

PLAYER'S HANDOUT I: MANSION DEFENSES

There are many options for preparing the mansion for the inevitable attack. Here are just a few suggestions.

PORTAL CIRCLE: The portal circle can be reinforced magically or disguised to be more difficult to detect, increasing the effort needed to destroy it.

CATAPULT/TREBUCHET: These destroyed war machines were once magically enchanted to attack invaders. A physical and magical repair to one of these machines could get it active again. (Each machine takes separate checks.)

MARVIN: Morthac's familiar hasn't had anyone to talk to in quite some time. Some friendly banter might make him helpful.

CONSTRUCTION: There are plenty of debris and timber that could be used to build walls or lookout towers.

TREASURE: Surely a wizard's home will have some useful items in the mess.

BASEMENT: Noxious fumes emanate from the stairs leading down to the basement. What might a wizard have stored there?

TRAPS: Someone with the right knowhow could use the materials in the area to put together a trap.

ANIMAL: From the rubble in one room emanates the whimpering of an injured animal.

LOOKOUT: It is unknown when the enemies might attack. Keeping watch might provide an early warning to their arrival.

AMBUSH: There are lots of good hiding places throughout the mansion. It is possible to set an ambush for unwanted intruders.

Of course, there are an unlimited number of options for preparing the mansion.

PLAYER'S HANDOUT II: MORTHAC'S PORTAL

The primary goal of your mission is to defend the portal until Tyrangal can send reinforcements. At the start of its turn, each lizardfolk in or adjacent to a portal square can damage it as a free action. Remove one token from the portal for each lizardfolk who is in position to damage the portal. If all of the tokens are removed, the portal is destroyed and the mission ends in failure.

EVENT SUMMARY

The results of this adventure will have an impact on future LFR adventures!

If you run this adventure at home, or at a public event where the event organizer is not going to enter the survey data, please fill out the online survey. If you are at a convention, we recommend that each DM fill out the form on paper and deliver the filled in form to the Senior DM or Event Organizer, who can then answer the survey online.

<https://www.surveymonkey.com/s/SPEC0501LFR>

The survey period closes on **01 April 2013**. The adventure remains playable after that date, but we will tabulate the results at the end of the survey period and that will be the official result for the campaign as a whole.

If played at a convention, what slot:

Table Number:

DM's Name:

1. What is the status of the portal?

- a. secured by the PCs for the resistance
- b. destroyed by the Najaran forces
- c. controlled by the Order of Blue Fire agents
- d. other outcome

2. What is the status of the crystal sphere?

- a. destroyed by the PCs for the resistance
- b. captured by the Order of Blue Fire agents
- c. other outcome

3. Was the overall difficulty level of the adventure appropriate for a SPEC adventure?

- a. Too challenging, but still fun
- b. Too easy, but still fun
- c. Just right!
- d. Too easy in a way that was unenjoyable
- e. Too challenging in a way that was frustrating or unenjoyable

4. How do the players rate this adventure on a scale from 1-5, where 1 is the worst possible rating, 3 is average, and 5 is the best possible rating?

- a. One star (worst possible rating)
- b. Two stars (below expectations)
- c. Three stars (met expectations/average)
- d. Four stars (above expectations)
- e. Five stars (best possible rating)

5. How does the DM rate this adventure on a scale from 1-5, where 1 is the worst possible rating, 3 is average, and 5 is the best possible rating?

- a. One star (worst possible rating)
- b. Two stars (below expectations)
- c. Three stars (met expectations/average)
- d. Four stars (above expectations)
- e. Five stars (best possible rating)