: they can either bring the same character back at the beginning of the next session with a death penalty of -1 to attack rolls, saving throws, skill checks, and ability checks until they've hit one (1) milestone (2 encounters), or they can select another character, losing any extra treasure they may have gained along the way.

## RENOWN REWARDS

When a player hits 10 points, they earn their first D&D Encounters Card, called the Delver Reward. This is awarded to the player at the conclusion of the session in which they earned enough points to qualify. The second award is called the Explorer Reward, and a player qualifies for the reward by obtaining 35 Renown Points in this season. The third award is called the Adventurer Reward, and a player qualifies for the reward by obtaining 60 Renown Points in this season.

The final two awards are given out at the conclusion of the season. At the end of the season, a limited number of D&D Encounters Cards will be distributed amongst those that qualify for the reward. If there are more players that qualify for the reward than cards available, the organizer will determine how they will be distributed.



# ADVENTURE SYNOPSIS

*Dark Sun: Fury of the Wastewalker* introduces the world of DARK SUN, a parched and perilous campaign setting for 4th Edition, to both new and veteran players. Their characters explore the blasted wastes of a world defiled by arcane magic. This section provides background information and a summary of the adventure.

For information on what's come before, see the previous adventure package. This adventure package includes details on Chapter 3 only.

## ADVENTURE SUMMARY

*Dark Sun: Fury of the Wastewalker* is a mini-campaign that spans the length of the summer 2010 D&D Encounters season. The adventure is broken into three chapters—story arcs divided by opportunities for extended rests. Each chapter contains 5 sessions, which are one encounter in length and designed to be run once per week.

To give the Dungeon Master an overview of the storyline, the Chapter 3 summary and the individual play sessions are listed below. Chapter 1 and Chapter 2 are in separate adventure packages, available through your organizer.

### CHAPTER 3: FLIGHT TO TYR

Bolstered by the boon of the ancient spirits, the adventurers are primed to confront the Wastewalker, but first they have to escape from their captors, the halflings of the Forest Ridge. Descending the Ringing Mountains is also no small task. If all goes well, they eventually confront the misguided ssurran shaman and earn a major quest award. Best of all, they arrive at the gates of the free city-state Tyr, a place with countless opportunities for adventure.

### SESSION 11: MORE THAN ONE WAY OUT

Being held captive by halflings is no fun. Through a skill challenge, the adventurers negotiate their release or free themselves. Without supplies, however, they'll perish in the foreign jungle, so they must return and retrieve their gear. **Encounter 3-1: Quick, Before They Raise the Alarm** is found on page 41.

### SESSION 12: HACKING THE THICK

The barriers between the Athas and the Feywild, known as the Lands within the Wind, are thin on the Forest Ridge. Fantastic otherworldly creatures roam the area. When a clutch of lizards tries to feed on the heroes, an opportunistic fey panther joins the fight. **Encounter 3-2: Primal Instinct** is found on page 43.

### SESSION 13: CAUGHT IN THE ACT

As the adventurers come to the cusp of the Ringing Mountains, they spy a motley group of humanoids climbing an obsidian cliff. A crack of thunder sounds and a huge fragment of black stone sheers off, fortuitously spanning the deep gulf between the Forest Ridge and the Ringing Mountains. On the other side, the characters see that the humanoids were pursued by a band of savage gith. **Encounter 3-3: Clear the Path** is found on page 45.

### SESSION 14: COMFORTS OF THE DESERT

With Tyr nearly on the horizon, the adventurers pick their way through the desert. Dark clouds of sand reform in a familiar sight as the Wastewalker unleashes his most formidable allies. **Encounter 3-4: Twisted Desert Denizens** is found on page 47.

### SESSION 15: THE WASTEWALKER

A stone's throw from the gates of Tyr, the Wastewalker's patience runs out and he leads a final strike against the heroes. The climactic battle presents the adventurers with a choice between destroying the misguided ssurran or convincing him to abandon his folly. Whichever path they choose, Wastewalker does not yield easily. **Encounter 3-5: Wind and Stone** is found on page 49.

## WEAPONS OF INFERIOR MATERIALS

Metal is so scarce on Athas that most armaments are made of bone, wood, or stone. These substances are weaker than metal and fracture more easily. A broken weapon is at best an improvised weapon. Damaged magic weapons lose their enhancement, properties, and powers until repaired. The following option simulates the relative fragility of nonmetal weapons, making combat more unpredictable and exciting.

**Reckless Breakage:** When you roll a natural 1 on an attack roll, your weapon has a chance to break. You can accept the result, automatically missing the attack as usual, but keeping your weapon intact. Alternatively, you can reroll. Regardless of the reroll result, a nonmetal weapon breaks once the attack is complete. A metal weapon breaks only if you roll a natural 5 or lower on the reroll. This rule gives you a say in whether a weapon breaks. You can play it safe and accept the errant attack, or you can attempt to avoid a miss by risking your weapon.

### EPILOGUE: THE GATES OF TYR

The adventurers arrive at the gates of Tyr, their long journey over. No doubt many more adventures are to be had in the City of the Fallen Sorcerer-King.



## ADJUSTING THE ENCOUNTERS

Chapter 2 assumes a party of 5 2nd level characters. Compare your adventurers to the chapter's recommended level with the following guidelines:

Your party is a **"weak party"** if it consists of any of the following:

1. 4 characters
2. Most or all of the players are new to D&D or roleplaying games

Your party is a **"strong party"** if it consists of any of the following:

1. 6 characters
2. Your players are veteran D&D 4th Edition players and like added challenge

If you have a weak party, remove one of the lowest level monsters from the encounter. If you have a strong party, add one monster among the types listed for each encounter whose level matches the encounter level.

For instance, in **Encounter 3-2** (a level 3 encounter), you might subtract a zairtail swarm (level 3 skirmisher) from the encounter if your party is weak, or add a zairtail gazer (level 3 controller) if your party is strong.

## RESTING

Although the adventurers can take short rests between sessions, they are allowed to take extended rests only between chapters. During Chapter 3, the adventurers are unable to take an extended rest because the heroes are in unfamiliar terrain, surrounded by unknown dangers, and pursued by halflings. Once they reach the desert, they push onward to Tyr before the Wastewalker catches them (he confronts them nonetheless).

## CONTINUING THE ADVENTURE

After the 15th session is done, the adventure and current season of D&D Encounters concludes. Still, you don't have to let the fun stop there! Here are a few options for continuing the game.

**Play or Dungeon Master the next D&D Encounters season.** A new D&D Encounters season is always right around the corner. Each season spotlights a different setting or play experience!

**Dungeon Master your own adventure, using hooks from this one.** You can create your own adventure to run at your Wizards Play Network location! Report your game sessions and earn DM rewards. Visit [www.wizards.com/dnd](http://www.wizards.com/dnd) click on "Events" for more information.



## TREASURE

This section collects all the treasure awarded in this chapter, including the new items from the *DARK SUN Campaign Setting*.

### ENCOUNTER 3-1: QUICK, BEFORE THEY RAISE THE ALARM

#### Silt Runners

Level 5

Dust and stains fall away from the surface and tread of these simple clogs.

Item Slot: Feet 1000gp

**Property:** You ignore difficult terrain from dirt, sand, or silt. You leave no tracks in such terrain. If you start your turn standing on a solid surface, you can move across a non-solid horizontal surface (such as silt or water) as if it were solid ground. If you are on a nonsolid surface at the end of your turn, you sink.

**Power (Daily):** Minor Action. You can move across non-solid horizontal surfaces (such as silt or water) as if they were normal terrain until the end of the encounter.

### ENCOUNTER 3-2: PRIMAL INSTINCT

#### Fey Strike Weapon

Level 5+

Even distant foes must fear a blow from a warrior with this gleaming weapon in hand.

Lvl 5	+1	1,000 gp	Lvl 20	+4	125,000 gp
Lvl 10	+2	5,000 gp	Lvl 25	+5	625,000 gp
Lvl 15	+3	25,000 gp	Lvl 30	+6	3,125,000 gp

**Weapon:** Any melee

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Power (Encounter):** Standard Action. **Effect:** The weapon discharges a shimmering mirror of itself that flies toward your enemy. You make a melee basic attack as a ranged 20 attack with this weapon.

**Power (Daily ♦ Teleportation):** Free Action. **Trigger:** You hit an enemy with an attack using this weapon. **Effect:** Teleport the target 10 squares to a space adjacent to you.

## ENCOUNTER 3-3: CLEAR THE PATH

#### Staff of the Serpent

Level 7+

Shaped like a rigid cobra, this bronze staff enables you to wield poison as a deadly weapon.

Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp
Lvl 17	+4	65,000 gp			

**Implement (Staff)**

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d8 poison damage per plus

**Property:** Any melee attack made with this staff deals +1d6 poison damage.

**Power (Daily ♦ Poison):** Free Action. Use this power when you deal poison damage with a power cast through this implement. The target takes ongoing poison damage equal to the enhancement bonus of the staff (save ends). If the power already deals ongoing poison damage, add the enhancement bonus of the staff as an item bonus to that damage each round.



## CHAPTER 3: FLIGHT TO TYR

The adventurers have evaded the Wastewalker's harassment and received a boon from the ancient spirits beneath the Ringing Mountains. Now they face a "smaller" threat: halfling captors. Sessions 11-15 propel the adventurers from the halfling village on the Forest Ridge, down through the Ringing Mountains, and to a final confrontation with the Wastewalker in the shadows of the gates of Tyr.

### SESSION 11: MORE THAN ONE WAY OUT

The adventurers begin Chapter 3 as captives of a halfling tribe on the Forest Ridge. Though the halfling culture is different, they are not inherently evil creatures and can be reasoned with.

The halflings tied and blindfolded the adventurers on their way to their village. Even so, the heroes can tell it is unlike any place they've seen before. The Forest Ridge is one of the few places where the land is still verdant. **Read:**

*When the long march ends, you are finally left to your own devices and can strip off your blindfold. You look around a holding pen and discover that your companions are nearby and appear healthy. Prior inhabitants, however, have not been so fortunate. Bones lie about the wooden cage, some with obvious gnaw marks on them.*

*You hear distant arguing, but cannot make out the words. The smell of fresh cooked meat makes your stomach churn. The guards offer you dried scraps of fibrous meat and clean, cool water. "You want more than that, you'll have to ask the elder," the guards grunt, turning back to their own amusements.*

The adventurers have two options in this encounter: negotiate their release from the halflings or escape. Either way, they must recover their gear and enough supplies to survive their journey back to Tyr.

The adventurers can pursue one or the other option, or both simultaneously. They can act as a group or independently. The negotiation scene involves meeting with the village elder. The escape scene requires avoiding the nearby guards. Both scenes occur simultaneously, but it's easier to think of them as two separate cut scenes. The first step is running the skill challenge in **Encounter 3-1: Quick, Before They Raise the Alarm** (page 41).

### SESSION 12: HACKING THE THICK

At the beginning of this session, apply the survival days/sun sickness rules, shown below, if a character has succumbed to sun sickness (see the Chapter 1 adventure package for details).

#### Sun Sickness

Level 2

The sun's punishing rays leech vitality from your body.

**Attack:** Level + 4 vs. Fortitude

**Endurance** Improve DC 17, maintain DC 13, worsen DC 12

The target is cured.

❑ **Initial Effect:** The target loses one healing surge or hit points equal to the target's surge value. The healing surge or hit points cannot be regained until the target is cured.

❑ The target takes a -2 penalty to all attack rolls and defenses.

❑ The target is slowed and weakened.

❑ **Final State:** The target dies.

The characters leave the halfling village and head south toward the less treacherous western approaches of the Ringing Mountains. This path should make for a relatively easier journey home. Like the desert, however, the jungle is filled with dangerous creatures. In this particularly location, the border separating the material world and the Feywild is thin. **Read:**

*You feel an oddness about the Forest Ridge. It's as if you are walking through two lands at once, one with firm ground and the other atop clouds of mist. The trees are lush and thick, with broad leaves, and the air is moist and cool. Hacking a path through is difficult and tires you quickly. As you pause for a brief respite in a clearing, an exotic screech sounds.*

A stalking fey panther has caught the group's scent and waits for just the right moment to pounce. When the adventurers are beset by a clutch of jungle lizards, the stalker attacks anyone that gets separated from the rest. Run **Encounter 3-2: Primal Instinct** (page 43).

### SESSION 13: CAUGHT IN THE ACT

Making their way past the zairtails and possibly the panther, the heroes continue to move through the jungle. As the area clears, they find a deep, foreboding chasm in their way. Across the gap, with a DC 15 Perception check, they can spot a group of humanoid creatures climbing on the rocks. **Read:**

*Across a steep divide separating the Forest Ridge from the Ringing Mountains, you spot four humanoids climbing the jagged cliffs in a daring maneuver. A bright flash floods your view, followed by a deafening crack. When your eyes recover, you see a long slice of the cliff face sheer off from the mountain and fall. It wedges itself precariously between the two sides of the chasm.*

The climbers fall to their doom, but the adventurers now have an opening to cross the gap. In doing so, they encounter the creatures that were chasing the climbers, a group of brutal, merciless psionic wielders called gith. Proceed to **Encounter 3-3: Clear the Path** (page 45).

## SESSION 14: COMFORTS OF THE DESERT

Upon defeating the gith, the adventurers descend from the Ringing Mountains, back to the desert steppes surrounding Tyr. **Read:**

*The sun hangs low in the sky, casting long shadows over the rocky landscape. The shadows are abruptly snuffed out by a bursting darkness that overwhelms the area. The sickeningly familiar clatter of falling stone shards rings out once again.*

The Wastewalker launches a full assault against the adventurers, using both minions and summoned forces. Go to **Encounter 3-4: Twisted Desert Denizens** (page 47).

## SESSION 15: WASTEWALKER ASSAULT

If the adventurers survive the ssurans onslaught, they confront the Wastewalker and can defeat him once and for all. Given the advice of the elemental spirits in Chapter 2, however, the adventurers might realize that he is not inherently evil. His overriding goal is to preserve the natural world that has been so greatly devastated by the wielders of arcane magic.

The Wastewalker is aggressive at first, but the adventurers can try to persuade him they are not defilers during the combat (see Roleplaying Past Encounters sidebar in the Chapter 1 adventure package). However accomplished, defeating the Wastewalker earns the adventurers a level 3 major quest reward. Proceed to **Encounter 3-5: Wind and Stone** (page 49).

## CHAPTER 3 FINALE

The story concludes at the gates of Tyr, the free city-state. The great ziggurat and Golden City sparkle in the twilight. Opportunity abounds in this place. **Read:**

*The swirling black clouds that have harried you across the desert for what seems like ages have finally ceased as the threat from the Wastewalker is vanquished. You can only wonder how one so twisted came to so much power, and drew so much following. Such are the desperate ways of wasteland creatures, clinging to the hopes of the deranged.*

As you approach the free city of Tyr, you have a moment to reflect upon your recent travels. The desert is a treacherous place, indeed, yet it has its own striking beauty as well. Along the way, you have even benefited from the kindness of strangers, even in the most foreboding wastes, like Ralo, the dwarven wanderer. You wonder what has become of him? You also ponder for a moment the elemental spirits, who remind you of the enduring threats to the future of Athas. But they also remind you that hope lives in the most unusual places.

Looking over the darkening skyline dominated by the centers of power, the great Ziggurat of Kalak and the Golden Tower, you can only think of the adventures ahead and the new people you will meet. For a few of you, your hard-fought freedom from bondage has lifted your spirit anew. For the others, the opportunity to start afresh brings a smile to your sun-baked lips.

Now, about the entry tariff the guard is asking for...







## ENCOUNTER 3-1: QUICK, BEFORE THEY RAISE THE ALARM

### Encounter Level 3 (750 XP)

#### ESCAPING CAPTIVITY

The mood during this skill challenge should be tense and fast-paced.

Each character in the party can make one skill check each round.

**Level:** 5 (XP 600).

**Complexity:** 3 (requires 8 successes before 3 failures). The success and failures from each option are added together to determine overall success or failure.

#### OPTION 1: NEGOTIATING WITH THE HALFLING ELDERS

One or more adventurers use social skills to negotiate their release by visiting with the village elders.

**Primary Skills:** Diplomacy, Insight.

**Diplomacy (DC 12):** The character can use Diplomacy to convince the halflings to allow an audience with the village elder. A second successful check persuades the elder to hear stories about the party's exploits in the desert and mountains. With a third successful check, the elder is delighted by the storytelling. Each character can use this skill to gain up to 3 successes in the skill challenge.

**Insight (DC 17):** The character can use Insight to assess the motives and attitudes of the elder. A successful check counts as a success in the skill challenge and grants a +2 bonus to the same character's next Diplomacy check. Each character can use this skill to gain up to 2 successes in the skill challenge.

**Secondary Skills:** Bluff.

**Bluff (DC 17):** The character's quick thinking and honeyed words negates one failure in the skill challenge.

#### OPTION 2: ESCAPING THE CELL

More physically talented adventurers try to escape the cell under the noses of the guards.

**Primary Skills:** Athletics, Bluff, Stealth.

**Athletics (DC 12):** A character can use Athletics to bend, break, or otherwise dismantle the holding pen. A successful Athletics check allows a character to use Stealth as described below. This skill can be used to gain 2 successes in this challenge.

**Bluff (DC 17):** A character can use Bluff to distract the guards, allowing another character the opportunity to perform a different skill without notice. This skill can be used to gain 1 success in this challenge. After that, successful Bluff checks grant a +2 bonus to another character's next Acrobatics, Stealth, or Thievery check.

**Stealth (DC 17):** Once a character has made a successful Athletics check, the same or a different character can use Stealth to sneak out of the holding area.

**Secondary Skills:** Perception, Thievery.

**Perception (DC 12):** A character can use Perception to notice particular weaknesses in the construction of the holding pen or a pattern in the attention of the guards. A successful check grants a +2 bonus to the next Athletics or Stealth check.

**Thievery (DC 12):** A character can use Thievery to snatch some rudimentary tools from the guards or off the ground nearby. A successful check grants a +2 bonus to all subsequent Athletics checks.

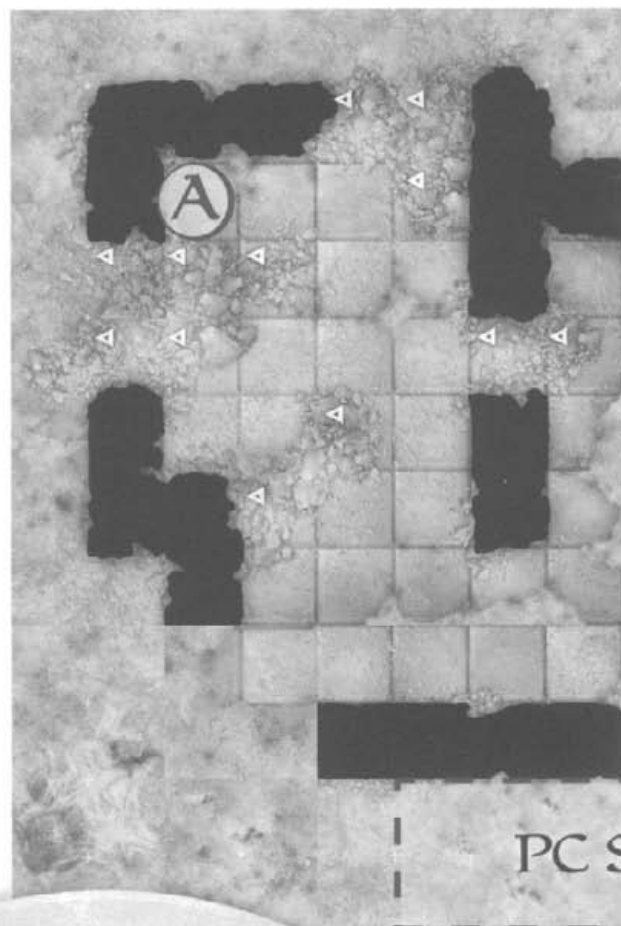
#### CONCLUSION

**Success:** If the characters earn 8 successes, they escape captivity without alerting the halflings.

**Failure:** Failure means the halflings notice they've been duped. They are on alert for the coming combat.

#### GATHERING GEAR

Regardless of the outcome of the skill challenge, the adventurers get away and meet up outside the village. They must now retrieve their gear. If they failed at the skill challenge, the halflings have been alerted.



## SETUP

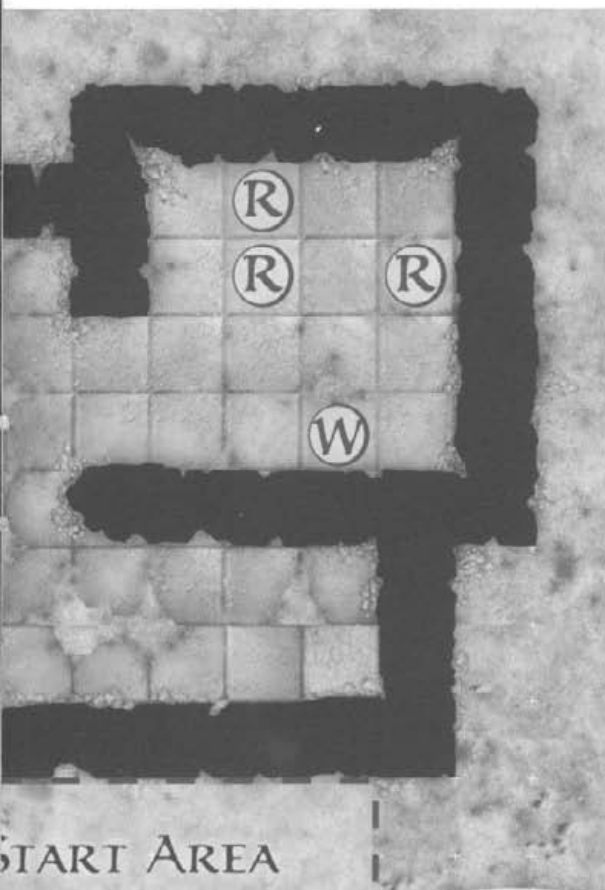
**Halfling wilder** (2 if on alert) (W)  
**3 halfling forest runners** (5 if on alert) (R)  
**Alarm** (A)

If the halflings have been alerted, place the extra guards near those marked on the map.

The adventurers start in the outlined area of the encounter map. They must enter the supply shack, the 4-by-4 square area containing the halflings, and spend a minor action for each set of gear retrieved (which also gathers survival days held by the gear's owner). Alternatively, a character can spend a minor action grabbing 1 survival day's worth of the halflings' supplies.

## TACTICS

The halflings' objective is to sound the alarm and prevent the adventurers from escaping. If the alarm is triggered, mark down the initiative count. At the same initiative count 2 rounds later and each round thereafter, 2 more forest runners and 1 more wilder arrive at the edge of the map near the alarm.



## FEATURES OF THE AREA

**Illumination:** The area inside the ruin is brightly lit by torchlight. The area outside is dimly lit.

**Alarm:** A DC 12 Perception check locates the alarm bell on the far side of the building.

**Walls:** The walls are 2 squares tall and can be climbed with a DC 10 climb check. The only area that has a roof is the 4-by-4 square room. It cannot be accessed over the wall.

**Treasure:** The characters steal a pair of *silt runners* (level 5 item; page 13; *Dark Sun Campaign Setting*) from one of the defeated halflings.

1 or 2 Halfling Wilders (W)	Level 3 Artillery
Small natural humanoid	XP 150 each
HP 38; Bloodied 19	Initiative +4
AC 15, Fortitude 14, Reflex 15, Will 16	Perception +2
Speed 6	
<b>TRAITS</b>	
<b>Nimble Reaction</b>	
The wilder gains a +2 bonus to AC against opportunity attacks.	
<b>Combat Advantage</b>	
The wilder deals 1d6 extra damage against any target granting combat advantage to it.	
<b>STANDARD ACTIONS</b>	
⚔ <b>Club</b> (weapon) ♦ <b>At-Will</b>	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 2d6 + 2 damage.	
🧠 <b>Mind Thrust</b> (psychic) ♦ <b>At-Will</b>	
Attack: Ranged 10 (one creature); +8 vs. Will	
Hit: 2d8 + 3 psychic damage, and the target grants combat advantage until the start of the wilder's next turn.	
Skills Acrobatics +9, Stealth +9, Thievery +9	
Str 11 (+1)	Dex 16 (+4) Wis 12 (+2)
Con 14 (+3)	Int 11 (+1) Cha 17 (+4)
Alignment unaligned	Languages Common
Equipment club	

3 or 5 Halfling Forest Runners (R)	Level 2 Skirmisher
Small natural humanoid	XP 125 each
HP 37; Bloodied 18	Initiative +6
AC 16, Fortitude 13, Reflex 15, Will 14	Perception +3
Speed 6	
<b>TRAITS</b>	
<b>Nimble Reaction</b>	
The forest runner gains a +2 bonus to AC against opportunity attacks.	
<b>STANDARD ACTIONS</b>	
⚔ <b>Poisoned Spear</b> (poison, weapon) ♦ <b>At-Will</b>	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d8 + 1 damage plus 1d6 poison damage.	
⚔ <b>Strike and Slip Away</b> (poison, weapon) ♦ <b>Recharge</b> ☹ ☹ ☹ ☹ ☹	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d8 + 6 damage, and ongoing 5 poison damage (save ends).	
Effect: After the attack, the forest runner shifts 5 squares. The forest runner can make a Stealth check to become hidden if it has any cover or any concealment.	
Skills Acrobatics +9, Stealth +9, Thievery +9	
Str 14 (+3)	Dex 17 (+4) Wis 14 (+3)
Con 13 (+2)	Int 12 (+2) Cha 11 (+1)
Alignment unaligned	Languages Common
Equipment leather armor, spear	



# ENCOUNTER 3-2: PRIMAL INSTINCT

## Encounter Level 3 (800 XP)

### SETUP

Zairtail bonebreaker (B)  
Zairtail gazer (G)  
2 zairtail swarm (S)  
Fey panther

The characters are placed anywhere in the clearing.

The fey panther lurks in the shadows. A character within one square of the forest edge can make an active Perception check as a minor action to detect the panther; otherwise a DC 21 Passive Perception check detects the stealthy creature.

### TACTICS

The zairtails leap from the dense jungle and attack the adventurers. The gazer tries to keep as many adventurers dazed as possible. The swarms and bonebreaker concentrate on close combat.

The fey panther lurks in the shadowy fringes and waits for a good moment to strike. It waits up to 3 rounds for an adventurer to get separated from the fray. At the end of 3 rounds, if no character has separated, add another bonebreaker to the encounter. The fey panther lurks off somewhere else.

### FEATURES OF THE AREA

**Illumination:** The dense jungle filters out most of the early morning light. This area is dimly lit.

**Dense Jungle:** The jungle is so thick in this area, it counts as concealing and difficult terrain.

**Fey Ripple:** The outlined area is a weak ripple in the separation between the feywild and the material plane. A creature can spend a move action while in the fey ripple area to teleport 5 squares.

**Treasure:** A hollow tree in this area contains a trio of shiny, metal blades. A character can quickly fashion them into a +1 fey strike weapon (level 5 item; page 13; *Dragon Magazine* 381).

#### Zairtail Bonebreaker (B)

Small natural beast (reptile)

HP 67; Bloodied 33

AC 16, Fortitude 18, Reflex 15, Will 13

Speed 6

#### Level 4 Brute

XP 175

Initiative +3

Perception +1

Low-light vision

#### TRAITS

##### Vise Jaws

A zairtail bonebreaker does not need to sustain a grab. Its grab lasts until the victim escapes or the bonebreaker lets go; the bonebreaker has a +5 bonus to Fortitude defense against escape attempts. Being affected by a condition that prevents the bonebreaker from taking opportunity actions does not end its grab. If the bonebreaker is subjected to forced movement, it pulls the grabbed creature with it.

#### STANDARD ACTIONS

##### ⚔ Bite ♦ At-Will

Requirement: The zairtail must not have a creature grabbed.

Attack: Melee 1 (one creature); +7 vs. AC

Hit: 2d6 + 4 damage, and the target is grabbed.

##### ⚔ Drag ♦ At-Will

Attack: Melee 1 (one creature grabbed by the zairtail); +6 vs.

Fortitude

Hit: 2d6 + 4 damage. The zairtail then moves its speed and pulls the target to a space adjacent to its new location.

Str 19 (+6)

Dex 12 (+3)

Wis 9 (+1)

Con 17 (+5)

Int 2 (-2)

Cha 7 (+0)

Alignment unaligned

Languages —

#### 2 Zairtail Swarms (S)

Medium natural beast (reptile)

HP 40; Bloodied 20

AC 17, Fortitude 13, Reflex 18, Will 16

Speed 8

Resist 5 acid, half damage from melee and ranged attacks; Vulnerable 5 against close and area attacks

#### Level 3 Skirmisher

XP 150 each

Initiative +7

Perception +3

Low-light vision

#### TRAITS

##### ☼ Swarm Attack ♦ Aura 1

The zairtail swarm makes a basic attack as a free action against each enemy that begins its turn within the aura.

##### Swarm

The swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm cannot be pulled, pushed, or slid by melee or range attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises.

#### STANDARD ACTIONS

##### ⚔ Swarm of Teeth ♦ At-Will

Attack: Melee 1 (one creature); +8 vs. AC

Hit: 1d8 + 4 damage, and ongoing 3 damage.

Str 7 (-1)

Dex 19 (+5)

Wis 14 (+3)

Con 9 (+0)

Int 2 (-3)

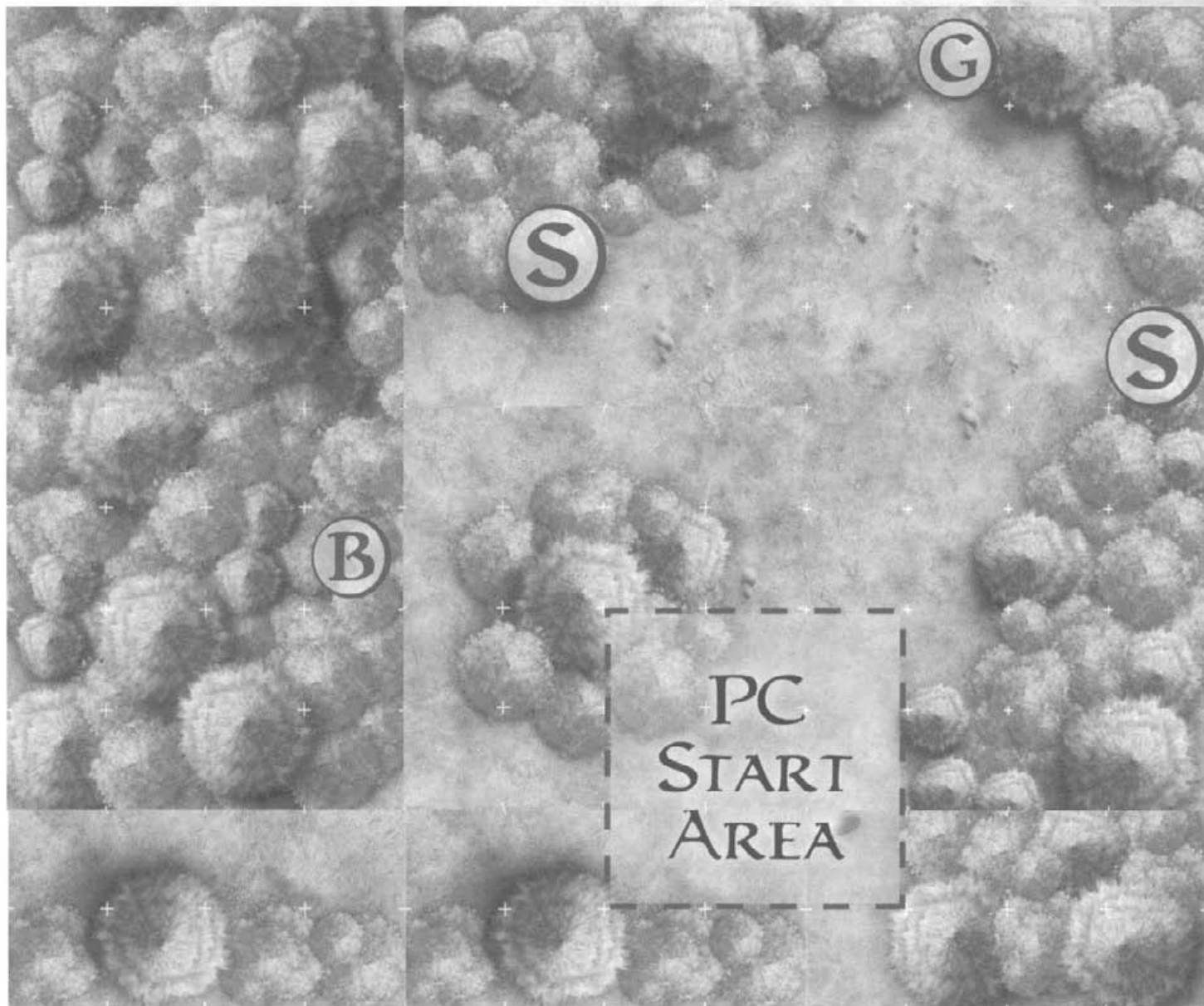
Cha 8 (+0)

Alignment unaligned

Languages —







**Zairtail Gazer (G)** **Level 3 Controller (Leader)**  
Small natural beast (reptile) XP 150

HP 40; Bloodied 20 Initiative +3  
AC 17, Fortitude 12, Reflex 15, Will 17 Perception +8  
Speed 6, climb 6 Low-light vision

**STANDARD ACTIONS**

⚔ **Bite** ♦ At-Will

Attack: Melee 1 (one creature); +8 vs. AC  
Hit: 1d8 + 2 damage.

◀ **Disorienting Gaze** (charm) ♦ At-Will

Attack: Close blast 5 (enemies in burst); +7 vs. Will  
Hit: The target is dazed until the end of the zairtail's next turn.

**Zairtail Alert** ♦ Recharge 4 5 6

Effect: All zairtails within 10 squares can move their speed as a free action.

Str 7 (-1) Dex 14 (+3) Wis 14 (+3)  
Con 9 (+0) Int 2 (-3) Cha 19 (+5)

Alignment unaligned Languages –

**Fey Panther** **Level 4 Skirmisher**  
Medium fey beast XP 175

HP 54; Bloodied 27 Initiative +8  
AC 18, Fortitude 16, Reflex 18, Will 15 Perception +8  
Speed 8, climb 6 Low-light vision

**TRAITS**

**Charging Pounce**

When the fey panther charges, it deals 1d6 extra damage and knocks the target prone.

**STANDARD ACTIONS**

⚔ **Bite** ♦ At-Will

Attack: Melee 1 (one creature); +9 vs. AC  
Hit: 1d6 + 4 damage, and the panther shifts 1 square.

**MOVE ACTIONS**

**Fey Step** ♦ Encounter

Effect: The panther teleports 5 squares.

Str 14 (+4) Dex 18 (+6) Wis 13 (+3)  
Con 14 (+4) Int 2 (-2) Cha 11 (+2)

Alignment unaligned Languages –

## ENCOUNTER 3-3: CLEAR THE PATH

### Encounter Level 4 (901 XP)

### SETUP

Gith spearhead (S)  
3 gith hobblers (H)  
4 gith piercers (P)

The characters begin in the outlined area of the encounter map.

The gith start on the opposite side of the bridge. They don't notice the adventurers at first because they are too busy tracking the creatures that just plummeted to their doom. They might be willing to negotiate with an openly diplomatic group (see Roleplaying Past Encounters sidebar, page 10). Given their evil nature, the gith are likely to attack. Read:

*Several lean muscular creatures block your way across the black stone bridge. Their blue-gray skin is pulled over tight and emphasizes their thin, sinuous physiques.*

### TACTICS

The piercers and hobblers attack from range. The spearhead parks on the opposite side of the bridge from the adventurers and waits for them to come and engage. If they don't, it takes cover from ranged attacks, but does not cross the bridge.

The piercers wait to use their telekinetic pierce until they have an opportunity to push one of the characters off the ledge.

### FEATURES OF THE AREA

**Illumination:** The cliffs cast long shadows across the battlefield, but the midday sun provides bright light.

**Bolt Stone Bridge:** The obsidian bridge was created by an elemental fluke of nature and has been charged with chaos energy. The highlighted squares are bolt stone. When a creature enters a square of bolt stone, it takes 5 lightning damage. Roll a d20; on a 10 or higher, the bolt stone's energy is discharged and the square becomes inert. Otherwise, the lightning energy is transferred to all unoccupied squares adjacent to the origin square and those squares become bolt stone.

**Chasm:** The chasm is quite tall, but contains numerous ledges along its length. Any creature that fails its saving throw and falls can make additional saving throws every 2 squares of falling to see if it manages to grab hold of an outcropping. Dangling creatures still take applicable damage from whatever distance they fell, but they can climb back into the battle if they survive.

**Treasure:** One of the fleeing climbers dropped a +2 staff of the serpent (level 7 item; page 13; *Adventurer's Vault*). In addition, the gith have trade jewels worth 425 gp and 3 healing fruits (*potions of healing*; PH 255).

Gith Spearhead (S)	Level 5 Brute
Medium natural humanoid	XP 200
HP 76; Bloodied 38	Initiative +5
AC 18, Fortitude 17, Reflex 15, Will 14	Perception +4
Speed 6	
<b>STANDARD ACTIONS</b>	
① Vicious Spear (weapon) ♦ At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 2d8 + 7 damage.	
† Focused Stab (weapon) ♦ Recharge ☐ ☐ ☐ ☐	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 2d12 + 7 damage, and the target falls prone. If the target is bloodied, it takes 1d12 extra damage and is also dazed (save ends).	
<b>MOVE ACTIONS</b>	
Telekinetic Leap ♦ Encounter	
Effect: The gith flies 5 squares.	
<b>TRIGGERED ACTIONS</b>	
◀ Ancestor's Appeal (psychic)	
Trigger: The gith drops to 0 hit points.	
Attack (Immediate Interrupt): Close burst 1 (enemies in burst); +5 vs. Fortitude	
Hit: 2d6 + 3 psychic damage. The target takes ongoing 5 psychic damage, and whenever it uses a daily or an encounter power, it takes 5 psychic damage (save ends both).	
Skills Athletics +12, Intimidate +7	
Str 20 (+7)	Dex 16 (+5) Wis 14 (+4)
Con 16 (+5)	Int 10 (+2) Cha 10 (+2)
Alignment evil Languages Deep Speech	
Equipment inix-shell armor, obsidian-tipped spear	

4 Gith Piercers (P)	Level 4 Minion Skirmisher
Medium natural humanoid	XP 44 each
HP 1; a missed attack never damages a minion.	Initiative +4
AC 17, Fortitude 18, Reflex 15, Will 14	Perception +2
Speed 6	
<b>STANDARD ACTIONS</b>	
① Spear (weapon) ♦ At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 6 damage, and the gith shifts 1 square.	
✂ Telekinetic Pierce ♦ Encounter	
Attack: Ranged 5 (one creature); +7 vs. Fortitude	
Hit: 6 damage, and the gith pushes the target 1 square.	
<b>MOVE ACTIONS</b>	
Telekinetic Leap ♦ Encounter	
Effect: The gith flies 5 squares.	
Str 16 (+5)	Dex 10 (+2) Wis 10 (+2)
Con 14 (+4)	Int 8 (+1) Cha 9 (+1)
Alignment evil Languages Deep Speech	
Equipment inix-shell armor, obsidian-tipped spear	

**2 Gith Hobbler (H)****Level 4 Artillery**

Medium natural humanoid

XP 175 each

HP 46; Bloodied 23

Initiative +3

AC 16, Fortitude 16, Reflex 14, Will 14

Perception +3

Speed 6

**TRAITS**

☼ Brain Fog ♦ Aura 1

Enemies within the aura take a -2 penalty to attack rolls and damage rolls.

**STANDARD ACTIONS**

① Bone Dagger (weapon) ♦ At-Will

Attack: Melee 1 (one creature); +9 vs. AC

Hit: 1d6 + 3 damage, and the gith shifts 1 square.

② Javelin (weapon) ♦ At-Will

Attack: Ranged 20 (one creature); +9 vs. Reflex

Hit: 2d6 + 5 damage.

✈ Pinning Javelin (weapon) ♦ Encounter

Attack: Ranged 20 (one creature); +9 vs. Reflex

Hit: 2d6 + 6 damage, and the target is immobilized (save ends).

**MOVE ACTIONS**

Telekinetic Leap ♦ Encounter

Effect: The gith flies 5 squares.

Str 16 (+5)

Dex 13 (+3)

Wis 12 (+3)

Con 16 (+5)

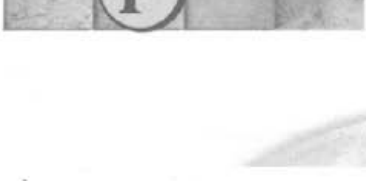
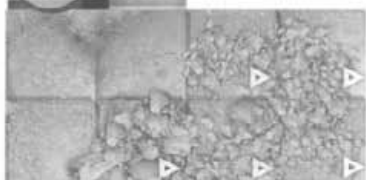
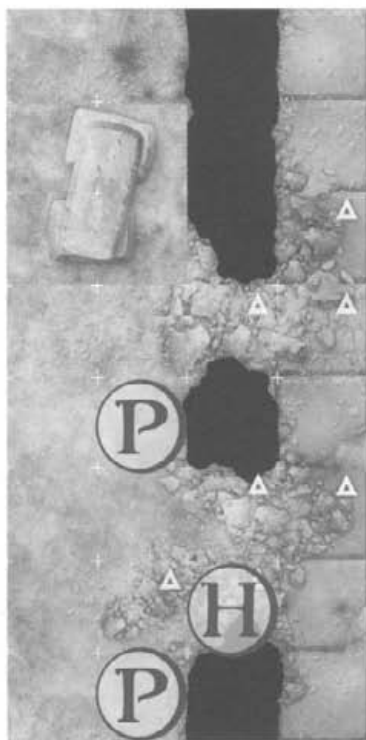
Int 8 (+1)

Cha 9 (+1)

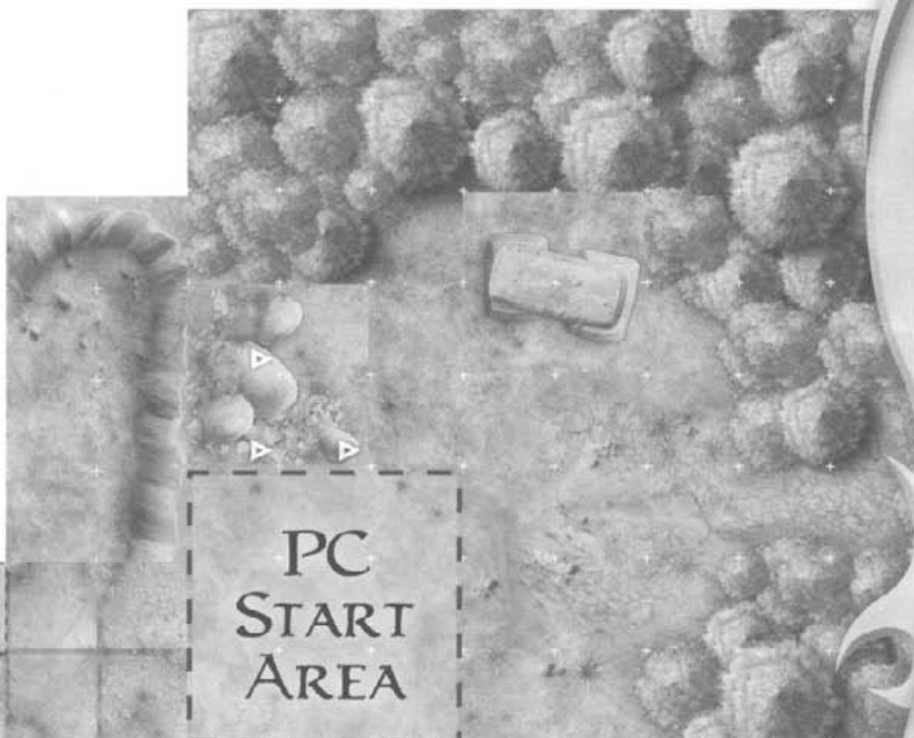
Alignment evil

Languages Deep Speech

Equipment inix-shell armor, bone dagger, 10 obsidian-tipped javelins



Bolt Stone

PC  
START  
AREA

# ENCOUNTER 3-4: TWISTED DESERT DENIZENS

## Encounter Level 3 (825 XP)

### SETUP

2 sandwarped ssurrans (baaz draconians) (B)

2 twisted ssurrans (ferak draconians) (F)

Dust devil (D)

Chokedust cloud (yellow box)

The characters set up in the outlined area of the encounter map. **Read:**

*A clutch of warped lizardfolk, some with spindly wings, others with extra limbs, leap onto the rocks as the sky darkens. One of them lets out a blood-curdling shriek, and you hear several others respond in similar tones. Your skin crawls as you feel a static charge build in the dry desert sand.*

The twisted ssurrans (ferak draconians) are perched on top of the large crescent-shaped rock. They call out in Draconian to the sandwarped ssurrans (baaz draconians) to join the fight, and then proceed to attack.

### TACTICS

The dust devil appears at the start of the first round of combat in the center of chokedust area, but does not trigger the trap. It hovers for a round, and then attacks on its initiative in the second round.

The ssurrans are not subtle combatants. They prefer a direct assault. Their weapons are made of bone and their armor of chitin.

### FEATURES OF THE AREA

**Illumination:** The area is brightly lit.

**Boulders:** The large, crescent-shaped boulder is 3 squares tall. The smaller boulders are 2 squares tall. They provide cover and require DC 10 Athletics checks to climb.

**Chokedust Cloud:** The yellow area on the tactical map contains a chokedust cloud. The dust devil is immune to this effect.

2 Ferak Draconians (F)	Level 3 Brute
Medium natural humanoid (reptile)	XP 150 each
HP 55; Bloodied 27	Initiative +1
AC 15, Fortitude 17, Reflex 13, Will 15	Perception +3
Speed 7, fly 7 (clumsy)	Darkvision
STANDARD ACTIONS	
① Short Sword (weapon) ♦ At-Will	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 1d6 + 4 damage.	
† Double Slash ♦ At-Will	
Effect: The draconian makes two short sword attacks.	
TRIGGERED ACTIONS	
⚡ Rust Cloud (zone)	
Trigger: The draconian drops to 0 hit points.	
Attack: Close burst 2 (creatures in burst); +4 vs. Fortitude	
Hit: 2d6 + 3 damage.	
Effect: The draconian's square and all squares in the burst become a zone of lightly obscured terrain until the end of the encounter.	
Skills Athletics +10, Intimidate +5, Stealth +6	
Str 18 (+5)	Dex 11 (+1)
Con 15 (+3)	Int 7 (-1)
	Wis 15 (+3)
	Cha 8 (+0)
Alignment evil	
Languages Common, Draconic	
Equipment hide armor, short sword x2	

Chokedust Cloud	Level 2 Lurker
Hazard	XP 125
Powdery sand blasts into the air, filling it with a clinging, choking cloud.	
<b>Hazard:</b> These areas of sand or dust, typically 3 squares by 3 squares in size, contain extremely fine particles. The slightest disturbance kicks up a stifling haze.	
<b>Perception</b>	
♦ DC 15: The character determines that the dust or sand in the area is particularly powdery.	
<b>Additional Skill:</b> Nature (only if the character succeeds on the Perception check)	
♦ DC 12: The character identifies the nature of the chokedust area and realizes the risk of disturbing it.	
<b>Trigger</b>	
When a character enters a square containing chokedust or when a square in the area is included in a blast or a burst attack, the hazard makes the following attack.	
<b>Attack ♦ Zone</b>	
<b>Opportunity Action</b>	<b>Area</b> the entire chokedust area
<b>Target:</b> Each creature in the area	
<b>Attack:</b> +4 vs. Fortitude	
<b>Hit:</b> The target is blinded and takes ongoing 5 damage (save ends both). A creature cannot save against this hazard's effect while it is within the cloud.	
<b>Countermeasures</b>	
♦ A character can move into an area of chokedust without triggering its attack by succeeding on a DC 15 Acrobatics check as part of the move action.	
♦ A character can make a DC 10 Endurance check as a minor action to gain a +2 bonus to Fortitude against the chokedust cloud's attack. The bonus lasts until the end of the character's next turn.	



**2 Baaz Draconians (B)**

Medium natural humanoid (reptile)

**Level 2 Soldier**

XP 125 each

HP 41; Bloodied 20

Initiative +5

AC 18, Fortitude 15, Reflex 14, Will 13

Perception +2

Speed 5, fly 5 (clumsy)

Darkvision

**STANDARD ACTIONS**⚔ **Longsword (weapon) ♦ At-Will**

Attack: Melee 1 (one creature); +9 vs. AC

Hit: 1d8 + 5 damage, and the target is marked until the end of the draconian's next turn.

⚔ **Leaping Charge (weapon) ♦ At-Will**

Effect: The draconian charges, ignoring difficult terrain and using the following attack instead of a melee basic attack at the end of the charge.

Attack: Melee 1 (one creature); +10 vs. AC

Hit: 2d8 + 5 damage, and the target is marked until the end of the draconian's next turn.

**TRIGGERED ACTIONS**† **Stone Dead (polymorph)**

Trigger: The draconian drops to 0 hit points.

Effect: The draconian turns into a statue, and the square it occupies becomes difficult terrain that provides cover.

Effect: If a melee weapon attack reduces the draconian to 0 hit points, the draconian makes the following attack against the weapon's wielder.

Attack: Melee 1 (one creature); +7 vs. Reflex

Hit: The target is disarmed, and the weapon is stuck partially inside the statue. An adjacent creature can yank the weapon out as a standard action. The statue crumbles to dust at the end of the encounter.

Skills Athletics +7, Bluff +7, Intimidate +7

Str 13 (+2)

Dex 14 (+3)

Wis 12 (+2)

Con 17 (+4)

Int 8 (+0)

Cha 13 (+2)

Alignment evil

Languages Common, Draconic

Equipment longsword, scale armor

**Dust Devil (D)**

Small elemental magical beast (air, earth)

**Level 3 Skirmisher**

XP 150

HP 47; Bloodied 23

Initiative +7

AC 18, Fortitude 14, Reflex 16, Will 14

Perception +0

Speed 8

Immune disease, poison

**TRAITS****Moving Defense**

A dust devil takes a -2 penalty to all defenses while slowed or immobilized.

**STANDARD ACTIONS**⚔ **Grasping Winds ♦ At-Will**

Attack: Melee 1 (one creature); +8 vs. Reflex

Hit: 1d10 + 3 damage, and the dust devil slides the target 2 squares.

⚔ **Stinging Sands ♦ Encounter**

Attack: Close burst 3 (enemies in burst); +8 vs. Fortitude

Hit: 3d6 + 3 damage, and the target is blinded until the end of the dust devil's next turn.

**MOVE ACTIONS**⚔ **Gale Blast ♦ Recharge ☼ ☼**

Effect: The dust devil shifts 5 squares and makes one attack against each enemy it moves adjacent to

Attack: Melee 1 (one creature); +8 vs. Fortitude

Hit: The target falls prone.

Skills Stealth +10

Str 8 (+0)

Dex 18 (+5)

Wis 8 (+0)

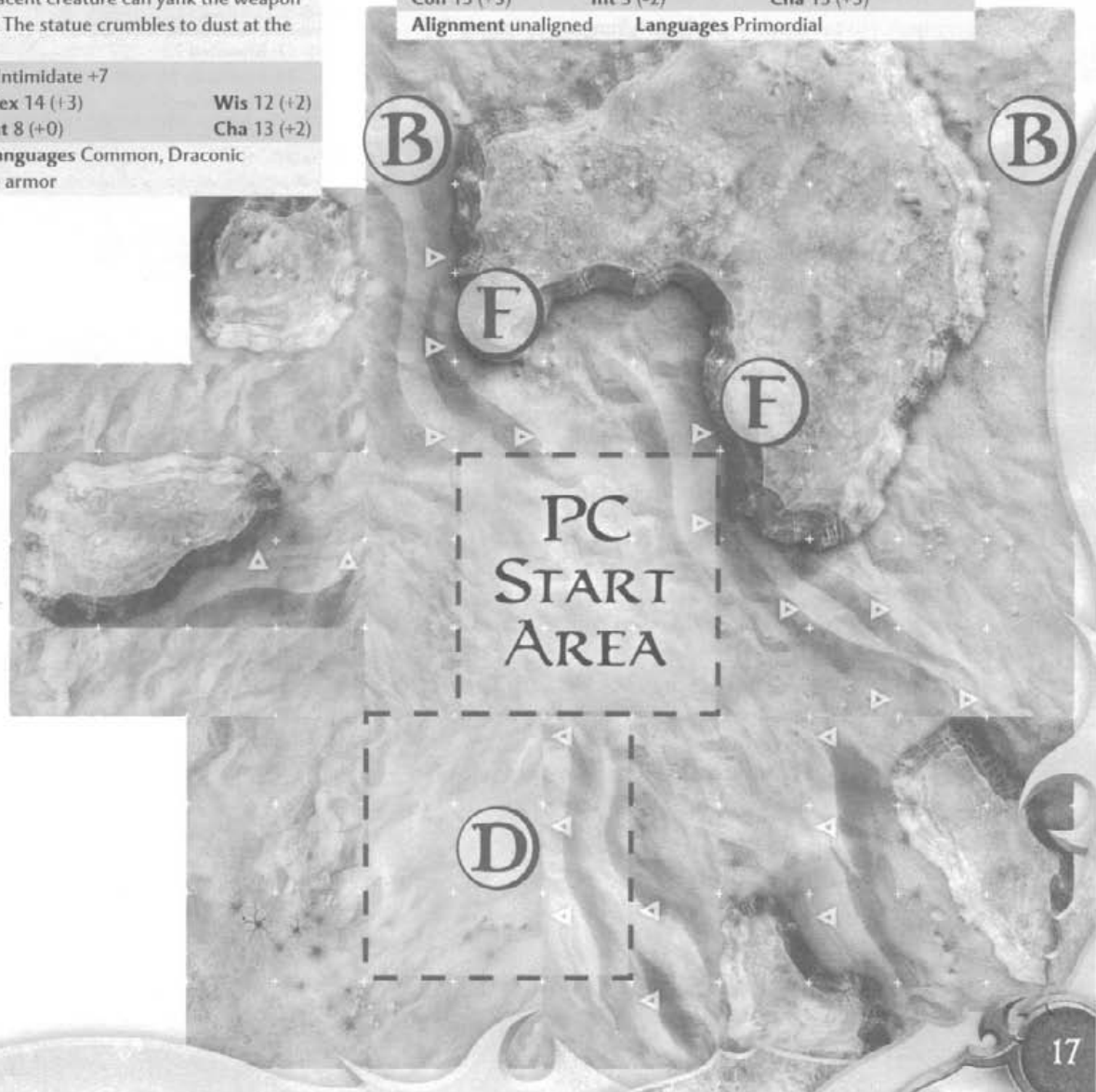
Con 15 (+3)

Int 5 (-2)

Cha 15 (+3)

Alignment unaligned

Languages Primordial





**2 Storm Shards (S)**

Medium elemental magical beast

**Level 4 Artillery**

XP 175 each

HP 44; Bloodied 22

Initiative +6

AC 16, Fortitude 15, Reflex 17, Will 15

Perception +4

Speed 3, fly 3 (hover)

Darkvision

Immune disease, poison

**TRAITS**

⚡ Static Storm (lightning, thunder) ♦ Aura 2

Any enemy that ends its turn within the aura takes 3 lightning and thunder damage. Any immobilized enemy within the aura instead takes 5 lightning and thunder damage.

**STANDARD ACTIONS**

⚡ Thunder Strike (thunder) ♦ At-Will

Attack: Melee 1 (one creature); +9 vs. Fortitude

Hit: 1d6 + 4 thunder damage, and if the target is bloodied, it falls prone.

⚡ Shock Bolt (lightning) ♦ At-Will

Attack: Ranged 10 (one creature); +9 vs. Fortitude

Hit: 1d6 + 4 lightning damage, and if the target does not end its next turn at least 4 squares from where it started its turn, it takes 3d6 + 6 lightning damage.

**TRIGGERED ACTIONS**

⚡ Storm Shatter (lightning, thunder)

Trigger: The storm shard drops to 0 hit points.

Attack (No Action): Close burst 3 (creatures in burst); +9 vs. Fortitude

Hit: 2d6 lightning and thunder damage, and the target is pushed 3 squares and deafened (save ends).

Variable Resistance ♦ 1/Encounter

Trigger: The haunt takes acid, cold, fire, lightning, or thunder damage.

Effect (Free Action): The haunt gains resist 5 to the triggering damage type until the end of the encounter or until it uses variable resistance again.

Str 15 (+4) Dex 18 (+6) Wis 14 (+4)

Con 14 (+4) Int 7 (+0) Cha 15 (+4)

Alignment chaotic evil Languages Abyssal

**The Wastewalker****Level 3 Elite Controller****Ssurran Shaman (O)**

Medium natural humanoid (reptile), lizardfolk

XP 150

HP 94; Bloodied 46

Initiative +2

AC 18, Fortitude 15, Reflex 14, Will 16

Perception +9

Speed 6 (earth walk)

Saving Throws +2; Action Points 1

**TRAITS**

⚡ Obsidian Shard ♦ Aura 3

Any enemy that starts its turn within the aura takes 5 damage and is slowed until the end of its next turn.

**STANDARD ACTIONS**

⚡ Spear (weapon) ♦ At-Will

Attack: Melee 1 (one creature); +8 vs. AC

Hit: 2d8 damage, and the shaman pushes the target 1 square.

⚡ Storm Curse (thunder) ♦ At-Will

Attack: Ranged 5 (one creature); +7 vs. Reflex

Hit: 2d6 + 2 thunder damage, and the target is dazed until the end of the shaman's next turn.

**TRIGGERED ACTIONS**

⚡ Elemental Eruption (thunder) ♦ Encounter

Trigger: The shaman is first bloodied.

Attack (No Action): Close burst 2 (creatures in burst); +6 vs. Reflex

Hit: 2d6 + 2 thunder damage, and the target falls prone.

Skills Athletics +7, Intimidate +3, Nature +9

Str 12 (+2)

Dex 12 (+2)

Wis 17 (+4)

Con 15 (+3)

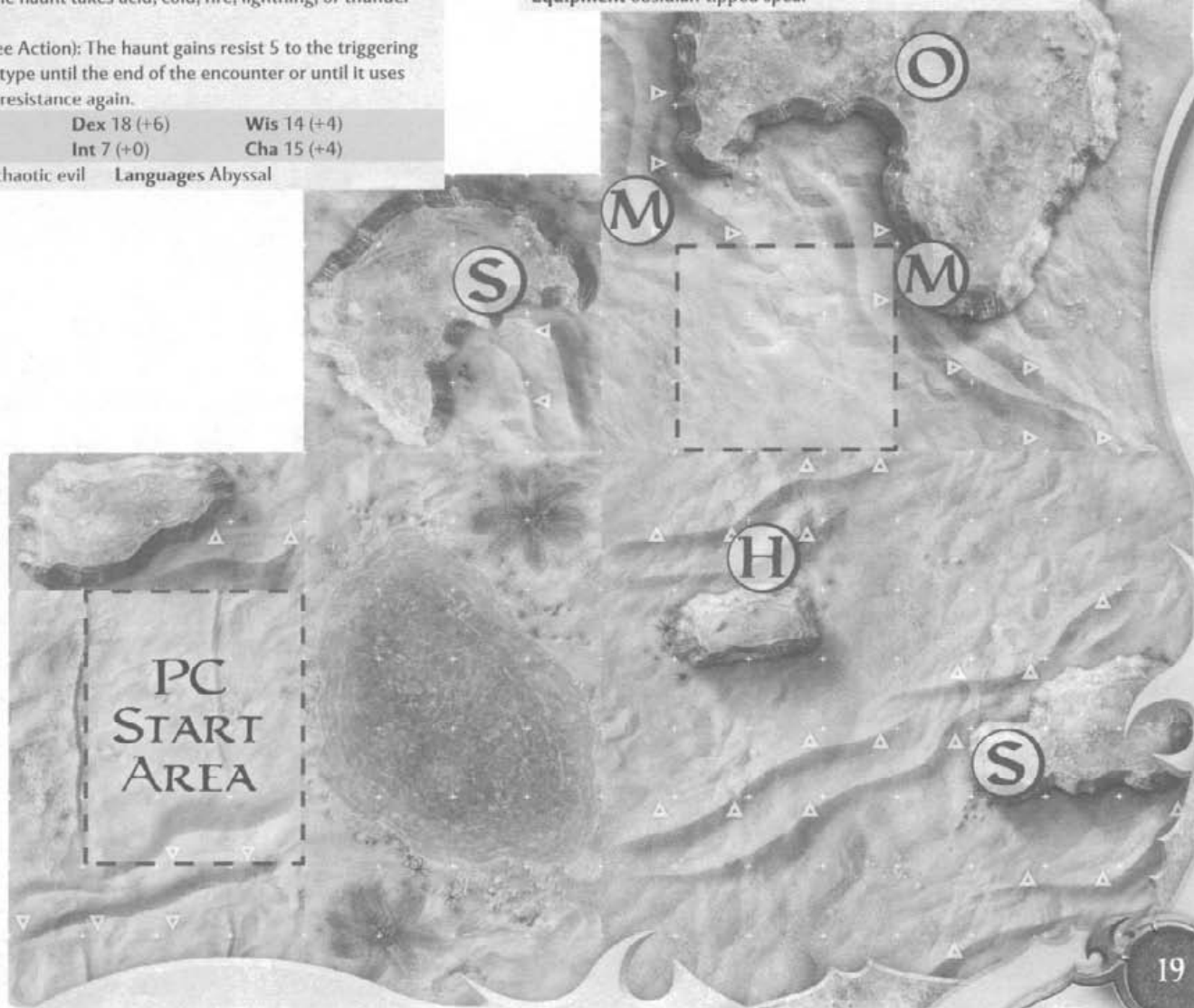
Int 10 (+1)

Cha 10 (+1)

Alignment unaligned

Languages Draconic

Equipment obsidian-tipped spear





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