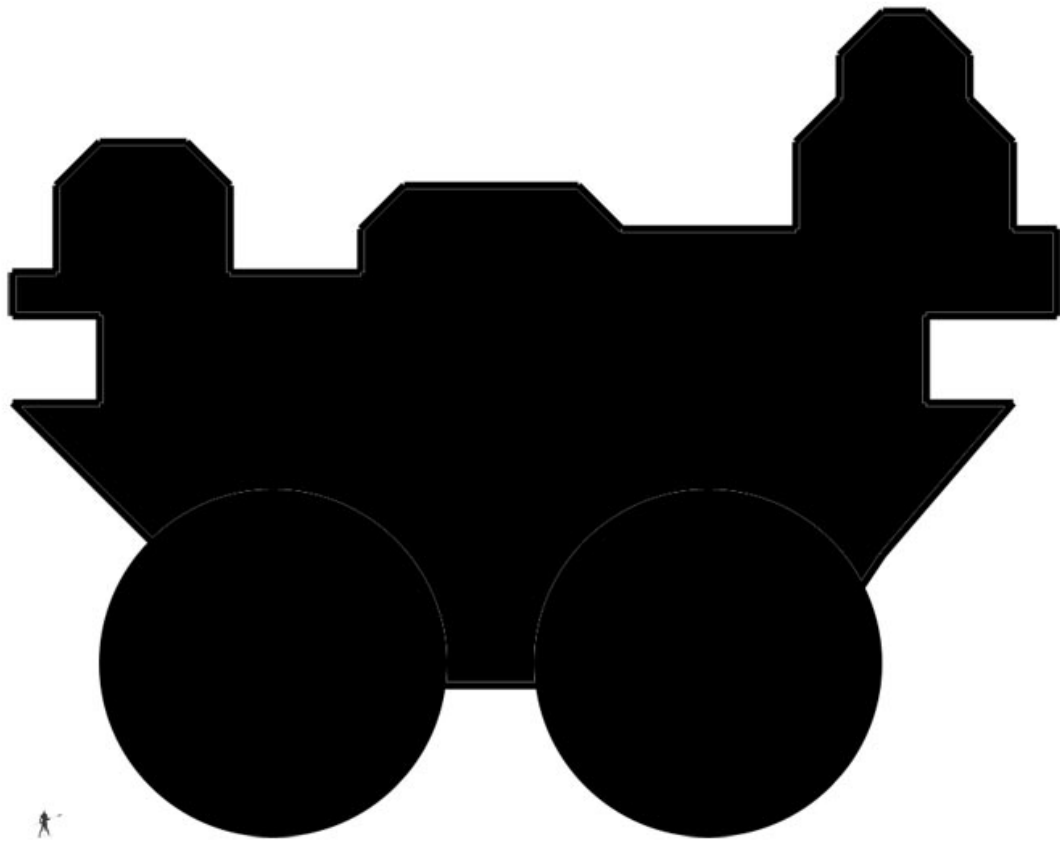


DARK SUN: ESCAPE THE TEMPEST

AN ADVENTURE FOR CHARACTERS OF 4TH LEVEL



Dungeons & Dragons and Dark Sun are property and trade marks of Wizards of the Coast. *Dark Sun: Escape the Tempest* is a non-commercial adventure for the Dungeons & Dragons game produced by a long time Dark Sun fan.

– Azathought@gmail.com (<http://www.azathought.com/darksun>)

Table of Contents

Table of Contents	1
Introduction	3
Background and Synopsis	3
Running this Adventure	3
Narrative Flow	3
Skill Challenges	4
Plot Hooks	4
Enslaved: Betrayed	4
Enslaved: Fallen from Favor	4
Enslaved: Faster than the Arrow	4
Quest: Escape the Tempest	4

Veiled Alliance Spy.....	4
Freedom of Thought	5
Slave conditions	5
Revelations.....	5
The Tempest.....	6
The War Galleon	6
Crew and Passengers.....	7
Vehicle Stats.....	9
Escaping the Tempest	9
Dungeon Master’s Story Tools.....	11
T1: Worked to Death.....	11
T2: Throw ‘em in the Brig.....	11
T3: Manservant	11
T4: The Dragon Cometh.....	11
Encounter Flow.....	12
Encounter C1: Putting down Escape	12
Setup	12
Tactics	12
Features of the Area.....	14
Conclusion	15
Encounter N1: The Slave Decks	15
Encounter C2: Challenging the Overseer	16
Setup	16
Tactics	16
Features of the Area.....	17
Conclusion	18
Encounter N3: The Brig.....	19
Encounter N4: Construction.....	20
Encounter N5: Assisting Dote Mal Payne	20
Encounter C3: The Gun Deck	21
Setup	21
Tactics	21
Encounter C4: Command Deck.....	22
Setup	22
Tactics	22
Features of the Area.....	25
Encounter C5: Confronting Mal Payne.....	25
Setup	25
Tactics	26
Conclusion.....	27

Introduction

Welcome to life as a galleon slave, where every day is the worst of your life. *Escape the Tempest* is a Dungeons & Dragons adventure for 4th level player characters. This adventure module works well as an introductory game for a new party, but can also be used in an existing campaign. This game is set an unknown number of months before the revolution against Kalak in Tyr. The adventure starts in the salt flats south of Gulg and Nibenay. The adventure could easily be adapted to take place after Kalak's death, around a different city-state, or in a remote wilderness location of another campaign world that involves slavery.

Background and Synopsis

The sorcerer king of Nibenay, also known as the Shadow King, secluded himself within his forbidden inner sanctum decades ago. As the monarch takes little role in the affairs of his city, rule is left to his Templar Wives. Due to mounting tension with long time rival city-state Gulg, the Templar wives are looking far and wide for ways to increase the power of the Nibenese army. An opportunity has presented itself in the form of a quid pro quo arms trade with Tyr. A representative from Tyr, defiler Dote Mal Payne, has agreed to exchange advanced Undead War Beetles for a shipment of expensive Urikite obsidian spheres.

The player characters begin play as slaves on board the Nibenese War Galleon *Tempest* equipped for constructing the Undead War Beetles. The players must escape slavery from the Nibenese War Galleon *Tempest* and return to the relative safety of civilization. While a speedy escape may be possible, surviving the in the wild after escape may prove difficult. Clever characters will escape with supplies, directions, and possibly even NPCs in tow.

The secret behind constructing Mal Payne's War Beetles is that they require the severed the head of a psionist to complete. The *Tempest* is traveling with a collection of political prisoners from Nibenese Schools of Thought such as the Exalted Path Monastery who may become involved in the player's escape and fuel stories for future adventures.

Running this Adventure

The story of *Escape the Tempest* is intended to have non-linear elements. While combat encounters are available, the actions and interactions of the player characters outside of combat are likely to drive the order of events far more than the layout of the *Tempest*. Rather than force the story down certain paths, the Dungeon Master is encouraged to focus instead on directing players towards *revelations* (a quick way to organize plot points and environment details). In case players are having difficulty finding traction in the story, the Dungeon Master may opt to use any of the listed *Dungeon Master's Story Tools* to move the game along.

Narrative Flow

Non-combat encounters (the N series of encounters) are listed as suggestions for role-playing scenarios in which the players may find themselves. Combat

encounters (the C series of encounters) provide the statistics for likely battles players will fight while escaping the *Tempest*.

Skill Challenges

This adventure does not use the Skill Challenge game mechanic common to many 4th edition adventure modules.

Plot Hooks

This adventure assumes the heroes start enslaved on the Nibenese War Galleon *Tempest*. Use these or your own plot hooks to explain how your players were so unfortunate.

Enslaved: Betrayed

Your slave tribe decided it needed a new leader and a struggle for power ensued. Unfortunately you backed the losing team and the victor decided you were too much of a liability to keep in the tribe. Late at night several of your former friends ambushed you in your sleep and carted you off to a Nibenese army post where you were sold into slavery.

Enslaved: Fallen from Favor

You were a member or associate of a Nibenese *School of Thought* that has challenged the practices of the city-state's nobles and or Templars. Your philosophical leader (Master Lao'shan) spoke out against the corruption and abuses of the powerful, and ended up landing most of your sect in chains.

Enslaved: Faster than the Arrow

Two weeks ago you were prey. Gulgan nobles released you into the Crescent Forest as the target of sport to be hunted down and prove their worth to the Gulgan sorcerer Queen. Miraculously you escaped your pursuers and wandered through the forest towards Nibenay. Unfortunately the first civilization you ran into was a Nibenese army patrol that assumed you were a Gulgan spy.

Quest: Escape the Tempest

4th-Level Quest (175 XP per PC)

The characters complete this quest when they escape captivity from the Nibenese War Galleon with their lives.

Veiled Alliance Spy

You have been assigned to track an unknown Defiler, Dote Mal Payne, who appeared in Nibenay a month ago and appears to be working with the Templar Wives. That Defiler is aboard the *Tempest* and to follow him you have sold yourself into slavery to follow the craft into the wastes. Your instructions are to determine whom the Defiler is and what his business is with the Templar Wives.

Quest: Defiler Tracking

5th-Level Quest (200 XP per PC)

The characters complete this quest when they discover revelations (R2) and (R4).

Freedom of Thought

A contact in the Exalted Path Monastery of Nibenay has hired or convinced you to liberate the radical philosopher and psionacist, Master Lao'shan. Once freed, you are to deliver him to relative safety in the city-state of Tyr, Raam, or Balic. You tracked Lao'shan to the *Tempest*. With the ship leaving for the wastes and no time to infiltrate the crew you instead committed a minor theft against a vengeful Nibenese officer and let yourself get caught, knowing it would land you in the belly of the slave hungry War Machine.

Quest: Rescue Lao'shan

5th-Level Quest (200 XP per PC)

The heroes complete this quest when Lao'shan is returned alive to a city-state or town controlled by neither Nibenay nor Gulg.

Slave conditions

At the start of the adventure, the heroes have been stripped of all possessions save the most basic clothing. Propelling the War Galleon is back breaking work; however, by working in shifts and keeping the slaves reasonably fed and hydrated individuals are known to live as long as a year in the belly of the *Tempest*.

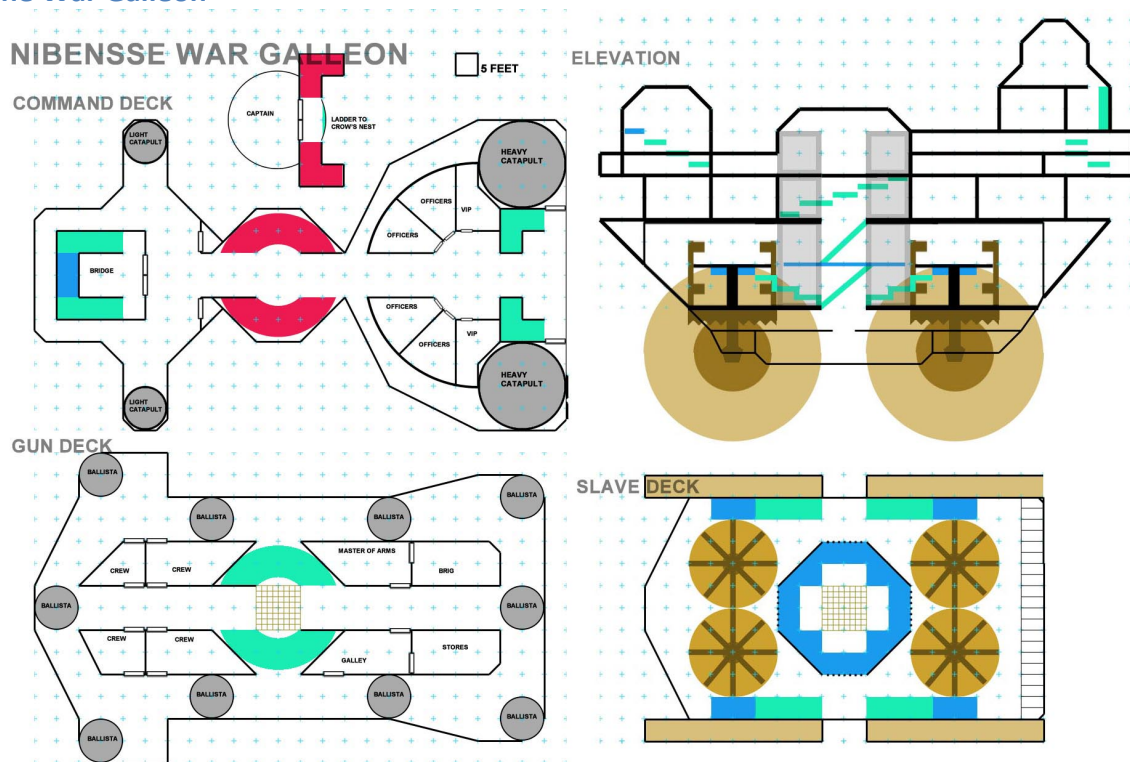
Revelations

R#	Revelation	Paths to discovery
R1	The defiler's name is Dote Mal Payne	T3
R2	Dote Mal Payne used to be a slave but now works for Kalak in Tyr.	T3
R3	Dote Mal Payne is animating Undead War Beetles for the Templar Wives.	N4
R4	Dote Mal Payne is working in exchange for Urikite Obsidian Orbs.	N5
R5	The Obsidian Orbs will allow Kalak to perform a powerful magical ritual.	C4
R6	The War Beetles are needed by the Templar Wives to turn the tide of a losing war against Gulg.	N4
R7	The War Beetles require the head of a decapitated psionic humanoid to function.	N4
R8	The <i>Tempest's</i> captain is a veteran of the war with Gulg.	N2
R9	Lao'shan is being held in the brig.	T1, T2
R10	The slaves who exhibit psionic talent are being force-fed herbs, which suppress psionic abilities.	N1
R11	The anti-psionic herbs are infused with necrotic bonding magic similar to what is	N1

	used to preserve zombies.	
R12	The <i>Tempest</i> is currently in the southern salt flats, 50 miles north of North Ledopolus	C4
R13	The Overseer controls special work details that allow slaves to explore the ship.	N1, T1
R14	The Overseer won his position by overthrowing the last Overseer. The players can do the same.	N1

The Tempest

The War Galleon



Description

The *Tempest* stands 100 feet tall, 80 feet wide, and 120 feet long. It has three decks, a generous armament of catapults and ballista, and four large stone wheels, which bear magical enchantments to increase the speed of the craft. The *Tempest* is clad with Agafari wooden armor meant to deflect attacks from below. As a result, the War Galleon's crew has little to fear from a conventional foot or mounted force.

The *Tempest* last saw action against the Gulgan army in the highlands of the fertile crescent-belt between Gulg and Nibenay. Travelling 50 miles in a single day the *Tempest* can chase most enemies down over open land, but the rugged terrain of the highlands proved difficult. The *Tempest* became bogged down by Gulgan hit and run attacks and was pulled from the front.

The War Galleon was recently retrofitted for Undead War Beetle construction. The lower water reservoir has been modified to hold construction materials, and the underside of has been stripped of most of its armor in place of scaffolding and riggings. After tracking and killing a Giant Rhinoceros Beetle in the salt flats, the *Tempest* rolls over the dead creatures body and becomes a mobile factory. The crew hollows out the dead insect, (which are known to reach lengths of 60 feet) adds decking, arrow slits, and a retractable entry ramp, and then grafts the brain of a psionist to the dead brain of the insect so that it can receive instructions from it's crew and fight effectively. A powerful defiler must then animate the Beetle. At this point a crew of two can pilot the Undead War Beetle back to Nibenay or one of its outlying forts for the mounting of weapons and deployment to the front lines.

The *Tempest* has enough water, food, and construction materials to create five Beetles or stay in the desert six weeks. The *Tempest* always leaves base with five or six slaves who possess enough psionic capacity to act as the War Beetle's brain.

Ritual: Animate War Beetle

The thirty foot long Rhinoceros Beetle rattles to unlife and raises itself above the dry salt flat on its armored legs.

Level: 10

Category: Creation

Time: 1 hour

Duration: Permanent

Component Cost: 520 gp*

Market Price: 1300 gp

Key Skill: Arcana (no check)

You imbue the corpse of a giant desert rhinoceros beetle with necromantic energies and bring it back to life as an undead war machine. The caster will usually hollow out the insides of the beetle and install deck flooring, weapon mounts, and an entry plank. Animated War Beetles are agile, armored troop carriers capable of traversing uneven terrain at high speeds. Unlike the slow and unaggressive living counterparts, a humanoid pilot can control the undead variety to act tactically, quickly, and savagely. *Before the transformation a ritual the dismembered head of a humanoid psionist is grafted into the brain stem of the giant insect. The head acts as a conduit for the pilot's commands. Though ghastly, Undead War Beetles have been put to great use by the city-states of Athas in desert, forest, alpine, and even urban warfare.

* As described above, the ritual also requires the recently disembodied head of a humanoid psionist.

Crew and Passengers

Person	Room	Description
Captain Bryon Torlanis	Captains Quarters	The captain is a veteran of several campaigns against raiding slave tribes and more recently the city-state of Gulg. The captain is a half-elf and harbors a deep hate for elves

		due to a period of captivity among a slave tribe.
Political Officer Vorla	VIP Quarters	The ship's political officer is a paranoid human Templar Wife from the Temple of War. Vorla has been ordered to cooperate with Dote Mal Payne, but distrusts the Tyrian and Kalak's unknown intentions for the Obsidian Spheres.
Dote Mal Payne	VIP Quarters	The Tyrian defiler was once a slave but now works for sorcerer king Kalak. Mal Payne is a quiet and shriveled human, walking with a crooked back and wooden cane. The defiler has no qualms about using his vile, life-robbing magic, but can actually be quite polite and likeable if engaged in conversation. This is Mal Payne's second trip into the Salt flats with the <i>Tempest</i> . He is under contract for twenty Undead War Beetles in exchange for shipments of Urikite Obsidian Orbs. Dote Mal Payne will be met by a Tyrian Templar reconnaissance party on The People's road at the completion of each 5 Beetle tour.
First Officer LaRoche	Officer's Quarters	An elf, LaRoche was born in Nibenay as a gladiator and was quickly recruited from the arena to the army after his consistent display of battle tactics. Due to his social class, LaRoche will likely never make captain. This and the Captain's racial grudge against his kind make LaRoche a temperamental man.
4 Officers	Officer's Quarters	The officers oversee operations, water rationing, navigation, and War Beetle construction.
30 Crew	Crew's Quarters	The crew of the <i>Tempest</i> are professional soldiers and craftsmen. A crewman is likely to server a decade in the Nibenese fleet, but for now those serving on The <i>Tempest</i> are just glad to be off the Gulgan front line.
Chief Gunney	Master of Arms	The senior non-commissioned officer onboard the <i>Tempest</i> . The Chief keeps the crew in line and is responsible for securing all arms aboard the craft.
Slave Master Torash	Master of Arms	Technically in charge of securing and disciplining the ships' slaves, Torash delegates most responsibilities to an overseer slave. When this arrangement doesn't work out, Torash is known to be cruel beyond measure. Torash has a strong natural telepathic talent and uses it to Dominate slaves who prove difficult. Torash makes sure to feed the anti-psion herbs daily to any slave who exhibits psionic abilities.
The Overseer	Slave Deck	The biggest, meanest, and craftiest slave in the hold is a Urikite human known only as The Overseer. He has survived on the <i>Tempest</i> longer than any of the current slaves and intends to outlive those with whom he now shares captivity. The Overseer has collected a loyal gang of lackeys to keep the slaves in line. He is likely to squash any player characters that appear a threat to his status.

Master Lao'shan	Brig	The psionicist from the Nibenese School of Thought called The <i>Monastery of the Exalted Path</i> has been cast into slavery by the Templar Wives. A philosopher and psion, Lao'shan is a peaceful man who dared to speak out against the powerful and corrupt of his society. Lao'shan's head will be decapitated and installed in a War Beetle as punishment for his insolence.
70 Slaves	Slave Deck	Destitute and hopeless, the slaves of the <i>Tempest</i> work in two shifts pushing the massive wheels of the ship from manual cranks inside the Slave Deck. This backbreaking work chews through even the toughest of slaves in a matter of months. As a result, slavery on a War Galleon is considered a death sentence.

Vehicle Stats

War Galleon

Gargantuan arcane vehicle

HP 500 Space 14 squares by 24 squares Cost 150,000 gp

AC 4; Fortitude 25, Reflex 2

Speed 10

Crew

30 Free Crew, 60 to 80 Slaves, 5 to 10 officers

Load

Provisions for six weeks of travel

Decks

The galleon has three decks: the topmost deck holds the officers quarters, bridge, and crow's nest tower. The middle deck holds crew quarters, brig, master of arms, and galley. The lower deck is double height (20 feet) and acts as the slaves quarters and wheel crank room.

Escaping the Tempest

Players are likely to make escape attempts throughout the adventure. The following facts should affect their progress and the feasibility of such attempts.

- **The hull is strong:** Made from treated Agafari wood, the outer hull and support beams of the *Tempest* should be too strong for players to breach without metal tools.
- **Guard station portcullis:** The center of the slave deck is a guard station protected by solid Agfari walls and stone bars. The bars on the lower platform can be unbolted and lifted by guards standing on the upper platform. The portcullis is opened during the change of shift to accept slaves being dosed with the anti-psion medicine and slaves taking special duties above deck. The portcullis is also opened during the beginning of Undead War Beetle construction. The portcullis requires a moderate thievery check to unbolt from within the slave deck. The portcullis can then be lifted by at least two strong prisoners.

- **The grate is locked:** there is a bolted stone grate separating the slave deck and gun deck. This grate is typically open only when the portcullises are closed. Both the portcullis and grate are closed and locked at night. The grate can be unlocked from the slave deck by a moderate thievery check from a player able to reach it. Lifting the grate from below is quite difficult by a character less than eight feet tall given that the ceiling is ten feet above the platforms in the guard station. Characters will have to be inventive about how they accomplish this.
- **The guard station is manned:** when the *Tempest* is moving four crewmen man the guard station with whips. During this cruise the *Tempest* only moves during the day.
- **The slave deck blocks line of sight:** The hold where slaves are kept is completely enclosed, and provides no line of site to the outside world. This should prevent most forms of teleportation. The grate that separates the Slave Deck from the Gun Deck is see through but it is also suspended 20 feet from the floor of the deck, making it out of range for most heroic tier teleportation powers unless the players can gain access to the secured guard platforms.
- **Weapons are secured:** On the *Tempest*, bone, wood, and obsidian weapons are secured inside the Master at Arms quarters and in two arms lockers on the Command Deck. This is done to prevent both mutiny and slave uprisings. Weapons will be difficult to obtain if they are not stripped from crew defending from a slave revolt! (To be fair though, in play testing, a stirring spoon from the galley was used as a staff implement by a very creative Halfling)
- **War Galleons give chase:** The *Tempest* may seem slow, but when pressed can cover 50 miles at full speed during daylight hours. From 100 feet above the salt flat, the spotter in the crow's nest has a commanding view of the surroundings. Combined, these two facts make it very difficult to elude the *Tempest* on foot if the ship is left in working condition with a slave crew able to push it's wheels. The Captain orders the *Tempest* to pursue any escaped slaves and once they are recovered punishes them harshly as a message to the others. It should become clear to the players that escape may depend on taking the ship and killing its Nibenese crew or disabling the craft before making their getaway.
- **Anti-psionic drugs:** Creatures with powers from the psionic power source who are fed the anti-psionic drugs lose their encounter and daily psionic powers for 24 hours. Other creatures fed the drugs grant combat advantage for 24 hours due to dizziness and disorientation and loose access to any psionic wild talents. The drugs are locked in the master at arms room.
- **Escape adrenaline:** Once a reasonable escape attempt begins that will string together encounter similar to C3-C6 characters are able to gain the benefit of a short rest from only one minute of down time to simulate the adrenaline rush of escaping slavery and a rolling fight between all three decks of the *Tempest*.

- **Disabling the ship:** The quickest way to disable the ship is to murder all the slaves aboard, a very evil act. With only the crew, the *Tempest* can only fill a single shift on the cranks and is limited to 5 effective hours of travel a day or 10 hours of travel at half-speed, which should make escape possible. The key components of the *Tempest* drive system are made of Agfari wood and should be difficult to disable without large metal tools. The crew can usually repair damage done to the craft in half a day.
- **Height:** The fall from the gun deck is 80 feet (3d10+25 damage). The fall from the railing of the command deck is 95 feet (4d10+25 damage).

Dungeon Master's Story Tools

T1: Worked to Death

Trigger: The players are not making progress exploring the ship outside the Slave Deck or have avoided conflict with the Overseer

The slaves of the *Tempest* are commanded by The Overseer, a Urikite slave who has risen to his position through cruelty and bullying. The Overseer controls food distribution and work details to the slaves. The Overseer can easily see that the player characters are cut above most slaves and fears their numbers and strength may be a challenge to his position. The Overseer will begin cutting back the heroes rations and assigning them extra shifts pushing the wheel cranks. This will cost the players a healing surge a day. Players down to 0 healing surges will be taken to the brig by guards where they will recover half their healing surges.

Characters will need to befriend The Overseer or replace him by defeating him in combat. Once this is accomplished characters will receive enough rations to maintain their healing surge levels. Special work details (described later) can be used to explore the ship.

T2: Throw 'em in the Brig

Trigger: Players have not met Lao'shan

Even the smallest slight can see the players thrown into the brig. From not showing proper deference to showing too much interest in exploring the ship while on special work details, characters can be thrown into the brig on little cause. This is an opportunity for players to locate Lao'shan and receive his request to be rescued.

T3: Manservant

Trigger: Players have not met Dote Mal Payne

The first officer of the ship instructs the slave master to select a slave to act as a manservant to Dote Mal Payne. The slave master selects a player character, or if the player's have already become The Overseer

T4: The Dragon Cometh

Trigger: The characters have failed to escape slavery in a reasonable amount of time.

At night, during a shift where the player characters are asleep in their bunks, the *Tempest* is unlucky enough to cross path with The Dragon. To the most powerful being on the face of Athas the *Tempest* is little more than a bug. The

lookout sounds an alarm and the captain orders full a full turn of the ship. Before the *Tempest* can escape, the dragon slams the craft with a *Telekinetic Pulse* and defiling magic, breaking the locks to all doors and support beams throughout the ship. Screams of pain and death can be heard above decks and the Dragon moves on, uninterested. The *Tempest* is left crippled and stranded.

With the exit from the Slave Deck unlocked and unguarded, now is the best chance the heroes will ever get to escape. Emerging from the Slave Deck, the players find half the crew, the Chief, and the Captain dead from their wounds.

Encounter Flow

As a general rule, no adventure plan should survive contact with the players so Dungeon Masters are encouraged to let this adventure go off the rails. If the player's aren't finding enough of the *revelations* to progress the story, make use of the *Dungeon Master Story Tools* to make sure the players cover all the bases. *Story Tools*, however, are not meant to force the story train on a strict path.

Encounter C1: Putting down Escape

This encounter is intended for use as either a media-res start to the adventure or as a way of putting down an uninspired escape attempt. The players are intended to loose this encounter. Without weapons, armor, or the element of surprise an armed crew should make short work of the heroes.

Some Dungeon Masters will choose instead to start the adventure with encounter N1, but be sure to have a combat of some sort start in the first hour of play so that combat focused players do not bore of the game.

Setup

Slave Master Torash (T)

Chief Gunney (G)

First Officer LaRoche (L)

18 crew armed with nets (N)

2 crew armed with Gaj Whips (W)

The players begin standing on the gun deck leading standing on top of the grate to the slave deck below. They are unarmed and unarmored, which has the largest effect upon martial characters. If the party has few martial characters or a majority of heroes that are not affected by lack of weapons, the GM should consider lowering the party to their bloodied value in hit points. The game starts with the players getting attacked mid-escape by a prepared crew.

Tactics

The Slave Master prefers to use his Dominate power to make players rush into a gang of crew ready with nets and beat down attacks. The Slave Master will focus on characters that demonstrate an ability to do area of effect damage, which is dangerous to his crew in such close quarters.

To counter act the game length of running a failed escape attempt, the final successful escape should be dialed back with by either lowering the number of crew or even skipping encounter C3.

Slave Master Torash	Level 4 Controller (Leader)
Medium natural humanoid	XP 175
HP 52; Bloodied 26 AC 18; Fortitude 16; Reflex 16; Will 17 Speed 6	Initiative +3 Perception +3
Traits	
☠ Mental Mire • Aura 2	
Any enemy that starts its turn within the aura is slowed until the start of its next turn	
Standard Actions	
⚡ Barbed Whip • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC Hit: 1d8 + 4.	
✈ Not So Fast (psychic) • At-Will	
Attack: Ranged 5 (one creature); +8 vs. Will Hit: 1d10 + 5 psychic damage, and the overseer pulls the target 2 squares.	
⬅ Do My Bidding • At-Will	
Attack: Close burst 2 (one slowed creature in burst); +8 vs. Will Hit: The target is dominated until the end of the overseer's next turn.	
Str 12 (+3) Con 12 (+3)	Dex 12 (+3) Int 12 (+3) Wis 12 (+3) Cha 15 (+4)
Alignment evil Languages —	
Equipment barbed whip, hide armor	

© 2010 Wizards of the Coast LLC, a subsidiary of Hasbro, Inc. All rights reserved. This formatted statistics block has been generated using the D&D Adventure Tools.

Tempest Crew (Nets)	Level 4 Minion
Medium	XP 44
HP 1; a missed attack never damages a minion AC 15; Fortitude 17; Reflex 16; Will 16 Speed 6	Initiative +3 Perception +3
Standard Actions	
⚡ Beat Down • At-Will	
Attack: Melee 1 (one creature); +8 vs. AC Hit: 4 damage. On a prone or helpless creature the damage is 8.	
⬅ Net • At-Will	
Attack: Close Blast 2 (one creature); +7 vs. Reflex Hit: 4 damage and the target is grabbed and prone.	
Skills Athletics +9, Streetwise +8	
Str 15 (+4) Con 15 (+4)	Dex 12 (+3) Int 9 (+1) Wis 12 (+3) Cha 12 (+3)
Alignment unaligned Languages Common	
Equipment net, leather armor	

© 2010 Wizards of the Coast LLC, a subsidiary of Hasbro, Inc. All rights reserved. This formatted statistics block has been generated using the D&D Adventure Tools.

Chief Gunney	Level 4 Brute
Medium natural humanoid	XP 175
HP 66; Bloodied 33 AC 15; Fortitude 17; Reflex 13; Will 12 Speed 6 (8 while charging)	Initiative +3 Perception +2
Standard Actions	
⚡ Greataxe (weapon) • At-Will	
Attack: +8 vs. AC Hit: 1d12 + 5 damage (crit 1d12+17).	
⚡ Warrior's Surge (healing, weapon) • Encounter	
Effect: The master at arms makes a melee basic attack, spends a healing surge, and regains 16 hit points.	
Skills Endurance +10, Intimidate +6	
Str 20 (+7) Con 16 (+5)	Dex 13 (+3) Int 8 (+1) Wis 10 (+2) Cha 9 (+1)
Alignment evil Languages Common	
Equipment leather armor, greataxe	

© 2010 Wizards of the Coast LLC, a subsidiary of Hasbro, Inc. All rights reserved. This formatted statistics block has been generated using the D&D Adventure Tools.

Tempest Crew (Whip)	Level 4 Minion
Medium	XP 44
HP 1; a missed attack never damages a minion AC 15; Fortitude 17; Reflex 16; Will 16 Speed 6	Initiative +3 Perception +3
Traits	
Quick with that whip	
The crewman has threatening reach 2 with his whip	
Standard Actions	
⚡ Gaj Whip • At-Will	
Attack: Melee 2 (one creature); +9 vs. AC Hit: 6.	
Skills Athletics +9, Streetwise +8	
Str 15 (+4) Con 15 (+4)	Dex 12 (+3) Int 9 (+1) Wis 12 (+3) Cha 12 (+3)
Alignment unaligned Languages Common	
Equipment gaj whip, leather armor	

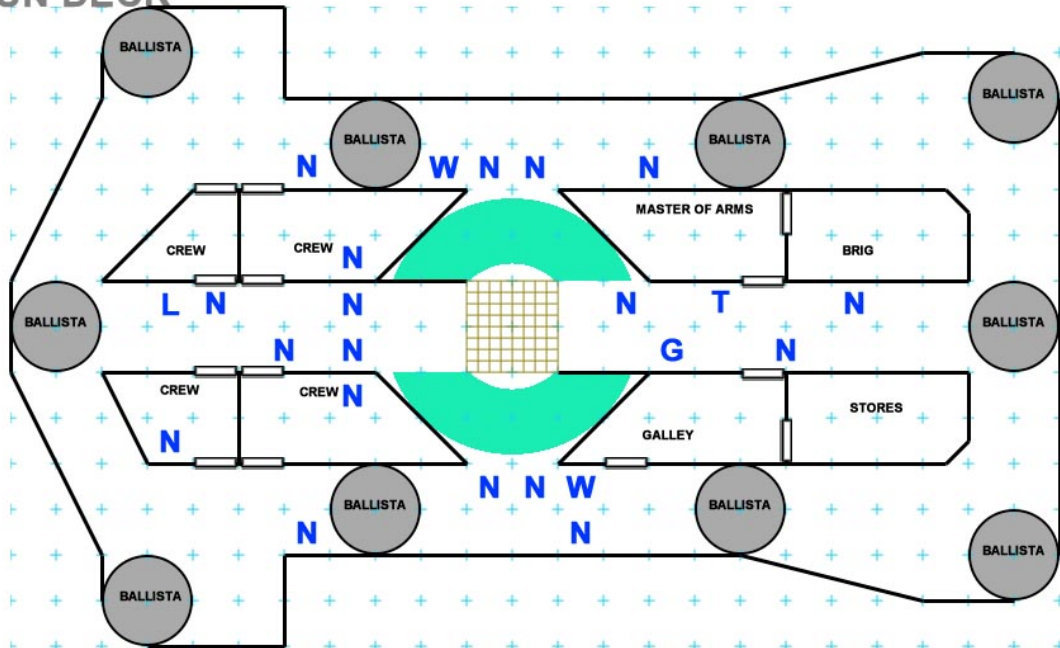
© 2010 Wizards of the Coast LLC, a subsidiary of Hasbro, Inc. All rights reserved. This formatted statistics block has been generated using the D&D Adventure Tools.

First Officer LaRoche	Level 4 Skirmisher
Medium fey humanoid (elf)	XP 175
HP 52; Bloodied 26	Initiative +8
AC 18; Fortitude 16; Reflex 17; Will 16	Perception +3
Speed 7	
Standard Actions	
† Disrupting Advance (martial, weapon) • Encounter	
<i>Attack:</i> Melee weapon (one creature); +9 vs. AC	
<i>Hit:</i> 3d8 + 5 and the target is pushed 2 squares. The target and any each enemy adjacent to the target at the end of the push are slowed until the end of LaRoche's next turn.	
⊕ Slash • At-Will	
<i>Attack:</i> Melee 1 (one creature); +9 vs. AC	
<i>Hit:</i> 2d6 + 3.	
† On the run • At-Will	
<i>Effect:</i> LaRoche shifts at half his speed and uses Slash at any point during the move.	
Move Actions	
Telekinetic Leap (psychic) • Recharge when bloodied	
<i>Effect:</i> LaRoche flies 5 squares.	
Str 12 (+3)	Dex 18 (+6)
Con 12 (+3)	Int 12 (+3)
	Wis 12 (+3)
	Cha 12 (+3)
Alignment unaligned Languages Common, Elven	
Equipment kank hide armor, chitin rapier	

© 2010 Wizards of the Coast LLC, a subsidiary of Hasbro, Inc. All rights reserved. This formatted statistics block has been generated using the D&D Adventure Tools.

Features of the Area

GUN DECK



Key: green indicates stairs up

Illumination: Bright

Ballista: Difficult Terrain

Gun Deck ledge: The edge of the gun deck has a two inch lip, preventing objects from accidentally sliding off the ship. It is an 80 foot drop to ground level. That's 3d10+25 damage or 8d10 damage depending on which falling damage rule your game uses.

Conclusion

Players who jump over the edge and survive are recovered within a day by the *Tempest* which is known to run down cavalry regiments, much less slaves without provisions. Characters who demonstrate psionic abilities beyond wild talents will be fed the anti-psion medicine. Characters who make blatant use of supernatural powers from the primal or arcane power source will be beaten savagely.

Encounter N1: The Slave Decks

The game opens at the change of shift within the slave deck of the *Tempest*. The new shift of 35 to 40 slaves is lined up on the stairs and in the front and back of the ship to rotate on for crew getting of shift. However, as happens at every change of shift two orders of business must first be completed.

Firstly the Overseer, a large and burly human who speaks with the terse accent of an Urikite walks the lines counting and inspecting the slaves. The Overseer pulls any known psionics from the slave crew and a Drajan slave NPC out of line and towards the guard station in the center of the boat. There the Slave Master and several of his lackeys administer the anti-psion drug. It is a burning hot bitter tea poured from ceramic kettle down the player's throat. If the player's resist, the slave master uses his Psionic domination power. At the first sign of real resistance the Slave Master mentions to the Overseer, "I'm surprised at you Overseer! These charges of yours have far too much spirit left in them. When you first rose to your position none of these maggots would have dared step out of line like this. Watch yourself old-timer." Players being dosed with the drug immediately fall under the effects of the drug, feeling dizzy and disoriented as they return to their place in line.

Secondly, the Overseer calls out slaves from the next shift to perform special duties above deck. The slaves he selects are his favorite enforcers and supporters and a select few who have earned his good graces for the day.

The slaves remaining in line, including all of the PCs, then rotate in for the next shift. The *Tempest* is not currently travelling by night, so the shift only lasts six hours. Any slave who moves from their position is mercilessly whipped until they resume pushing their crank, they are deemed incapable of pushing, or they are dead.

At the end of the shift the special detail returns. They clearly have not spent the day in the same strenuous labor, though one clearly reeks of the latrines. The unlucky latrine cleaner is Ul'rock, an elderly dwarven slave. If they strike up conversation, he mentions that he was sentenced to service here due to his repeated escape attempts and recognition as an escape artist. Several of these attempts were successful as he spent a good number of years of his life in the relative freedom of slave tribes. Ul'rock mentions that he has attempted escape several times from the

Tempest and is happy to discuss plans. However, Ul'rock does suggest the players lower their voices as he knows the Overseer informs on slaves attempting escape.

The NPC also being given the anti-psion drugs identify themselves as a Drajan scholar named Tech'ni'tcho. He doesn't know why he is being drugged but guesses that it is to stop him from using his psionics to escape.

If confronted the Overseer is bully. Deep down inside he fears the PCs as they look capable and spirited. He can have slaves whipped by the guards at will. The guards have exceptionally long whips, which can reach fairly far into the ship. The whips are constructed from Gaj tentacles and cause 10 non-lethal psychic damage to any player that attempts to grasp them.

Ul'rock will mention that the Overseer position is given to the alpha slave among the galleon. Supposedly the Overseer won his position by turning the lieutenants of the last Overseer to his side at a shift change. This is all hearsay though, as the Overseer has outlived all slaves on the craft from that time.

Encounter C2: Challenging the Overseer

There players may find a way to explore the upper decks without confronting the Overseer, but more likely than not they will have to replace the Overseer or at least bend him to their will.

Setup

The Overseer (O)

10 Tough Slaves (S)

Fully expecting a fight, the Overseer and his lackey's are difficult to catch by surprise. However, the players will be able to decide the time and place of their assault on his authority over the crew.

Tactics

The tough slaves backing the Overseer's authority in the slave deck do their best to attack isolated player characters and stop players from isolating and flanking their benefactor. Should the Overseer drop to zero hit points, the tough slaves will immediately back down. The overseer, a coward at heart, will surrender his position should he appear to be losing. The Master of Slaves will arrive to observe but not break up the fight on the 3rd round of combat. Characters would be wise to not kill slaves or use overt supernatural powers in front of the crewman.

Punishments are at the whim of the GM, but reduced rations, being thrown in the brig, floggings, and even execution are all options.

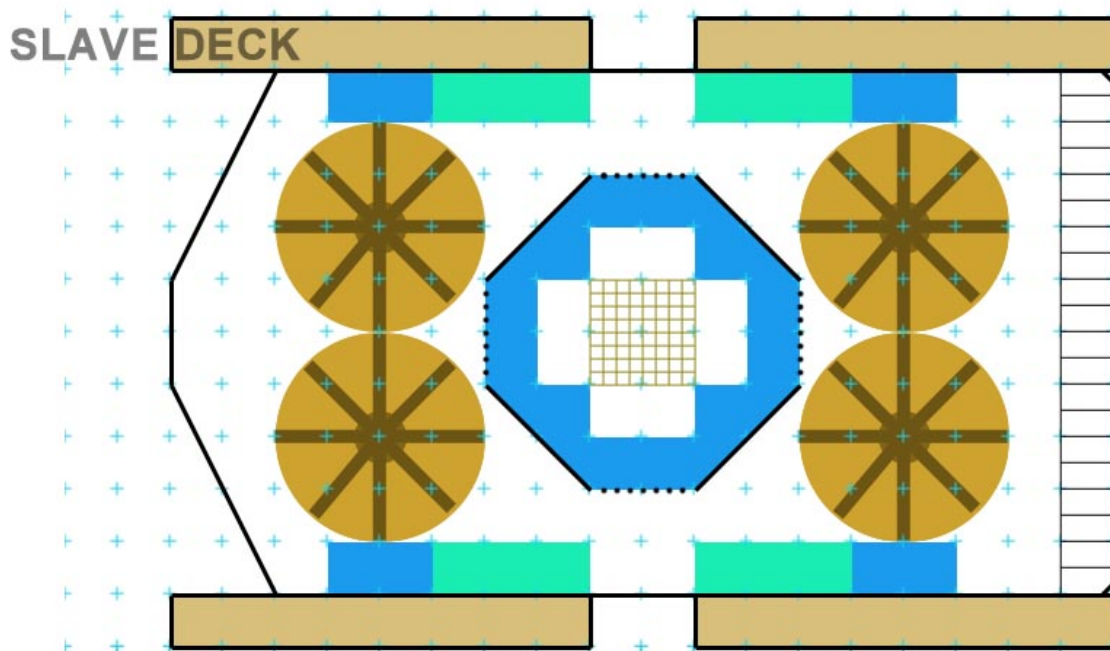
The Overseer	Level 3 Brute
Medium natural humanoid	XP 150
HP 56; Bloodied 28 AC 15; Fortitude 16; Reflex 15; Will 14 Speed 6	Initiative +3 Perception +1
Traits	
Overseer Cruelty	
The Overseer's attacks deal 1d6 extra damage against dazed, helpless, or prone creatures.	
Standard Actions	
Ⓢ Body Check • At-Will	
Attack: Melee 1 (one creature); +8 vs. AC Hit: 1d6 + 3 damage, and the target falls prone.	
Ⓢ Savage Elbows (weapon) • At-Will	
Attack: Melee 1 (one creature); +8 vs. AC Hit: 4d4 + 4 damage. If the Overseer scores a critical hit the target is dazed (save ends).	
Skills Athletics +9, Stealth +8, Insight +6, Intimidate +8, Streetwise +8	
Str 17 (+4) Con 16 (+4)	Dex 15 (+3) Int 10 (+1) Wis 11 (+1) Cha 14 (+3)
Alignment evil Languages Common	

Tough Slave	Level 3 Minion
Medium natural humanoid	XP 38
HP 1; a missed attack never damages a minion AC 14; Fortitude 16; Reflex 15; Will 15 Speed 6	Initiative +1 Perception +1
Traits	
Laborer's Resilience	
When it drops to 0 hit points, the slave does not fall unconscious until the end of its next turn.	
Strength in Numbers	
The slave gains a +1 bonus to damage rolls for each ally adjacent to its target.	
Standard Actions	
Ⓢ Beating • At-Will	
Attack: Melee touch (one creature); +6 vs. AC Hit: 4.	
Str 11 (+1) Con 11 (+1)	Dex 11 (+1) Int 11 (+1) Wis 11 (+1) Cha 11 (+1)
Alignment Languages —	

© 2010 Wizards of the Coast LLC, a subsidiary of Hasbro, Inc. All rights reserved. This formatted statistics block has been generated using the D&D Adventure Tools.

© 2010 Wizards of the Coast LLC, a subsidiary of Hasbro, Inc. All rights reserved. This formatted statistics block has been generated using the D&D Adventure Tools.

Features of the Area



Key: green indicates stairs, solid lines are impassible, blue indicate 10 foot elevated platforms that can be stood both upon and under.

Illumination: treat as bright (the players eyes have adjusted to the darkness of the slave deck)

Cranks: it is assumed that this fight occurs amid the pushing slaves from the current shift. Slaves are still pushing the cranks during this fight! These slaves are

considered immaterial and cannot be affected by powers or attacked, however they do make the cranks difficult terrain. The four cranks exist at both ground level and as raised 10 foot platforms.

Crank Rotation: the starboard cranks (top left and top right on the map) rotate counterclockwise. The port cranks (bottom left and bottom right on the map) rotate clockwise. At the end of each round, characters on the cranks are moved 90 degrees along the cranks rotation.

Conclusion

The heroes should have no trouble dethroning the Overseer, and have more to fear from Slave Master Torash who will now hold the player he finds to be most impressive (who is not a known psionist) accountable for all that goes on in the slave deck. If the fight occurs during a change in shift, Torash will now expect that player character to bring him all known psionists for a dose of the anti-psion drug, including other player characters!

Encounter N2: Special Duties

Once the players either control or have replaced the Overseer they can control assignment of special work details. Each detail provides opportunities to explore the upper decks but may also allow heroes to draw unwanted attention and punishments. This is also an excellent chance for players to see Nibenese culture in action. The Nibenese are very sensitive to social hierarchy and class. The officers are all from well to do families and consider themselves higher than the crew; the crew looks down on the intelligence and cleanliness of the slaves, etc. Each caste aboard the ship is expected to show deference to the will and stature of those above them. Equally, the upper ranks are expected to appear cool and indifferent.

Regardless of task, players who emerge from the slave deck will all see the terrain that surrounds the *Tempest* and get a sense of just how fast the craft moves. The *Tempest* is in a salt flat that stretches unbroken for as far as the eye can see. The *Tempest* moves at a land speed of 10 squares (5 mph), which is as fast as a mounted traveler. Some players may realize that the mechanism that propels the ship from the crew's turning of the cranks must be magically amplified.

Detail 1: Cabin Cleaning

A single slave is assigned the task of tidying and cleaning the enlisted crew's quarters on the gun deck. This gives the players the chance to overhear the following rumors

- The Captain is giving first Officer LaRoche a hard time by criticizing and countermanding his every decision.
- The ship has a 'dirty' sorcerer aboard, who has made some sort of arrangement with the Shadow Bride.
- This cruise is a bug hunt rather than a straight up fight.

Detail 2: Food preparation and meal services

Two slaves are assigned to assist two a crewman in the preparation of a meal for the ship. Passengers and officers receive the best food, followed by rations for the crew, and scraps for the slaves. Slaves are expected to taste the food for poison or other contamination before it is fed to the crew and officers. The slaves deliver the food to the crew on duty and in their quarters while the crewmen ascend to the command deck to feed the officers and passengers.

Meal duty allows the slaves to deliver food to the master at arms and brig, which reveals that Master Lao'shan is a prisoner on board. Also, observant characters may spot that the master at arms keeps a humidor of tealeaves on a shelf in his armory. This is the anti-psion drug. Mixing the anti-psion drug into the daily food supply could aid an escape attempt as it will disorient and incapacitate a good portion of the crew. However something will have to be done to mask the taste or the plot will be detected quickly. Diluting the anti-psion drug with herbs from the galley will allow prisoners to regain their powers four hours before they are once again dosed at the beginning of their daily shift.

Note that there are no knives in the galley; food is cut with stone wedges that are useless in combat.

Detail 3: Latrine cleaning

A single slave is expected to empty the crew and officer chamber pots twice daily. This is a slave's only opportunity to venture into the upper command deck. The slave will scrub the chamber pots clean with sand before returning them. The short trips to the command deck will allow players to encounter Templar Vorla, Dote Mal Payne, First Officer LaRoche, and the Captain. The following may be observed:

- The Nibenese give Mal Payne little respect. He is treated like an outsider. Mal Payne does not appear to server a function on the ship and often wanders the Command Deck.
- The officers sometimes fail to show deference to First Officer LaRoche, who seems to be in a foul mood.
- The Captain acts confident, but snaps at LaRoche constantly. LaRoche's orders and every decision are criticized and countermanded if the captain is present.
- The Templar Wife, Vorla, appears to be keeping an on Mal Payne at all times.
- Mal Payne is not allowed up the stairs of to the Captain's quarters and crow's nest. Vorla scolds him when he absentmindedly wanders too close.

Encounter N3: The Brig

Through some wrongdoing or punishment one or more player characters may find themselves in the brig. With no air circulation or light, the brig becomes quite uncomfortable. Prisoners are kept in bone cages in which it is too small to stand or move. While little can be accomplished while in the brig, its one permanent resident may be interesting to talk to: Master Lao'shan. The players may learn the following:

- Lao'shan was a philosopher psion from the *Monastery of the Exalted Path* in Nibenay.
- Lao'shan lost face when he spoke publicly against the right of the Nobles and Templars to rule the city. His argument was that their class and privilege did not entitle them to control the fates of those below them and that corruption among the upper classes was eroding Nibenese society.
- He was sentenced to death and does not understand why he is being held in the ship's brig.
- Lao'shan is an idealist but the thought of becoming a martyr disappoints him. He feels that his death will only fuel radicalism rather than social change or philosophical thought.
- Lao'shan is a talented psionist, but is being fed the anti-psion drug daily.

Encounter N4: Construction

One afternoon while the player's are below deck, the captain orders military speed. Commotion is heard above decks and the *thwang* of the ballista firing. Moments later a full stop is ordered followed by several minutes of precision turns and reversals. The twenty slaves are then ordered to assist the crew in unloading construction timbers stored between the slave deck and gun deck. This involves a line of slaves lifting timber from the hatch between decks to the edge of the gun deck and then down to the salt flat floor using ropes. It is here that the heroes may realize that the *Tempest* has killed a giant desert rhinoceros beetle (25 feet long) and is beginning some sort of construction project under the craft. This labor is done under full guard.

The construction is completed in only two days at the end of which the *Tempest* sets off again. It will be obvious at this time however that the Drajan psion named Tech'ni'tcho is no longer among the slave complement of the ship. Characters on special duty will be able to discover from rumors among the crew that Dote Mal Payne animated the Undead War Beetle, and that the Templar wife decapitated the monk slave and gave his head to the defiler as part of his arcane ritual.

War Beetle Construction is an opportunity for escape and can be a good lead into encounter C3. However, the crew is armed with crossbows given the number of slaves that are expected to be about on the gun deck. This encounter should be motivation for the players to hasten their escape efforts, for it is only a matter of time before player psions or Master Lao'shan are used as construction materials for the next War Beetle.

Encounter N5: Assisting Dote Mal Payne

Dungeon Master's Story Tool T3 initiates this encounter. Dungeon Masters should only use it if players appear interested in the intrigue aboard the *Tempest*. The encounter can be skipped if players are intent on escape above discovery.

Dote Mal Payne feigns a frailty that requires some assistance. After the first War Beetle is created he bargains with the captain for an assistant. So as not to

insult his crew, who consider themselves socially above the foreign warlock, the captain orders for a slave to assist the defiler.

Mal Payne requires assistance standing and sitting, negotiating stairs, lifting tomes he has brought with him that he declares are for his studies into the War Beetles

One player will become the personal assistant to Mal Payne. As it turns out Mal Payne is a polite and kind man. If threatened, Mal Payne can defile the life from an unwary player. Mal Payne is talkative but reserved. If he can gain the trust of the player he may ask the player to confirm that the captain indeed has the Obsidian Orbs in his quarters. Mal Payne knows there is a chance that the Templar and captain will kill him rather than complete the bargain and Mal Payne knows he cannot defeat the entire crew.

In conversation Mal Payne will be quite open on all topics except the need and nature of the Obsidian Orbs. Only by reading Mal Payne's tomes, which are about transformative magic rituals, will players learn that Orbs have something to do with a ritual performed inside a massive Ziggurat.

Encounter C3: The Gun Deck

This encounter an those after it assume their players attempt an escape of the ship that involves fighting the crew. If the heroes can achieve surprise, the gun deck can be taken without the crew being armed, which should significantly even the odds.

Setup

Slave Master Torash (T)

Chief Gunney (G)

20 Unarmed Crew

The gun deck setup is the same as encounter C1, except the crew are unarmed. If the players escape at night, the chief and slave master are in the master at arms room, and the crew are in their quarters with two slaves walking patrols around the perimeter of the gun deck and a single slave sitting in the central stair well watching the grate. The players will always start the encounter on or adjacent to the grate.

Tactics

Remember that the crew rightly believe they will be killed or enslaved in a slave uprising and will fight to the death to prevent this. Crew left standing after both Chief Gunnery and Torash are slain will retreat up the stairs to the command deck if possible.

During the fight the crew's priority will be to arm themselves from the weapons in the master at arms quarters. Any player or crew making it there can arm themselves with a minor action with a bone tipped spear, wooden short sword, or crossbow. Spears have melee range 2, and do 5 damage. Short swords have melee range 1 and do 6 damage. Statistics for unarmed and crossbow wielding crew are below.

Much like C1, the slave master tries to herd dangerous PCs into mobs of crew. At point when the slave master sees that the fight is hopeless, he may force a player to fling themselves over the side of the ship. (A saving throw knocks the player prone one square from the edge)

Tempest Crew (Fists)	Level 4 Minion
Medium	XP 44
HP 1; a missed attack never damages a minion	Initiative +3
AC 15; Fortitude 17; Reflex 16; Will 16	Perception +3
Speed 6	
Standard Actions	
⚔ Beat Down • At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 4 damage. On a prone or helpless creature the damage is 8.	
Skills Athletics +9, Streetwise +8	
Str 15 (+4)	Dex 12 (+3)
Con 15 (+4)	Int 9 (+1)
	Wis 12 (+3)
	Cha 12 (+3)
Alignment unaligned	Languages Common
Equipment leather armor	

© 2010 Wizards of the Coast LLC, a subsidiary of Hasbro, Inc. All rights reserved. This formatted statistics block has been generated using the D&D Adventure Tools.

Tempest Crew (Ranged)	Level 4 Minion
Medium	XP 44
HP 1; a missed attack never damages a minion	Initiative +3
AC 15; Fortitude 17; Reflex 16; Will 16	Perception +3
Speed 6	
Standard Actions	
⚔ Beat Down • At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 4 damage. On a prone or helpless creature the damage is 8.	
🏹 Crossbow • At-Will	
Attack: Ranged 10/20 (one creature); +9 vs. AC	
Hit: 5.	
Skills Athletics +9, Streetwise +8	
Str 15 (+4)	Dex 12 (+3)
Con 15 (+4)	Int 9 (+1)
	Wis 12 (+3)
	Cha 12 (+3)
Alignment unaligned	Languages Common
Equipment leather armor, crossbow	

© 2010 Wizards of the Coast LLC, a subsidiary of Hasbro, Inc. All rights reserved. This formatted statistics block has been generated using the D&D Adventure Tools.

Encounter C4: Command Deck

Setup

First Officer LaRoche (L)
 Captain Torlanis (C)
 Captain Tolanis' pet Jhakar Trapjaw (J)
 Templar Vorla (V)
 10 Crew and Officers with crossbows (R)

The officers and crew on watch above deck will wait with crossbows for the players to emerge from the stair well. The players will most likely begin on the stairs. LaRoche begins on top of the roof of the stair well dome.

Tactics

The officers and crew will stay back as long as possible, firing into the players to whittle them down. LaRoche will make use of his psionic leaping ability to climb on the roof of the stair well or rear quarters building, he can drop to the floor level without taking damage. Should the fight look hopeless, LaRoche and the Captain will die cursing each other. LaRoche, who may have seemed on the edge of mutiny, is loyal to Nibenay to the end. Templar Vorla has a large barrel of flammable oil which serves as a table in her quarters, and a secondary barrel in the stores room on the gun deck. If the *Tempest* looks lost, she will attempt to ignite the ship rather than let it, "fall into the hands of enemies of Nibenay." A large oil fire will be very

difficult to put out and will give the players limited time to collect supplies from the ship.

First Officer LaRoche		Level 4 Skirmisher
Medium fey humanoid (elf)		XP 175
HP 52; Bloodied 26		Initiative +8
AC 18; Fortitude 16; Reflex 17; Will 16		Perception +3
Speed 7		
Standard Actions		
† Disrupting Advance (martial, weapon) • Encounter		
<i>Attack:</i> Melee weapon (one creature); +9 vs. AC		
<i>Hit:</i> 3d8 + 5 and the target is pushed 2 squares. The target and any each enemy adjacent to the target at the end of the push are slowed until the end of LaRoche's next turn.		
⚡ Slash • At-Will		
<i>Attack:</i> Melee 1 (one creature); +9 vs. AC		
<i>Hit:</i> 2d6 + 3.		
† On the run • At-Will		
<i>Effect:</i> LaRoche shifts at half his speed and uses Slash at any point during the move.		
Move Actions		
Telekinetic Leap (psychic) • Recharge when bloodied		
<i>Effect:</i> LaRoche flies 5 squares.		
Str 12 (+3)	Dex 18 (+6)	Wis 12 (+3)
Con 12 (+3)	Int 12 (+3)	Cha 12 (+3)
Alignment unaligned Languages Common, Elven		
Equipment kank hide armor, chitin rapier		

© 2010 Wizards of the Coast LLC, a subsidiary of Hasbro, Inc. All rights reserved. This formatted statistics block has been generated using the D&D Adventure Tools.

Captain Torlanis		Level 4 Soldier
Medium natural humanoid		XP 175
HP 54; Bloodied 27		Initiative +7
AC 20; Fortitude 15; Reflex 16; Will 15		Perception +3
Speed 6		
Standard Actions		
⚡ Short Sword (weapon) • At-Will		
<i>Effect:</i> Torlanis makes the following attack twice.		
<i>Attack:</i> Melee 1 (one creature); +9 vs. AC		
<i>Hit:</i> 1d8 + 3 damage, and the target is slowed until the end of the Torlanis' next turn.		
🏹 Hand Crossbow (weapon) • At-Will		
<i>Attack:</i> Ranged 10/20 (one creature); +9 vs. AC		
<i>Hit:</i> 1d6 + 4 damage.		
† Vicious Flurry (weapon) • Recharge 5		
<i>Attack:</i> Melee 1 (one or two creatures); +9 vs. AC		
<i>Hit:</i> 1d6 + 4 damage, and the target is slowed and takes ongoing 5 damage (save ends both).		
Move Actions		
Torlanis Step (martial) • At-Will		
<i>Effect:</i> Torlanis moves 4 squares, gains a +4 bonus to AC against opportunity attacks provoked by this movement, and gains combat advantage against each creature that it ends its move adjacent to until the end of the Torlanis' next turn.		
Minor Actions		
Torlanis Challenge (charm) • At-Will		
<i>Effect:</i> One creature within 3 squares of Torlanis is marked until the end of the encounter or until Torlanis uses the challenge again. While the creature is marked, whenever it makes an attack that does not include Torlanis as a target, it grants combat advantage until the end of its next turn.		
Skills Athletics +9, Endurance +9		
Str 15 (+4)	Dex 16 (+5)	Wis 12 (+3)
Con 14 (+4)	Int 11 (+2)	Cha 11 (+2)
Alignment unaligned Languages Common		
Equipment hide armor, short sword x2, hand crossbow, crossbow bolt x10		

© 2010 Wizards of the Coast LLC, a subsidiary of Hasbro, Inc. All rights reserved. This formatted statistics block has been generated using the D&D Adventure Tools.

3 Jhakar Trapjaw (J)		Level 3 Soldier
Small natural beast (reptile)		XP 150 each
HP 47; Bloodied 23		Initiative +5
AC 19, Fortitude 16, Reflex 15, Will 14		Perception +7
Speed 6		Low-light vision
TRAITS		
Uncanny Senses		
The trapjaw's attacks ignore concealment.		
STANDARD ACTIONS		
Ⓜ Bite ⚡ At-Will		
Primary Attack: Melee 1 (one creature); +8 vs. AC		
Hit: 2d4 + 5 damage, and the trapjaw grabs the target. The target grants combat advantage until the grab ends. The trapjaw makes a secondary attack against the target.		
Secondary Attack: Melee 1; +8 vs. Fortitude		
Hit: The target takes ongoing 5 damage until the grab ends.		
⬇ Drag Down ⚡ Recharge when first bloodied		
Attack: Melee 1 (one creature grabbed by the trapjaw); +8 vs. Fortitude		
Hit: 3d4 + 7 damage, and the target falls prone and cannot stand up until the grab ends.		
Str 17 (+4)	Dex 14 (+3)	Wis 12 (+2)
Con 15 (+3)	Int 2 (-3)	Cha 6 (-1)
Alignment unaligned		Languages —

Templar Vorla		Level 4 Controller
Medium natural		XP 175
HP 52; Bloodied 26		Initiative +4
AC 18; Fortitude 15; Reflex 16; Will 17		Perception +4
Speed 6		
Standard Actions		
Ⓜ Eldritch Spear (force) • At-Will		
Attack: Melee 2 (one creature); +9 vs. AC		
Hit: 2d4 + 5 and the templar pushes the target 2 squares.		
⚡ Eldritch Cage (force) • Recharge ☹ ☹		
Attack: Area burst 2 within 10 (creatures in burst); +8 vs. Reflex		
Hit: The target is restrained and takes ongoing 5 force damage (save ends both).		
Minor Actions		
Curse of the Shadow King • At-Will		
Effect: A creature adjacent to the templar is marked. The marked creature grants combat advantage until the end of the Templar's next turn.		
Skills Insight +9, Intimidate +10, Religion +8		
Str 12 (+3)	Dex 15 (+4)	Wis 15 (+4)
Con 12 (+3)	Int 12 (+3)	Cha 16 (+5)
Alignment evil		Languages Common
Equipment token of office, templar robes		

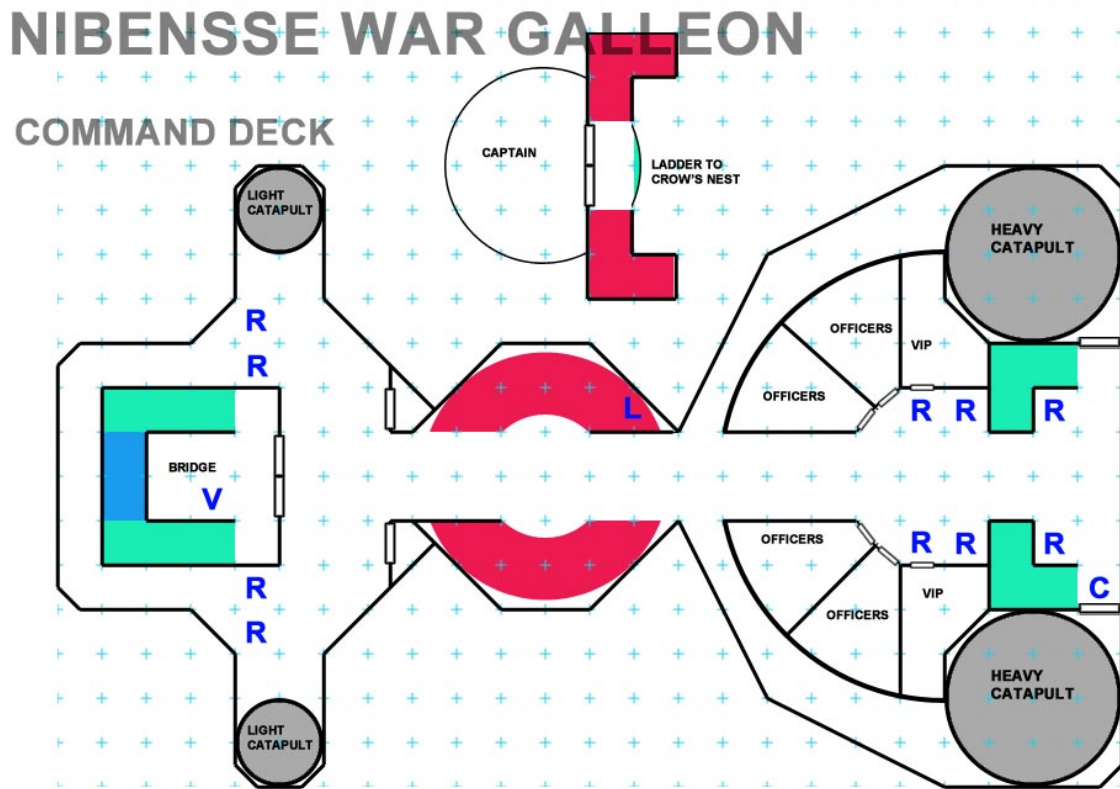
© 2010 Wizards of the Coast LLC, a subsidiary of Hasbro, Inc. All rights reserved. This formatted statistics block has been generated using the D&D Adventure Tools.

Tempest Crew (Ranged)		Level 4 Minion
Medium		XP 44
HP 1; a missed attack never damages a minion		Initiative +3
AC 15; Fortitude 17; Reflex 16; Will 16		Perception +3
Speed 6		
Standard Actions		
Ⓜ Beat Down • At-Will		
Attack: Melee 1 (one creature); +8 vs. AC		
Hit: 4 damage. On a prone or helpless creature the damage is 8.		
↻ Crossbow • At-Will		
Attack: Ranged 10/20 (one creature); +9 vs. AC		
Hit: 5.		
Skills Athletics +9, Streetwise +8		
Str 15 (+4)	Dex 12 (+3)	Wis 12 (+3)
Con 15 (+4)	Int 9 (+1)	Cha 12 (+3)
Alignment unaligned		Languages Common
Equipment leather armor, crossbow		

© 2010 Wizards of the Coast LLC, a subsidiary of Hasbro, Inc. All rights reserved. This formatted statistics block has been generated using the D&D Adventure Tools.

(I would normally not reprint content directly from a WOTC product, but the Jhakar Trapjaw monster is on page 17 of the module *Bloodsand Arena*, which is open to the non-subscribing public through the WOTC website)

Features of the Area



Illumination: Bright if by day, or bright enough to fight unhindered if at night due to the moons and light discipline among the crew.

Key: green is stair up, red is stairs down, blue is a ten foot platform that can be stood upon or underneath.

Railing: the command deck is surrounded by a five foot tall wooden railing. It is a 95 foot fall (4d10+25 damage) to the ground level, except for near the light catapults and central stair well, which is only a 15 foot fall (1d10 damage) to the gun deck. The railing grants a +5 to saves to avoid forced movement off the deck.

Roofs: the bridge roof is 20 feet from the deck, there is a domed roof 10 feet above the central stair well. There is a multi-tiered domed roof (which includes the captains quarters and a small crow's nest above the rear structure).

Catapults: The catapults are difficult terrain, and are currently unarmed.

Encounter C5: Confronting Mal Payne

Mal Payne may have made friends with the players during their special duties previously. If so, he will try to parlay. Mal Payne is quite willing to leave with his payment or aid the players in selling the captured *Tempest* to any surrounding city-state. However, if this fails he will fight for his life. Mal Payne is a powerful defiler and necromancer and is quite capable of defending himself.

Setup

Dote Mal Payne (Elite Artillery 5)

4 Writhing Skeletons (Soldier 3)

Mal Payne's Summoned Varguille (Minion 4)

Mal Payne will likely emerge from the captain's quarters with his orbs after the fight with the command team is done. Before the beginning of he fight he will immediately raise from the bodies of the crew 4 Writhing Skeletons, which will trigger his Defiling trait.

Dote Mal Payne (Tyrian Defiler)	Level 5 Elite Artillery
Medium natural humanoid	XP 400
HP 90; Bloodied 45	Initiative +4
AC 17; Fortitude 16; Reflex 18; Will 17	Perception +4
Speed 6	
Saving Throws +2; Action Points 1	
Traits	
Defiling (necrotic)	
Whenever the defiler uses an implement power, each enemy within 3 squares of it takes 5 necrotic damage.	
Standard Actions	
④ Staff (necrotic, weapon) • At-Will	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 1d6 + 6 plus 5 necrotic damage.	
⑤ Lightning Lance (implement, lightning) • At-Will	
Attack: Ranged 20 (one creature); +13 vs. Fortitude	
Hit: 3d6 + 6 lightning damage.	
Move Actions	
Dimension Door (teleportation) • Encounter	
Effect: The defiler teleports 10 squares.	
Minor Actions	
↩ Raise Varguille • At-Will	
Effect: Close burst 5 (one dead humanoid); The head of the humanoid is animated as a Varguille (4th level minion).	
Skills Arcana +11, Bluff +9, Diplomacy +9, History +11	
Str 9 (+1)	Dex 15 (+4)
Con 9 (+1)	Int 18 (+6)
	Wis 15 (+4)
	Cha 15 (+4)
Alignment evil	Languages —
Equipment +1 staff	

© 2010 Wizards of the Coast LLC, a subsidiary of Hasbro, Inc. All rights reserved. This formatted statistics block has been generated using the D&D Adventure Tools.

Mal Payne's Varguille	Level 4 Minion
Small	XP 44
HP 1; a missed attack never damages a minion	Initiative +3
AC 18; Fortitude 16; Reflex 16; Will 16	Perception +3
Speed 1, fly 6	
Resist 5 necrotic	
Standard Actions	
④ Bite • At-Will	
Attack: Melee 1 (one creature); +7 vs. Reflex	
Hit: 6 necrotic damage and the target is slowed.	
Str 12 (+3)	Dex 12 (+3)
Con 12 (+3)	Int 12 (+3)
	Wis 12 (+3)
	Cha 12 (+3)
Alignment —	Languages —

© 2010 Wizards of the Coast LLC, a subsidiary of Hasbro, Inc. All rights reserved. This formatted statistics block has been generated using the D&D Adventure Tools.

Writhing Skeleton	Level 3 Soldier
Medium natural animate (undead)	XP 150
HP 38; Bloodied 19	Initiative +6
AC 15; Fortitude 15; Reflex 16; Will 15	Perception +3
Speed 5	
Immune disease, poison; Resist 5 necrotic; Vulnerability radiant	Darkvision
Traits	
Speed of the Dead	
When making an opportunity attack, the skeleton gains a +2 bonus to the attack roll and deals an extra 1d6 damage.	
Standard Actions	
④ Claws • At-Will	
Attack: +10 vs. AC	
Hit: 1d8 + 2 damage, and the target is marked until the end of the skeleton's next turn; see also speed of the dead.	
Str 15 (+3)	Dex 17 (+4)
Con 13 (+2)	Int 3 (–3)
	Wis 14 (+3)
	Cha 3 (–3)
Alignment unaligned	Languages —

© 2010 Wizards of the Coast LLC, a subsidiary of Hasbro, Inc. All rights reserved. This formatted statistics block has been generated using the D&D Adventure Tools.

Tactics

Mal Payne hangs back as much as possible, hoping for his undead to shield him from melee combat. While he feigned frailty before, Mal Payne is actually quite nimble. The first character who grows too close is likely to feel the wrath of his defiling. Mal Payne will make all reasonable attempts to move away without drawing an opportunity attack, but will then expend his action point to double Lightning Lance his assailant (a possible 6d6+22 damage). Once per round, Mal Payne will pop the head off a fallen humanoid to raise one of his Varguilles.

If the players are defeating him, have Mal Payne plead for his life by offering to tell the players secrets about the Undead War Beetle or the Orbs. Mal Payne is a tricky and slippery opponent and an accomplished liar. If the Dungeon Master wishes to use Mal Payne as a reoccurring villain, feel free to let him teleport free of the encounter, temporarily raise a living player character's head or arms as an undead minion, create new Varguilles that explode when destroyed or biting, etc.

Conclusion

The players must now take stock of their surroundings and supplies and make for civilized lands. Have the players' successfully captured the *Tempest* or was it destroyed in a fiery blaze? If captured, will the player be able to convince the remaining slave crew to push the galleon again? Do the players become land pirates or abandon the craft in the salt flat? Only one thing is certain, the story will continue under the brutal Dark Sun.