

AGE 12+

DUNGEONS & DRAGONS[®]

LAIR ASSAULT



TALON OF UMBERLEE[™]

A CHALLENGE FOR CHARACTERS OF 8TH LEVEL

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DUNGEONS & DRAGONS

LAIR ASSAULT:

TALON OF UMBERLEE™

It's "kill or be killed" as brave heroes test their mettle against drunken Tidescourge pirates and the wicked servants of the sea goddess Umberlee. ARRR!

Welcome to the DUNGEONS & DRAGONS LAIR ASSAULT program! You hold in your hands a booklet that contains an ultra-challenging encounter designed to be played in a single game session. Odds are the player characters will be annihilated, but that's part of the fun!

In this adventure, the heroes assault a pirate base north of Neverwinter, do battle with the servants of an angry sea goddess, and come face to face with their own mortality. Only the most clever and canny adventuring party has any hope of survival.

As the DM, not only is it your job to challenge the player characters but also to kill them outright—all in good fun, of course. (Make sure your players know that!) Don't play favorites or fudge die rolls. The encounter is difficult enough that you can let the dice fall where they may.

Character Creation

Players should create characters of 8th level, using any official 4th edition DUNGEONS & DRAGONS sources (print products available in stores or anything currently available in the D&D Character Builder, including material such as themes and backgrounds). Players can also use D&D Fortune Cards™ during the challenge.

Each character has the following treasure:

- ◆ One magic item of 7th level or lower, one magic item of 8th level or lower, and one magic item of 9th level or lower. Only one of these items can be rare.
- ◆ 2,600 gp to spend on other items, only two of which can be consumables. The consumables must be of the character's level or lower.

Going into this challenge, players should understand that the encounters are intentionally difficult, and characters and parties optimized for success are the most likely to succeed. Some players might know details about the challenge from previous sessions, which they are free to share with other players.

BACKGROUND

About a month ago, Dagult Neverember, the Lord of Neverwinter, learned of an artifact called the *Talon of Umberlee*, which has the power to protect his city against threats from the sea. Lord Neverember hired a reliable privateer, Captain Szart Tilhavar, and his ship, the *Floating Cask*, to travel along the Sword Coast to Waterdeep with a sizable purse and acquire the artifact, which had found its way onto the black market.

After paying an outrageous sum for the artifact and plotting a return trip to Neverwinter, Szart and his crew were set upon by Tidescourge pirates. The *Floating Cask* went down with all hands, but not before Captain Tilhavar used a *sending stone* to inform Lord Neverember of the attack and his misfortune.

Lord Neverember knows that the merciless Tidescourge pirates use Port Llast (a ruined settlement north of Neverwinter) as a base, but he doesn't have the ships to mount a serious offensive. Instead he plans to send one ship, the *Neverwinter's Pride*, with a strike team of adventurers as its crew. The strike team's goal is simple: snatch the *Talon of Umberlee* from its captors and return it and the *Neverwinter's Pride* safely to Neverwinter. In exchange, they'll earn Neverember's gratitude plus a generous payoff.

PREPARATION

This challenge includes two separate encounters that can be played in a single session lasting 3-4 hours, depending on the experience of the players.

Encounter 1: Bloodbath's Booty

In this encounter, the adventurers' objective is to find and retrieve the *Talon of Umberlee*, which is hidden inside one of four treasure chests located inside the pirate haven of Murdershoal, just off the coast of Port Llast.

For this encounter, you need the following tokens and tiles:

- ◆ Captain Bloodbath, disguised bog hag
- ◆ Darla Deadeye, doppelganger first mate
- ◆ 4 Tidescourge pirates
- ◆ 8 Tidescourge knaves
- ◆ 4 treasure chests
- ◆ 2 rowboats

Encounter 2: Umberlee's Grasp

In this encounter, having successfully returned to their ship, the adventurers must defeat the servants of the evil sea goddess Umberlee and deliver the *Talon of Umberlee* safely to Neverwinter.

For this encounter, you need the following tokens:

- ◆ Sahuagin baron
- ◆ 2 sahuagin bodyguards
- ◆ 4 kraken tentacles
- ◆ *Talon of Umberlee* treasure chest

Nightmare Mode

If all players agree, you can run one or both encounters on nightmare mode by adding a +4 bonus to all monster damage rolls.

ENCOUNTER 1: BLOODBATH'S BOOTY

Port Llast lies north of Neverwinter, up the coast. The old town has become a haven for Tidescourge pirates—murderous cutthroats led by several loosely allied ship captains. Fortunately for the adventurers, the object of their quest isn't kept in the town.

Fresh off her victory against the *Floating Cask*, Captain Bloodbath (as she is known to her crew, her fellow captains, and her enemies) is holed up in Murdershoal, a besieged pirate base off the coast of Port Llast, while her ship (the *Tide's Fury*) undergoes repairs. Tidescourge captains use this base, which is made from the battered hulls of six destroyed pirate vessels, as a meeting place. Murdershoal is where they like to conduct business with outsiders who, out of fear for their lives, would not be inclined to visit Port Llast proper.

Captain Bloodbath seized several large treasure chests from the wreck of the *Floating Cask*, including one trunk containing the *Talon of Umberlee*. Eventually she plans to sell the artifact. As for Lord Neverember, he's unwilling to negotiate for the artifact, having already paid a generous sum for it.

Setup

Several days ago, Lord Neverember's agents captured and interrogated a Tidescourge pirate who was hiding in Neverwinter. From him, they learned that the Tidescourge pirates who sank the *Floating Cask* are holed up in the offshore pirate haven of Murdershoal while their ship undergoes repairs at Port Llast.

The captive pirate also provided a detailed and accurate description of the base's layout (see the map).

The prisoner offered one other crucial bit of intelligence: It's common practice for Tidescourge pirate captains to carry horns while on Murdershoal. If trouble arises, all a captain needs to do is blow the horn, and reinforcements from Port Llast will arrive in short order.

When you're ready to start, read:

You have been hired by Soman Galt, the dwarven mayor of Neverwinter, to recover an artifact that rightfully belongs to Dagult Neverember, the city's esteemed lord. The Talon of Umberlee, a large golden statue shaped like a hooked claw, was being transported by ship when the vessel was attacked and sunk by Tidescourge pirates.

Divinations reveal that the Talon lies off the coast of Port Llast, north of Neverwinter. Lord Neverember has loaned you one of his prized ships, the Neverwinter's Pride, and urged you to retrieve the artifact. According to Galt, the Talon has the power to protect the city against threats from the sea.

Galt reports that his men captured a Tidescourge spy in the city not too long ago, and the knave provided some valuable intelligence on a pirate base off the coast of Port Llast. Evidently, the pirates have taken to calling it Murdershoal, and that's where they like to conduct business with outsiders. In all likelihood, the Talon is being held there. However, Galt hastily points out that Lord Neverember is not interested in parleying with the pirates; he wants what's rightfully his.

You are cautioned to avoid Port Llast at all costs. The Tidescourge pirates are ruthless and dangerous in large numbers. Best to slip into Murdershoal, find the Talon, and leave as quickly as possible. If an alarm sounds, you won't have long before reinforcements arrive. Also, best to keep the Neverwinter's Pride hidden in a nearby cove and out of sight. Lord Neverember won't be pleased if this venture costs him another ship!

The adventurers are given clear instructions to leave the *Neverwinter's Pride* tucked away in a cove. (It's their ticket back to Neverwinter.) They must approach Murdershoal in one or two rowboats, preferably under the cover of darkness (although ultimately that's for the players to decide).

Characters' Start Area: Have the players decide how many rowboats they plan to use (one or two) and place one or both rowboat tiles near a corner of the map. Whichever corner is opposite from the start area is the corner closest to the shore (and the pirate-infested settlement of Port Llast).

Pirates: Do not place Captain Bloodbath and her pirates on the map until the characters are close enough to see them.

Treasure Chests: Shuffle the four treasure chest tokens and place them face-down on the battle map in the locations shown on page 7. At your discretion, you may leave the treasure chests off the battle map until the characters find them, but playtesting has shown that it creates a better tactical experience if the players have some idea where the chests are kept (even if they don't know which one contains the artifact they seek).

Explain the following circumstances of the challenge to the players:

- ◆ There are no short rests or extended rests during the challenge.
- ◆ Before the challenge begins, the heroes have time to perform rituals of 8th level or lower at no cost (Lord Neverember pays for all components), provided the information needed to adjudicate these rituals is readily available at the game table. Likely rituals include Water Breathing and Water Walk.
- ◆ Tidescourage pirate captains carry horns at Murdershoal. If trouble arises, they blow these horns to summon aid from Port Llast. Once a horn is blown, the heroes have 5 rounds to flee before waves of reinforcements arrive by boat. Any character still on the map when the reinforcements arrive is assumed to be captured or killed; either way, the character is removed from play.
- ◆ Describe the general awards and challenge awards for Encounter 1, but not the challenge awards for Encounter 2 or the secret awards (see “Awards” on the inside back cover). Reveal the fulfilled secret awards only after the encounter.

Murdershoal

The pirate base of Murdershoal lies about 200 yards off the coast, within swimming distance of Port Llast. The ramshackle base was assembled from the battered hulls of six pirate vessels and sits atop a rocky outcropping.

Read the following to the players as the characters approach the base:

As you guide your rowboat closer to Murdershoal, you begin to hear sounds of a drunken reverie: stomping, clapping, men’s voices singing and yelling, and the cackling laugh of a loud woman. The outer hulls of Murdershoal are dark, but lantern light illuminates the tangle of sails that form a roof over the core of the pirate base. On one side of the base is a crude wooden dock, but there are plenty of holes in the bulkheads that provide means of entry, as well as rotted-out sections of floor a few feet above the waterline.

Captain Bloodbath and several members of her crew (the first mate and four pirates) are drinking and cavorting in the central chamber, still high off their victory over the *Floating Cask*. Eight other drunk crew members (Tidescourage knaves) are passed out in hammocks in the outer rooms.

Using Stealth: Characters can guide their rowboat toward the base with no trouble, but doing so without waking the nearest sleeping knave requires a DC 12 group Stealth check (see *Rules Compendium*, page 128, for group check rules).

The eight Tidescourage knaves in the outer rooms are drunk and asleep. However, they awaken to the sound of creaking floorboards and other noises nearby. A character in a room with one or more sleeping knaves can move quietly across the floor or tamper with a nearby chest without waking the knaves by succeeding at a DC 12 Stealth check. If the check fails, the closest knave wakes up and shouts “Avast! Intruder!” This awakens any other knave in the room as well as alerts the pirates in the central chamber.

Attacking Sleeping Pirates: A sleeping knave reduced to 0 hit points does not awaken before dying or falling unconscious.

Features of Murdershoal

Barrels: Scattered throughout the base are barrels of rum and oil. A barrel that takes fire damage or is caught in the area of an effect that deals fire damage explodes in a close burst 1, dealing 1d6 fire damage and ongoing 5 fire damage (save ends) to all creatures in the burst. Damage from multiple exploding barrels is cumulative, although the ongoing damage is not.

Ceilings: The ceilings are 10 feet high except in the central chamber, which has a pitched canopy of torn sails that is 30 feet high at its apex. Characters creeping across the top of a ship's hull must succeed on a DC 24 Stealth check or be heard by the pirates below them and in the central chamber.

Doors: The doors are made of rotting wooden planks and break easily (DC 8 Strength check). There are also gaps between the planks through which characters can see what lies beyond.

Walls: Climbing a wall requires a DC 16 Athletics check. Each 5-foot section of wall requires a DC 16 Strength check to smash through and has the following statistics: hp 30, vulnerable 5 fire, AC 10, Fortitude 5, Reflex 5.

Treasure Chests: Each treasure chest is sealed shut by a rusty lock shaped like a taciturn dwarven face. A lock requires a DC 16 Thievery check to pick. A lock can also be opened by dealing damage to it, but damaging a lock automatically wakes any sleeping Tidescourge knaves in the room and also alerts the



pirates in the central chamber. A rusty lock has the following statistics: hp 10, resist 5 to all damage, AC 10, Fortitude 10, Reflex 5.

There is a 1-in-4 chance that a lock has a magical ward placed upon it. Such a ward can be detected with a DC 16 Arcana check (a standard action) and disabled with a DC 24 Arcana check or Thievery check. If the check to disable the ward fails by 5 or more, the dwarven face on the lock shouts: "Arrr! Curse ye who dares steal my plunder!" This shout wakes any knaves in the room and also alerts the pirates in the central chamber.

When a chest is opened, flip over the treasure chest token to see what's inside it. A character can remove the contents of a chest as a standard action, although the *Talon of Umberlee* requires a DC 16 Strength check to lift and carry.

The chests are big and awkward, but can be dragged with a DC 12 Strength check or lifted with a DC 24 Strength check. Dragging a chest wakes any knaves sleeping in the room.

Talon of Umberlee: Characters who inspect the artifact can, with a DC 24 Arcana check, verify that it's genuine. A successful check also confirms that the artifact has a power that might be useful in this challenge: A creature touching the artifact can, with a DC 24 Arcana or Religion check and a standard action, make a close burst 5 attack. No attack roll is required. Any creature in the burst that has the aquatic keyword takes 4d6 + 10 damage. This attack can be used once per encounter.

Captain Evelda Bloodbath

This pretty little half-elf would be charming were it not for the cold hate in her green eyes, the witch's cackle in her laugh, and the unwholesome air about her.

Captain Bloodbath, Bog Hag (B) Level 10 Skirmisher

Medium fey humanoid (aquatic)

XP 500

HP 104; Bloodied 52

Initiative +12

AC 24, Fortitude 22, Reflex 23, Will 22

Perception +7

Speed 8 (swamp walk), swim 8

Low-light vision

TRAITS

☼ Unwholesome Presence ◆ Aura 3

When an enemy within the aura spends a healing surge to regain hit points, that enemy regains only half the normal hit points.

Aquatic

Bloodbath can breathe underwater. In aquatic combat, she gains a +2 bonus to attack rolls against nonaquatic creatures.

Evasive Charge

Bloodbath can take a single free action to shift up to 2 squares immediately after charging.

STANDARD ACTIONS

⊕ Cutlass (weapon) ◆ At-Will

Attack: Melee 1 (one creature); +15 vs. AC

Hit: 2d8 + 9 damage, or 4d8 + 9 if Bloodbath has combat advantage against the target.

Effect: Bloodbath can shift up to 2 squares.



MINOR ACTIONS

Skin Shift (polymorph) ♦ At-Will

Effect: Bloodbath alters her physical form to appear as a young female elf, half-elf, eladrin, or human until she uses *skin shift* again or until she drops to 0 hit points. To assume a specific individual's form, Bloodbath must have seen that individual. Other creatures can make a DC 31 Insight check to discern that the form is a disguise.

Str 18 (+9)

Dex 20 (+10)

Wis 14 (+7)

Con 16 (+8)

Int 13 (+6)

Cha 19 (+9)

Alignment evil

Languages Common, Elven

Equipment cutlass, blowing horn

Captain Evelda Bloodbath hides her true nature from all but her most trusted crew members, and they guard her secret on pain of death.

Tactics: The captain tries to flank enemies to gain combat advantage while keeping as many of them as possible in her aura. When first bloodied, she blows her horn as a standard action (see “Thar She Blows!”, page 11).

First Mate Darla Deadeye

This doppelganger infiltrated Bloodbath's crew by killing the real Darla Deadeye and assuming her form—that of a sultry elf woman with an eyepatch.

Darla Deadeye, Doppelganger (D) Level 11 Artillery

Medium natural humanoid (shapechanger)

XP 600

HP 90; Bloodied 45

Initiative +11

AC 25, Fortitude 23, Reflex 25, Will 23

Perception +6

Speed 6

Darkvision



STANDARD ACTIONS

⚔ Dagger (weapon) ♦ At-Will

Attack: Melee 1 (one creature); +16 vs. AC

Hit: 2d4 + 14 damage.

🏹 Hand Crossbow (weapon) ♦ At-Will

Attack: Ranged 10 (one creature); +18 vs. AC

Hit: 2d6 + 12 damage.

🏹 Deadeye Shot (weapon) ♦ Recharge ⚡ ⚡

Attack: Ranged 10 (one creature); +18 vs. AC

Hit: 4d6 + 15 damage, and the target is slowed (save ends).

MINOR ACTIONS

Change Shape (polymorph) ♦ At-Will

Effect: The doppelganger alters its physical form to appear as a Medium humanoid until it uses *change shape* again or until it drops to 0 hit points. To assume a specific individual's form, the doppelganger must have seen that individual. Other creatures can make a DC 32 Insight check to discern that the form is a disguise.

Skills Bluff +14, Insight +11, Stealth +16

Str 12 (+6)

Dex 22 (+11)

Wis 13 (+6)

Con 18 (+9)

Int 10 (+5)

Cha 19 (+9)

Alignment evil

Languages Common, Elven


Equipment dagger, hand crossbow, 20 bolts

Captain Bloodbath doesn't know that a doppelganger has infiltrated her crew and that it has designs on supplanting her as master of the *Tide's Fury*.

Tactics: Darla keeps her distance and fires crossbow bolts at enemies, using *deadeye shot* as often as possible. If Bloodbath is slain, the doppelganger assumes her form, assures the crew that she's the real Bloodbath, and claims the captain's horn. Given the crew's profound lack of insight, they accept the doppelganger's words at face value, for truly it is a deception worthy of their captain.

Tidescourage Pirates

They fight well, and they drink well. In a short time, these brutal cutthroats have become the scourge of the Sword Coast.

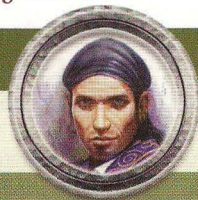
4 Tidescourage Pirates (P) Medium natural humanoid, human	Level 8 Brute XP 350 each	
HP 106; Bloodied 53 AC 20, Fortitude 21, Reflex 20, Will 19 Speed 6	Initiative +12 Perception +5	
STANDARD ACTIONS		
⊕ Cutlass (weapon) ♦ At-Will <i>Attack:</i> Melee 1 (one creature); +13 vs. AC <i>Hit:</i> 2d8 + 11 damage.		
⊗ Crossbow (weapon) ♦ At-Will <i>Attack:</i> Ranged 15 (one creature); +13 vs. AC <i>Hit:</i> 2d8 + 7 damage.		
TRIGGERED ACTIONS		
Cutthroat Strike ♦ At-Will <i>Trigger:</i> An enemy within 2 squares of the pirate drops one of the pirate's allies below 1 hit point. <i>Effect (Immediate Reaction):</i> The pirate moves up to 1 square and uses <i>cutlass</i> against the triggering enemy.		
Str 17 (+7)	Dex 15 (+6)	Wis 9 (+3)
Con 16 (+7)	Int 10 (+4)	Cha 12 (+5)
Alignment evil		Languages Common
Equipment cutlass, crossbow, 15 bolts		

The Tidescourage pirates know how to hold their ale and bite their tongues. They say nothing to anger their captain, for they know she is the cruelest harridan on the high seas.

Tactics: The pirates wade into battle with their cutlasses while degrading their enemies' mothers. They use *cutthroat strike* whenever opportunity allows.

Tidescourage Knaves

These curs are drunk on victory and not expecting another fight so soon. Their sleepiness and inebriation make them sluggish in battle, but they still pose a grave threat.



8 Tidescourage Knaves (K)

Medium natural humanoid, human

Level 7 Minion Soldier

XP 75 each

HP 1; a missed attack never damages a minion.

Initiative +8

AC 23, **Fortitude** 19, **Reflex** 21, **Will** 19

Perception +2

Speed 6 (4 while drunk)

STANDARD ACTIONS

⊕ **Cutlass** (weapon) ◆ **At-Will**

Attack: Melee 1 (one creature); +12 vs. AC

Hit: 7 damage.

Effect: The target is marked until the end of the knave's next turn.

TRIGGERED ACTIONS

Scurrying Rats ◆ **Encounter**

Trigger: The knave is targeted by a close or an area attack.

Effect (Immediate Interrupt): The knave drops to 0 hit points, and every other creature targeted by the attack can shift up to 2 squares.

Str 13 (+4)

Dex 17 (+6)

Wis 8 (+2)

Con 12 (+4)

Int 9 (+2)

Cha 12 (+4)

Alignment evil

Languages Common

Equipment cutlass

The Tidescourage knaves count themselves lucky to be in Captain Bloodbath's good graces, and they enjoy it while it lasts. They begin the encounter asleep in their hammocks.

Tactics: The knaves mark their enemies and use *scurrying rats* to protect more important crew members.

Thar She Blows!

When Captain Bloodbath blows her horn, the adventurers have 5 rounds to flee Murdershoal before reinforcements from Port Llast arrive in rowboats. The reinforcements appear at the end of Bloodbath's turn on the fifth round, and any adventurers still on the map at that time are assumed to be captured or killed. Either way, they are removed from play and are not counted as having survived for purposes of determining challenge awards.

ENCOUNTER 2:

UMBERLEE'S GRASP

This encounter begins shortly after the heroes flee Murdershoal and return to their ship, the *Neverwinter's Pride*, which is anchored in a cove and hidden from the Tidescourge pirates of Port Llast.

The short rowboat trip back to the *Neverwinter's Pride* is physically taxing, and the heroes won't have time to take a short rest before they're attacked. Once they board the ship, the adventurers have time to figure out where to store the *Talon of Umberlee* and prepare the vessel for departure before they're attacked by an undersea threat.

Umberlee, the evil sea goddess, has taken umbrage with the heroes' audacity and sent loyal servants to humble them. Before the adventurers can guide the *Neverwinter's Pride* out of the cove, it's attacked and held in place by a kraken. A sahuagin baron in service to Umberlee demands that the adventurers surrender the artifact or be destroyed.

Setup

The challenge begins as the adventurers board the *Neverwinter's Pride* and stow the *Talon of Umberlee* aboard. The players can decide where to place the artifact on the map; use the *Talon of Umberlee* treasure chest token to mark its location.

When you're ready to start, read:

Having stowed the Talon of Umberlee, you make preparations to raise the anchor and sail back to Neverwinter. Suddenly, the ship rocks and creaks as though in pain. Four massive tentacles explode out of the water. Three of them gently deposit scaly-green humanoids on the deck, while the fourth flails about threateningly. One of the scaly humanoids is much larger than the other two. He has four arms, brandishes a wicked trident, and hisses at you scornfully. "You would ride the queen's oceans while you steal from her? Her wrath will sink your vessel unless you give us the artifact!"

The kraken attacks with four tentacles while using its remaining tentacles to hold the ship in place. The sahuagin baron demands the *Talon of Umberlee*, and if the adventurers fail to surrender it, he and the other sahuagin attack. The sahuagin baron only negotiates once he's bloodied (see "Baron Saarkrith," page 14).

Characters' Start Area: The players can place their characters anywhere on the top deck of the *Neverwinter's Pride*.

Rowboats: If the characters left one or more rowboats tied off in the water, place the appropriate rowboat tiles in the water next to the ship, one per side.

Enemies: Place the sahuagin and kraken tentacles as shown on the map. If a sahuagin's space is taken up by one or more characters, place the sahuagin in the nearest unoccupied space.

Optional Crew: This challenge assumes that the adventurers are crewing the *Neverwinter's Pride* themselves. If you don't mind the added complexity, you can give the ship eight NPC sailors who follow the adventurers' orders. These crew members have the same statistics as the Tidescourge knave (page 11) but are sober, and you will need miniatures or tokens to represent them.

Explain the following circumstances of the challenge to the players:

- ◆ Any rituals cast in the first encounter are still in effect.
- ◆ Any character who falls into the water once the encounter begins is instantly devoured (and thus killed) by the kraken.
- ◆ The kraken tentacles cannot make opportunity attacks.
- ◆ Describe the challenge awards specific to Encounter 2. Reveal the fulfilled secret awards only after the encounter.

Neverwinter's Pride

The *Neverwinter's Pride* is a caravel. The minimum number of crew members needed to sail the vessel is two, provided the ship is hugging the coastline. The vessel has been loaned to the heroes by Lord Dagult Neverember, and he expects it to be returned to Neverwinter in one piece.

Ballistas: The wooden ballistas mounted to the aftcastle can fire in any direction. Loading a ballista is a move action, and firing the weapon is a standard action. A ballista has these statistics: hp 30, AC 15, Fortitude 15, Reflex 5.

STANDARD ACTIONS

↘ Ballista ◆ At-Will

Attack: Ranged 30 (one creature or unattended object); +11 vs. AC

Hit: 3d10 + 5 damage.

Crow's Nests and Rope Ladders: Characters can climb 4-square-high rope ladders (at half speed, no skill check required) to reach the top of each mast, which sports a small crow's nest. However, these perches are not out of reach of the kraken's tentacles. A character in a crow's nest or hanging onto a mast falls if he or she takes damage and fails a DC 8 Athletics check.

Lower Deck: The lower deck has a ceiling 10 feet high. Squares occupied by furniture, overturned lifeboats, food supply crates, and water barrels count as difficult terrain.

Swinging on Ropes: Any creature that climbs a mast can, as a minor action, swing on a rope and land in any square within 3 squares of the mast.

Talon of Umberlee: See page 8 for details on the artifact.

Baron Saarkrith

This massive four-armed sahuagin serves the goddess Umberlee but fears death more than her wrath. Once bloodied, he can be convinced to flee.

Baron Saarkrith, Sahuagin (B) **Level 11 Elite Brute**
Large natural humanoid (aquatic) XP 1,200

HP 276; Bloodied 138

Initiative +9

AC 23, Fortitude 24, Reflex 21, Will 22

Perception +6

Speed 6, swim 8

Low-light vision

TRAITS

Aquatic

Saarkrith can breathe underwater. In aquatic combat, he gains a +2 bonus to attack rolls against nonaquatic creatures.

Blood Hunger

Saarkrith gains a +2 bonus to attack rolls and a +5 bonus to damage rolls against bloodied enemies.

STANDARD ACTIONS

⊕ Claw ◆ At-Will

Attack: Melee 2 (one creature); +16 vs. AC

Hit: 1d6 + 6 damage, and ongoing 5 damage (save ends).

⊕ Trident (weapon) ◆ At-Will

Attack: Melee 2 (one creature); +16 vs. AC

Hit: 3d8 + 10 damage.

‡ Baron's Fury ◆ At-Will

Effect: Saarkrith uses *claw* twice and *trident* once.

‡ Sweep and Skewer (weapon) ◆ Recharge [3]

Attack: Melee 2 (one creature); +14 vs. Reflex

Hit: The target falls prone, and Saarkrith uses *trident* against the target. If the baron hits with the trident, the target takes 30 extra damage.

Skills Insight +12, Intimidate +14

Str 22 (+9)

Dex 18 (+10)

Wis 12 (+7)

Con 18 (+8)

Int 12 (+6)

Cha 16 (+9)

Alignment chaotic evil

Languages Abyssal, Common

Equipment trident



Tactics: Saarkrith uses *sweep and skewer* as often as he can. Otherwise, he uses *baron's fury*. Thanks to his *blood hunger* trait, he deals extra damage to bloodied foes.

When the baron is bloodied, have all adventurers who can see him make a group DC 12 Insight check (see *Rules Compendium*, page 128, for group check rules). A successful check reveals that the baron's resolve is broken. All it takes is one successful DC 24 Diplomacy or Intimidate check (standard action) to convince Saarkrith to parley with his enemies. If the check succeeds, he says, "Enough! I tire of this battle. You can keep your prize . . . for now." Assuming the adventurers allow Saarkrith to leave the ship, the other sahuagin and the kraken follow him, and the encounter ends in victory for the heroes.

Sahuagin Bodyguards

These sea devils relish every opportunity to indulge their blood frenzy.

2 Sahuagin Bodyguards (S)

Medium natural humanoid (aquatic)

Level 10 Skirmisher

XP 500 each



HP 102; Bloodied 51

Initiative +12

AC 24, Fortitude 22, Reflex 23, Will 22

Perception +7

Speed 6, swim 6

Low-light vision

TRAITS

Aquatic

The sahuagin can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.

Blood Frenzy

The sahuagin gains a +1 bonus to attack rolls and a +2 bonus to damage rolls against bloodied enemies.

STANDARD ACTIONS

⊕ Trident ♦ At-Will

Effect: The sahuagin can shift 1 square before making the attack.

Attack: Melee 1 (one creature); +15 vs. AC

Hit: 2d8 + 9 damage, or 3d8 + 9 if the sahuagin has combat advantage against the target.

Str 18 (+9)

Dex 17 (+10)

Wis 14 (+7)

Con 14 (+8)

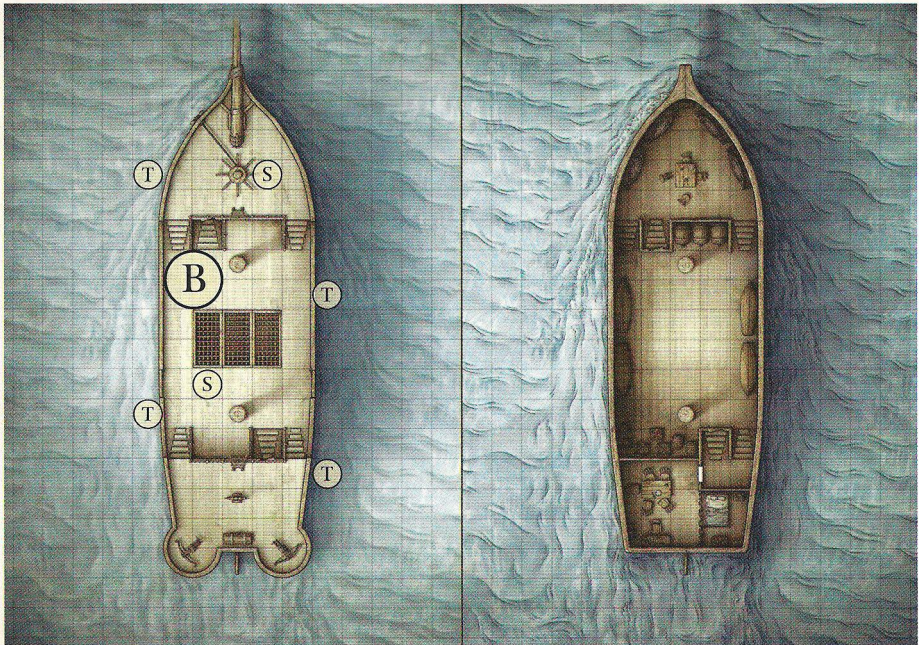
Int 10 (+6)

Cha 10 (+9)

Alignment chaotic evil

Languages Abyssal, Common

Equipment trident




The bodyguards don't say much, content to follow their baron's orders.

Tactics: The bodyguards try to flank enemies with the baron to gain combat advantage before striking with their tridents. If the baron is killed, any surviving bodyguards try to jump overboard and flee.

Kraken Tentacles

These appendages are part of a larger creature that the adventurers don't need to fight.

4 Kraken Tentacles (T) Medium aberrant magical beast (aquatic)	Level 10 Brute XP 500 each	
HP 127; Bloodied 63 AC 22, Fortitude 25, Reflex 22, Will 20 Speed 0, swim 8	Initiative +7 Blindsight 10	
TRAITS Aquatic The tentacle can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures. Water-Bound A tentacle cannot leave the water, voluntarily or involuntarily. A tentacle can move underneath a ship but cannot make attacks or be attacked while under a ship.		
STANDARD ACTIONS ← Lash ♦ At-Will Attack: Close blast 3 (enemies in the blast); +13 vs. Reflex Hit: 3d6 + 7 damage.		
TRIGGERED ACTIONS Rock the Boat ♦ Encounter Trigger: The tentacle is first bloodied. Effect: Each creature on the ship slides 2 squares toward the side of the ship nearest the tentacle (port or starboard).		
Str 20 (+10) Con 17 (+8)	Dex 15 (+7) Int 4 (+2)	Wis 10 (+5) Cha 6 (+3)

The kraken devours any character who falls in the water. If it loses all four tentacles, it retreats to the deep sea rather than press its luck.

Tactics: The tentacles use *lash* to batter enemies and *rock the boat* when first bloodied. They cannot make opportunity attacks.

ENDING THE CHALLENGE

The challenge ends in victory if the adventurers defeat or drive off the servants of Umberlee and have enough crew to make it back to Neverwinter with the *Talon of Umberlee*.

AWARDS

In this D&D LAIR ASSAULT challenge, characters can gain up to twenty awards. These awards earn the players glory. A player can earn a total of 200 glory for collecting all the awards. Have players record their awards and glory and report them on the player tracking form. A player can earn a specific award only once, regardless of the number of times he or she plays the challenge.

General Awards

Epic Win (20 glory): Defeat both encounters on nightmare mode (see page 4).

Scurvy Dogs (20 glory): Complete both encounters without using magic items, consumables, or rituals.

Tough as Nails (20 glory): Complete both encounters without spending a healing surge.

Delicate Flower (10 glory): Take no damage in one or both encounters.

That'll Leave a Mark (10 glory): Score a critical hit.

Sea Legs (10 glory): Get a 20 or higher on a death saving throw.

Player Bait (5 glory): Do something that makes the DM consult the *Rules Compendium* or the *Player's Handbook*.

TPK (5 glory): Every character in the party dies.

Encounter 1 Challenge Awards

Eye on the Prize (10 glory): Retrieve the *Talon of Umberlee*.

Big Booty (10 glory): Retrieve 4,000 gp in treasure.

Savvy Scalawag (10 glory): Kill a sleeping pirate.

You're Off the Map, Jack! (5 glory): Escape before pirate reinforcements arrive after Captain Bloodbath's horn is blown.

Encounter 2 Challenge Awards

Shiver Me Timbers! (10 glory): Deliver the *Talon of Umberlee* to Neverwinter.

Take a Dive (10 glory): Die from falling or jumping in the water.

Kraken Smackin' (10 glory): Kill all four kraken tentacles.

Baron Sparin' (5 glory): Bloody the baron and let him go.

Secret Awards

This challenge has secret awards that players can satisfy. At the end of the challenge, reveal only the awards that were fulfilled.

Oh Yeah! (10 glory): Smash through a door or wall in Encounter 1.

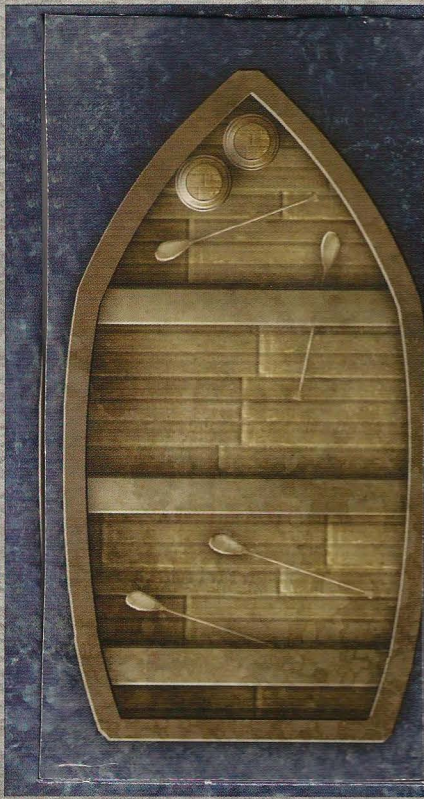
Yo Ho Ho . . . (5 glory): Drink from a barrel of rum in Encounter 1.

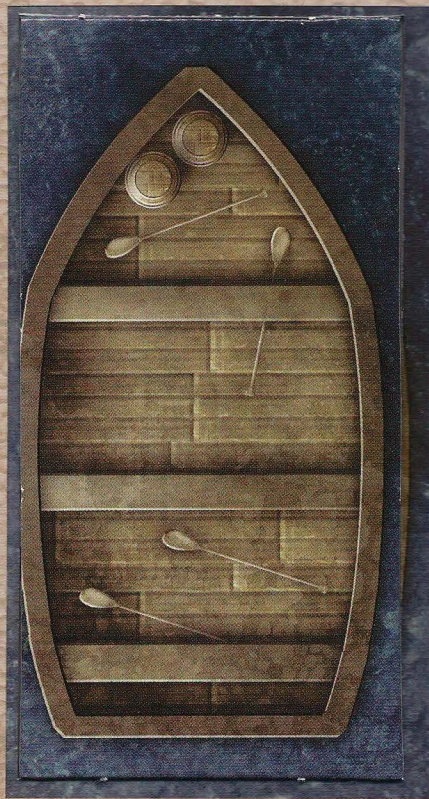
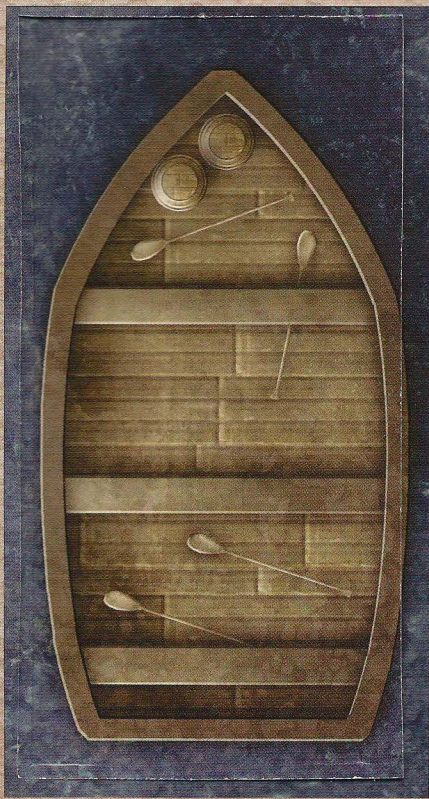
Rope-a-Dope (10 glory): Swing on a rope in Encounter 2.

Poop Deck (5 glory): Crack a poop deck joke in Encounter 2.



**DUNGEONS
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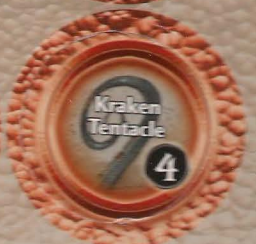
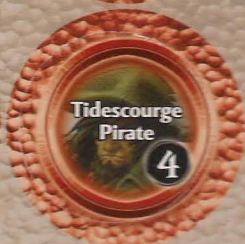
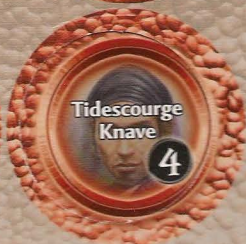
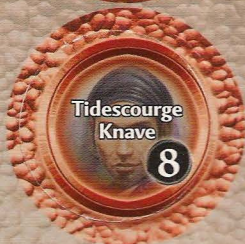
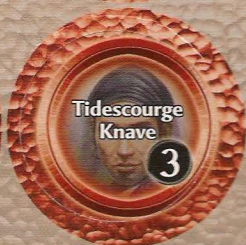
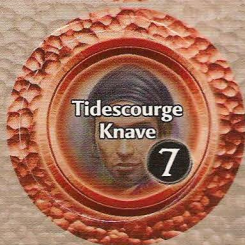
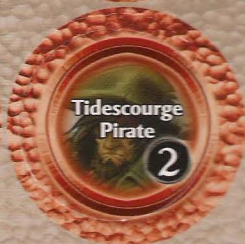
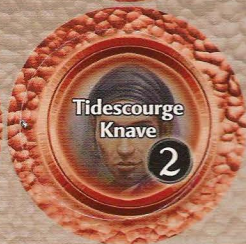
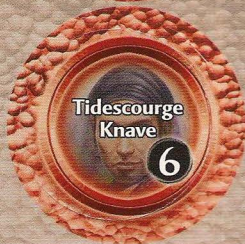
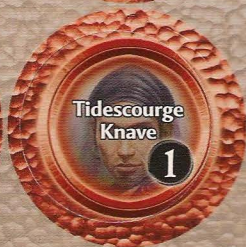
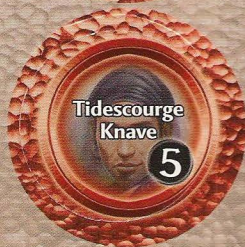
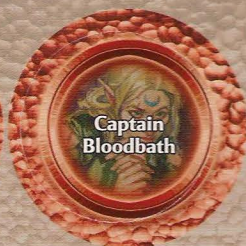
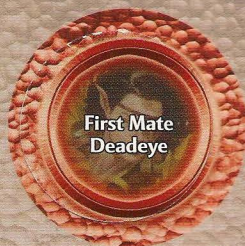


TALON OF UMBERLEE

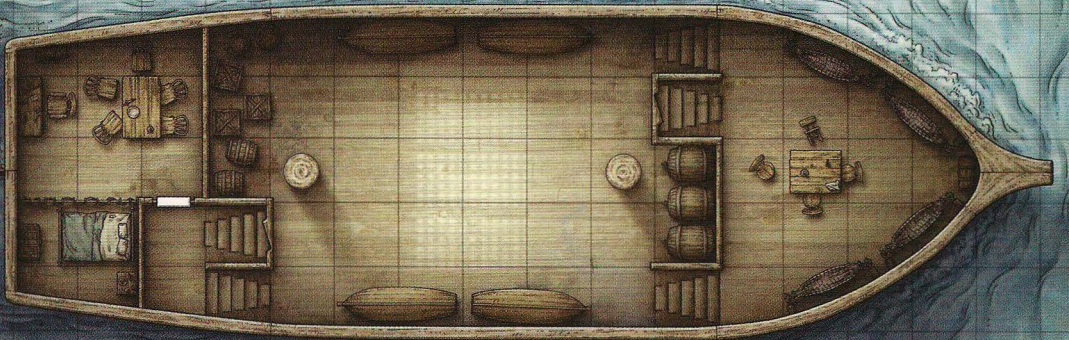
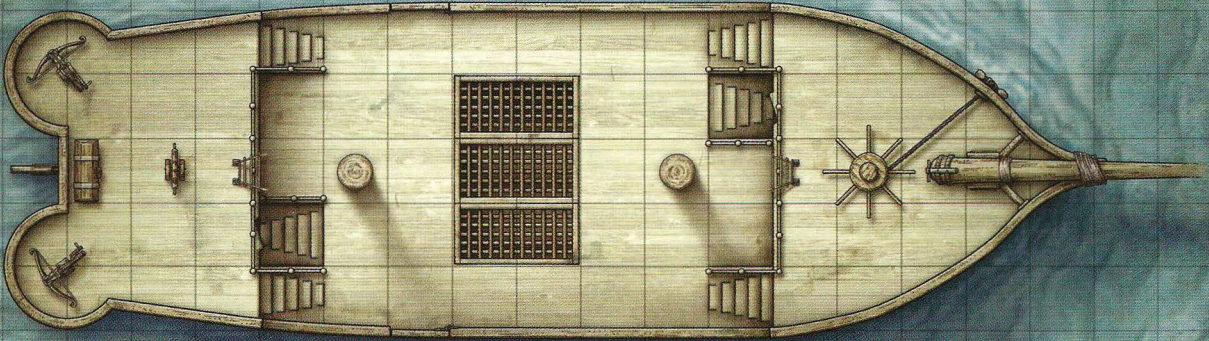
2,000 GP

2,000 GP

POTION OF HEALING







DUNGEONS & DRAGONS

LAIR ASSAULT

BLOOD IN THE WATER

The players think their characters are invincible. It's time for you to show them otherwise. Gather your players—the tacticians, the rules experts, and the power gamers—and let them test their mettle against a gang of ruthless pirates and the evil servants of the sea goddess Umberlee!

Talon of Umberlee™ is a DUNGEONS & DRAGONS® Roleplaying Game challenge designed for the 2011 winter installment of the D&D LAIR ASSAULT official play program. It includes one full-color battle map, one sheet of tokens, a laminated play aid, and information on the D&D LAIR ASSAULT program.

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