

AT THE FOOT OF THE LIGHTHOUSE

A DUNGEONS & DRAGONS® *LIVING*
FORGOTTEN REALMS ADVENTURE

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The Sea of Fallen Stars is the lifeblood for many who live along the coast of Aglarond. For the men and women who ply their trades over its dangerous depths, the sight of a lighthouse means a welcome return to the relative safety of shore. That is, of course, unless the lighthouse in question is no longer dedicated to guiding travelers along the safe path. A *Living Forgotten Realms* adventure set in Aglarond for characters levels 4-7.

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Andy Collins, Rob Heinsoo, and James Wyatt.

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

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PREPARING FOR PLAY

In order to play this adventure, you'll need copies of the following D&D 4th Edition rulebooks: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*. Any other rules referenced in this adventure will be noted in the **New Rules Items** section at the end of the adventure.

Throughout this adventure, text in bold italics provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text.

Along with this adventure, you'll find a RPGA Session Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your Senior GM directly after play.

READING MONSTER STAT BLOCKS

Most of the information should be easy to understand, as it mirrors the information presented in the *Monster*

Manual. Attacks have a letter next to them designating the type: M for melee, R for ranged, C for close, and A for area. A lower-case letter (used only in some melee and ranged attacks) denotes that the attack can be used as a basic attack.

IMPORTANT DM INFORMATION

As the DM of the session, you have the most important role in facilitating the enjoyment of the game for the players. You take the words on these pages and make them come alive. The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule when you DM for a group:

Make decisions and adjudications that enhance the fun of the adventure when possible.

To reinforce this golden rule, keep in mind the following:

- **You are empowered to make adjustments to the adventure and make decisions about how the group interacts with the world of this adventure.** This is especially important and applicable outside of combat encounters, but feel free to use the "scaling the encounter" advice (usually for adjusting to different-sized groups) to adjust combat encounters for groups that are having too easy or too hard of a time in an adventure.
- **Don't make the adventure too easy or too difficult for a group.** Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Give everyone a "chance to shine."
- **Be mindful of pacing, and keep the game session moving along appropriately.** Watch for stalling, as play loses momentum when this happens. At the same time, make sure that the players don't finish the adventure too early; provide them with a full play experience. *Living Forgotten Realms* adventures are designed to be played within 3.5 - 4 hours; try to be very aware of running long or short. Adjust the pacing accordingly.
- **Give the players appropriate hints so they can make informed choices about how to interact**

with their environment. Players should always know when enemies are affected by conditions and are bloodied. They should be given clues about how to interact with their surroundings so they can tackle skill challenges, combats, and puzzles without getting too frustrated over lack of information. This helps to encourage immersion in the adventure and gives players “little victories” for figuring out a good choice from a clue.

In short, being the DM for a *Living Forgotten Realms* adventure isn't about following every word on the page; it's about creating a fun, challenging game environment for the players. A great deal of good information on being a DM for a D&D game can be found in Chapters 1-2 of the *Dungeon Master's Guide*.

APPROPRIATE CHARACTER LEVELS

This adventure is designed for player characters (PCs) levels 4-7. Characters that fall outside of the level range may not participate in the adventure. Make certain to check the levels of the PCs before beginning play to ensure that they are the proper level.

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

A group may decide to play riskier and play the high level when their levels are more suited to the low level if everyone in the group is in agreement to do so; however, some of the rewards may not be available to them. Conversely, a group may decide to play the low level when their levels are more suited to the high level if everyone in the group is in agreement to do so; however, some of the rewards may be less than what they'd ideally want from the adventure.

Reading the Numbers: Each encounter will have a level and other values (such as XP or sometimes skill checks) listed with two numbers divided by a slash. The number before the slash is always the value for the low-level version of the adventure; the number after the slash is the value for the high-level version of the adventure.

FAILING TO DEFEAT AN ENCOUNTER

If a group fails to defeat an encounter – that is, if they have to flee from a combat because it's too tough or they reach the predetermined number of failures in a skill challenge before reaching success – they are only

awarded half experience points (round down) for the encounter. If they manage to tackle the encounter later on and defeat it, award them the other half of the experience points for the encounter.

CHARACTER DEATH

If a PC dies during the course of the adventure, the player of that character and the rest of the group have two options, provided that they have access to the Raise Dead ritual (either a PC has it and can use it or the characters return back to civilization), they have access to the body, and it is possible to return the dead PC to life.

- **Pay the component cost for the ritual.** If the group chooses this option, the cost should be divided evenly amongst the group (500 gp for heroic tier, 5,000 gp for paragon tier, and 50,000 gp for epic tier). Using a source outside the group to cast the ritual costs 20% more than the component cost. Total cost when using an outside source is 600 gp for heroic tier, 6,000 gp for paragon tier, and 60,000 gp for epic tier. A PC that dies and chooses this method of return gains full (or half, if the party was defeated) experience points from the encounter in which the character died, but no experience points for any encounters that were missed while the character was dead. If there's still more of the adventure remaining, the PC continues to earn experience as normal, and receives a normal cut of the rewards at the end of the adventure.
- **Invoke the Death Charity clause.** If the group cannot afford to pay for the ritual (or doesn't desire to do so), the PC can choose to return back to life at the end of the adventure. Doing so forfeits all rewards (including treasure and story rewards) earned for the adventure except experience points gained prior to the character's death (the character receives the experience point award for the encounter in which they died). The PC cannot participate in the same adventure a second time.

MILESTONES

No matter if the characters succeed or fail in an encounter, they reach a milestone if it is the second encounter they've had since the start of the adventure or their last extended rest. Encounters that do not give out experience points do not count for purposes of reaching a milestone. Make certain to mention this information to the players when applicable, as it gives each PC another

action point and affects how some magic item powers are used.

ADVENTURE BACKGROUND

The PCs have signed on for a journey with the *Rosy Dawn*, a merchant ship bound for Veltalar.

Their voyage carries them past the Fang, a dangerous area on the edge of Aglarondan waters. Normally, the Fang Light guides ships safely past the rocks of the Fang. However, it has recently been taken over by a force of Thayans.

The Thayans are led by Quelzur Naismen, a former pirate and Red Wizard who was transformed into a powerful undead. Quelzur intends to use the Fang Light and a crew of mercenary pirates to disrupt shipping around the Fang, weakening Aglarond in preparation for a Thayan assault.

PLAYER'S INTRODUCTION

Read or paraphrase the following to the players:

You've signed on for a trip with Captain Catos and the Rosy Dawn, a merchant ship bound for Veltalar, capitol city of Aglarond. Be it in search of new horizons, a love of the ocean, or a simple lack of funds, your reasons are your own, and the captain doesn't ask questions.

It's near dusk, and the Rosy Dawn is passing around a bank of fog by the Fang Light when the lookout cries "Ship to starboard! Pirates!"

A black-sailed cutter roars out of the fog, headed straight for you.

DM'S INTRODUCTION

The PCs are on deck when the pirates appear.

- Captain Catos issues a call to arms. "Prepare to repel boarders!"
- The PCs have just enough time to choose their positions prior to the arrival of the pirate ship. Allow them to act and use their powers, and give them discretionary bonuses in the first round of combat.
- The fog bank heralds a storm summoned by the pirate mage. The pirate mage has overreached himself, however, and the storm threatens both ships.
- The *Rosy Dawn* is headed towards the Fang Light. The inhospitable cliffs of the Fang are nearby.

ENCOUNTER 1: PIRATES!

ENCOUNTER LEVEL 3/5 (750/1,000 XP)

SETUP

This encounter includes the following creatures at the low tier:

- 1 Ship's Mage (M)
- 2 Pirate Scallywags (G)
- 6 Scurvy Sea Dogs (R)

This encounter includes the following creatures at the high tier:

- 1 Ship's Mage (Level 6) (M)
- 2 Pirate Scallywags (Level 6) (G)
- 6 Scurvy Sea Dogs (Level 5) (R)

The pirate ship has pulled alongside the *Rosy Dawn* and cast grappling hooks to begin a boarding action. The PCs must repel the boarders and cut the lines to have a chance at escape.

Before the Rosy Dawn can change course, the pirate ship pulls alongside. The attacking vessel is filled to the brim with bloodthirsty scallywags. Grappling hooks sail through the air and catch on the rails, narrowing the gap between the two ships. As the crew rushes the lines, a pirate mage steps through a magic door onto the crow's nest, raining thunder onto the Rosy Dawn while a group of pirates swings across the gap.

The boarding party has arrived to wreak havoc amongst the crew of the *Rosy Dawn* and keep them away from the lines that will eventually draw the two ships together. The following tactical elements are in play:

- The pirates vastly outnumber the crew of the *Rosy Dawn*.
- Once the two ships meet, the superior numbers of pirates will easily overwhelm the *Rosy Dawn*'s defenses.
- Captain Catos orders the PCs to take care of the boarding party while his crewmen cut the lines.
- After 5 rounds, the pirate ship will be close enough for the rest of the pirates to board.
- If a PC is knocked overboard and begins to sink, a crewman tosses him a rope and a life preserver at the end of the round.

Cutting the lines:

- There are five grappling hooks that have managed to take hold. The crew is able to cut one line per round.
- Any round where the PCs do not end adjacent to a pirate (not including the ship's mage), that pirate keeps the crew from approaching the lines, and no lines are cut.
- Any round the PCs do not injure the pirate mage, the mage's blasts keep the crew from approaching the lines, and no lines are cut.
- If the boarding party is defeated, then the lines are all cut at the end of the round.
- If all the lines are cut, then the boarding party surrenders.

FEATURES OF THE AREA

Illumination: It is daytime. Illumination is bright.

The masts: The pillars on the map are masts. They are 80 feet high and require a DC 10 Athletics check to climb. There is a crow's nest 60 feet up each mast with enough space for 1 person to stand, and a platform 30 feet up with enough space for 4 people to stand.

Rigging: Rigging is spread from one mast to another. It takes a DC 10 Athletics check to climb, or a DC 20 Acrobatics check to balance across.

Stairs: The stairs count as difficult terrain and rise 2 squares.

The grappling hooks (L): It takes a standard action to cut the lines with a slashing weapon.

The ship: The fore and aft decks of the ship are both 10 feet above the main deck. It takes a DC 15 Athletics check and 4 squares of movement to climb up to the upper decks using anything except the stairs. Climbing the side of the ship takes a DC 15 Athletics check.

Wheel: The throne represents the steering wheel. PCs can take hold of the wheel and cause the ship to rock with a DC 10 Strength check. Rocking the ship forces everyone onboard (allies and enemies) to make a DC 15 Acrobatics check or fall prone.

Water: The water line is 20 feet below the deck of the ship. PCs falling into the water take 1d10 points of falling damage and must succeed at a DC 10 Athletics check to stay afloat.

The Pirate Ship: The pirate ship begins 5 squares away, and moves closer by 1 square every round.

TACTICS

The pirates on deck do their best to keep the PCs and the crew away from the lines. If the PCs rush the lines or force the pirates back, they attempt to bull rush the PCs over the rail of the ship.

The ship's mage begins in one of the crow's nests and concentrates his fire on whoever looks the most injured. If the mage is hurt, he retaliates against his attacker instead.

SCALING THE ENCOUNTER

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

Four PCs: Remove one pirate scallywag.

Six PCs: Add another pirate scallywag.

ENDING THE ENCOUNTER

There are two possible outcomes:

- If the PCs succeed in defeating the boarding party and freeing the *Rosy Dawn*, then the merchant ship makes a quick escape through the Fang reefs towards Aglarondan waters.
- If the PCs fail to keep the pirates from boarding, then the battle rages as the storm sends both ships into the rocks and reefs of the Fang.

Either way, proceed to Encounter 2: **Against the Rocks.**

EXPERIENCE POINTS

If the PCs successfully complete this encounter by repelling the pirates or cutting the lines, they receive 150 / 200 experience points each. If the PCs are not able to repel the pirates' attempt to board the *Rosy Dawn*, then the PCs earn half XP for this encounter.

TREASURE

The pirates have no treasure.

ENCOUNTER 1: “PIRATES” STATISTICS (LOW LEVEL)

Scurvy Sea Dog		Level 3 Minion	
Medium natural humanoid		XP 38	
Initiative +0		Senses Perception +0	
HP 1; a missed attack never damages a minion.			
AC 16; Fortitude 14, Reflex 12, Will 12; see also <i>mob rule</i>			
Speed 6			
m Club (standard; at-will) ♦ Weapon			
+7 vs. AC; 4 damage			
Mob Rule			
The scurvy dog gains a +2 power bonus to all defenses while at least two other scurvy dogs are within 5 squares of it.			
Alignment Any		Languages Common	
Skills Acrobatics +5			
Str 14 (+2)	Dex 10 (+0)	Wis 10 (+0)	
Con 12 (+1)	Int 9 (−1)	Cha 11 (+0)	
Equipment club			

Pirate Scallywag		Level 4 Soldier	
Medium naturally humanoid		XP 175	
Initiative +5		Senses Perception +6	
HP 55; Bloodied 27			
AC 19; Fortitude 17, Reflex 16, Will 15			
Speed 5			
m Halberd (standard; at-will) ♦ Weapon			
Reach 2; +11 vs. AC; 1d10 + 3 damage, and the target is marked until the end of the human guard's next turn.			
M Powerful Strike (standard; recharge 5 6) ♦ Weapon			
Requires halberd; reach 2; +11 vs. AC; 1d10 + 7 damage, and the target is knocked prone.			
R Crossbow (standard; at-will)			
Ranged 15/30; +10 vs. AC; 1d8 + 2 damage.			
Alignment Any		Languages Common	
Skills Acrobatics +10			
Str 16 (+4)	Dex 14 (+3)	Wis 11 (+1)	
Con 15 (+3)	Int 10 (+1)	Cha 12 (+2)	
Equipment chainmail, halberd, crossbow with 20 bolts			

Ship's Mage		Level 4 Artillery	
Medium natural humanoid		XP 175	
Initiative +4		Senses Perception +5	
HP 42; Bloodied 21			
AC 17; Fortitude 13, Reflex 14, Will 15			
Speed 6			
m Quarterstaff (standard; at-will) ♦ Weapon			
+4 vs. AC; 1d8 damage			
r Magic Missile (standard; at-will) ♦ Force			
Ranged 20; +7 vs. Reflex; 2d4 + 4 force damage			
R Dancing Lightning (standard; encounter) ♦ Lightning			
The mage makes a separate attack against 3 different targets: ranged 10; +7 vs. Reflex; 1d6 + 4 lightning damage.			
A Thunder Burst (standard; encounter) ♦ Thunder			
Area burst 1 within 10; +7 Fortitude; 1d8 + 4 thunder damage, and the target is dazed (save ends).			
Alignment Any		Languages Common	
Skills Acrobatics +10, Arcana +11			
Str 10 (+2)	Dex 14 (+4)	Wis 17 (+5)	
Con 12 (+3)	Int 18 (+6)	Cha 12 (+3)	
Equipment robes, quarterstaff, wand			

ENCOUNTER 1: “PIRATES” STATISTICS (HIGH LEVEL)

Scurvy Sea Dog (Level 5)	Level 5 Minion
Medium natural humanoid	XP 50
Initiative +1 Senses Perception +1	
HP 1; a missed attack never damages a minion.	
AC 18; Fortitude 16, Reflex 14, Will 14; see also <i>mob rule</i>	
Speed 6	
m Club (standard; at-will) ♦ Weapon	
+9 vs. AC; 5 damage	
Mob Rule	
The scurvy dog gains a +2 power bonus to all defenses while at least two other scurvy dogs are within 5 squares of it.	
Alignment Any	Languages Common
Skills Acrobatics +6	
Str 14 (+3)	Dex 10 (+1) Wis 10 (+1)
Con 12 (+2)	Int 9 (+1) Cha 11 (+1)
Equipment club	

Pirate Scallywag (Level 6)	Level 6 Soldier
Medium natural humanoid	XP 250
Initiative +6 Senses Perception +7	
HP 71; Bloodied 45	
AC 21; Fortitude 19, Reflex 18, Will 17	
Speed 5	
m Halberd (standard; at-will) ♦ Weapon	
Reach 2; +13 vs. AC; 1d10 + 4 damage, and the target is marked until the end of the human guard's next turn.	
M Powerful Strike (standard; recharge 5 6) ♦ Weapon	
Requires halberd; reach 2; +13 vs. AC; 1d10 + 8 damage, and the target is knocked prone.	
R Crossbow (standard; at-will)	
Ranged 15/30; +12 vs. AC; 1d8 + 3 damage.	
Alignment Any	Languages Common
Skills Acrobatics +11	
Str 16 (+5)	Dex 14 (+4) Wis 11 (+2)
Con 15 (+4)	Int 10 (+2) Cha 12 (+3)
Equipment chainmail, halberd, crossbow with 20 bolts	

Ship's Mage (Level 6)	Level 6 Artillery
Medium natural humanoid	XP 250
Initiative +5 Senses Perception +6	
HP 54; Bloodied 27	
AC 19; Fortitude 14, Reflex 16, Will 17	
Speed 6	
m Quarterstaff (standard; at-will) ♦ Weapon	
+6 vs. AC; 1d8 + 1 damage	
r Magic Missile (standard; at-will) ♦ Force	
Ranged 20; +9 vs. Reflex; 2d4 + 5 force damage	
R Dancing Lightning (standard; encounter) ♦ Lightning	
The mage makes a separate attack against 3 different targets: ranged 10; +9 vs. Reflex; 1d6 + 5 lightning damage.	
A Thunder Burst (standard; encounter) ♦ Thunder	
Area burst 1 within 10; +9 Fortitude; 1d8 + 5 thunder damage, and the target is dazed (save ends).	
Alignment Any	Languages Common
Skills Acrobatics +11, Arcana +12	
Str 10 (+3)	Dex 14 (+5) Wis 17 (+6)
Con 12 (+4)	Int 18 (+7) Cha 12 (+4)
Equipment robes, quarterstaff, wand	

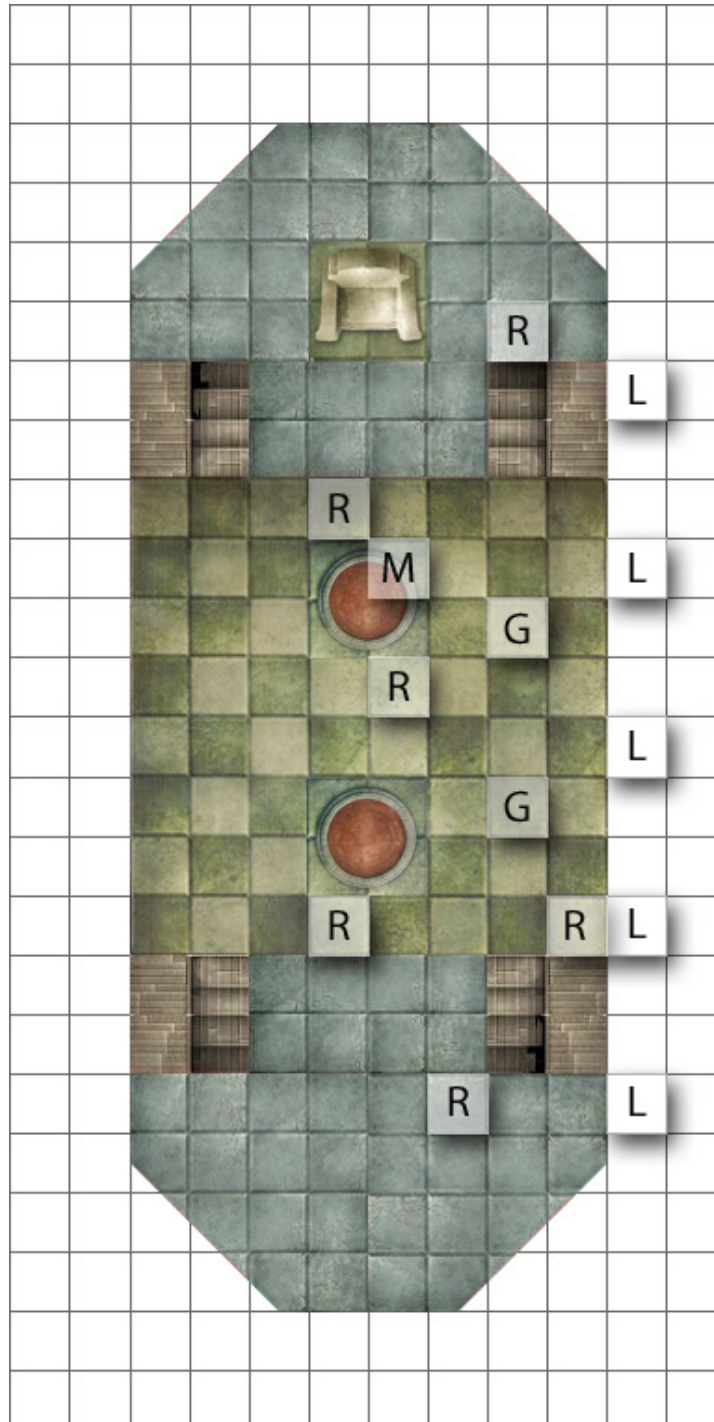
ENCOUNTER 1: "PIRATES" MAP

HIDDEN CRYPTS

Acid Pit / Floor	2x4	x2
Steps / Floor	4x4d	x4
Wooden Platform / Floor	4x2	x2
Wooden Platform 2 / Floor	4x2	x2

FANE OF THE FORGOTTEN GODS

Skull Rune / Blood Fountain	2x2	x2
Checkerboard floor / Outdoor Shrine	8x8	x1
Stone Throne / Raised Floor	2x2	x1



ENCOUNTER 2: AGAINST THE ROCKS

SKILL CHALLENGE LEVEL 4 / 6, COMPLEXITY 1 (175 / 250 XP)

SETUP

Number of Successes: 4

Number of Failures: 3

Primary Skills: Acrobatics, Athletics, Endurance, Nature, Perception

In this skill challenge, the PCs must help Captain Catos and the *Rosy Dawn* navigate the treacherous rocks and reefs surrounding the Fang Light as darkness falls and the storm buffets the ship.

If the PCs successfully fended off the pirates in Encounter 1, read:

The Rosy Dawn pulls away from the pirate ship as the fog rolls in, chased by a ferocious storm. Lightning crashes all around as the rain drives sideways against the ship. “The Fang Light!” Catos bellows. “Where’s that blasted light?”

“Captain, it’s too late!” the lookout cries. “We’re in the reefs!”

If the PCs failed to keep the pirates from boarding in Encounter 1, read:

The fog rolls in as the pirates leap the gap between their ship and the Rosy Dawn. Suddenly, the fog is replaced by a ferocious storm. Lightning crashes all around and the wind catches the sails of the two ships, snapping the boarding lines as they go spinning in opposite directions.

There’s a momentary pause in the battle as the ship jerks and lists.

“The reefs!” the lookout cries. “We’re in the reefs!”

As the ship continues to tear through the reefs, the PCs must use their keen eyes and knowledge of these waters to minimize the damage to the *Rosy Dawn*, while avoiding being thrown overboard.

If the PCs failed to repel the pirates in the previous encounter, increase the DC of all skill checks in this encounter by 5 (making them hard instead of moderate) due to the continued fighting on deck. Endurance becomes an applicable skill for the challenge.

SKILL CHALLENGE

Because of the nature of this challenge, it makes the most sense for you to run it in rounds. There is no need to roll initiative; you can simply go around the table. Each character has to attempt one mandatory check (either Acrobatics or Athletics) each round. Individual characters may choose to make additional checks as part of the challenge, as described below.

If a PC wants to use a skill that's not listed here and you think it's applicable, use DC 12/13 as the starting target numbers, and then adjust up or down from there.

Acrobatics or Athletics (DC 12/13): Each turn, every PC must attempt one of these two checks as the ship tosses and turns wildly. A failed check means the character must immediately make a second check at the hard DC (17/18) to avoid falling overboard, being thrown into the mast, getting struck by flying debris, or otherwise taking damage. Rather than waste time trying to track each character's position on or off the ship, a character who fails both checks simply loses 1 healing surge to represent the damage taken.

A character can gain a +5 bonus on these checks by dropping prone, but doing so causes that character to suffer a -2 penalty on all other skill checks.

Using these skills doesn't count as a success or failure for the challenge.

Endurance (DC 12/13): If the pirates managed to board the *Rosy Dawn*, then at least two characters must make Endurance checks each turn to continue the fight against the pirates. A failed check means the character loses 1 healing surge (taking damage from the fight).

Using this skill doesn't count as a success or failure for the challenge.

Nature (DC 12/13): The character has studied charts of these waters, and remembers the pattern of the reefs.

Perception (DC 12/13): The character's keen sight picks out part of the reef during a flash of lightning.

ENDING THE ENCOUNTER

Success: The *Rosy Dawn* runs aground with minimal damage. It should be ready to sail in the morning.

Failure: The *Rosy Dawn* and her crew took a severe beating while running aground on the reefs. All characters lose 2 healing surges.

If the pirates boarded the *Rosy Dawn*, they are overwhelmed at the end of this encounter.

Regardless, proceed to **Encounter 3**.

EXPERIENCE POINTS

The PCs receive 35/50 XP each for successfully completing the skill challenge.

TREASURE

This encounter has no treasure.

ENCOUNTER 3: THE FANG

SETUP

Captain Catos believes their ship was deliberately led into the rocks by the lighthouse keeper. While the crew repairs the damage, he asks the PCs to find out what's going on at the Fang Light.

The Rosy Dawn groans and leans sideways as she runs aground on a small beach. Mercifully, the unnatural storm dissipates. Under command of the first mate, the crew scampers down to begin repairs by lantern-light. Captain Catos approaches, given away by the dim red glow of his pipe.

Captain Catos is a gruff, no-nonsense veteran seafarer. He has no time for tomfoolery or idle chatter. He is nevertheless fair and his word is always good.

Initial talking points:

- Catos asks the PCs to head up to the Fang Light and see what's going on with the lighthouse keeper.
- While they're gone, the rest of the crew will repair the *Rosy Dawn*.

What Catos knows:

- The light is probably a good 2 hours hike from where they landed, so there's no time to waste.
- The Fang Light is usually manned by a member of the Simbarchs' Guard who volunteers for the post due to its isolation.

If the PCs demand some kind of payment:

- The Simbarch Council has established rewards for safeguarding Aglarondan trade routes. They'll be appropriately rewarded on their arrival in Veltalar.
- If the PCs insist, Catos hands over a pair of magic boots (*boots of the fencing master*). That's all he has to offer.

If the PCs managed to take any of the pirates prisoner, they can extract the following information:

- They are here to disrupt shipping in the area and kill all comers.
- The operation is led by one Quelzur Naismen, who is based at the Fang Light. Quelzur has always presented himself as a shadowy figure, his face hidden by a large hood.
- The pirates get paid in gold coins stamped with the symbol of Thay.
- The PCs will all die, die horribly!

If they learn his name, the PCs can find out the following about Quelzur Naismen with a History check:

- **DC 16:** Naismen is a former Red Wizard of Thay who turned to piracy.
- **DC 21:** Naismen was captain of the ship *Wind's Despair*. He was killed over a century ago by agents of the Simbul.

ENDING THE ENCOUNTER

The PCs have little choice but to proceed as Captain Catos asks. Proceed to Encounter 4: **The Village**.

EXPERIENCE POINTS

This encounter does not award XP and does not count towards a milestone.

TREASURE

The PCs can extort a pair of *boots of the fencing master* (see the **New Rules** appendix) from Captain Catos. There is no other treasure in this encounter.

ENCOUNTER 4: THE VILLAGE

SETUP

The PCs discover a small settlement at the base of the Fang. This “village” is actually a sham, a collection of mostly empty houses that the Thayan agents created in order to try and deflect travelers’ attention and keep people away from the Fang Light.

The Fang Light glimmers weakly atop a high promontory overlooking the ocean. A small path winds its way up the cliff, and at the base of the path sits a small collection of houses.

The houses are actually a front for the few Thayan operatives who are here to discourage or dispatch any investigators. They are expecting visitors after watching the *Rosy Dawn* pass by earlier in the evening.

If the PCs decide to enter the small village and talk to the townspeople, continue with this encounter. If they decide to sneak past or through the town, go to encounter **4B: Stealth**.

The PCs are met at the entrance to the town by an elderly man named Akalan. This is a free-form roleplaying encounter. Akalan’s goal is to lure the PCs into the tavern and get them to eat or drink some of the poisoned food he has prepared. He will say anything to placate the PCs and allay their fears.

Akalan (male human): Bluff (+10), Insight (+10)

Suggested talking point (use when and if appropriate):

- The way up to the Fang Light is very dangerous if you don’t know the route. Akalan offers to send his son, Torin, to inquire at the Light and find out if there is a problem.

The PCs can learn the following information through passive and active skill checks:

- **Insight vs. Akalan’s Bluff:** You get the sense that Akalan is lying to you. His friendliness seems forced.
- **History DC 16:** Residents of the Fang, or “Fangers” as they’re called, are traditionally a gruff and unfriendly lot, especially to outsiders.
- **History or Arcana DC 21:** There’s no permanent settlement at the Fang Light. The lighthouse keeper and the few mages who experiment with the power of the Light live at the lighthouse itself.

- **Perception DC 21:** Though the window of a nearby house you see nothing but bare walls and a dirt floor.
- **Perception DC 26:** You hear the clattering of bone against bone around the corner.

ENDING THE ENCOUNTER

If the PCs speak with Akalan, then the Thayans strike if the PCs try to leave town, or as soon as they eat or drink the poisoned food. If the PCs become suspicious of Akalan and a confrontation ensues, then the Thayans also attack. Go to **Encounter 4A: Ambush**.

If the PCs decide to circumvent the town and avoid interacting with its inhabitants, instead go to **Encounter 4B: Stealth**.

EXPERIENCE POINTS

This encounter does not award XP and does not count towards a milestone.

TREASURE

Akalan and any other Thayans encountered here have no treasure.

ENCOUNTER 4A: AMBUSH

SKILL CHALLENGE LEVEL 4 / 6, COMPLEXITY 1 (175 / 250 XP)

SETUP

Number of Successes: 4

Number of Failures: 3

Primary Skills: Bluff, Endurance, Intimidate

Secondary Skills: Acrobatics, Athletics, Insight

The Thayans and their skeleton minions have the PCs right where they want them. Now to finish the job.

The villagers appear from the streets all around, weapons in hand, accompanied by skeletal warriors.

The PCs must fight their way out of the ambush and turn the tide on the Thayans. The Thayans and their skeletal minions are not really a meaningful threat for the party, so this encounter is resolved with a skill challenge instead of a full-blown tactical combat.

Special: If the PCs ate or drank anything offered by the Thayans, increase the DC of all skill checks by 5 (from moderate to hard) due to the effects of the poison. If a PC is immune to poison or has at least 10 points of poison resistance, then that character can ignore this effect.

SKILL CHALLENGE

Because of the nature of this challenge, it makes the most sense for you to run it in rounds. There is no need to roll initiative; you can simply go around the table. Each character has to attempt one mandatory check (Endurance) each round. Individual characters may choose to make additional checks as part of the challenge, as described below.

As always, the following skill checks are merely examples. If a PC wants to use a skill that's not listed here and you think it's applicable, use DC 12/13 as the starting target numbers, and then adjust up or down from there.

Acrobatics (DC 7/8): The character nimbly evades attack, tumbling and rolling through the fray. Using this skill doesn't count as a success or failure for the challenge, but instead provides a +2 bonus or -2 penalty on the character's next Endurance check.

Athletics (DC 7/8): The character is able to outrun enemies, or leap over an obstacle they have to climb across. Using this skill doesn't count as a success or

failure for the challenge, but instead provides a +2 bonus or -2 penalty on the character's next Endurance check.

Bluff (DC 12/13): The PC attempts to trick the Thayans into surrendering or distract them in some fashion, perhaps by claiming that a unit of the Aglarondan Army is just around the corner. A PC might even try to pretend to be an agent of Thay, but this is more difficult (DC 17/18).

Diplomacy (impossible): The mob does not respond to offers to parley or other sorts of diplomatic entreaties. They are out for blood. The use of this skill causes one automatic failure. A character can recognize the futility of this skill with an Insight check (see below).

Endurance (DC 12/13): Each character must attempt an Endurance check during each round of the challenge. A character who is able to place him or herself outside the fray (at your discretion) can avoid having to make these checks.

Success indicates that the character is able to avoid the mob's attacks. Failure indicates that the mob of Thayans and undead manages to inflict some damage on that character. The PC loses 1 healing surge.

The use of this skill does not count as a success or failure for the overall challenge.

Insight (DC 12/13): The character gets a sense of the mob's mood and tactics. A successful Insight check allows the PC to grant a +2 bonus on any character's next skill check. The use of this skill also reveals that Diplomacy will not work on the mob. This skill does not count as a success or failure for the overall challenge.

Intimidate (DC 12/13): This mob of Thayans is not really a match for a group of armed adventurers. The PC attempts to force the Thayans to stand down or surrender by threatening them or demonstrating overwhelming force.

Powers: The PCs are assumed to be using their basic attacks and at-will powers throughout the fight. However, some PCs might want to use some of their encounter or daily attack powers to defeat the mob more quickly. During a round that a PC succeeds on his or her Endurance check, that character can also use an encounter or daily power. Assume that the mob has AC, Reflex, Fortitude, and Will defenses of 17/18. A hit with an encounter power counts as one success. A hit with a daily power counts as two successes. Missing with powers does not count as a failure. Each PC may only attempt to use an encounter or daily power once during the challenge.

Turn Undead: A character with the ability to turn undead can destroy some or all of the skeletons. This counts as one automatic success. Each PC may earn only one success this way during the challenge, but if

multiple characters can turn undead, then the party as a whole can earn multiple successes in this fashion. At your discretion, other powers that deal radiant damage (Area or Close) might be used in a similar fashion.

ENDING THE ENCOUNTER

Success: The ambush fails, and the PCs can take prisoners. Allow the PCs time to question the Thayans.

The Thayans are more than willing to talk, believing that Quelzur and his minions will make short work of these troublemakers. The Thayans are fanatics, and even as prisoners they taunt and bait the PCs.

What the Thayans know:

- They are spies from Thay, sent to take control of the Fang Light and disrupt shipping into Aglarond.
- The settlement is fake, constructed to fool any investigators and kill them.
- This expedition is led by the Red Wizard Quelzur Naismen, who has set up his base at the lighthouse.

Once they learn his name, the PCs can find out the following about Quelzur Naismen with a History check:

- **DC 16:** Naismen is actually a former Red Wizard of Thay who turned to piracy.
- **DC 21:** Naismen was captain of the ship *Wind's Despair*. He was killed over a century ago by agents of the Simbul.

Failure: The PCs escape or break up the ambush, but only after taking a severe beating. All members of the party lose two healing surges.

Once they choose to continue towards the lighthouse, proceed to Encounter 5: **To the Lighthouse**.

EXPERIENCE POINTS

The PCs receive 35 / 50 experience points each for successfully breaking out of the ambush.

TREASURE

The Thayans have no treasure.

ENCOUNTER 4B: STEALTH

SKILL CHALLENGE LEVEL 4 / 6,
COMPLEXITY 1 (175 / 250 XP)

SETUP

Number of Successes: 4

Number of Failures: 3

Primary Skills: Acrobatics, Athletics, Nature, Perception, Stealth

Something's not right about the village, and the PCs decide to sneak through without anyone the wiser.

The village ahead is strangely quiet, and only a few armed figures walk the streets in the distance.

The PCs must sneak past the village and make it to the more defensible cliff-road leading to the Fang.

The village blocks the entrance to the cliff path entirely. It is a long climb along treacherous rocks to go around the village, and Thayan undead patrol the coast.

SKILL CHALLENGE

As always, the following skill checks are merely examples. If a PC wants to use a skill that's not listed here and you think it's applicable, use DC 12/13 as the starting target numbers, and then adjust up or down from there.

Acrobatics (DC 12/13): The character attempts some sort of acrobatic stunt, such as balancing across the rooftops of the village or scampering along a narrow ledge, to avoid notice while sneaking through or around the village. A failure with this skill means that the character falls and loses 1 healing surge, and also counts as a failure toward the overall challenge.

Athletics (DC 12/13): The PC attempts to climb over the sharp rocks outside the village, or attempts to climb the side of a house or over a fence inside the village. A failure with this skill means that the character falls or gets injured and loses 1 healing surge, and also counts as a failure towards the overall challenge.

Nature (DC 17/18): The character identifies a path through or around the village that takes advantage of the terrain and allows everyone to escape more easily. This skill can only be used to gain one success during the challenge, but it can be used any number of times to grant another character a +2 bonus on any other skill check (DC 12/13).

Perception (DC 12/13): The character listens for the footsteps of an approaching guard, notices ranks of skeletal warriors behind a house, or spots a shortcut past the next house.

Stealth (DC 12/13): The character attempts to sneak through the village without attracting notice - dodging from shadow to shadow, avoiding the notice of the human guards and undead minions, and otherwise skirting around the edges of danger.

ENDING THE ENCOUNTER

Success: The PCs sneak through town and out onto the cliff path that leads to the Fang.

Failure: The PCs are discovered, and the alarm sounded. All members of the party lose two healing surges in the ensuing melee or as they flee. The Thayans break off their attack once the PCs reach the cliff path. They have no chance against the PCs on the narrow defile, and in any case, they believe that Quelzur will easily be able to finish the job.

EXPERIENCE POINTS

The PCs receive 35 / 50 experience points each for successfully sneaking past the village.

TREASURE

The PCs gain no treasure from this encounter.

ENCOUNTER 5: TO THE Lighthouse

ENCOUNTER LEVEL 5 / 7 (1,050 / 1,500 XP)

SETUP

This encounter includes the following creatures at the low tier:

- 1 Wight (W)
- 2 Chillborn Zombies (C)
- 2 Rotwing Zombies (R)

This encounter includes the following creatures at the high tier:

- 1 Wight (Level 7) (W)
- 2 Chillborn Zombies (Level 8) (C)
- 2 Rotwing Zombies (Level 6) (R)

The path to the Fang Light is up a narrow ridge. The PCs are attacked by undead guardians set in place by Quelzur Naismen.

As the adventurers enter the area, read:

The path up to the lighthouse dwindles to a narrow ridge. Rocks rise on either side like jagged teeth, while the crashing of the surf echoes below.

The zombies are positioned out of sight among the rocks of the trail. They attempt to surprise the PCs.

The wight has cover and is hiding amid the ruins of a broken cart below the trail. The chillborn zombies have total cover relative to the PCs at the beginning of the combat.

The wight has hidden a ladder at the northern edge of the ruined cart in case anyone knocks his zombies into the water. Anyone who falls into the water on that side notices the ladder with a DC 17 Perception check.

Have the undead make a Stealth check versus the PCs' passive Perception. Any PCs who become aware of the undead get to act in the surprise round.

FEATURES OF THE AREA

Illumination: If it is nighttime, the moon illuminates the surrounding area with dim light. During the day, it is foggy and damp, and creatures more than 4 squares away have concealment.

Cart: The shattered ruins of a broken cart lie here. It counts as cover and difficult terrain, costing 2 squares

of movement. There is a ladder by the northern edge of the cart which the chillborn zombies can use to climb out of the water.

Cliff: The cliff face on either side of the trail is slick with water and requires a DC 20 Athletics check to climb.

Grey Tiles: The grey tiles represent the rocks rising out of the water on either side of the trail. Landing on a rock after a jump requires a DC 15 Balance check or the character falls prone.

Rocks: Rocks count as blocking terrain. They can be scaled with a DC 15 Athletics check.

Stairs: Natural steps have been hewn into the trail. They cost 2 squares of movement and rise/descend 5 feet per square.

Trees: The trees are blocking terrain.

Water Below: All spaces off the tiles are considered "in the water" (i.e. off the cliff, below the path). The main part of the path is 20 feet above the water (2d10 damage on a fall) and the area with the broken cart is 10 feet above the water (1d10 damage on a fall).

The water is waist deep, so it costs Medium creatures 2 squares of movement. Small creatures must use their swim speed (if any) or make a DC 10 Athletics check to swim at half speed.

TACTICS

The chillborn zombies move to the center of the trail and rush the PCs. This maximizes the effects of their combined aura and forces the PCs around them along the edge of the path. They attempt to bull rush PCs off the cliff and into the water if possible. If successful they then shift back to the center.

The rotwing zombies target PCs who have fallen off the cliff or who are climbing back up. They otherwise harry ranged attackers and anyone outside of the chillborns' aura.

The wight sneaks up behind the PCs and attacks them from behind. It prefers stealing their life, but will try to knock them over the cliff once it has been bloodied.

All the undead fight until they are destroyed.

SCALING THE ENCOUNTER

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

Four PCs: Remove one rotwing zombie.

Six PCs: Add another wight.

ENDING THE ENCOUNTER

If the PCs successfully defeat the undead, they can proceed to the lighthouse (**Encounter 6**).

If the PCs are forced to retreat, they can regroup and try another assault; the undead do not replenish their forces for 24 hours (which is how long it takes Quelzur Naismen to notice that some of his guardians are missing and recreate them).

If the PCs are completely wiped out by the undead, then their bodies are thrown over the cliff and their floating corpses are eventually discovered by the crew of the *Rosy Dawn* (allowing their bodies to be recovered).

EXPERIENCE POINTS

The PCs earn 210 / 300 XP each for defeating the undead.

TREASURE

The undead carry no treasure.

ENCOUNTER 5: “TO THE LIGHTHOUSE” STATISTICS (LOW LEVEL)

Rotwing Zombie		Level 4 Skirmisher
Medium natural animate (undead)		XP 175
Initiative +6 Senses Perception +2; darkvision		
HP 54; Bloodied 27; see also <i>zombie weakness</i>		
AC 17; Fortitude 16, Reflex 16, Will 14		
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant		
Speed 4, fly 4 (clumsy)		
m Slam (standard; at-will)		
+9 vs. AC; 1d8 + 2 damage		
Flying Charge		
When flying, the rotwing zombie deals an extra 2d6 damage on a successful charge attack.		
Zombie Weakness		
Any critical hit to the rotwing reduces it to 0 hit points instantly.		
Alignment Unaligned		Languages -
Str 14 (+4)	Dex 14 (+4)	Wis 10 (+2)
Con 14 (+4)	Int 1 (–3)	Cha 3 (–2)

Chillborn Zombie		Level 6 Soldier
Medium natural animate (cold, undead)		XP 250
Initiative +5 Senses Perception +3; darkvision		
Chillborn Aura (Cold) aura 2; any creature that enters or begins its turn in the aura takes 5 cold damage. Multiple chillborn auras deal cumulative damage.		
HP 71; Bloodied 35; see also <i>death burst</i>		
AC 22; Fortitude 20, Reflex 16, Will 16		
Immune disease, poison; Resist 10 cold, 10 necrotic;		
Vulnerable 5 fire, 5 radiant		
Speed 4		
m Slam (standard; at-will) ♦ Cold		
+11 vs. AC; 1d6 + 4 damage, and the target is immobilized until the end of the chillborn zombie's next turn and takes ongoing 5 cold damage (save ends); see also <i>ice reaper</i> .		
C Death Burst (when reduced to 0 hit points) ♦ Cold		
The chillborn zombie explodes. Close burst 1; +9 Fortitude; 2d6 + 2 cold damage, and the target is slowed (save ends).		
Ice Reaper ♦ Cold		
The chillborn zombie deals an extra 5 cold damage to an immobilized creature.		
Alignment Unaligned		Languages -
Str 19 (+7)	Dex 10 (+3)	Wis 10 (+3)
Con 15 (+5)	Int 2 (–1)	Cha 6 (+1)

Wight		Level 5 Skirmisher
Medium natural humanoid (undead)		XP 200
Initiative +7 Senses Perception +0; darkvision		
HP 62; Bloodied 31		
AC 19; Fortitude 18, Reflex 17, Will 16		
Immune disease, poison; Resist 10 necrotic;		
Vulnerable 5 radiant		
Speed 7		
m Claw (standard; at-will)		
+10 vs. AC; 1d6 + 4 necrotic damage, the target loses 1 healing surge, and the wight shifts 3 squares.		
Alignment Evil		Languages Common
Skills Athletics +10, Stealth +10		
Str 18 (+6)	Dex 16 (+5)	Wis 6 (+0)
Con 14 (+4)	Int 10 (+2)	Cha 15 (+4)

ENCOUNTER 5: “TO THE LIGHTHOUSE” STATISTICS (HIGH LEVEL)

Rotwing Zombie (Level 6)		Level 6 Skirmisher
Medium natural animate (undead)		XP 250
Initiative +7	Senses Perception +3; darkvision	
HP 70; Bloodied 35; see also <i>zombie weakness</i>		
AC 19; Fortitude 18, Reflex 18, Will 16		
Immune disease, poison; Resist 10 necrotic;		
Vulnerable 5 radiant		
Speed 4, fly 4 (clumsy)		
m Slam (standard; at-will)		
+11 vs. AC; 1d8 + 3 damage		
Flying Charge		
When flying, the rotwing zombie deals an extra 2d6 damage on a successful charge attack.		
Zombie Weakness		
Any critical hit to the rotwing reduces it to 0 hit points instantly.		
Alignment Unaligned		Languages -
Str 14 (+5)	Dex 14 (+5)	Wis 10 (+3)
Con 14 (+5)	Int 1 (-2)	Cha 3 (-1)

Chillborn Zombie (Level 8)		Level 8 Soldier
Medium natural animate (cold, undead)		XP 350
Initiative +6	Senses Perception +4; darkvision	
Chillborn Aura (Cold) aura 2; any creature that enters or begins its turn in the aura takes 5 cold damage. Multiple chillborn auras deal cumulative damage.		
HP 87; Bloodied 43; see also <i>death burst</i>		
AC 24; Fortitude 22, Reflex 18, Will 18		
Immune disease, poison; Resist 10 cold, 10 necrotic;		
Vulnerable 5 fire, 5 radiant		
Speed 4		
m Slam (standard; at-will) ♦ Cold		
+13 vs. AC; 1d6 + 5 damage, and the target is immobilized until the end of the chillborn zombie's next turn and takes ongoing 5 cold damage (save ends); see also <i>ice reaper</i> .		
C Death Burst (when reduced to 0 hit points) ♦ Cold		
The chillborn zombie explodes. Close burst 1; +9 Fortitude; 2d6 + 2 cold damage, and the target is slowed (save ends).		
Ice Reaper ♦ Cold		
The chillborn zombie deals an extra 5 cold damage to an immobilized creature.		
Alignment Unaligned		Languages -
Str 19 (+8)	Dex 10 (+4)	Wis 10 (+4)
Con 15 (+6)	Int 2 (+0)	Cha 6 (+2)

Wight (Level 7)		Level 7 Skirmisher
Medium natural humanoid (undead)		XP 300
Initiative +8	Senses Perception +1; darkvision	
HP 78; Bloodied 39		
AC 21; Fortitude 20, Reflex 19, Will 18		
Immune disease, poison; Resist 10 necrotic;		
Vulnerable 5 radiant		
Speed 7		
m Claw (standard; at-will)		
+12 vs. AC; 1d6 + 5 necrotic damage, the target loses 1 healing surge, and the wight shifts 3 squares.		
Alignment Evil		Languages Common
Skills Athletics +11, Stealth +11		
Str 18 (+7)	Dex 16 (+6)	Wis 6 (+1)
Con 14 (+5)	Int 10 (+3)	Cha 15 (+5)

ENCOUNTER 5: “TO THE LIGHTHOUSE” MAP

DUNGEON TILES

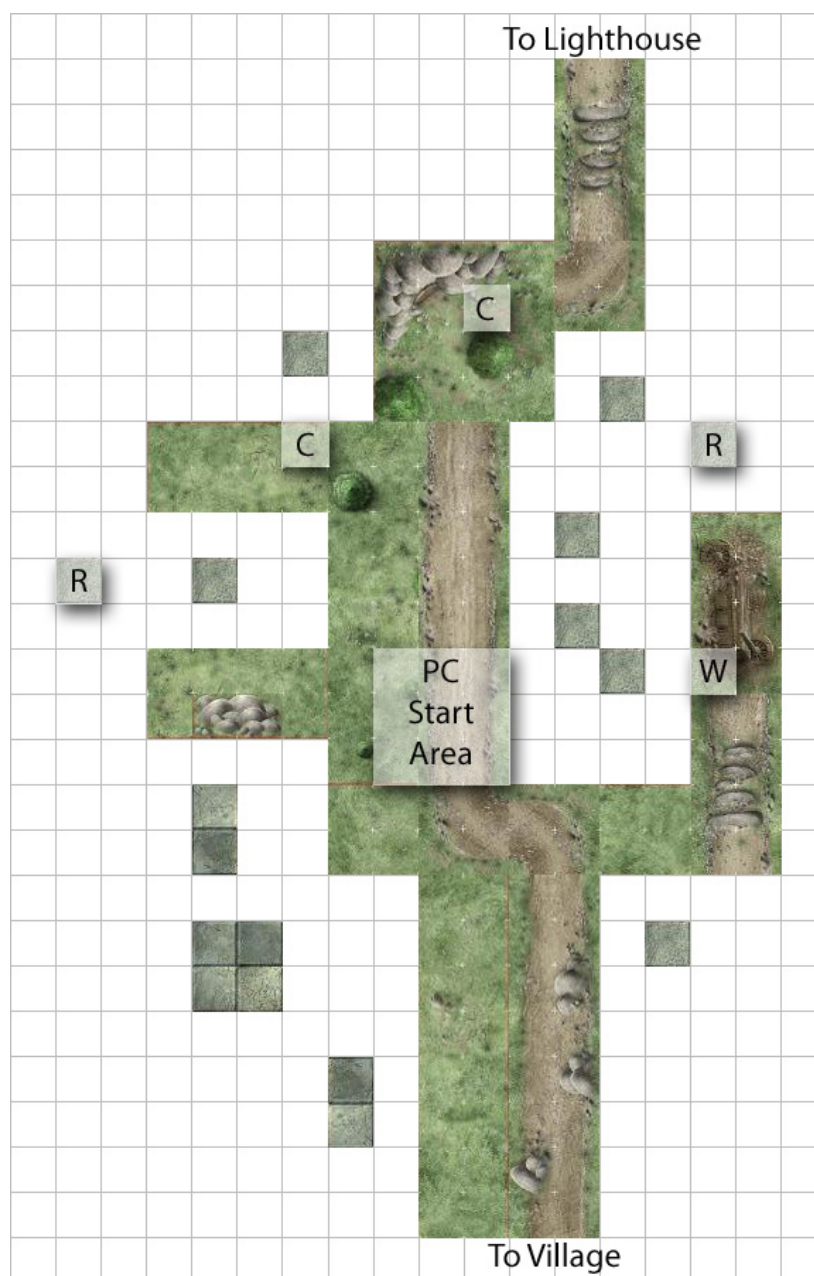
Obelisk / Floor	2x2	x1
Single Door / Floor	2x1	x2
Statue / Floor	1x1	x9

RUINS OF THE WILD

Road / Crevasse	8x2	x1
Field / Road	8x2	x3

RUINS OF THE WILD (CONT.)

Field / Skeleton	4x8	x1
Mound / Hobbit Hole	4x4	x1
Ruined Wagon / Briar	4x2	x1
Rock Outcropping / Skeleton	2x1	x1
Stream Bend / Road Bend	2x2	x3
Field / Rock Outcropping	4x2	x2
Road w/ Steps / Fallen Pillar	4x2	x2



ENCOUNTER 6: THE RED WIZARD

ENCOUNTER LEVEL 5 / 7 (1,050 / 1,500 XP)

SETUP

This encounter includes the following creatures at the low tier:

- 1 Quelzur Naismen, Skull Lord (Level 8) (L)
- 1 Skeletal Tomb Guardian (Level 8) (G)
- 1 Blazing Skeleton (B)
- 4 Decrepit Skeletons (Level 3) (S)

This encounter includes the following creatures at the high tier:

- 1 Quelzur Naismen, Skull Lord (L)
- 1 Skeletal Tomb Guardian (G)
- 1 Blazing Skeleton (Level 7) (B)
- 4 Decrepit Skeletons (Level 5) (S)

Quelzur Naismen has been resurrected as a Skull Lord, and he has been busy creating other undead guardians to solidify his hold on the Fang Light.

As the adventurers enter the area, read:

The Fang Light, a ten-foot tall floating crystal of yellow and white, blazes atop the lighthouse. Outlined by its glare, a thin figure in the red robes of a Thayan wizard caresses the crystal with skeletal hands, drawing streams of power into its body.

The Fang Light is a magical crystal created to guide ships past the shoals and reefs of the Fang. The PCs can learn more about the Light with a successful Arcana or History check:

- **Arcana or History DC 13:** The Fang Light was forged from the essence of astral diamonds and flame from the Elemental Chaos. In theory, it will burn forever.
- **Arcana DC 17:** The power of the Light can be tapped by wizards to increase their strength.
- **History DC 17:** Wizards have used the light in the past to perform demanding arcane experiments.
- **Arcana DC 22:** The combination of astral diamonds and elemental energy is both powerful and extremely delicate.

- **History DC 22:** The Fang Light is notoriously fragile, and has nearly been destroyed several times in the past.

The Fang Light is both volatile and fragile, and when damaged unleashes bursts of elemental energy.

- Complete statistics for the Fang Light are included in the encounter statistics.
- If the Fang Light is destroyed, the lighthouse is caught in the explosion. Anyone inside the lighthouse when that happens takes an additional 3d10 points of damage from falling rubble.

FEATURES OF THE AREA

Illumination: During the night the Fang Light casts bright light over the top of the tower. The rest of the area is dimly lit by moonlight. During the day, it is foggy and damp, and creatures more than 4 squares away have concealment.

Edge of the Map: The Lighthouse is situated on a high cliff overlooking the ocean. Characters falling from the cliff plunge 30 feet to a rocky ledge and take 3d10 points of damage. The cliff can be climbed with a DC 15 Athletics check.

Hill: The hill on the west side of the tower takes 3 squares of movement to climb. It is 10 feet high.

Hedges: The hedges count as blocking terrain.

Log: The log on the west side of the tower is 20 feet long. It can be lifted with a DC 20 Strength check and is sturdy enough to support the weight of multiple PCs.

Pool: The pool is 5 feet deep. Wading through the water takes 2 squares of movement. Anyone submerged in the pool has superior cover to those outside.

Rocks: The boulders count as blocking terrain. They can be climbed with a DC 15 Athletics check.

Stairs: The stairs along the trail count as difficult terrain and cost 3 squares of movement. Each square descends 5 feet.

Trees: Large trees count as cover from ranged attacks except for their central square, which counts as blocking terrain. Small trees provide cover but do not count as blocking terrain.

Tree Trunk: The cut tree trunks do not hinder movement.

Tower: The lighthouse tower consists of two levels, the ground floor and the upper floor, which is thirty feet high. The outside walls of the tower can be climbed with a DC 15 Athletics check. The tower has several features:

- **Doors:** The doors in the tower are unlocked.
- **Ledge:** The gray tiles on the ground floor form an inner balcony that is 5 feet high.

- Stairs: stairs in the tower cost 2 squares of movement and are considered difficult terrain. It costs 10 squares of movement to climb the entire staircase.

TACTICS

The decrepit skeletons attack at range until the PCs approach the lighthouse, then engage in melee.

The tomb guardian waits until the door is open or until 2 rounds have passed. Then it enters the fight or works to keep PCs from climbing the tower.

The blazing skeleton fires from the top of the tower, remaining next to the crystal to gain the benefits of its power.

Quelzur uses his powers to best effect from the top of the tower. He raises minions, damages the PCs, and attempts to push them off the cliff. If the PCs damage the Light to hurt him, he only laughs maniacally. Destruction of the Light would serve his purposes just as well as the PCs' deaths.

SCALING THE ENCOUNTER

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

Four PCs: Remove the blazing skeleton.

Six PCs: Add another blazing skeleton.

ENDING THE ENCOUNTER

EXPERIENCE POINTS

The PCs receive 210 / 300 XP each for successfully defeating Quelzur and the other undead. They still receive full XP if they destroy the Fang Light, but they lose out on a story object (see below).

TREASURE

Among Quelzur's possessions, the PCs discover gems and jewelry with a total value of 100 / 150 gp per PC. They also find the following magic items: a *resounding weapon* +2 (low-level version only), a suit of *black iron armor* +2, a *thunderwave staff* +2, a ritual scroll of *Water Breathing*, and *boots of striding* (high-level version only)

CONCLUDING THE ADVENTURE

Once the PCs have dealt with Quelzur, they will probably want to go back to the fake village built by the Thayans and clear it out. They quickly discover the following:

- The power of the Fang Light, amplified by Quelzur's magic, animated the Thayans' skeleton minions. When their minions

crumbled, the Thayans knew their lord was defeated. There is ample evidence of their flight.

- The town is deserted. Only some crumbled piles of bone remain.

Once the PCs return to the ship, read the following:

Captain Catos greets you warmly upon your return, and wants to hear the whole story. The Rosy Dawn will soon be repaired, and you'll sail with the tide.

Award the PCs the story object *Regard of the Rosy Dawn*.

If the PCs were successful in defeating Quelzur **without destroying the Fang Light**, read the following:

Upon your arrival in Veltalar, you are met by an agent of the Simbarchs' Guard who asks for your report. After verifying your tale, he gladly pays for you to enjoy a week's stay in Veltalar's finest tavern. You have caught the eye of the Simbarchs' Guard, and your service to Aglarond will not soon be forgotten.

Award the PCs the story object *Protector of the Fang Light*.

If the PCs defeated Quelzur, but they did so at the expense of destroying the Fang Light, read the following:

Upon your arrival in Veltalar, you are met by agents of the Simbarchs' Guard and arrested for the destruction of the Fang Light. You are given the opportunity to plead your case. After a week you are told that your story of Thayan agents who had taken possession of the lighthouse checked out, and that you are free to go.

Captain Catos meets you outside the prison. "Maybe the Simbarchs don't appreciate what you went through, but I do. My crew and I are grateful for everything you've done. If you ever want to sail the Sea of Fallen Stars again, I hope you'll think of ol' Catos and the Rosy Dawn."

In this case, the PCs do not earn the story object *Protector of the Fang Light*.

ENCOUNTER 6: “THE RED WIZARD” STATISTICS (LOW LEVEL)

Skull Lord (Level 8)	Level 8 Artillery (Leader)
Medium natural humanoid (undead)	XP 350
Initiative +7 Senses Perception +6; darkvision	
Master of the Grave (Healing) aura 2; undead allies in the aura gain regeneration 5 and a +2 bonus to saving throws. This aura ends when the <i>skull of death's command</i> is destroyed.	
HP 36; Bloodied 18; see also <i>triple skulls</i>	
AC 22; Fortitude 19, Reflex 20, Will 21	
Immune disease, poison; Resist 10 necrotic;	
Vulnerable 5 radiant	
Speed 6	
m Bone Staff (standard; at-will) ♦ Necrotic, Weapon	
+11 vs. AC; 1d8 + 1 damage plus 1d6 necrotic damage.	
R Skull of Bonechilling Fear (minor 1/round; at-will) ♦ Cold, Fear	
Ranged 10; +13 vs. Will; 1d6 + 2 cold damage, and the target is pushed 5 squares.	
R Skull of Death's Command (minor 1/round; at-will) ♦ Necrotic	
Ranged 10; the skull lord restores a destroyed undead minion within range. The restored undead minion's level must be no higher than the skull lord's level + 2. The restored minion stands in the space where it fell (or in any adjacent space, if that space is occupied) as a free action, has full normal hit points, and can take actions (as normal) on its next turn.	
R Skull of Withering Flame (minor 1/round; at-will) ♦ Fire, Necrotic	
Ranged 10; +13 vs. Fortitude; 2d6 + 2 fire and necrotic damage.	
Triple Skulls ♦ Healing	
When a Skull Lord is reduced to 0 hit points, one of its skulls (determined randomly from the three listed above) is destroyed, and it loses the ability to use that power. If the creature has any skulls remaining, it instantly heals to full hit points (36 hit points). When all three skulls are destroyed, the skull lord is destroyed as well.	
Alignment Evil Languages Common	
Skills Bluff +14, Insight +11, Intimidate +14	
Str 14 (+6) Dex 16 (+7) Wis 15 (+7)	
Con 17 (+7) Int 16 (+7) Cha 21 (+9)	
Equipment staff, 3 iron crowns	

Decrepit Skeleton (Level 3)	Level 3 Minion
Medium natural animate (undead)	XP 38
Initiative +4 Senses Perception +3; darkvision	
HP 1; a missed attack never damages a minion.	
AC 18; Fortitude 15, Reflex 16, Will 15	
Immune disease, poison	
Speed 6	
m Longsword (standard; at-will) ♦ Weapon	
+8 vs. AC; 5 damage.	
r Shortbow (standard; at-will) ♦ Weapon	
Ranged 15/30; +8 vs. AC; 4 damage.	
Alignment Unaligned Languages -	
Str 15 (+3) Dex 17 (+4) Wis 14 (+2)	
Con 13 (+2) Int 3 (-3) Cha 3 (-3)	
Equipment heavy shield, longsword, shortbow, quiver of 10 arrows	

Skeletal Tomb Guardian (Level 8)	Level 8 Brute
Medium natural animate (undead)	XP 350
Initiative +9 Senses Perception +11; darkvision	
HP 110; Bloodied 55	
AC 21; Fortitude 20, Reflex 21, Will 18	
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant	
Speed 8	
m Twin Scimitar Strike (standard; at-will) ♦ Weapon	
The skeletal tomb guardian makes two scimitar attacks against the same target: +11 vs. AC; 1d8 + 3 damage (crit 1d8 + 11). This also holds true for opportunity attacks.	
M Cascade of Steel (standard; at-will) ♦ Weapon	
The skeletal tomb guardian makes two <i>twin scimitar strike</i> attacks (four scimitar attacks total).	
M Sudden Strike (immediate reaction, when an adjacent enemy shifts; at-will) ♦ Weapon	
The skeletal tomb guardian makes a melee basic attack against the enemy.	
Alignment Unaligned Languages -	
Str 18 (+8) Dex 20 (+9) Wis 14 (+6)	
Con 16 (+7) Int 3 (+0) Cha 3 (+0)	
Equipment 4 scimitars	

Blazing Skeleton	Level 5 Artillery
Medium natural animate (undead)	XP 200
Initiative +6 Senses Perception +4; darkvision	
Fiery Aura (Fire) aura 1; any creature that starts its turn in the aura takes 5 fire damage.	
HP 53; Bloodied 26	
AC 19; Fortitude 15, Reflex 18, Will 16	
Immune disease, poison; Resist 10 fire, 10 necrotic;	
Vulnerable 5 radiant	
Speed 6	
m Blazing Claw (standard; at-will) ♦ Fire	
+8 vs. AC; 1d4 + 1 damage and ongoing 5 fire damage (save ends).	
R Flame Orb (standard; at-will) ♦ Fire	
Ranged 10; +8 vs. Reflex; 2d4 + 4 fire damage and ongoing 5 fire damage (save ends).	
Alignment Unaligned Languages -	
Str 13 (+3) Dex 18 (+6) Wis 15 (+4)	
Con 17 (+5) Int 4 (-1) Cha 6 (+0)	

Fang Light
Huge elemental object
HP 30
Fire of the Fang Light (Fire) aura 1; powers with the fire keyword deal an additional 3 damage.
AC 3; Fortitude 15, Reflex 3, Will immune
Immune necrotic, poison, psychic; Resist Fire 5
C Cracks in the Crystal (immediate reaction whenever the crystal takes damage; at-will) ♦ Fire, Radiant
Close Burst 3; +13 vs. Reflex; 2d10 fire and radiant damage.
<i>Miss:</i> Half damage.
C Unleash the Elemental Chaos (when reduced to 0 hit points) ♦ Fire, Radiant
Close Burst 10; +13 vs. Reflex; 4d10 fire and radiant damage, and the target is pushed 10 squares.
<i>Miss:</i> Half damage, and the target is pushed 5 squares.

ENCOUNTER 6: “THE RED WIZARD” STATISTICS (HIGH LEVEL)

Skull Lord	Level 10 Artillery (Leader)
Medium natural humanoid (undead)	XP 500
Initiative +8	Senses Perception +7; darkvision
Master of the Grave (Healing) aura 2; undead allies in the aura gain regeneration 5 and a +2 bonus to saving throws. This aura ends when the skull of death's command is destroyed.	
HP 40; Bloodied 20; see also triple skulls	
AC 24; Fortitude 21, Reflex 22, Will 23	
Immune disease, poison; Resist 10 necrotic;	
Vulnerable 5 radiant	
Speed 6	
m Bone Staff (standard; at-will) ♦ Necrotic, Weapon	
+13 vs. AC; 1d8 + 2 damage plus 1d6 necrotic damage.	
R Skull of Bonechilling Fear (minor 1/round; at-will) ♦ Cold, Fear	
Ranged 10; +15 vs. Will; 1d6 + 3 cold damage, and the target is pushed 5 squares.	
R Skull of Death's Command (minor 1/round; at-will) ♦ Necrotic	
Ranged 10; the skull lord restores a destroyed undead minion within range. The restored undead minion's level must be no higher than the skull lord's level + 2. The restored minion stands in the space where it fell (or in any adjacent space, if that space is occupied) as a free action, has full normal hit points, and can take actions (as normal) on its next turn.	
R Skull of Withering Flame (minor 1/round; at-will) ♦ Fire, Necrotic	
Ranged 10; +15 vs. Fortitude; 2d6 + 3 fire and necrotic damage.	
Triple Skulls ♦ Healing	
When a Skull Lord is reduced to 0 hit points, one of its skulls (determined randomly from the three listed above) is destroyed, and it loses the ability to use that power. If the creature has any skulls remaining, it instantly heals to full hit points (40 hit points). When all three skulls are destroyed, the skull lord is destroyed as well.	
Alignment Evil	Languages Common
Skills Bluff +15, Insight +12, Intimidate +15	
Str 14 (+7)	Dex 16 (+8)
Con 17 (+8)	Int 16 (+8)
	Cha 21 (+10)
Equipment staff, 3 iron crowns	

Decrepit Skeleton (Level 5)		Level 5 Minion
Medium natural animate (undead)		XP 50
Initiative +5	Senses Perception +4; darkvision	
HP 1; a missed attack never damages a minion.		
AC 20; Fortitude 17, Reflex 18, Will 17		
Immune disease, poison		
Speed 6		
m Longsword (standard; at-will) ♦ Weapon		
+10 vs. AC; 6 damage.		
r Shortbow (standard; at-will) ♦ Weapon		
Ranged 15/30; +10 vs. AC; 5 damage.		
Alignment Unaligned	Languages -	
Str 15 (+4)	Dex 17 (+5)	Wis 14 (+3)
Con 13 (+3)	Int 3 (-2)	Cha 3 (-2)
Equipment heavy shield, longsword, shortbow, quiver of 10 arrows		

Skeletal Tomb Guardian		Level 10 Brute
Medium natural animate (undead)		XP 500
Initiative +10	Senses Perception +12; darkvision	
HP 126; Bloodied 63		
AC 23; Fortitude 22, Reflex 23, Will 20		
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant		
Speed 8		
m Twin Scimitar Strike (standard; at-will) ♦ Weapon		
The skeletal tomb guardian makes two scimitar attacks against the same target: +13 vs. AC; 1d8 + 4 damage (crit 1d8 + 12). This also holds true for opportunity attacks.		
M Cascade of Steel (standard; at-will) ♦ Weapon		
The skeletal tomb guardian makes two <i>twin scimitar strike</i> attacks (four scimitar attacks total).		
M Sudden Strike (immediate reaction, when an adjacent enemy shifts; at-will) ♦ Weapon		
The skeletal tomb guardian makes a melee basic attack against the enemy.		
Alignment Unaligned		Languages –
Str 18 (+9)	Dex 20 (+10)	Wis 14 (+7)
Con 16 (+8)	Int 3 (+1)	Cha 3 (+1)
Equipment 4 scimitars		

Blazing Skeleton (Level 7)		Level 7 Artillery
Medium natural animate (undead)		XP 300
Initiative +7	Senses Perception +5; darkvision	
Fiery Aura (Fire) aura 1; any creature that starts its turn in the aura takes 5 fire damage.		
HP 65; Bloodied 32		
AC 21; Fortitude 17, Reflex 20, Will 18		
Immune disease, poison; Resist 10 fire, 10 necrotic;		
Vulnerable 5 radiant		
Speed 6		
m Blazing Claw (standard; at-will) ♦ Fire		
+10 vs. AC; 1d4 + 2 damage and ongoing 5 fire damage (save ends).		
R Flame Orb (standard; at-will) ♦ Fire		
Ranged 10; +10 vs. Reflex; 2d4 + 5 fire damage, and ongoing 5 fire damage (save ends).		
Alignment Unaligned		Languages –
Str 13 (+4)	Dex 18 (+7)	Wis 15 (+5)
Con 17 (+6)	Int 4 (+0)	Cha 6 (+1)

Fang Light	
Huge elemental object	
HP 30	
Fire of the Fang Light (Fire) aura 1; powers with the fire keyword deal an additional 5 damage.	
AC 3; Fortitude 15, Reflex 3, Will immune	
Immune necrotic, poison, psychic; Resist fire 5	
C Cracks in the Crystal (immediate reaction whenever the crystal takes damage; at-will) ♦ Fire, Radiant	
Close Burst 3; +15 vs. Reflex; 2d10 fire and radiant damage.	
<i>Miss:</i> Half damage.	
C Unleash the Elemental Chaos (when reduced to 0 hit points) ♦ Fire, Radiant	
Close Burst 10; +15 vs. Reflex; 4d10 fire and radiant damage, and the target is pushed 10 squares.	
<i>Miss:</i> Half damage, and the target is pushed 5 squares.	

ENCOUNTER 6: "THE RED WIZARD" MAP

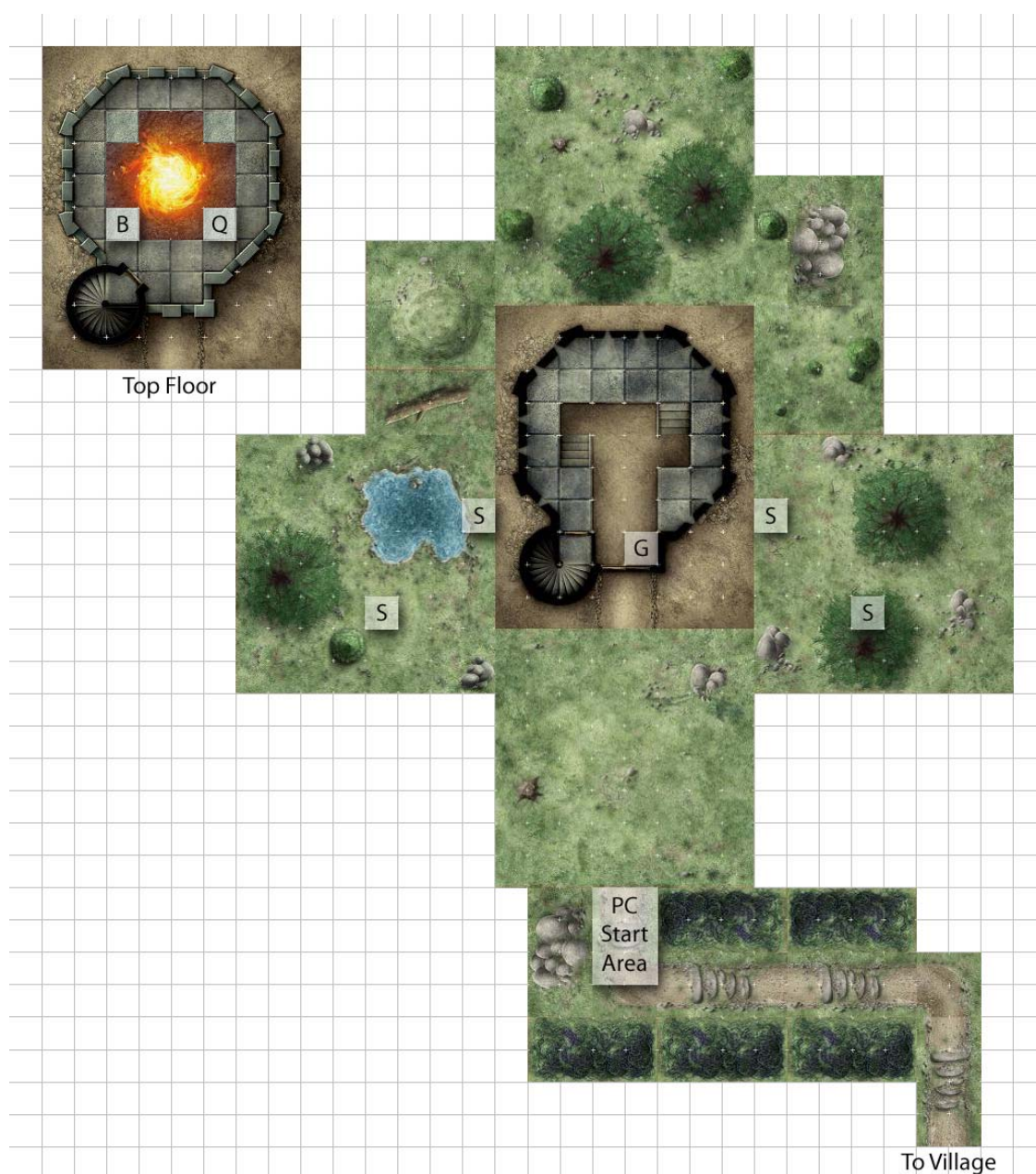
ARCANE CORRIDORS

Fire Vortex / Runes	4x4	x1
Skull Pile / Floor	1x1	x4
Tower Base / Floor	8x10	x1
Tower Top / Magic Lab	8x10	x1

RUINS OF THE WILD

Camp / Field	8x8	x1
Cabin / Field w/Trees	8x8	x1
Stonehenge / Field w/Pond	8x8	x1

Ruined Tower / Field w/Trees	8x8	x1
Field / Skeleton	4x8	x1
Mound / Hobbit Hole	4x4	x1
Ruined Wagon / Briar	4x2	x5
Stream Bend / Road Bend	2x2	x2
Covered Wagon / Field w/Log	4x2	x1
Field / Rock Outcropping	4x2	x2
Road w/ Steps / Fallen Pillar	4x2	x4



REWARDS SUMMARY

At the conclusion of the adventure, the PCs earn experience points, treasure, and possibly story awards. All totals listed here are per PC. A number before the slash is the low-level value; after the slash is the high-level value.

IMPORTANT DM INFORMATION

It is critical that you enter the PC rewards accurately on the tracking form, and ensure that the information is reported and entered online in a timely manner. While players will be able to track their character's information on paper, the online information serves as an important backup and verification of play. Ask the players for their RPGA numbers and character numbers (usually a single digit) when you begin to fill out the tracking form.

EXPERIENCE POINTS

Give PCs a full award for each encounter they successfully completed, and a half award if they were unsuccessful. Give no award if the characters did not play the encounter at all.

Encounter 1: Pirates

150 / 200 XP

Encounter 2: Against the Rocks

35 / 50 XP

Encounter 3: The Fang

No XP

Encounter 4: Ambush

35 / 50 XP

Encounter 5: To the Lighthouse

210 / 300 XP

Encounter 6: The Red Wizard

210 / 300 XP

Total Possible Experience

640 / 900 XP

TREASURE

Each PC receives treasure in the form of gold pieces as well as one share from a treasure bundle. The treasure bundle may give the PC more gold, a magic item, or some other item of value. Each player makes one selection for their character; players may choose the same treasure bundle. Mark the one-letter bundle ID on the tracking form next to any character that selects a bundle; note that it is possible (and likely) that some

characters will not select a bundle for each session of play.

If characters buy or sell magic items or other gear during the adventure (or pay for services) add or subtract that amount from the total gold the PC receives at the end of the adventure. If a player selects an option that gives their character more gold, add that to the gold all characters receive, and ensure you enter the total amount of gold gained (minus any expenditures) online. You can have a negative number and enter that negative online. PCs receive 20% of a magic item's purchase price for any item they sell.

If a player selects a magic weapon or suit of armor for their PC that is not specific on the type of item listed, they must select the exact item at the time they choose that bundle. For example, if a *duelist's weapon +1* is listed as a choice in a bundle, a player selects the form of the weapon amongst the choices possible for that magic item (light blades). If the player selects the item as a *+1 duelist's dagger*, the player writes that information down on the PC's adventure log and the item is forever after that specific weapon.

An asterisk next to a magic item means that it is an item that appears in the **New Rules** section.

Gold Per PC

100 / 150 gp

(Encounter 6: 100 / 150 gp)

Bundle A: *resounding weapon +2* (level 7) (low-level version only)

Found in Encounter 6

Bundle B: *black iron armor +2* (level 8)

Found in Encounter 6

Bundle C: *thunderwave staff +2* (level 8)

Found in Encounter 6

Bundle D: *boots of the fencing master* (level 5)*

Found in Encounter 3

Bundle E: *boots of striding* (level 9) (high-level version only)

Found in Encounter 6

Bundle F: ritual scroll of Water Breathing

Found in Encounter 6

More Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add 125 / 250 gp to their rewards from this adventure.

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

STORY AWARDS

Award these if the PC completes the condition for the award in the adventure. Pass out certificates to the players for their story awards. Make sure to mark the story award codes next to each character that earned them on the tracking form.

AGLA03 *Protector of the Fang Light*

You managed to keep the Fang Light from harm while defeating Quelzur Naismen. For your daring and valor you have gained the respect of the Simbarchs' Guard, and may have access to their resources in future adventures set in Aglarond.

AGLA04 *Regard of the Rosy Dawn*

Captain Catos of the *Rosy Dawn*, a vessel that often plies the Sea of Fallen Stars near Aglarond, knows and trusts you. He is always ready to lend a helping hand or even assist you with a quick trip should the need arise in a future adventure.

ADVENTURE QUESTIONS

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

1. Did the PCs manage to free the Fang Light from the Thayans?

- a. Yes
- b. No

2. Did the PCs destroy the Fang Light?

- a. Yes
- b. No

NEW RULES

Boots of the Fencing Master

Level 7

Your swift step befuddles your foes.

Item Slot: Feet 2,600 gp

Property: When you shift, gain a +1 item bonus to AC and Reflex defense until the end of your next turn.

Power (Encounter): Minor Action. Shift 2 squares.

Adventurer's Vault, page 127.