

A HEROIC TIER ADVENTURE

DUNGEONS & DRAGONS

THE LOST CISTERN OF ARAVEK



WORLDWIDE
DUNGEONS & DRAGONS
GAME DAY

AN ADVENTURE FOR CHARACTERS OF 4TH LEVEL

Aeryn Rudel

INTRODUCTION

A DARK SUN® adventure for five 4th-level characters

The Lost Cistern of Aravek is a short DARK SUN adventure for five 4th-level characters. One of the political factions in Tyr employs the heroes and tasks them to find an ancient cistern created by the long-dead preserver Aravek. The cistern is rumored to house a device that can create life-giving water from the scorching winds of Athas. However, the sorcerer-king of Urik—the mighty Hamanu—has also learned of Aravek's cistern and has dispatched one of his favored disciples to search for it. The heroes must enter the hostile wilderness of the Tyr region, brave the unrelenting desert and the horrors it contains, and finally, find the cistern before a ruthless Urikite templar and his band of thugs.

BACKGROUND

Three hundred years ago, a powerful preserver named Aravek, determined to bring water back to the parched land of Athas, made a remarkable breakthrough. Aravek perfected a wind trap that pulled moisture from the searing desert winds and collected this precious water in an attached cistern. Unfortunately, King Kalak of Tyr learned of Aravek's invention before the preserver could implement his wind traps across Athas. Unwilling to relinquish control over such a vital resource, Kalak dispatched a force of templars to Aravek's tower. In the sorcerer-king's name, the templars slew Aravek and destroyed most of his research. However, Aravek's apprentice, Javus, avoided his master's fate and escaped with a copy of the preserver's designs and the location of the single working wind trap and its attached cistern.

Javus escaped to the city-state of Tyr. Instead of furthering his master's work, he carefully hid Aravek's designs and went on to establish a small merchant house. Centuries later, the merchant house has fallen on hard times, and Javus's descendent, an opportunistic man named Varun, is desperate to revitalize his family business. He discovered Aravek's designs hidden within the family estate long ago, and recently contacted a number of the factions vying for power in the turbulent city-state of Tyr with an offer to sell the designs and the location of the working wind trap and cistern. This set off a fierce race between the already volatile groups. Whoever obtains this information stands to gain considerable political clout should the wind trap exist and actually work, but first needs a brave group of heroes to enter the desert wastes and locate the lost cistern.

The adventure begins with the PCs in Tyr. The heroes can be passing through the city or permanent residents. The adventure hooks below detail the goals of the various factions that have come into possession of Aravek's designs and are looking to hire a determined group of mercenaries to do the dirty work.

ADJUSTING THE ENCOUNTERS

The Lost Cistern of Aravek assumes a party of five 4th-level characters, but this adventure can easily be adjusted to accommodate four or six characters.

If you have four characters, remove one of the lowest-level monsters from each encounter; for Encounter C2, reduce the tembo's hit points to 224. If you have six characters, add another monster from those already in the encounter; for Encounter C2, add 3 to the damage values of all the tembo's attacks (not its aura). When you add or remove monsters, choose standard monsters that match encounter level instead of minions, elite monsters, or solo monsters.

CREDITS

Aeryn Rudel
Design

Logan Bonner
Editing

Chris Tulach
Organized Play Content Developer

Matthew Stevens
Art Director

Cole Meier
Graphic Design

Wayne Reynolds
Cover Illustration

**Emrah Elmasli, Ben Wootten, Michael Phillippi,
Tyler Jacobson, David Rapoza**
Interior Illustrations

**Liz Schuh, Laura Tommervik, Shelly Mazzanbole,
Kierin Chase, Chris Lindsay, Hilary Ross**
D&D Brand Team

Donna Woodcock, Joe Yochum
Production Managers

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The Lost Cistern of Aravek takes place in the desert wastes outside Tyr. Each of the hooks below involves one of the competing political factions within the city. The factions are looking to hire a capable group of heroes to seek out Aravek's cistern, and each one has something valuable to offer the PCs should they succeed. You can use whichever hooks seems to best suit your party. Or if you'd like to expose the PCs to a bit more of the political intrigue in Tyr, you can have multiple factions approach the PCs, allowing them to choose whose favor they gain . . . and whose they lose.

No faction tells the adventurers much beyond the fact they are searching for an ancient cistern that belonged to a long-dead preserver named Aravek. They do not offer up any information about the wind trap itself, as this information is very valuable and not to be trusted to a band of hired mercenaries. However, the PCs might know a little something about the preserver and his research if they succeed on some skill checks (see "What the Heroes Know" below).

Tyr's factions aren't the only players in this political game. A spy for the city-state of Urik, working within Varun's own house, sent word to the mighty Hamanu. Intrigued by the prospect of Aravek's cistern, the sorcerer-king of Urik has dispatched one of his templars to seek out this potentially valuable resource. Should the cistern exist, the templar, Anukim, has orders to secure the area for Urik, and to slay all other claimants.

HOOK: FOR KING AND COUNTRY

A templar underling of Mashastra, the Minister of Defense, approaches the PCs. Mashastra's underling asks the PCs to locate and secure the cistern of Aravek because of its strategic benefit to Tyr's army. On Athas, an army with enough water is a victorious army, and the prospect of controlling a new and renewable water source is incredibly attractive to the templar Minister of Defense. Mashastra offers the PCs their pick of armor and weapons (up to 50 gp per PC) from the armory.

Quest XP: 875 (major quest) if the PCs locate the wind trap and cistern and return to Mashastra with the knowledge of its location. In addition, the PCs earn 500 gp worth of favors from the templars.

HOOK: FREEDOM'S FEE

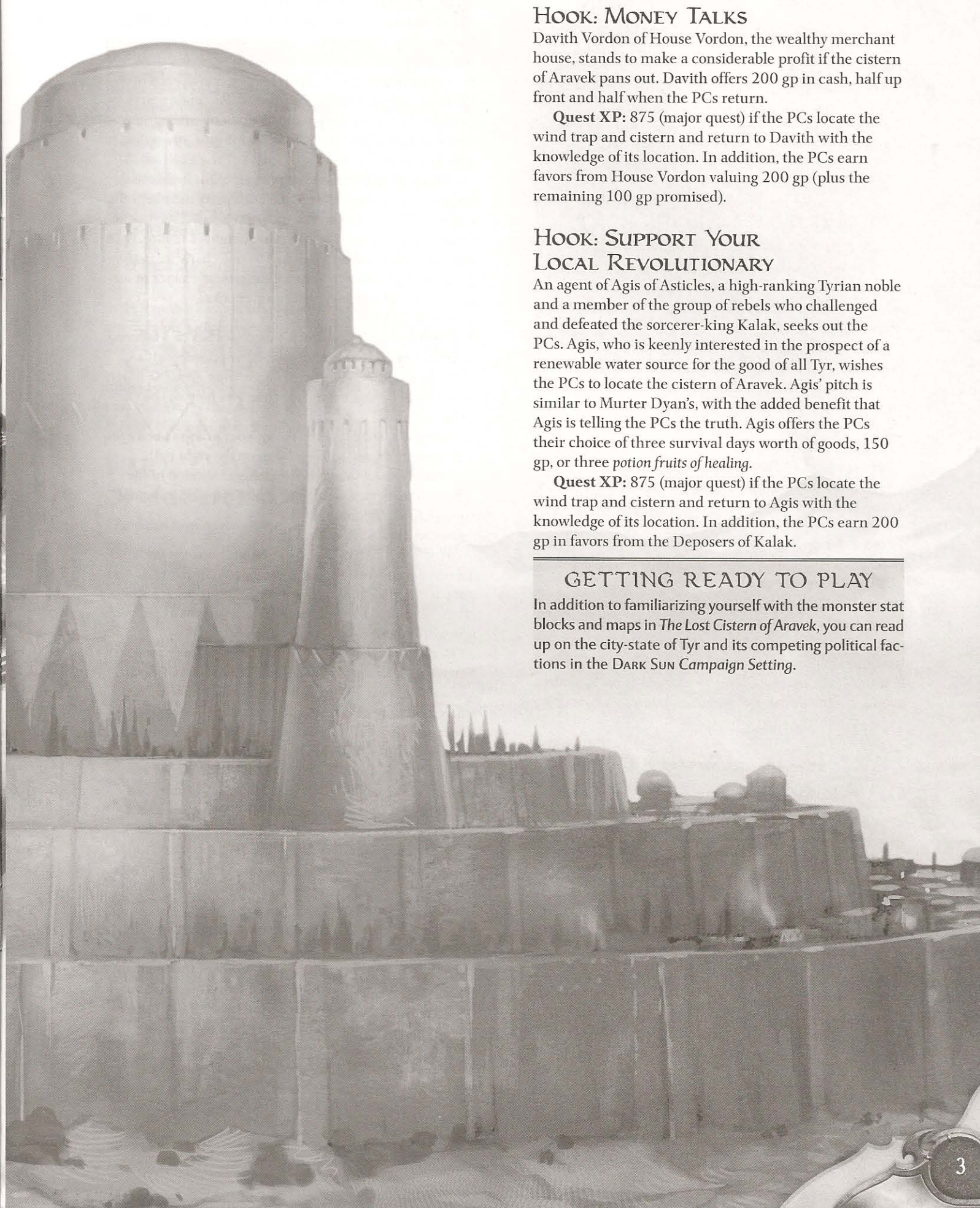
The PCs are meet Nori, a mul ex-slave and one of the more educated representatives of the recently freed slaves. Nori asks the PCs to seek out the cistern of Aravek because her people are still beholden to the templars for their water. She can offer the PCs little beyond her gratitude and the chance to aid those in need. However, she can supply the PCs with the equivalent of six survival days in water and food: one up front and five when they return.

Quest XP: 875 (major quest) if the PCs locate the wind trap and cistern and return to Nori with the knowledge of its location. In addition, the PCs earn the promised five survival days and favors from House Vordon valuing 150 gp.

HOOK: A NOBLE PROPOSITION

A representative of Murter Dyan, one of Tyr's nobles, approaches the PCs. Murter's representative tells the PCs the noble wishes them to seek out the cistern of Aravek so the water can be equitably distributed amongst Tyr's populace. His true motive is to gain control of the cistern because it will strengthen his position among the other nobles, whom he hopes to initiate into the True, a secret organization that hopes for the return of Tyr's sorcerer-king. Murter, who owns a partial interest in Tyr's iron mines, offers the PCs that rarest of Athasian commodities—a metal weapon (a metal, light melee +2 *magic weapon*)—should they locate and secure the cistern for his cause.

Quest XP: 875 (major quest) if the PCs locate the wind trap and cistern and return to Murter Dyan with the knowledge of its location. In addition, the PCs earn the metal weapon they were promised.



HOOK: MONEY TALKS

Davith Vordon of House Vordon, the wealthy merchant house, stands to make a considerable profit if the cistern of Aravek pans out. Davith offers 200 gp in cash, half up front and half when the PCs return.

Quest XP: 875 (major quest) if the PCs locate the wind trap and cistern and return to Davith with the knowledge of its location. In addition, the PCs earn favors from House Vordon valuing 200 gp (plus the remaining 100 gp promised).

HOOK: SUPPORT YOUR LOCAL REVOLUTIONARY

An agent of Agis of Asticles, a high-ranking Tyrian noble and a member of the group of rebels who challenged and defeated the sorcerer-king Kalak, seeks out the PCs. Agis, who is keenly interested in the prospect of a renewable water source for the good of all Tyr, wishes the PCs to locate the cistern of Aravek. Agis' pitch is similar to Murter Dyan's, with the added benefit that Agis is telling the PCs the truth. Agis offers the PCs their choice of three survival days worth of goods, 150 gp, or three *potion fruits of healing*.

Quest XP: 875 (major quest) if the PCs locate the wind trap and cistern and return to Agis with the knowledge of its location. In addition, the PCs earn 200 gp in favors from the Deposers of Kalak.

GETTING READY TO PLAY

In addition to familiarizing yourself with the monster stat blocks and maps in *The Lost Cistern of Aravek*, you can read up on the city-state of Tyr and its competing political factions in the *DARK SUN Campaign Setting*.

TREASURE PREPARATION

Adventurers can find the following treasure parcels.

TREASURE PARCELS

T1: Elven Raiders	Two potion fruits of healing and 80 gp
C1: Gith Cave	One level 5 magic item
C2: The Lost Cistern	One level 7 magic item
C3: Templar Trouble	1 survival day of food and water per PC and 265 gp

WHAT THE HEROES KNOW

Although he is relatively obscure, PCs trained in the right skills might know a bit about the preserver Aravek. In addition, they can learn a little more about how Aravek's wind trap might work. A PC knows the following with a successful skill check.

History DC 10: Aravek was a human preserver who lived many hundreds of years ago. He was a reclusive sort, even more so than most practitioners of forbidden arcane magic. It is said his research specifically involved the creation of Athas's most precious resource: water.

History DC 15: Aravek was a member of the Veiled Alliance, and his research creating water angered Kalak, the sorcerer-king of Tyr. At Kalak's order, Aravek's tower at the base of the Ringing Mountains was sacked and the preserver was killed. Legends state Aravek had perfected a device that could draw water from the air itself, although it is unknown if he ever built one.

Dungeoneering or Nature DC 15: It is said certain tribes of dwarves living in the desert wastes use a type of "wind trap" to cool their stone dwellings. Theoretically, with a bit of magical aid, moisture could be pulled from the desert winds and collected in a catch basin. However, it would take an inordinate amount of time to collect even a minute amount of water; certainly not enough to be worth the attempt.

PART 1: THE TRAIL OF ARAVEK

Once the PCs leave Tyr, they must trek across the scorched landscape to the cistern of Aravek. It lies within the foothills at the base of the Ringing Mountains to the west. In order to reach it, the PCs must navigate through the harsh environment, survive the blistering heat, and avoid the raiders, slavers, and monstrous beasts that infest the Tyr region.

Read or paraphrase the following when the PCs exit the gates of Tyr:

The sun-scorched hills of the Tyr region stretch before you. A shimmering heat mirage paints the false lure of water across the horizon before giving way to the soaring peaks of the Ringing Mountain to the west. Compared to this desolate wasteland, the chaos of the great, thronging city behind you seems a virtual paradise.

THE TRAIL OF ARAVEK

This skill challenge combines all the dangers the PCs face while traveling to the cistern. The journey takes from 4 to 7 hours, depending on how many failures the PCs accumulate. Three group checks, one in each of the three primary skills (Endurance, Perception, and Stealth) represents the passing of an hour, and a group check in each of the primary skills must be attempted once per hour.

Group Skill Checks: The primary skills in this challenge require group skill checks. Each party member rolls, and if three or more succeed the party earns 1 success. If fewer than three succeed, the party obtains 1 failure. Each secondary skill can be attempted by one character in the group once per hour to improve the groups' chance of successes with the primary skill group checks.

Level: 4 (XP 875).

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

Primary Skills: Endurance, Perception, Stealth.

Endurance (DC 12, group check): Your group is tough enough to survive even the relentless heat of the Athasian sun.

Perception (DC 12, group check): Your group's keen eyes and sense of direction keep them on the right path.

Stealth (DC 12, group check): Dangers abound in the Athasian wilderness, but your group is quick and quiet enough to avoid them.

Secondary Skills: Bluff, Heal, Nature.

Bluff (DC 17, no successes, maximum 1 attempt per hour): You create a diversion that keeps hostile humanoids and monsters from noticing your group. You convert a single character's failed Stealth check into a success as part of a Stealth group skill check.

Heal (DC 12, no successes, maximum 1 attempt per hour): You treat the emerging symptoms of heat exhaustion and sun sickness before they become debilitating. You convert a single character's failed Endurance check into a success as part of the Endurance group skill check.

Nature (DC 17, no successes, maximum 1 attempt per hour): Your understanding of the local flora and fauna makes navigating the harsh Athasian wilderness a little easier. You convert a single character's failed Perception check into a success as part of the Perception group skill check.

Success: If the adventurers earn 12 successes, they reach the cistern relatively unharmed and beat the templar of Urik to the site, avoiding the ambush he would have set for them.

Failure: If the PCs obtain three failures, they still reach the cistern; they just reach it three hours later and are exposed to resource-draining combats and environmental challenges. In addition, the Urukite templar and his gang arrive at the cistern before the PCs and spring an ambush when the heroes arrive (see the Templar Trouble encounter).

Each time the PCs fail a group skill check, add 1 hour to the time it takes to reach the cistern. In addition, each time the group fails one of the group skill checks, it results in the following:

Endurance: Each character that failed an Endurance check as part of the group check is exposed to sun sickness.

Sun Sickness

Level 4

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

Attack: Level +6 vs. Fortitude

Endurance improve DC 17, maintain DC 12, worsen DC 11 or less

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.

Perception: Each character that the failed a Perception check takes a cumulative -1 penalty to all subsequent Perception checks made as part of this skill challenge.

Stealth: The PCs are spotted and ambushed by elven raiders (see Encounter T1: Elven Raiders). The PCs can only encounter the elven raiders once; subsequent group Stealth check failures simply count as failures.

PART 2: THE LOST CISTERN OF ARAVEK

The wind trap is a marvel of magical and mundane engineering. Nestled at the base of a large hill, it appears to the untrained eye to be little more than an odd rocky spire jutting up from the hillside. This spire is, in fact, a large chimney, which pulls air down into a cavern-like structure below. Through a process that combines magic with expert engineering and stonemasonry, the trapped air is super-cooled and any ambient moisture collects on the porous walls of the trap's interior. These minute amounts of water trickle down the walls and sloped floor, eventually falling through a catch shaft in the cavern floor and collecting in a cistern beneath the wind trap. A small opening in the hillside provides access to the wind trap's interior.

Over the centuries, some of the water collected by the wind trap seeped into the surrounding soil, making the area lush by Athasian standards. Small trees and abundant desert plants crowd around the wind trap, creating a small pocket of thriving flora amid the barren desolation of the surrounding hills.

When the PCs approach the wind trap, read:

The endless barren landscape suddenly gives way to a lush patch of vegetation near a large hill. You can see no water source, yet the plant life thrives. A tall, rocky spire juts from the hillside and a cave entrance yawns open below it. The entire valley is filled with a strange noise; a thick whistling that sounds much like the world's largest pair of lungs sucking in a single, great, continuous breath.

ENCOUNTER T1: ELVEN RAIDERS

Encounter Level 4 (927 XP)

SETUP

- 3 elf dune striders (D)
- 1 elf raid leader (R)
- 4 elf snipers (S)

This encounter occurs when the PCs fail a group Stealth check as part of the Trail of Aravek skill challenge. A group of elven raiders spots the PCs and sets an ambush near one of the few watering holes in the region. The oasis is certain to be a welcome sight to the PCs after a long trek through the desert, even if it is little more than a muddy seep surrounded by struggling weeds and desert trees.

When the PCs approach the oasis, read:

Ahead, nestled within a small valley between the sun-baked hills, lies a muddy pool. Stunted trees and other hardy vegetation surround the tiny oasis, and a pair of large boulders provides some shade from the blistering sun. A tall, thin figure stands atop one of the boulders, waving at you to come closer.

The elves have taken position around the oasis, hiding in the sparse flora. However, the elven raid leader stands atop a large boulder where he's visible to all. The raid leader calls out to the PCs as soon as they approach. He attempts to engage them in conversation to distract them from his hiding allies. The raid leader makes a Bluff check opposed by the PCs passive Insight checks. If the PCs are unable to see through the raid leader's deception, they take a -2 penalty to Perception checks to spot the elven raiders hiding around the oasis. To avoid granting the elves a surprise round, the PCs must beat the elven raiders' Stealth check of 17.

When the elves spring their attack, read:

The air suddenly fills with the whistling hiss of flung missiles, as agile figures dart from the shadows, weapons in hand.

3 Elf Dune Strider (D)	Level 4 Skirmisher
Medium fey humanoid	XP 175 each
HP 52; Bloodied 26	Initiative +9
AC 18, Fortitude 14, Reflex 18, Will 15	Perception +9
Speed 7	
TRAITS	
Move Like the Wind	
The dune strider gains a +5 bonus to all defenses against opportunity attacks provoked by its movement.	
Wild Step	
The dune strider ignores difficult terrain when it shifts.	
STANDARD ACTIONS	
⊕ Bone Longsword (weapon) ♦ At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 1d8 + 4 damage, or 2d8 + 4 when charging.	
⊕ Obsidian Short Sword (weapon) ♦ At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 1d6 + 7 damage.	
↓ Rushing Dervish ♦ Recharge when first bloodied	
Effect: The dune strider moves its speed + 2. At any point before, during, or after the move, it uses <i>bone longsword</i> and <i>obsidian short sword</i> , making each attack against a different target.	
FREE ACTIONS	
Elven Accuracy ♦ Encounter	
Effect: The dune strider rerolls one of its attack rolls and uses the second result.	
Skills Acrobatics +12, Athletics +8, Endurance +8	
Str 13 (+3)	Dex 21 (+7) Wis 15 (+4)
Con 12 (+3)	Int 12 (+3) Cha 12 (+3)
Alignment unaligned Languages Common, Elven	
Equipment bone longsword, obsidian short sword	

4 Elf Sniper (S)	Level 3 Minion Lurker
Medium fey humanoid	XP 38 each
HP 1; a missed attack never damages a minion.	Initiative +9
AC 17, Fortitude 13, Reflex 17, Will 16	Perception +8
Speed 7	
TRAITS	
Sharpshooter's Advantage	
The sniper deals 3 extra damage against any creature it is hidden from.	
Wild Step	
The sniper ignores difficult terrain when it shifts.	
STANDARD ACTIONS	
⊕ Bone Dagger (weapon) ♦ At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 5 damage.	
⊕ Chatkcha (weapon) ♦ At-Will	
Attack: Ranged 6/12 (one creature); +8 vs. AC	
Hit: 5 damage.	
MOVE ACTIONS	
Elven Misdirection ♦ At-Will	
Effect: The sniper moves 2 squares. If it has cover or concealment, it can make a Stealth check to become hidden with an automatic check result of 25.	
Skills Bluff +6, Stealth +10	
Str 11 (+1)	Dex 18 (+5) Wis 15 (+3)
Con 10 (+1)	Int 10 (+1) Cha 11 (+1)
Alignment unaligned Languages Common, Elven	
Equipment bone dagger, 10 chatkchas	

Elf Raid Leader (R) **Level 6 Artillery (Leader)**

Medium fey humanoid

XP 250

HP 55; Bloodied 27

Initiative +9

AC 18, Fortitude 17, Reflex 19, Will 18

Perception +11

Speed 7

TRAITS

Wild Step

The raid leader ignores difficult terrain when it shifts.

STANDARD ACTIONS

⊕ **Obsidian Short Sword** (weapon) ♦ **At-Will**

Attack: Melee 1 (one creature); +11 vs. AC

Hit: 2d6 + 5 damage, and the raid leader shifts 1 square.

⊖ **Bone Bow** (weapon) ♦ **At-Will**

Attack: Ranged 20 (one creature); +13 vs. AC

Hit: 2d10 + 5 damage.

⚡ **Harrying Shot** (weapon) ♦ **At-Will**

Attack: Ranged 20 (one creature); +13 vs. AC

Hit: 2d10 + 5 damage, and until the end of the raid leader's next turn, its allies gain combat advantage against the target while adjacent to the target.

MINOR ACTIONS

Focus on the Pain (weapon) ♦ **Recharge** [1]

Hit: One ally within 20 squares of the raid leader takes 5 damage and makes a saving throw with a +2 bonus.

FREE ACTIONS

Elven Accuracy ♦ **Encounter**

Effect: The raid leader rerolls one of its attack rolls and uses the second result.

Skills Athletics +10, Stealth +14

Str 14 (+5)

Dex 23 (+9)

Wis 16 (+6)

Con 13 (+4)

Int 13 (+4)

Cha 13 (+4)

Alignment unaligned

Languages Common, Elven

Equipment obsidian short sword, bone bow, 20 bone arrows

TACTICS

In the first round of combat, the elf snipers open up on the PCs with their chatkchas, then attempt to hide again with *elven misdirection*. The elf dune striders use *rushing dervish* to close to melee range with the PCs, focusing their attacks on characters with obvious ranged attack prowess. The elven raid leader begins combat by opening fire with *harrying shot* on a PC who looks arcane or psionic.

The elf snipers avoid melee and assault the PCs with barrages of chatkchas, all the while moving from cover to cover to take advantage of *elven misdirection*. The elf dune striders attempt to keep the PCs locked in melee so the snipers and raid leader can easily attack at range without being threatened. A dune strider uses *elven accuracy* the first time it misses with a melee attack. When bloodied, the dune striders use *rushing dervish* immediately to gain two attacks on the closest two PCs, even if it means drawing an attack of opportunity.

The elf raid leader focuses his attacks on a single PC and uses *harrying shot* each round to grant his allies combat advantage against the unlucky target. Like the dune striders, the raid leader uses *elven accuracy* after his first missed

shot. The raid leader doesn't move off the boulder for any reason, forcing characters who get past the dune striders to climb up and fight on his terms.

These elven raiders aren't fanatical killers or mindless beasts, just simple opportunists. If the PCs begin to get the upper hand in the combat, the raid leader attempts to parley, offering up the treasure parcel linked to this encounter (two *potion fruits of healing* and 80 gp) if the heroes let him and his band leave with their lives. If the PCs refuse, the elves then fight to the death. (The PCs might still get the treasure if the elves don't use the *potion fruits of healing* themselves.)

FEATURES OF THE AREA

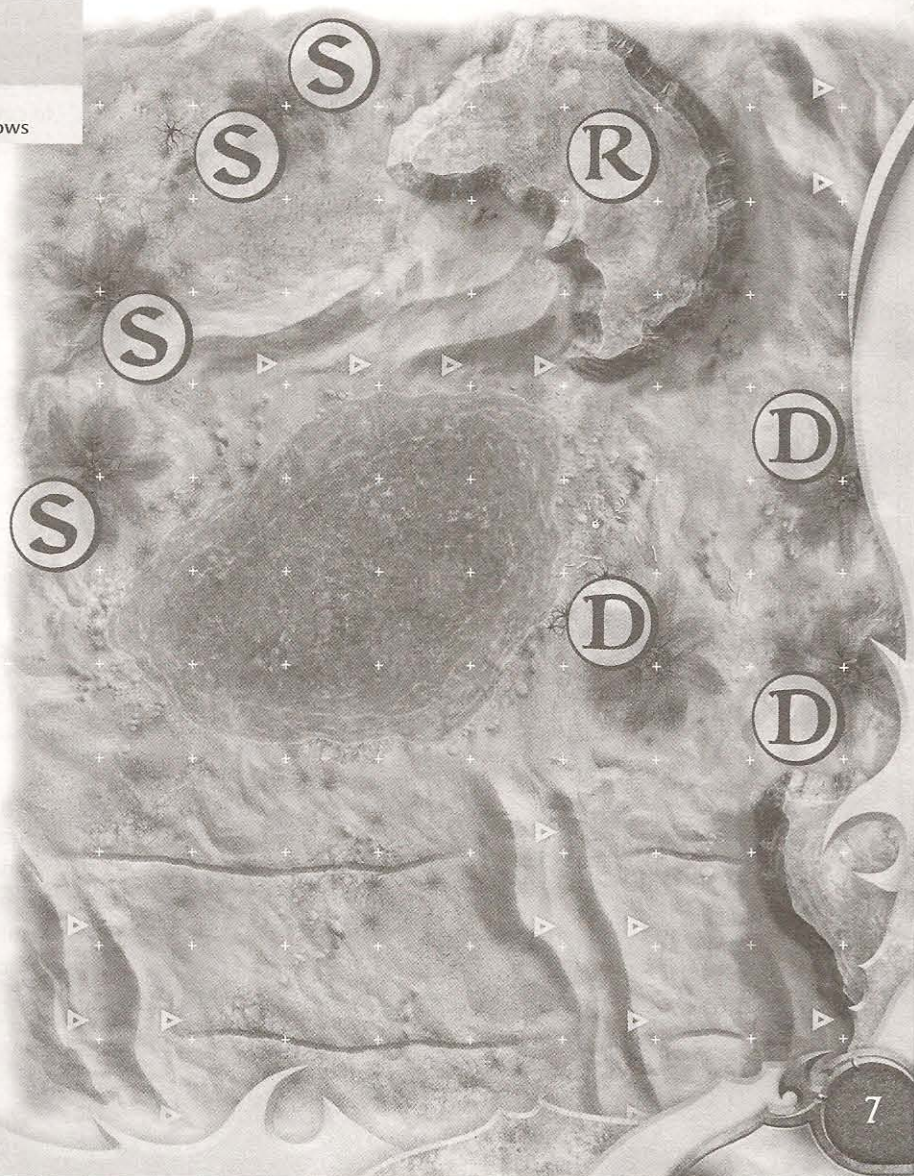
Illumination: Bright light.

Dunes: The small dunes are difficult terrain. A Medium or smaller character lying prone in a dune has total concealment against ranged attacks.

Boulders: The two large boulders stand 10 feet high. A DC 10 Athletics check is required to climb on top of one.

Oasis: This small, muddy pool is only two feet deep. It is difficult terrain.

Trees: The stunted desert trees here provide cover.



ENCOUNTER C1: GITH CAVE

Encounter Level 3 (882 XP)

SETUP

- 1 gith drone (D)
- 2 gith hobblers (H)
- 3 gith piercers (P)
- 1 gith spearhead (S)

A small band of gith live in the large cavern that constitutes the bulk of Aravek's wind trap. After accidentally discovering this source of abundant water and food, they struck a deal with the tembo living in the cistern. In exchange for the gith warning it of danger, the tembo allows them to remain and draw unlimited water from the cistern.

The gith make a poor warning system. The howling winds the trap sucks in impose a -2 penalty to all Perception checks, making it nearly impossible to detect approaching intruders. The gith have also grown indolent, lounging within the cool confines of the lair instead of posting sentries.

If the PCs expect trouble, they can easily sneak in and surprise the gith. Only two gith piercers are paying attention to the entrance. Sneaking up on the gith requires a DC 12 Stealth check.

When the PCs enter the wind trap, read:

The whistling shriek of wind echoes throughout this strange cavern. Sunlight lances down from a hole in the ceiling, painting a bright circle of yellow light over a similar hollow shaft in the cavern floor. The porous walls glisten with moisture. Softly glowing runes around the ceiling opening pulse in time to the breath-like intake of air. The cavern air is surprisingly cool, and the floor is slick and wet. Clumps of luminescent fungi grow from the moist ground, adding an eerie green glow to the shadows beyond the bright circle of light.

When the PCs see the gith, read:

Tall, emaciated humanoids lounge about the cavern, drinking water from large gourds. Weapons lie close to hand, but these gith are hardly prepared for battle.

TACTICS

As soon as gith notice the PCs, the piercers unleash *telekinetic pierce* to push them into the collection shaft in the floor or a clump of luminous fungi. The hobblers use *pinning javelin* to keep heroes from advancing, and the drone unleashes *psychic nova* on a group of heroes. The gith spearhead engages the nearest PC, using *focused stab* for its first attacks.

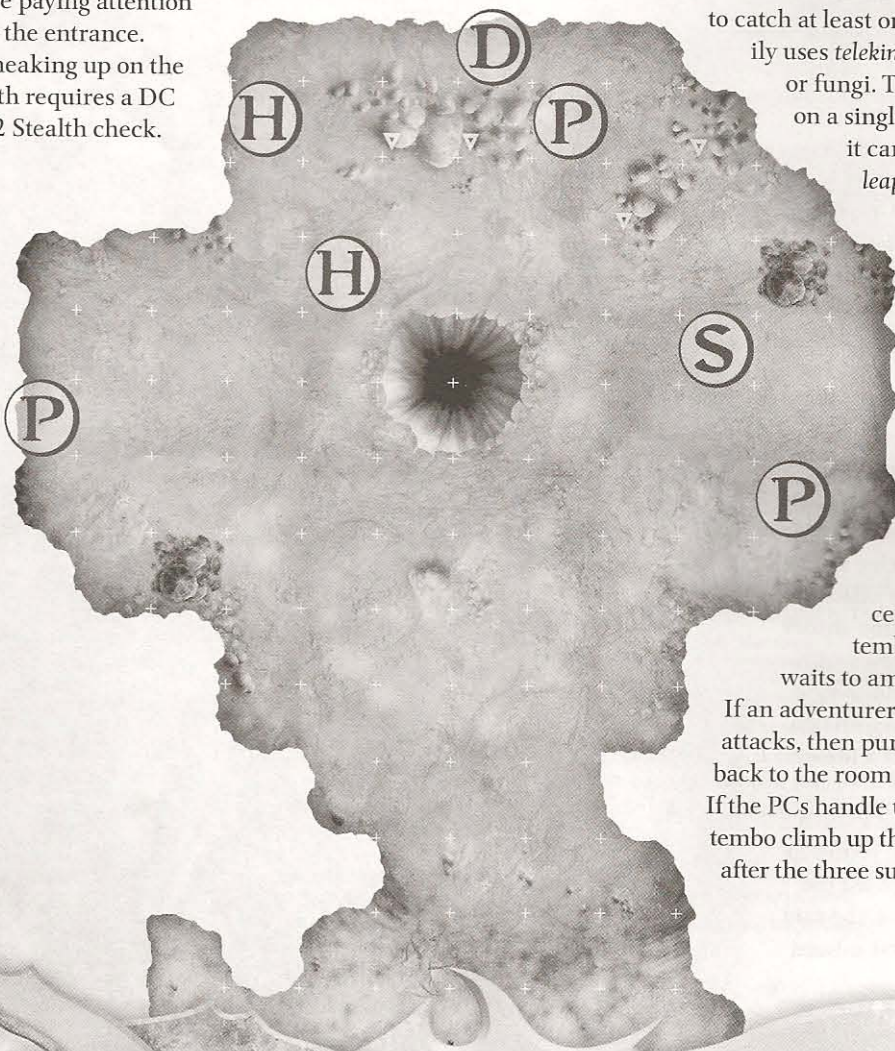
As the battle continues, piercers and hobblers rely on ranged attacks and use *telekinetic leap* to move away. The drone also avoids melee but tries to remain close enough to catch at least one PC in its *brain fog* aura. It primarily uses *telekinetic thrust* to slide PCs into the shaft or fungi. The spearhead focuses melee attacks on a single PC, using *focused stab* as often as it can. When bloodied, it uses *telekinetic leap* to move closer to the drone's aura.

DEVELOPMENT

Although shrieking wind muffles the sounds of combat, the tembo in the cistern might detect the presence of the PCs. Whenever forced movement sends a PC adjacent to the collection shaft, debris falls into the cistern. Allow the tembo a DC 18 Perception check to notice the disturbance. If it succeeds at three of these checks, the tembo becomes aware of the PCs and waits to ambush them when they climb down.

If an adventurer falls into the cistern, the tembo attacks, then pursues the PC if he or she escapes back to the room above.

If the PCs handle the gith easily, you can have the tembo climb up the collection shaft to join the combat after the three successful Perception checks.



FEATURES OF THE AREA

Illumination: Bright light.

Ceiling: 30 feet.

Collection Shaft: Moisture from the trap collects and trickles through this 10-foot-wide hole into the cistern beneath it. A character who falls through takes 1d10 damage and falls prone. The ceiling of the cistern is only 7 feet from its floor, so a PC that falls in can climb back out with two DC 12 Athletic checks: one to jump up to the collection shaft and one to climb out. The map in Encounter C2 shows an “X” where the shaft empties into the cistern.

Fungi: The first time a creature enters a square with luminous fungi, the fungi in that clump release a cloud of poisonous spores as an immediate reaction: close burst 1 (creatures in burst); +5 vs. Fortitude; the target is dazed until the start of its next turn.

Rubble: The large stones and rubble are difficult terrain.

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

- ⊕ **Bone Dagger** (weapon) ♦ **At-Will**
 Attack: Melee 1 (one creature); +9 vs. AC
 Hit: 1d6 + 3 damage, and the gith shifts 1 square.
- ⊗ **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

3 Gith Piercer (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

STANDARD ACTIONS

- ⊕ **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.

MOVE ACTIONS

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

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

STANDARD ACTIONS

- ⊕ **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).

MOVE ACTIONS

Telekinetic Leap ♦ **Encounter**
 Effect: The gith flies 5 squares.

TRIGGERED ACTIONS

- ⬅ **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

Gith Drone (D) Level 5 Controller

Medium natural humanoid XP 200
HP 62; Bloodied 31 **Initiative +2**
AC 19, Fortitude 17, Reflex 13, Will 14 **Perception +3**
Speed 6

TRAITS

☼ **Brain Fog** ♦ **Aura 3**
 Enemies within the aura take a -1 penalty to all defenses.

STANDARD ACTIONS

- ⊕ **Bone Dagger** (weapon) ♦ **At-Will**
 Attack: Melee 1 (one creature); +9 vs. AC
 Hit: 2d6 + 4 damage.
- ⊗ **Telekinetic Thrust** (force) ♦ **At-Will**
 Attack: Ranged 5 (one creature); +9 vs. Fortitude
 Hit: 2d6 + 5 force damage.
 Effect: The drone slides the target 2 squares.
- ✨ **Psychic Nova** (psychic) ♦ **Recharge** ☼☼☼
 Attack: Area burst 1 within 5 (enemies in burst); +8 vs. Reflex
 Hit: 4d6 + 4 damage, and the target takes 5 psychic damage whenever it uses a daily or an encounter power (save ends). If the target is bloodied, it also takes ongoing 5 psychic damage (save ends both).

MOVE ACTIONS

Telekinetic Leap ♦ **Encounter**
 Effect: The gith flies 5 squares.

Str 16 (+5)	Dex 10 (+2)	Wis 12 (+3)
Con 14 (+4)	Int 5 (-1)	Cha 8 (+1)

Alignment evil **Languages** Deep Speech
Equipment inix-shell armor, bone dagger

ENCOUNTER C2: THE LOST CISTERN OF ARAVEK

Encounter Level 6 (1,250 XP)

SETUP

1 tembo (T)

The cistern below the wind trap is a cool, dark place lit only by the greenish glow of luminescent fungi. It was once full, but over the centuries, erosion and seepage have caused much of the water to drain into the surrounding earth. Since the wind trap accumulates water very slowly—around a gallon a week—the cistern has remained mostly empty for many years.

Recently, a tembo has turned the cistern into its lair, climbing up the collection shaft on a nightly basis to hunt the hills for intelligent, humanoid prey. It drags its victims back to the cistern to devour at its leisure, and the gory leavings of past meals are smeared across the ground at the eastern end of the cistern.

If the PCs have not already alerted the tembo to their presence as described in the previous encounter, they catch it sleeping off its last meal at the eastern end of the cistern. However, the tembo is a light sleeper, and the PCs need a Stealth check of 18 to catch it unaware.

If the tembo is aware intruders have entered the wind trap, the cunning beast uses *blending* to become invisible, then hides in the eastern end of the cistern.

Climbing down into the cistern through the collection shaft requires a DC 12 Athletics check. The “X” on the map indicates where characters land when they enter the room from above.

When the PCs enter the cistern, read:

The bright light and howling winds above give way to the cool darkness of the cistern. The only light here is a wan, greenish glow produced by clumps of fungi that does little to dispel the gloom in this cramped space. The cistern is obviously not full, although you’ve never seen so much water in one place. A wide, irregularly shaped pool divides the cistern in half; its waters are still, clear, and only knee-deep.

When the PCs see the tembo, read:

This horrific beast is roughly the size of an erdlu, quadrupedal, and covered in a rock-like hide with jutting spikes of stone and crystal. Its cat-like head has large ears, greenish eyes, and a wide jaw. The beast is armed with formidable talons and a massive set of dagger-like fangs. However, despite the beasts terrifying natural armaments, the obvious, malign intellect behind its glowing, red eyes is even more horrific.

TACTICS

The tembo is a terrifying, supremely confident opponent. The tembo uses the same basic strategy for both of the attack routines it gains through *double actions*: target one PC with *raking assault*, shift 4 squares and *bite* a second PC, and use *unspeakable violation* as often as it recharges.

The tembo constantly shifts around the cistern, attempting to keep as many PCs in its *killing presence* aura as possible. It uses *shadow evasion* when a PC hits it with a potent daily or encounter power, shifting adjacent to the offending PC so it can retaliate.

If the tembo bloodies a PC, it spends an action point to make a follow-up attack on the wounded hero, hoping to slay the unfortunate PC outright. If the tembo becomes bloodied, it uses *shadow evasion* and moves toward a PC it has witnessed using healing powers. The tembo then attempts to kill this PC as quickly as possible to improve its chances of survival by removing the heroes’ ability to heal their wounds.

The tembo fights to the death.

FEATURES OF THE AREA

Illumination: Dim light.

Ceiling: 6 feet.

Fungi: The first time a creature enters a square with luminous fungi, the fungi in that clump release a cloud of poisonous spores as an immediate reaction: close burst 1 (creatures in burst); +5 vs. Fortitude; the target is dazed until the start of its next turn.

Pool: The water is 2 feet deep and counts as difficult terrain.

Rubble: The large stones and rubble are difficult terrain.



Tembo (T)**Level 6 Solo Skirmisher**

Medium aberrant magical beast

XP 1,250

HP 280; Bloodied 140

Initiative +7

AC 20, Fortitude 20, Reflex 18, Will 16

Perception +8

Speed 8

Darkvision

Resist 5 necrotic

Saving Throws +5; Action Points 2

TRAITS☼ **Killing Presence** (necrotic) ◆ **Aura 2**

Any enemy that starts its turn within the aura takes 5 necrotic damage.

☼ **Tainted Wounds** ◆ **Aura 5**

While the tembo is bloodied, enemies within the aura regain only half the hit points from healing effects.

Double Actions

At the start of combat, the tembo makes two initiative checks.

The tembo takes a turn on both initiative counts.

Immovable

The tembo can ignore forced movement. When an attack would knock the tembo prone, the tembo can make a saving throw to remain standing.

STANDARD ACTIONS⊕ **Bite** ◆ **At-Will**

Attack: Melee 1 (one creature); +11 vs. AC

Hit: 2d10 + 3 damage, and the target takes a -2 penalty to attack rolls until the end of the tembo's next turn.

⊕ **Raking Assault** ◆ **At-Will**

Attack: Melee 1 (one creature); +11 vs. AC

Hit: 2d10 + 3 damage, and the tembo shifts 4 squares and uses *bite*.**MINOR ACTIONS**◆ **Blending** (illusion) ◆ **Encounter**

Effect: The tembo becomes invisible until attacks or until the end of its next turn.

TRIGGERED ACTIONS⊕ **Unspeakable Violation** (necrotic) ◆ **Recharge** [1]Trigger: The tembo hits an enemy with *bite*.

Attack (Free Action): Melee 1 (triggering enemy); +9 vs. Fortitude

Hit: The target loses a healing surge, and the tembo's *killing presence* aura deals 10 necrotic damage instead of 5 necrotic damage during the tembo's next turn.◆ **Shadow Evasion** ◆ **Recharge** when first bloodied

Trigger: An enemy hits the tembo with a melee or a ranged attack.

Effect (Immediate Reaction): The tembo shifts 4 squares and becomes insubstantial until the end of the triggering enemy's next turn.

Skills Stealth +10

Str 19 (+7)

Dex 15 (+5)

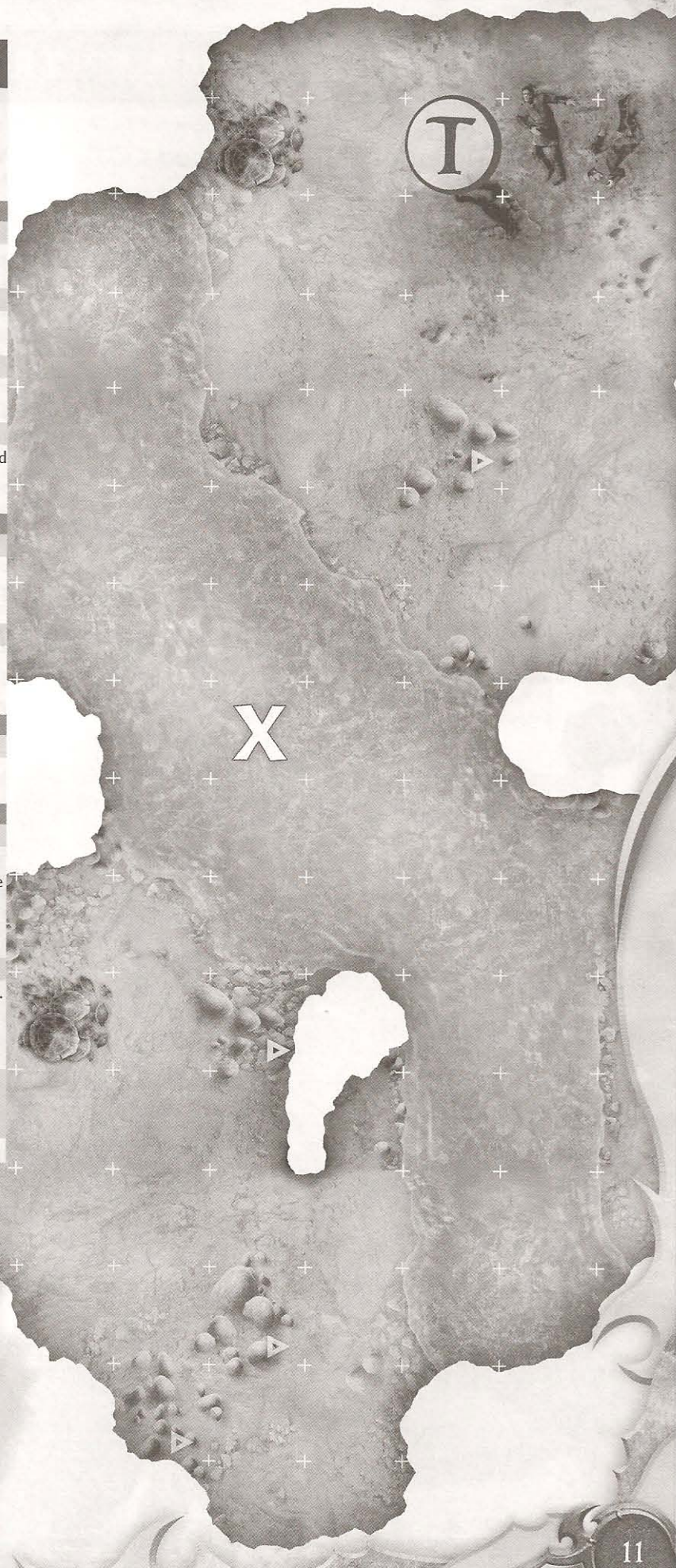
Wis 11 (+3)

Con 14 (+5)

Int 13 (+4)

Cha 9 (+2)

Alignment chaotic evil Languages Common



ENCOUNTER C3: TEMPLAR TROUBLE

Encounter Level 5 (XP 1,075)

SETUP

Anukim, Urikite templar (A)
2 dwarf conscripts (D)
1 human gladiator novice (G)
2 human wasteland raiders (W)

When Hamanu of Urik received word from one of his many spies about the cistern of Aravek, he did not consider it incredibly important. However, Hamanu is no fool, and he understands that on Athas water is power. Even the slightest potential for a renewable water source in the Tyr region was worthy of investigation. So Hamanu chose one of his younger templars, the duplicitous and ambitious Anukim, to seek out the cistern. Anukim's orders demand that he ascertain if the cistern exists and, if it does, claim it and the surrounding area for his lord Hamanu. Anukim is aware that mercenaries (the PCs) have been hired to seek out the cistern.

This encounter can occur when the PCs exit the wind trap after defeating the gith and tembo or, if the PCs failed the Trail of Aravek skill challenge, when the PCs first arrive. The setup and Anukim's actions differ slightly depending on when the PCs encounter the templar and his gang, as follows.

NORMAL SETUP

In this scenario, the PCs encounter Anukim and his gang after defeating the gith and the tembo. The templar and his thugs wait for the heroes just outside the wind trap. They make no attempt to hide: Anukim assumes the heroes are weakened after facing the dangers inside the wind trap.

When the PCs exit the wind trap, read:

The relentless heat of the Athasian sun is jarring after the cool shadows of the wind trap's interior. But you have more to worry about than the ever-present desert heat. A group of city toughs stand outside the wind trap; they are armed, armored, and look like they've been waiting for you. A tall, dark-skinned man in white robes leads them, and the sunlight catches the lion crest of Urik emblazoned across his chest.

Anukim has no interest in negotiating. His orders clearly state he is to slay any and all claimants to the wind trap and cistern.

If the PCs attempt to parley with Anukim, read: The Urukite templar points his rod at you and cracks his whip. "We have nothing to talk about," he says with a malicious grin. "You are trespassing on property owned by the mighty Hamanu of Urik. The penalty for this violation is death."

AMBUSH SETUP

If the PCs failed the Trail of Aravek skill challenge, Anukim and his group of thugs arrive at the cistern before the PCs. The heroes must deal with the templar and his lackeys before they can enter the wind trap. Anukim sets up an ambush, hiding himself and his men in the dense scrub brush around the entrance to the wind trap.

Anukim and his gang are hardly Stealthy. The PCs need only a passive Perception check of 10 to spot them.

When the templar and his gang attack, read:

Out from the thick scrub rush a group of armed men. These thugs look like common city toughs, but their leader—a tall, dark-skinned man in white robes bearing the lion crest of Urik—is obviously a templar. He cracks his whip, points his rod at you, and shouts, "For Hamanu and Urik! Kill them!"

TACTICS

Regardless of which scenario the PCs encounter them in, Anukim and his gang use the same basic tactics. The wasteland raiders and dwarven conscripts engage the PCs in melee; the conscripts use their gouges while the raiders open combat with *barbed spear*, hoping to follow up with *gutting dagger* in the next round.

Anukim pounds ranged attackers with *eldritch scourge*, switching to *dazing bolts* to remove a troublesome PC from combat for a while. The templar uses *sulfurous burst* only if he can avoid catching allies in the burst.

The human gladiator novice stays close by the templar throughout the combat to guard him. He intercepts any PC trying to enter melee with Anukim, using *hamstring cut* to knock the hero to the ground and *stay down!* to keep him or her there. The gladiator only joins melee with the conscripts and raiders if Anukim is slain.

Expecting no mercy, the gang fight to the death.

Human Gladiator Novice (G)		Level 4 Soldier
Medium natural humanoid		XP 175
HP 55; Bloodied 27		Initiative +6
AC 20, Fortitude 18, Reflex 16, Will 15		Perception +1
Speed 6		
STANDARD ACTIONS		
⊕ Short Sword (weapon) ◆ At-Will		
Attack: Melee 1 (one creature); +9 vs. AC		
Hit: 2d8 + 3 damage, and the target is marked until the start of the novice's next turn.		
⊖ Hamstring Cut (weapon) ◆ At-Will		
Attack: Melee 1 (one creature); +7 vs. Reflex		
Hit: 2d8 + 3 damage, and the target falls prone. The target is slowed (save ends).		
TRIGGERED ACTIONS		
⊖ Stay Down! ◆ At-Will		
Trigger: An enemy adjacent to the novice stands up.		
Attack (Immediate Reaction): Melee 1 (triggering enemy); +9 vs. Reflex		
Hit: The target falls prone.		
Skills Acrobatics +8, Athletics +12		
Str 20 (+7)	Dex 15 (+4)	Wis 9 (+1)
Con 15 (+5)	Int 9 (+1)	Cha 12 (+3)
Alignment unaligned		Languages Common
Equipment carapace armor, short sword		

Anukim, Urukite Templar (A)		Level 5 Elite Controller
Medium natural humanoid, human		XP 400
HP 122; Bloodied 61		Initiative +2
AC 19, Fortitude 17, Reflex 15, Will 18		Perception +4
Speed 6		
Speed +2; Action Points 1		
STANDARD ACTIONS		
⊕ Whip (weapon) F At-Will		
Attack: Melee 2 (one creature); +9 vs. AC		
Hit: 1d8 + 3 damage, and Anukim pushes the target 1 square.		
⊖ Eldritch Scourge (force, implement) ◆ At-Will		
Attack: Ranged 5 (one creature); +9 vs. Reflex		
Hit: 1d8 + 4 force damage, and the target falls prone.		
⚡ Dazing Bolts (implement, lightning) ◆ Encounter		
Attack: Ranged 10 (one or two creatures); +9 vs. Reflex		
Hit: 1d10 + 4 lightning damage, and the target is dazed until the end of Anukim's next turn.		
☄ Sulfurous Detonation (fire, implement, poison, zone) ◆ Encounter		
Attack: Area burst 2 within 10 (creatures in burst); +9 vs. Reflex		
Hit: 1d10 + 4 fire damage.		
Effect: The burst creates a zone of poisonous gas that lasts until the end of Anukim's next turn. Any creature that ends its turn in the zone takes 5 poison damage.		
Skills Arcana +9, Intimidate +11		
Str 17 (+5)	Dex 11 (+2)	Wis 15 (+4)
Con 13 (+3)	Int 14 (+4)	Cha 19 (+6)
Alignment evil		Languages Common
Equipment whip, rod, robes		

DEVELOPMENT

If you're using the ambush scenario, the gith (as unobserved as they are) might notice the raging combat beyond their front door. For each round of combat beyond the first, allow the two gith piercers standing "watch" to make DC 10 Perception checks. If successful, they notice the combat, and inform the rest of their band about the intruders.

Once alerted to the battle, the gith move to the wind trap entrance and use ranged attacks. The gith choose targets at random, favoring neither the PCs nor their enemies, though they do focus on targets who fire back. The gith don't engage in melee, and retreat back into their lair to deal with the victor in the conflict between the PCs and the templar.

FEATURES OF THE AREA

Illumination: Bright light.

Trees: These small palm trees provide cover.

Scrub: The thick scrub brush is difficult terrain that provides concealment for Medium or smaller prone creatures.

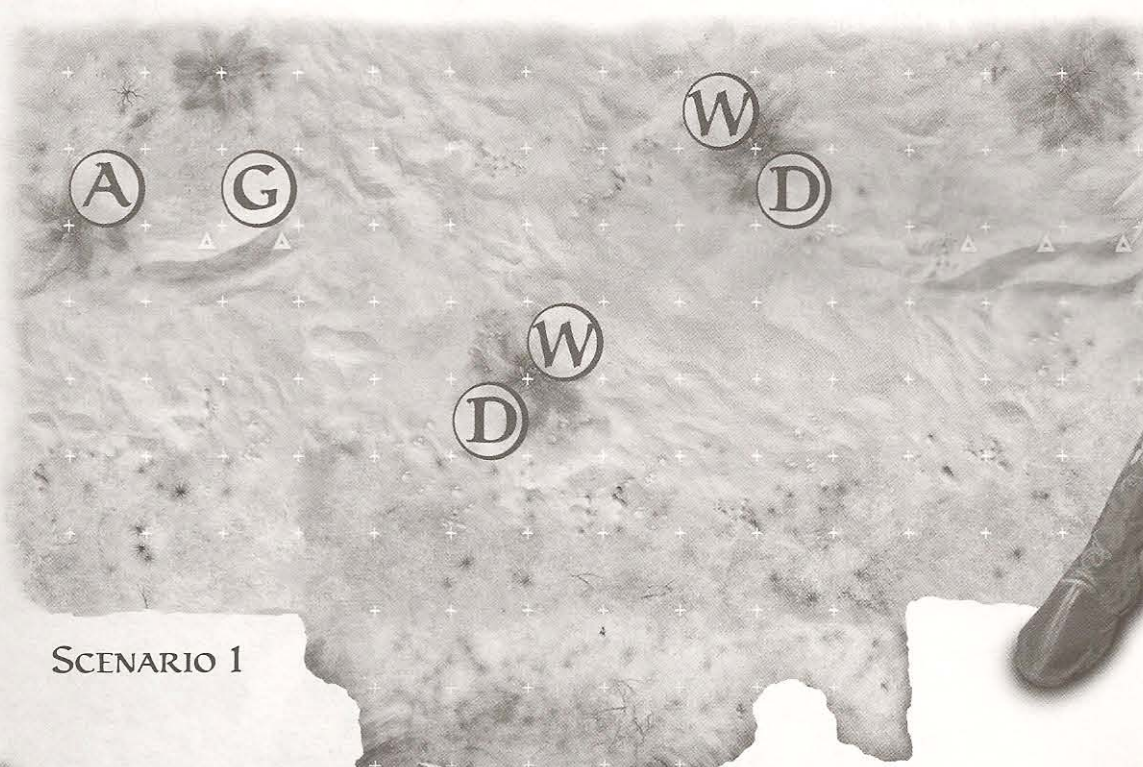
CONCLUSION

After the PCs find the cistern and defeat the Anukim and his gang, they have successfully completed their mission and can return to Tyr to claim whatever reward was offered. However, the trip back to Tyr can be just as dangerous as the trip to the cistern. If your group wants a bit more action, run the Trail of Aravek skill challenge again to simulate the dangers of the return trip.

WHAT'S NEXT?

Aravek's wind trap opens up many exciting possibilities for future adventures, and can thrust the heroes into the political turmoil that burns throughout Tyr. For example:

- ◆ If Aravek built one wind trap, he could have built others. The PCs can search the wastes for other sites that might hold more wind traps. The descendent of Aravek's apprentice might even have information about other traps for the right price.
- ◆ The cistern is an incredibly valuable resource—one that needs to be protected. The PCs could continue their employment by acting as guardians for the cistern. Some of the other factions will no doubt hire their own mercenaries to take the cistern by force. In addition, King Hamanu of Urik does not deal with defeat well, and might send more templars to take control of the cistern.
- ◆ With the knowledge the PCs bring back, their faction could build new wind traps. However, the traps require very specific environments to work properly, and finding the perfect site to build is no easy task. The PCs could search the wastes for suitable sites. By using spies and underhanded tactics, the other political factions in Tyr have also learned details of the wind traps and their construction, and sent out their own mercenaries to survey the wastes.



SCENARIO 1

2 Human Wasteland Raider (W)

Medium natural humanoid

HP 40; Bloodied 20**AC 18, Fortitude 16, Reflex 14, Will 13****Speed 6****STANDARD ACTIONS**⊕ **Dagger (weapon) ♦ At-Will**

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

Hit: 2d4 + 5 damage.

⊕ **Barbed Spear (weapon) ♦ At-Will****Requirement:** The raider must not have a creature grabbed.Attack: Melee 1 (one creature); +7 vs. AC. While the raider has a creature grabbed, it can use *barbed spear* against the grabbed creature only.⊕ **Gutting Dagger (weapon) ♦ At-Will**

Attack: Melee 1 (one creature grabbed by the raider); +7 vs. AC

Hit: 3d4 + 5 damage, and ongoing 5 damage (save ends).

Skills Intimidate +5**Str** 18 (+5)**Dex** 14 (+3)**Wis** 12 (+2)**Con** 16 (+4)**Int** 8 (+0)**Cha** 9 (+0)**Alignment** unaligned **Languages** Common**Equipment** hide armor, barbed spear, dagger**Level 2 Soldier**

XP 125 each

Initiative +5**Perception** +2**2 Dwarf Conscript (D)**

Medium natural humanoid

HP 47; Bloodied 23**AC 14, Fortitude 15, Reflex 13, Will 14****Speed 5****Saving Throws** +5 against poison effects**TRAITS****Stand the Ground**

The conscript can move 1 square less than specified when subject to a pull, a push, or a slide.

Steady-Footed

The conscript can make a saving throw to avoid falling prone when an attack would knock it prone.

STANDARD ACTIONS⊕ **Gouge (weapon) ♦ At-Will**

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

Hit: 2d6 + 6 damage. If the conscript scores a critical hit, the conscript pushes the target 1 square and knocks it prone.

MINOR ACTIONS**Singular Focus ♦ Recharge** when the chosen enemy drops to 0 hit points or fewer**Effect:** The conscript chooses one enemy it can see. Until the end of the encounter or until the conscript uses this power again, the conscript gains a +5 bonus to melee damage rolls against that enemy.**Skills** Dungeoneering +8, Endurance +9**Str** 16 (+4)**Dex** 12 (+2)**Wis** 14 (+3)**Con** 17 (+4)**Int** 11 (+1)**Cha** 11 (+1)**Alignment** unaligned **Languages** Common, Dwarven**Equipment** hide armor, gouge**Level 2 Brute**

XP 125 each

Initiative +2**Perception** +3

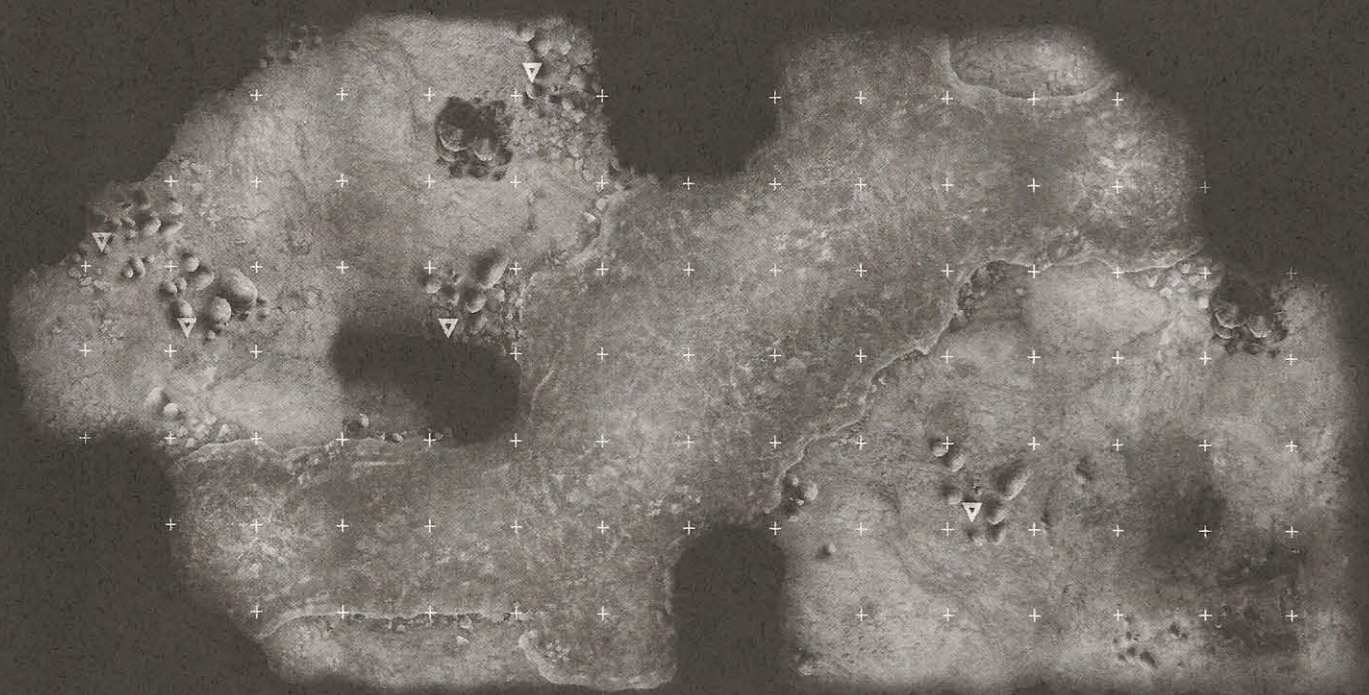
Low-light vision

**W****D****W****A****D****G****SCENARIO 2**



ENCOUNTER T1:
ELVEN RAIDERS

ENCOUNTER C2:
THE CISTERN



ENCOUNTER C1:
GITH CAVE

ENCOUNTER C3:
TEMPLAR TROUBLE



WORLDWIDE DUNGEONS & DRAGONS GAME DAY

KUORI

FEMALE GOLIATH BARBARIAN (GLADIATOR) / LEVEL 4 / UNALIGNED

"Hammers are great tools, they can fix anything... even you."

ABILITY SCORES	MOD	DEFENSES	INITIATIVE	TRAINED SKILLS
STR 20	+7	AC 19	+3	ATHLETICS +15
CON 16	+5	FORT 20	SPEED (In squares) 6	ENDURANCE +9
DEX 12	+3	REF 15	VISION normal	INTIMIDATE +9
INT 10	+2	WILL 16	LANGUAGES Common and Dwarven	
WIS 8	+1		SENSSES Passive Insight 11, Passive Perception 11	
CHA 14	+4			

HIT POINTS (Bloodied 24) **49** ACTION POINT SECOND WIND

HEALING SURGES value **12**

EQUIPMENT
+1 rousing mordenkrad
+1 lucky charm
+1 magic hide armor

OTHER EQUIPMENT

Melee Basic Attack Standard / Melee Weapon / At-Will

Requires mordenkrad; +11 vs. AC; 2d6 + 7 damage.

Ranged Basic Attack Standard / Ranged Weapon / At-Will

Requires javelin; Ranged 10/20; +9 vs. AC; 1d6 + 5 damage.

Howling Strike Standard / Melee Weapon / At-Will

Requires mordenkrad; +11 vs. AC; 2d6 + 1d6 + 7 damage. **Special:** You may use this attack instead of a melee basic attack when charging. If you are raging you may move 2 extra squares as part of that charge.

Recuperating Strike Standard / Melee Weapon / At-Will

Requires mordenkrad; +11 vs. AC; 2d6 + 7 damage and you gain 3 temporary hit points or 8 temporary hit points if you are raging.

Go with the Flow Immediate Reaction / Personal / Encounter

Trigger: An enemy within 5 squares of you that you can see moves willingly. **Effect:** You shift half your speed and gain combat advantage against the target until the end of your next turn.

Shift Charge Free Action / Personal / Encounter

Trigger: Your attack reduces an enemy to 0 hit points. **Effect:** You charge an enemy.

Stone's Endurance Minor / Personal / Encounter

You gain resist 5 to all damage until the end of your next turn.

Avalanche Strike Standard / Melee Weapon / Encounter

Requires mordenkrad; +11 vs. AC; 6d6 + 11 damage. **Effect:** Until the end of your next turn, any attacker gets a +4 bonus to attack rolls against you.

Hammer Fall Standard / Melee Weapon / Encounter

Requires mordenkrad; +11 vs. AC; 4d6 + 7 damage, and you knock the target prone.

Macetail's Rage Standard / Close Burst 1 / Daily

Requires mordenkrad; Each enemy in burst that you can see; +11 vs. Reflex; 2d6 + 7 damage, and you knock the target prone. **Miss:** Half damage. **Effect:** You enter the rage of the macetail behemoth. Until the rage ends, whenever you hit, you gain 5 temporary hit points.

+1 Rousing Mordenkrad Critical +1d6

Property: When you hit an enemy with this weapon, each ally you can see can stand up as a free action.

+1 Lucky Charm Neck

Power (Daily): No Action. **Trigger:** You miss or fail a roll with a d20. **Effect:** Roll a d6 and add the result to the d20 roll.

OTHER ABILITIES*

Brutal 1: You may reroll 1 until you get something other than 1 when making attacks with the mordenkrad.

Rampage: Once per round when you score a critical hit you make take a melee basic attack as a free action.

Rageblood Vigor: When you reduce an enemy to 0 hit points you gain 3 temporary hit points.

*Some character options not present on character sheet for brevity.

WORLDWIDE DUNGEONS & DRAGONS GAME DAY

BOST

MALE MUL FIGHTER (WILDER) / LEVEL 4 / UNALIGNED

"Out of my way!"

ABILITY SCORES	MOD.	DEFENSES	INITIATIVE	TRAINED SKILLS
STR 20	+7	AC 20	+2	ATHLETICS +12
CON 13	+3	FORT 20	SPEED (in squares) 5	ENDURANCE +10
DEX 10	+2	REF 13	VISION normal	INTIMIDATE +8
INT 10	+2	WILL 17	LANGUAGES Common and Dwarven	
WIS 18	+6		SENSES Passive Insight 16, Passive Perception 16	
CHA 8	+1			

HIT POINTS 46
(Bloodied 23)

ACTION POINT

SECOND WIND

HEALING SURGES value 11

EQUIPMENT

- +1 gouge of terror
- +1 wall scale armor
- +1 cloak of the walking wounded

OTHER EQUIPMENT

Melee Basic Attack

Standard / Melee Weapon / At-Will

Requires gouge; +11 vs. AC; 2d6 + 8 damage.

Ranged Basic Attack

Standard / Ranged Weapon / At-Will

Requires javelin; Ranged 6/12; +10 vs. AC 1d6 + 7 damage.

Vicious Offensive

Standard / Melee Weapon / At-Will

Requires gouge; +11 vs. AC; 2d6 + 8 damage and mark an enemy adjacent to you until the end of your next turn.

Brash Strike

Standard / Melee Weapon / At-Will

Requires gouge; +13 vs. AC; 2d6 + 9 damage and you grant combat advantage to the target until the start of your next turn.

Incredible Toughness

No Action / Personal / Encounter

Trigger: You start your turn. **Effect:** You end any ongoing damage or dazed, slowed, stunned or weakened condition currently affecting you.

Punishing Charge

Standard / Melee Weapon / Encounter

Use this power as part of a charge instead of a basic melee attack. Any enemy that makes an opportunity attack against you during the charge takes 1 damage. Requires gouge; +11 vs. AC; 2d6 + 9 damage.

Sweeping Blow

Standard / Close Burst 1 / Encounter

Target each enemy in burst; Requires gouge; +11 vs. AC; 2d6 + 8.

Psychic Surge

Standard / Ranged 10 / Encounter

+8 vs. Reflex; 1d8 + 6, and your attack against the target before the end of your next turn can score a critical hit on a roll of 18-20.

Tempest Dance

Standard / Melee Weapon / Daily

Requires gouge; +11 vs. AC; 2d6 + 8 damage. **Effect:** Shift 1 square and repeat the attack against a different target. Then shift 1 square and repeat the attack against a third target.

Unstoppable

Minor / Personal / Daily

You gain 2d6+1 temporary hit points.

+1 Cloak of the Walking Wounded

Neck

Property: If you use your second wind while bloodied, you can use two healing surges instead of one (gaining hit points from both).

+1 Gouge of Terror

Critical +1d8

Power (Daily, Fear): Free Action. **Trigger:** You hit with this weapon. **Effect:** The target takes a -2 penalty to all defenses (save ends).

OTHER ABILITIES*

Resilience of Stone: Use your second wind as an immediate interrupt.

Brutal 1: You may reroll 1 until you get something other than 1 when making attacks with the gouge.

Combat Challenge: If you hit or miss with an attack you mark that target until the end of your next turn. In addition, whenever a marked enemy that is adjacent to you shifts or makes an attack that does not include you, you can make a melee basic attack as an immediate interrupt.

Combat Superiority: You gain a +4 bonus to attack rolls with opportunity attacks. An enemy struck by your opportunity attack stops moving if the move provoked the opportunity attack.

*Some character options not present on character sheet for brevity.

TOMAS OVIDIUS

MALE HUMAN WARLOCK (TEMPLAR) / LEVEL 4 / UNALIGNED

"I don't desire your loyalty, I demand your obedience"

ABILITY SCORES	MOD	DEFENSES	INITIATIVE	TRAINED SKILLS
STR 8	+1	AC 18	+2	ARCANA +12
CON 20	+7	FORT 19	SPEED (In squares) 6	BLUFF +8
DEX 10	+2	REF 18	VISION normal	HISTORY +10
INT 16	+5	WILL 16	LANGUAGES Common and Draconic	INTIMIDATE +8
WIS 10	+2		SENSES Passive Insight 12, Passive Perception 12	STREETWISE +8
CHA 13	+5			

HIT POINTS (Bloodied 23)	47	ACTION POINT	SECOND WIND
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HEALING SURGES	value 11												
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EQUIPMENT
 +1 quick curse rod
 +1 magic leather armor
 +1 amulet of life

OTHER EQUIPMENT



Eldritch Strike Standard / Melee 1 / At-Will

Requires club; +11 vs. AC; 1d6+6 damage, and slide the target 1 square. Special: You may use this power as a melee basic attack.

Hand of Blight Standard / Melee Touch or Ranged 10 / At-Will

+9 vs. Fortitude; 1d8+6 necrotic and psychic damage, and the target grants combat advantage until the end of your next turn. If you spent your fell might, the target takes 1d8 extra damage.

Hellish Rebuke Standard / Melee Weapon / At-Will

+9 vs. Reflex; 1d6+6 fire damage. If you take damage before the end of your next turn, the target takes 1d6+6 fire damage.

Cruel Bounty Standard / Close Burst 5 / Encounter

+9 vs. Fortitude; 2d6+6 radiant damage. Until the end of your next turn, your allies gain a +1 power bonus to attack rolls against the target. If you spent your fell might, the bonus increase to +2 and the bonus effects attack rolls and damage rolls.

Templar's First Standard / Close Burst 5 / Encounter

+9 vs. Fortitude; 2d6+6 psychic damage, and the target is slowed until the end of your next turn. Effect: The next ally who hits and damages the target before the end of your next turn gains +3 power bonus to attack rolls until the end of his or her next turn.

Fearsome Comand Standard / Area Burst 2 within 10 / Encounter

Each creature in burst +9 vs. Will; 2d6 + 6 psychic damage, and the target is slowed until the end of your next turn. Effect: The next ally who hits and damages one of the targets before the end of your next turn automatically succeeds on any one saving throw at the end of his or her turn.

Reward the Obedient Move / Close Burst 5 / Encounter

The next ally who ends his or her turn adjacent to the target before the end of your next turn can spend a healing surge and make a saving throw.

Ashen Scourge Standard / Melee Touch or Ranged 5 / Daily

+9 vs. Fortitude; 2d8+6 fire damage. The target grants combat advantage and takes 5 necrotic damage (save ends both). Miss: Half damage. Effect: Pull the target 2 squares. Arcane Defiling: You can reroll the attack roll or damage roll for this power. If you do each ally with 20 squares of you takes necrotic damage equal to half his or her healing surge value.

+1 Quickcurse Rod Critical +1d6

Power (Encounter): Free Action. Trigger: You hit a creature with a power using this rod. Effect: You place your Warlock's Curse on a different creature you can see.

+1 Amulet of Life Neck

Power (Encounter): Free action. Trigger: Use this power when you spend a healing surge. Effect: You can spend an additional healing surge.

OTHER ABILITIES*

Shadow Walk: If you move at least 3 squares from where you started your turn you can concealment until the end of you next turn.

Prime Shot: +1 bonus to hit with ranged attack rolls if none of your allies is closer to the target than you.

Warlock's Curse: Once per turn as a minor action, you can place a curse on the enemy nearest you. Once per turn when you hit a creature with a warlocks curse on it you may deal 2d8 extra damage.

Fell Might: You start each encounter with your fell might, some power will allow you to expend your fell might before you make an attack to gain a benefit. When a creature you have cursed is reduced to 0 hit points you get your fell might back. When a creature you have cursed is bloodied you may remove the curse to get your fell might back.

*Some character options not present on character sheet for brevity.

WORLDWIDE DUNGEONS & DRAGONS GAME DAY

DAI'LO

FEMALE HALFLING ARDENT (WASTELAND NOMAD) / LEVEL 4 / UNALIGNED

"Scorn burns!"

ABILITY SCORES	MOD	DEFENSES	INITIATIVE	TRAINED SKILLS
STR 10	+2	AC 19	+5	DIPLOMACY +11
CON 16	+5	FORT 18	SPEED (in squares) 5	ENDURANCE +9
DEX 16	+5	REF 17	VISION normal	INSIGHT +7
INT 10	+2	WILL 19	LANGUAGES Common and Elven	STREETWISE +11
WIS 10	+2		SENSES Passive Insight 17, Passive Perception 12	
CHA 18	+6			

HIT POINTS (Bloodied 21) 43

ACTION POINT

SECOND WIND

HEALING SURGES value 10

EQUIPMENT

+1 thoughtspike longsword
+1 magic chainmail
+2 amulet of protection

OTHER EQUIPMENT

Melee Basic Attack Standard / Melee Weapon / At-Will

Requires longsword; +11 vs. AC; 1d8 + 5 damage.

Demoralizing Strike Standard / Melee Weapon / At-Will

Requires longsword; +11 vs. AC; 1d8+5 damage and the target takes a -2 penalty to all defenses until the end of your next turn. *Augment 1:* +11 vs. AC; 1d8 + 5 damage and the target takes a -4 penalty to Will until the end of your next turn. *Augment 2:* Close burst 1, +11 vs. AC; 1d8 + 5 damage and the target takes a -4 penalty to all defenses until the end of your next turn.

Ire Strike Standard / Melee 1 / At-Will

One ally adjacent to you can make a melee basic attack against the target as a free action. If the attack hits the target has vulnerable 2 to all damage until the end of your next turn. *Augment 1:* As above, but the vulnerability is only to psychic damage and equals 5. *Augment 2:* One ally within 5 squares of you can use a free action to shift 1 square adjacent to the target and make a melee basic attack against it. If the attack hits it deals 1d8 extra damage to the target, and the target has vulnerable 5 to all damage until the end of your next turn.

Distracting Strike Standard / Melee Weapon / At-Will

Requires longsword; +11 vs. AC; 1d8+5 damage, and either you or an ally adjacent to the target marks it until the end of your next turn. *Augment 1:* As above, plus the marked condition ends on allies adjacent to you, who can each shift 1 square as a free action. *Augment 2:* Close burst 1, +11 vs. AC; 1d8+5 damage, and either you or an ally adjacent to the target marks it until the end of your next turn.

Wasteland Fury Standard / Melee or Ranged Weapon / Encounter

Requires longsword; +11 vs. AC; 1d8+5 damage. If you have combat advantage against the target, you deal 4 extra damage. **Effect:** If you use this power while you are not adjacent to any of your allies, you can shift 1 square before or after the attack.

Second Chance Immediate Interrupt / Personal / Encounter

When an attack hits you, force an enemy to roll the attack again. Then enemy uses the second roll, even if it's lower.

Ardent Surge Minor / Close Burst 5 / Encounter

You or one ally can spend a healing surge and regain 1d6 additional hit points. The target also gains a +2 bonus to attack rolls until the end of your next turn. You can use this power 2/encounter but only 1/round.

Ardent Outrage No Action / Close Burst 5 / Encounter

When you are bloodied by an attack, you may choose to use this power and each enemy in the burst grants combat advantage until the end of your next turn.

Dimension Swap Move / Close Burst 5 / Encounter

Choose 1 ally in the burst. You teleport yourself and the target, swapping positions.

Implanted Suggestion Standard / Melee Weapon / Daily

Requires longsword; +11 vs. Will; 2d8 + 5 damage, and the target is dazed (save ends). *Miss:* Half damage. **Effect:** The target is affected by your suggestion (save ends). Until the suggestion ends, whenever the target makes an attack, one ally adjacent to the target can make a melee basic attack against it as a free action after the target's attack is resolved.

+1 Thoughtspike Longsword Critical +1d8 psychic

Power (Daily): Free Action. When you hit an enemy with an attack using this weapon, each enemy marked by you takes 1 point of damage. **Augment 2:** As above, but the psychic damage is 1d10 + 1.

OTHER ABILITIES*

Nimble Reaction: +2 AC against opportunity attacks.

Mantle of Elation: You and allies within 5 gain +3 to opportunity attack damage rolls.

*Some character options not present on character sheet for brevity.



WORLDWIDE
DUNGEONS & DRAGONS
 GAME DAY

WHISPEREVE

FEMALE ELADRIN MONK (DUNE TRADER) / LEVEL 4 / UNALIGNED

"Move like the wind, hit like thunder... that is the way!"

ABILITY SCORES	MOD	DEFENSES	INITIATIVE	TRAINED SKILLS
STR 16	+5	AC 21	+6	ACROBATICS +11
CON 13	+3	FORT 17	SPEED (in squares) 6	ATHLETICS +10
DEX 18	+6	REF 18	VISION low-light	ENDURANCE +8
INT 10	+2	WILL 18	LANGUAGES Common and Elven	HEAL +9
WIS 14	+4		SENSES Passive Insight 19, Passive Perception 14	PERCEPTION +9
CHA 10	+2			

HIT POINTS (Bloodied 22)	45	ACTION POINT	SECOND WIND
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HEALING SURGES	value 11								
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EQUIPMENT
 +1 Iron body ki focus
 +1 stonesskin cloth armor
 +1 collar of recovery

OTHER EQUIPMENT



Melee Basic Attack Standard / Melee Weapon / At-Will

Unarmed; +10 vs. AC; 1d8 + 4 damage.

Stone Fist Flurry Free action, once per round / Melee 1 / At-Will

Target 1 creature after you hit with an attack; the target takes 6 damage, 8 damage if not a target of the original attack.

Dragon's Tail Standard & Move / Melee Touch / At-Will

+8 vs. Fortitude; 1d6 + 5 damage and you knock the target prone.
Move Action: You swap places with an adjacent ally or prone enemy.

Five Storms Standard & Move / Close Burst 1 / At-Will

Each enemy in burst +8 vs. Reflex; 1d8 + 5 damage.
Move Action: Shift 2 squares.

Grasp the Wind Immediate Interrupt / Personal / Encounter

If you would be pulled, pushed, or slid, instead shift a number of squares you would have been moved.

Rising Storm Standard & Move / Melee Touch / Encounter

+8 vs. Fortitude; 2d8+5 thunder damage, and each enemy adjacent to the target takes 3 thunder damage. **Move Action:** You fly your speed. If you don't land at the end of the movement, you fall.

Eternal Mountain Standard & Move/Close Burst 1/Encounter

Each enemy in burst; +8 vs. Fortitude; 2d8 +5 damage, and you knock the target prone. **Move Action:** You gain resist all 3 until the end of your next turn. In addition, you shift 2 squares.

Quick Formation Standard / Melee Weapon / Encounter

+10 vs. Fortitude; 1d8+5 damage, and either you shift 4 squares, or each ally within 5 squares of you can shift 2 squares as a free action.

Fey Step Move / Personal / Encounter

You teleport up to 5 squares.

Spinning Leopard Standard / Melee 1 / Daily

You shift your speed and can make the following attack against each enemy that you shift adjacent to. +8 vs. Reflex; 3d8 +5 damage. If you miss the target takes half damage.

+1 Iron Body Ki Focus Critical +1d10

Property: If you hit an opponent with an attack using this ki focus, you gain resistance 3 to that target's attacks until the end of your next turn.

+1 Stonesskin Cloth Armor Armor

Power (Encounter): Minor Action. You gain 5 temporary hit points until the end of the encounter.

+1 Collar of Recovery Neck

Property: Gain 1 extra hit point when you spend a healing surge to regain hit points.

WORLDWIDE DUNGEONS & DRAGONS GAME DAY

TAK'THA

FEMALE THRI-KREEN SEEKER (ELEMENTAL PRIEST) / LEVEL 4 / UNALIGNED

"My hunt will end when I do."

ABILITY SCORES	MOD	DEFENSES	INITIATIVE	TRAINED SKILLS
STR 10	+2	AC 19	+6	ACROBATICS +11
CON 13	+3	FORT 14	SPEED (in squares) 7	ATHLETICS +9
DEX 18	+6	REF 18	VISION low-light	NATURE +14
INT 8	+1	WILL 19	LANGUAGES Common and Thri-kreen	PERCEPTION +14
WIS 20	+7		SENSES Passive Insight 17, Passive Perception 24	
CHA 10	+2			

HIT POINTS (Bloodied 10) 40

ACTION POINT SECOND WIND

HEALING SURGES value 10

EQUIPMENT

- +1 poisoned great bow
- +1 cloak of distortion
- +1 magic leather armor

OTHER EQUIPMENT

Melee Basic Attack Standard / Melee Weapon / At-Will

Requires wrist razors; +6 vs. AC; 1d4 + 1 damage.

Biting Swarm Standard / Ranged Weapon / At-Will

Requires great bow; Ranged 25/50; +10 vs. AC; 1d12 + 7 damage, and the target and each enemy adjacent to the target take a -2 penalty to attack rolls until the start of your next turn. **Special:** You can use this power as a ranged basic attack.

Elemental Spirits Standard / Ranged Weapon / At-Will

Requires great bow; Ranged 25/50; +11 vs. AC; 1d12 + 7 cold, fire, lightning or thunder damage. Until the end of your next turn, any creature that starts its turn adjacent to the target takes 4 damage of the chosen type.

Inevitable Shot Free / Personal / Encounter

Trigger: you miss a ranged attack. **Effect:** Make a ranged basic attack against an enemy within 5 squares of the creature you missed. **Special:** You regain this power when you spend an action point.

Thri-Kreen Claws Minor / Melee 1 / Encounter

Target 1, 2 or 3 enemies; +11 vs. AC; 1d8 + 6 damage. You gain a bonus to the damage roll equal to the number of targets.

Spirit of Athas Standard / Ranged 5 / Encounter

Effect: You conjure a spirit of Athas. You and your allies gain a +1 power bonus to all defenses while adjacent to it. As a standard action, you can dismiss the spirit and make the following melee 1 attack from the spirit's square. +8 vs. Reflex; 1d10 + 6 damage, and the target takes a -2 penalty to attack rolls and all defenses until the end of your next turn.

Stag's Grace Minor / Personal / Encounter

You don't provoke opportunity attack from one enemy you can see until the end of your next turn.

Encaging Spirits Minor / Close Burst 1 / Encounter

Push each enemy in burst 1 square and they are slowed until the end of your next turn. **Special:** You regain this power the first time you become bloodied in an encounter.

Flickering Arrow Standard / Ranged Weapon / Encounter

Requires great bow; Ranged 25/50; +11 vs. AC; 1d12 + 1d6 + 7 damage. Until the end of your next turn the target can't benefit from cover, concealment, or total concealment, and enemies take a -2 penalty to attack rolls while within 6 squares of the target.

Escaping Shot Standard / Ranged Weapon / Encounter

Requires great bow; Ranged 25/50; +11 vs. AC; 1d12 + 7 psychic damage, and the target is dazed until the end of your next turn. **Effect:** You shift 4 squares. **Special:** Making this attack doesn't provoke an opportunity attack from the target.

Storm of Spirit Shards Standard / Area Burst 1 within Ranged Weapon / Daily

Requires great bow; Ranged 25/50; Each enemy in burst; +11 vs. AC; 1d12 + 2d6 + 7 Miss: Half damage.

+1 Poisoned Great Bow Critical +1d6

Power (Daily, Poison): Free Action. Use this power when you hit with this weapon. The target takes ongoing 5 poison damage and is weakened (save ends both).

+1 Cloak of Distortion Neck

Property: You gain a +1 bonus to your defenses against ranged attacks from more than 5 squares away from you.

OTHER ABILITIES*

Natural Jumper: You are considered to have a running start when jumping. **Bloodbond:** You may shift as a minor action.

*Some character options not present on character sheet for brevity.



RACE TO RECOVER A FONT OF LIFE

A remarkable device has been discovered in the wastes near the city-state of Tyr - a magical cistern created by a long-dead preserver named Aravek. You are charged to journey through the harsh desert land, brave fierce monsters, and retrieve the cistern before your enemies can claim it for their own cruel master. Can you bring a font of life-giving water to a parched populace? Or will you succumb to dangers beyond the gates of Tyr?

This Dungeons & Dragons adventure is designed for five characters of 4th level and is the feature for Worldwide D&D Game Day: Dark Sun. The Lost Cistern of Aravek includes a full-color battle map and ready-to-play encounters.

For use with these 4th Edition DUNGEONS & DRAGONS® core products:

Player's Handbook® *Monster Manual*®
Dungeon Master's Guide®
D&D® *Miniatures* *D&D*™ *Dungeon Tiles*

