

BLUE WOUNDS

A DUNGEONS & DRAGONS® *LIVING* *FORGOTTEN REALMS* ADVENTURE

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In the wake of the recent conflict against a Plaguechanged horde, the paladins of Elturel find themselves and their city pushed to the breaking point. The corruption of the Spellplague yet lingers in many parts of the city, and Elturel's citizens feel overlooked while Torm's focus on vengeance instead of guardianship. In this chaotic environment, hero and villain alike must seek ways to work together for the common good - or perhaps the appearance of charity merely hides an ulterior motive. A *Living Forgotten Realms* adventure set in Elturgard for characters of the Heroic tier (levels 1-10). This adventure is the first part of the *Controlling Chaos* Major Quest.

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

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PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information about non-player characters (NPCs) and monsters appears in the full stat-block format with each combat encounter. For non-combat encounters, this information appears in abbreviated form in the adventure text.

Along with this adventure, you'll find a session tracking sheet. If you're playing this adventure as part of a WPN event (see above), complete and turn in this sheet to your organizer directly after play.

READING MONSTER STAT BLOCKS

Most of the information should be easy to understand, as it mirrors the information presented in the *Monster Manual*. Attacks may have a letter next to them designating the type: M for melee, R for ranged, C for close, and A for area. Auras are designated with the O symbol, as well as the aura keyword.

A lower-case letter (used only for certain melee and ranged attacks) denotes that the attack can be used as a basic attack.

IMPORTANT DM INFORMATION

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

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

In support of the golden rule, we offer these guidelines:

- **You are empowered to make adjustments to the adventure and to make decisions about how the group interacts with the world.** This is especially important during non-combat encounters, but you may also need to adjust the combat encounters for groups that are having too easy or too hard of a time with the adventure.
- **Don't make the adventure too easy or too difficult.** Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience of the players (not the characters) with the game, try to feel out (or just ask) what they like in a game, and attempt to give each player the experience they're after when they play D&D. Everyone at the table should get a "chance to shine."
- **Be mindful of pacing, and keep the game moving to ensure you finish on time.** Watch for stalling, as play loses momentum when this happens. At the same time, make sure that the players don't finish the adventure too early; provide them with a full play experience. *Living Forgotten Realms* adventures are designed to be played in about 4 hours; be very aware of running long or short, and adjust the pacing accordingly. If that means you need to "call" a combat encounter when it is obvious that the PCs are going to win, then feel free to do so.
- **Give the players appropriate hints so they can make informed choices about how to interact with the environment.** Players should always know when enemies are bloodied or affected by conditions. Give them clues about how to interact with their surroundings so they can tackle skill challenges, combats, and puzzles without getting frustrated by a lack of information. Encourage immersion in the adventure and give the players "little victories" for figuring out a good choice from your clues.

In summary, being the DM for a *Living Forgotten Realms* adventure isn't about following the adventure's text word-for-word; it's about creating a fun, challenging game environment for the players. Chapters 1 and 2 of the *Dungeon Master's Guide* are filled with good information about being a DM for a D&D game.

APPROPRIATE CHARACTER LEVELS

This adventure is written to support the entire Heroic tier of play (levels 1-10).

Any character of the appropriate tier may play the adventure, but the highest-level character in the party must be within three (3) levels of the lowest-level character in the party.

Living Forgotten Realms defines five adventure levels within each tier. The choice of adventure level affects the difficulty of most obstacles (particularly combat encounters and skill challenges) the PCs will face during the adventure, and also determines the rewards available to the PCs for successfully overcoming those obstacles. The players must decide as a group which adventure level they want to play, and inform you of their decision before beginning the adventure. We recommend that you calculate the average character level and use that as a starting point, but a group of experienced players might choose to "play up" for a greater challenge, while a group of less-experienced players might choose to "play down" while they're learning the ropes.

The group may not choose an adventure level that is more than three levels above the lowest-level character in the party. For example, a group with a level 2, level 3, and four level 5 characters may not choose to play the level 6 version of an adventure because level 6 is more than three levels above the 2nd-level character. This group could choose to face the adventure at either level 2 or level 4, but they will probably choose level 4 because that's the best fit for the group (the average character level is $25/6 =$ approximately 4).

If (and only if) the group can't agree on an adventure level, the DM may cast a tiebreaking vote.

FAILING TO DEFEAT AN ENCOUNTER

If the group fails to defeat an encounter (for example, if they have to flee from a combat because it's too tough or they fail too many checks during a skill challenge) it doesn't have to mean the end of the adventure. In most cases, both success and failure should lead to interesting story outcomes. The PCs might miss out on some XP or treasure, but whenever possible, give them a chance to work around their failure and still bring the adventure to a successful conclusion.

In the Rewards section, there is a baseline XP award (the minimum amount a PC can earn). There are also one or more XP awards available for completing specific objectives as outlined by the adventure. Part of the DM's job is to decide if and when the PCs have fulfilled each objective, even if they failed at some of the individual encounters along the way.

CHARACTER DEATH

When a character dies during the course of an adventure, the player always has at least one option (Death Charity) and might have additional options (such as the Raise Dead ritual). Most importantly, the DM must decide if the rest of the group has access to the dead character's body.

- **Pay for the Raise Dead ritual.** If the group has access to the body and chooses this option, the component cost is usually divided evenly amongst the group (although this is not required, it is generally considered good form to share the costs). The component cost is 500 gp for heroic tier, 5,000 gp for paragon tier, and 50,000 gp for epic tier). If a PC can cast the ritual, then the component cost is the only cost. If the group must locate an NPC to cast the ritual, that NPC charges a fee equal to 20% of the component cost.
- **Use a power that returns dead characters to life.** Certain characters gain powers that allow them to restore life without using the Raise Dead ritual or paying a component cost. For example, the warpriest (a cleric build from *Heroes of the Fallen Lands*) gains the *resurrection* daily utility power at 8th level. NPCs may not be used for this option unless an adventure specifically says so; a player character with the appropriate power must be at the table (assuming he or she isn't the dead character) and all other conditions for using the power must be met. For example, *resurrection* may only be used at the end of an extended rest, and the character must have died within the last 24 hours.
- **Invoke the Death Charity clause.** If the group doesn't have access to the dead character's body, or if they have the body but cannot afford (or are unwilling) to pay for a ritual, the player can choose to return the PC back to life at the end of the adventure, exactly as if the Raise Dead ritual had been used on the dead character. The details of exactly how the character's body made its way back to civilization are up to the player, or this can be left deliberately vague. There is no direct cost for accepting Death Charity, but the character forfeits all non-XP rewards for the adventure (including gold, Story Awards, and the

opportunity to select a Treasure). The PC cannot participate in the same adventure a second time.

Regardless of which option is chosen, any character who dies during an adventure gains 20% less XP from that adventure. In other words, characters that died during the adventure earn 80% of the amount earned by those characters that did not die during the adventure (for example, if the rest of the party earned 500 XP, the characters who died only earn 400 XP).

If a character is killed in the final encounter, but the rest of the party prevails, then the DM may choose to waive the 20% XP penalty if he or she believes that the group as a whole would not have succeeded without the dead character's sacrifice. The 20% penalty also does not apply in the event of a TPK (Total Party Kill), because the DM should reduce the entire group's XP award to reflect the fact that the party as a whole failed to complete some or all of the adventure's objectives.

Sometimes, invoking the Death Charity clause is the only option to return a dead PC to life. For example, if the group suffers a TPK and no friendly NPCs know where to find them, then it's unlikely that their bodies can be recovered. The DM is the final arbiter of whether or not a dead character's body can be recovered. Remember, the Death Charity clause is always an option, no matter what happened to the PC. Returning from the dead (by whatever means) is optional and up to the player, but the decision must be made at the table and recorded on the character's Adventure Log. Any character who chooses not to return from the dead is permanently retired from play.

Mounts are not characters. These rules do not apply if a mount is killed during an adventure. To resurrect a dead mount, the owner must pay 20% of the mount's market price at the end of the adventure in which the mount died.

MILESTONES

Whether the characters succeed or fail in an encounter, they generally reach a milestone after every second encounter following the start of the adventure or their last extended rest. Some encounters do not count toward a milestone, usually because they are pure roleplaying encounters or do not pose a meaningful challenge to the party. If an encounter is not intended to count toward a milestone, it will say so. In particular, you should not deny the players a milestone just because they are having an easy time with the combat encounters. After each encounter, inform the players whether that encounter counted toward the next milestone. Reaching a milestone gives each PC another action point and affects some magic item powers.

LASTING EFFECTS

Sometimes a PC suffers a lasting effect that isn't automatically resolved by the end of the adventure, such as the death penalty or the later stages of a disease.

Death Penalty: When a character dies and is brought back to life, that character usually suffers a death penalty. For example, a character brought back by the Raise Dead ritual or a warpriest's *resurrection* power suffers a -1 penalty to all attack rolls, skill checks, saving throws, and ability checks until he or she has reached three milestones. The player should record the character's death on his or her Adventure Log, and then keep a running tally of milestones reached. Once the PC has reached the third milestone since coming back to life, the death penalty ends.

Sometimes the death penalty is paid by a character other than the character that was returned to life. For example, if a sentinel uses the *restore life* power, there is a cost of four healing surges. These healing surges cannot be regained until the PCs who spent the surges (which cannot include the character who was returned to life) have reached three milestones or taken three extended rests. The character(s) who spent the surges track this on their individual Adventure Logs. As each character crosses the appropriate threshold, the death penalty ends for that character, regardless of whether it is still active on other characters.

Diseases: A disease lasts until it is cured or it reaches its final state. Normally, a PC makes an Endurance check after each extended rest to see if the disease improves, worsens, or maintains its current condition. At the end of an adventure, any character suffering from a disease must resolve the disease to either its cured or final state, using the necessary number of extended rests to do so. Other characters adventuring with the PC may aid the afflicted character during this time. If a disease reaches its final state and the PC can get a Cure Disease ritual cast (and pay the appropriate costs), they may do so.

Other Lasting Effects: Other effects that last beyond the scope of the adventure should be resolved at the DM's discretion. Effects that last for a well-defined period of time (those that end after a certain number of days or extended rests) should be resolved at the end of the adventure in which the effect was obtained (unless otherwise specified, such as by a Story Award). Effects that use a benchmark of unknown duration (such as milestones) should be recorded on the character's Adventure Log and tracked across adventures.

It is always the player's responsibility to inform the DM at the beginning of an adventure if his or her character is suffering from a lasting effect.

MONSTER MODIFICATION

Several of the monsters in this adventure, in addition to being leveled up or down to be appropriate for the adventure level, were further modified from their original published statistics to be more consistent with the monster design concepts of *Monster Manual 3* and the official errata for the *Dungeon Master's Guide*.

DCs BY ADVENTURE LEVEL

Should you need to improvise on the DC for a skill check, use the table below as a reference.

Adventure Level	Easy DC	Moderate DC	Hard DC
2	9	13	20
4	10	14	21
6	11	15	23
8	12	16	24
10	13	18	26

ADVENTURE BACKGROUND

Six months ago, the Order of Blue Fire launched an attack on Elturgard's capital of Elturel in an attempt to expand the plaguelands a few miles outside the city. The paladins of Elturgard and an army of adventurers joined forces to end the threat, but not before the southern portions of the city were wrecked and many of the city's paladins were killed or spellscarred.

These events took place in ADCP2-1, The Paladin's Plague. Playing that adventure as well as the various adventures comprising SPEC2-1 would help the players understand the situation better, but is not required to play this adventure.

DM's INTRODUCTION

The heroes are called to Elturgard by the members of a citizen's council seeking aid for a problem overlooked by the paladin rulers of the city. Citizens have disappeared in the vicinity of a small plagueland, and the heroes are asked to investigate the zone and rescue any citizens still alive.

After battling through a pack of Plaguechanged vermin, the heroes breach the zone and find themselves in a pocket of the Barrens, an Abyssal layer. After some exploration, they encounter a spellscarred paladin following a vision sent to him by Torm, a chance for a cure to the terrible changes wrought upon innocent creatures by the Spellplague. With the paladin's help, the heroes find the missing civilians in a ruined temple

of Torm, where a squad of demons plan to sacrifice them in the casting of a ritual expanding the Abyssal pocket further into the city.

Once the demons are defeated, the paladin recovers a journal detailing experiments with Plaguechanged animals. Mission complete, the heroes escort the citizens out and learn that many of the city's Spellscarred are leaving for a more tolerant city elsewhere.

PLAYER'S INTRODUCTION

Read or paraphrase the following to the players:

Six months ago, Elturgard's capital city of Elturel was assaulted by the plaguechanged forces of the Order of Blue Fire. With a significant portion of the city's paladins dead or corrupted by the Spellplague, the ruling Tormites are hard-pressed to keep order, much less repair the damage inflicted upon their city.

This is where you come in. Councilman Buufus of the Citizen's Council - an effort by the merchant class of Elturel to have a voice in the nation's governance - has called for heroes to step forward and offer their services to protect the innocent.

Your meeting will take place at a small camp in the shattered southern section of the city, where the attacks were heaviest. The houses and business around you are little more than broken shells; in a few places, patches of blue fire still burn unnaturally, never consuming the fuel upon which they flare.

The camp itself is a collection of tents within the confines of a city park, a statue of the nation's patron god Torm looking over his flock at the park's center. Your destination is a large tent near that statue, a common area where the displaced citizens are able to get a bit of comfort in the midst of their trials.

You offered to take a seat at one of the tables in the improvised pub inside, while you wait for the councilman. Several other adventuring types filter into the tent. Since it's quite likely that these are the folks you'll be working with on this mission, perhaps you should introduce yourself.

ENCOUNTER 1: WOUNDS RUN DEEP

SETUP

Important NPCs:

Councilman Orin Buufus: Diplomacy+10, Insight +8

A plainly dressed, but well-groomed, gentleman steps through the tent and walks immediately to your table. "I assume you're the adventurers who responded to my call? Thank you for coming. Please, follow me."

This gentleman is Councilman Orin Buufus, the wealthiest merchant in this section of the city. He is a friendly, human male with a large belly and a balding pate. His chin is covered with a long curly, brown beard. While friendly, he is very concerned with helping the people in the city who have been affected by the plague. The attack did significant damage to his holdings, but he had enough interests outside the city to still be quite well-off. As he leads the party through the camp, he makes small talk, and will answer any questions posed to him. He also is a member of the Lion's Den, a merchant consortium that operates in various cities about Elturgard. He is acting here in his capacity as councilman and his membership with the Lion's Den is tertiary. This information is freely available should the PCs have an interest in finding out more about Councilman Buufus.

As you walk through the camp, you can see several families struggling to go about a normal life in the middle of a recovering war zone. Many are recovering from injuries, even this long after the attack occurred. Several healers wander the park, occasionally stopping to check in on some troubled soul.

The councilman follows your gaze and sighs at the sights around you. "The paladins of Torm are dedicated to protecting this city, but there are fewer of them than ever and more suffering than they were ever prepared to handle. A few priests of other goodly gods, Ilmater in particular, have received permission to enter and administer to the injured, but their numbers are fewer still. My city remains wounded friends, and her wounds weep with the blue ichors of Spellplague."

You reach another large tent; the councilman holds the flap aside and bids you enter. Inside is a makeshift hospital, where clerics in the raiment of Selûne work their magics over the wounded. The councilman steps forward and whispers into the ear of the nearest one; she nods and steps back, allowing you to see her patient.

The man's eyes glow a bright blue, and his veins are visible through his skin, glowing with the same energy. More horrifying however are the many mouths that cover his chest, each whispering in some forgotten tongue. Councilman Buufus nods, and the Selûnite covers the man with a sheet and returns to her spellwork.

He turns to look at you, his eyes sad. "As you can see, some of our people are more afflicted than others. This is why I have asked you here; the effects of the Spellplague are still here, within the city walls. The longer the threat remains, the more innocents who will end up like this. Will you help?"

The councilman hopes to appeal to the party's altruism, but if need be he's willing to offer gold for the heroes' services. He will attempt to haggle the PCs to the smallest amount they will accept. If needed he will agree to an amount he cannot pay and will not pay more than the adventure maximum even if so promised. If he promises more than that, he will sincerely apologize and hope the PCs can accept the people's gratitude in lieu of the difference.

The councilman can provide the following information:

- The initial attack upon Elturel consisted of a rain of blue fire, which served to soften up the defenses.
- One of these meteors crashed through a warehouse belonging to him. After the battle he asked the paladins for help, but since the magic seemed inert it was made low priority.
- Two weeks ago, the meteor triggered some sort of reaction. The area around the warehouse is now a tiny plaguezone in the heart of the city, complete with a wall of blue fire that prevents the average person from getting close.
- The paladins investigated the zone, but decided to contain it rather than use their limited resources to eliminate it.
- Around a week ago, citizens started to disappear from the vicinity of the plaguezone. Buufus reported this fact, but the city's paladins have yet to act.
- So far, fifteen citizens are missing, having disappeared at the rate of two to three a day.
- Only one factor is common between the missing citizens; all of them had been spellscarred during the battle.
- A spellscarred paladin - a former member of the city's order ostracized after his affliction during the battle - offered his power to solving the

problem. He managed to make it through the fire wall, but has not been seen since.

“I’d like for you to enter the plaguezone and find out if it has anything to do with the disappearances. If at all possible, I’d also appreciate it if you could find out what happened to that paladin; it’s the least I can do after he accepted such a dangerous task. My belief is that a group as strong as yours can succeed where a lone man could not.”

ENDING THE ENCOUNTER

Assuming the party agrees to help, Councilman Buufus gives them directions to the location of the plaguezone. Additionally, one of the clerics in the hospital will cast a ritual on them that will protect them from the worst effects of the Spellplague energies.

When the party is ready, proceed to Encounter 2.

EXPERIENCE POINTS

The PCs do not earn any XP for this encounter, and it does not count towards a milestone.

TREASURE

There is no treasure in this encounter. Any treasure promised by the councilman will be provided after the work is complete.

ENCOUNTER 2: THE HIGH ROAD

ENCOUNTER LEVEL 1/3/5/7/9
(500/752/1,000/1,500/2,000 XP)

SETUP

This encounter includes the following creatures at Adventure Level 2:

- 3 Spellplagued Rats (R)
- 3 Spell-leaper Spiders (S)
- 1 Plaguewater Carp (C)
- 1 Plaguewagon Ox (O)

This encounter includes the following creatures at Adventure Level 4:

- 3 Spellplagued Rats (Level 3) (R)
- 3 Spell-leaper Spiders (Level 3) (S)
- 1 Plaguewater Carp (Level 3) (C)
- 1 Plaguewagon Ox (Level 3) (O)

This encounter includes the following creatures at Adventure Level 6:

- 3 Spellplagued Rats (Level 5) (R)
- 3 Spell-leaper Spiders (Level 5) (S)
- 1 Plaguewater Carp (Level 5) (C)
- 1 Plaguewagon Ox (Level 5) (O)

This encounter includes the following creatures at Adventure Level 8:

- 3 Spellplagued Rats (Level 7) (R)
- 3 Spell-leaper Spiders (Level 7) (S)
- 1 Plaguewater Carp (Level 7) (C)
- 1 Plaguewagon Ox (Level 7) (O)

This encounter includes the following creatures at Adventure Level 10:

- 3 Spellplagued Rats (Level 9) (R)
- 3 Spell-leaper Spiders (Level 9) (S)
- 1 Plaguewater Carp (Level 9) (C)
- 1 Plaguewagon Ox (Level 9) (O)

Set up the map as shown, but do not place the Plaguewagon Ox, Plaguewater Carp, and Spell-leaper Spiders on the board until they can be seen by the PCs.

As the adventurers enter the area, read:

The plagueland sits in another district of the city, on the other side of a section of inner walls. The best way to get there, thanks to the amount of destruction in the area, is

to simply climb over the wall via the roofs of the buildings built beside it.

As you approach the block where the roofs are still intact, a screaming sound fills the air. You manage to scatter just as a barrel covered in blue fire comes crashing down and explodes in your midst. Seconds after, licks of blue flame rain down from the sky burning whatever they touch without consuming any fuel. Hopefully the rain of fire and the barrel bombardments are infrequent, as they appear to be but a few of your many problems. Looking up, the beady glowing blue eyes of enormous rats glare down at you from the rooftops.

Apparently, getting there isn't going to be the easy part.

When the party can see the Plaguewagon Ox, read the following:

The source of the flying barrels is now clear. On the far side of the canal, the magic of the Spellplague has fused an ox with the wagon it was once hitched to. It bellows in agony and the 'wagon' spasms to fling another barrel in the air. It seems as if waiting will do no good, because another barrel materializes in the wagon after the previous one is flung.

When the party can see the Plaguewater Carp, read the follow

What first appears to be just the rippling of the water; now reveals itself as a monstrosity churning below the water's surface. Its scale less blue head and copper scales appear on a fish nearly the size of a pony.

FEATURES OF THE AREA

Rooftops: The roofs are roughly 10 feet above street level; it requires an **DC 15 Athletics check** to climb up to the roof. The wall between the sections is of equal height and requires no check. Because of the slope and the material of the roofs, they count as difficult terrain.

Canal: The canal is 5 feet below street level; its waters are calm, so swimming is a **DC 15 Athletics check**. There are bridges on either side off the map; any character that doesn't want to swim can exit the map at the points shown, losing his entire next turn in order to show up on the opposite side of the canal at the beginning of the turn after.

Any character within 2 squares of the canal edge gets a **passive Moderate DC Perception check** to notice the treasure on the bottom of the canal.

Cargo: If anyone thinks to use the crates and barrels against the Plaguewater Carp, have them make a **Hard DC Strength** check; other characters adjacent to the crates can use a Ready action in order to assist. On a success, the containers and their contents are dumped into the canal; this frightens the Plaguewater Carp and causes it to flee the combat for one round.

Bridge: The bridge is considered difficult terrain due to the incline as well as water which has been splashed upon it. There is minimal clearance below the bridge.

Rain of Fire: This is intended to incent the players to dispatch of the monsters and hurry on into the plaguezone. If it seems to be overwhelming the party simply explain the effect but have it miss, happen less frequently or appear to dissipate. Also the arcane fire has no effect on any player with a spellscar (or the spellplagued animals.) Each round attack +5 / 7 / 9 / 11 / 13 vs. Reflex, Effect: Roll 1d4; 1: slowed, 2: knocked prone, 3: 5 damage ongoing, 4: blinded. Save ends all effects. When the first PCs are struck, read or paraphrase the following:

You feel your skin tingle as the magic placed upon you protects you from the worst effects of this rain of fire.

TACTICS

When the PCs arrive, they are in danger of being hit by both the bombardment from the ox as well as the rain of fire coming from the wall of blue fire at the boundary of the plagueland.

All of the enemies are animals and should be played as such, though their base cunning has been enhanced by the magic that mutated them. The rats and spiders will cooperate with their own kind, but not with each other. All enemies will fight to the death, with the exception of the carp being scared off by the cargo.

The rats remain on the roof, using their mobility to scurry around and attack the most vulnerable characters. If the characters seem to be hesitating on the rooftops, have more rats appear in an effort to drive them across the water. The rats will not cross the bridge.

The spiders use their leaping abilities to jump in and out of combat, and use the vertical aspect of the terrain to their advantage. They also target easy prey.

The carp will attempt to grab the first characters that come within its range, dragging them down into the water and using *shocking tentacles* every turn.

The ox senses any character on the map thanks to its tremorsense, and centers its barrel on the most distant character (regardless if alternate positioning would make for a better shot).

SCALING THE ENCOUNTER

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

Four PCs: Remove one of the Spell-leaper Spiders.

Six PCs: Add an additional Spell-leaper Spider.

ENDING THE ENCOUNTER

The goal of this encounter is simply to get to the other side of the map, which represents the area where the plagueland begins to manifest. The party does not need to defeat the enemies to do so (they instinctively avoid the blue fire wall), though that certainly makes the task easier. Characters earn full experience for completing the encounter regardless of the number of enemies left alive.

The party can retreat and try again after a short rest with no penalty, but taking an extended rest will end the adventure with a failure.

MILESTONE

This encounter counts toward a milestone.

TREASURE

On the bottom of the canal is a half-eaten corpse with a magic belt (waist slot item). See Bundle B.

ENCOUNTER 2: THE HIGH ROAD (ADVENTURE LEVEL 2)

Spellplagued Rat		Level 1 Minion Skirmisher
Small natural beast (spellscarred)		XP 25
HP 1; a missed attack never damages a minion		Initiative +5
AC 15, Fortitude 12, Reflex 14, Will 12		Perception +5
Speed 6, climb 3		Low-light Vision
STANDARD ACTIONS		
m Spellplagued Bite (Fire) • At-Will		
Attack: Melee 1 (one creature); +6 vs. AC		
Hit: 4 fire damage		
MOVE ACTIONS		
Spellplagued Scuttle • At-Will		
The rat shifts 3 squares.		
Skills Stealth +7		
Str 13 (+2)	Dex 16 (+4)	Wis 13 (+2)
Con 10 (+1)	Int 3 (-3)	Cha 10 (+1)
Alignment Unaligned		Languages None

Spell-leaper Spider Δ		Level 1 Skirmisher
Medium natural beast (spider, spellscarred)		XP 100
HP 28; Bloodied 14		Initiative +3
AC 15, Fortitude 14, Reflex 13, Will 12		Perception +5
Speed 6, climb 6 (spider climb)		Tremorsense 5
Resist 5 poison		
TRAITS		
Web Walk		
The spider ignores difficult terrain composed of webs.		
STANDARD ACTIONS		
m Bite (Poison) • At-Will		
Attack: Melee 1 (one creature); +6 vs. AC		
Hit: 1d8+4 damage, and the target takes ongoing 5 poison damage (save ends).		
M Death from Above • Recharge 4 5 6		
Effect: The spider jumps up to 6 squares. This movement does not provoke opportunity attacks. After the jump, the spider uses <i>bite</i> , knocking the target prone on a hit.		
MOVE ACTIONS		
Ethereal Jump • Encounter		
Effect: The spider teleports up to 10 squares.		
Skills Athletics +7, Stealth +6		
Str 14 (+2)	Dex 12 (+1)	Wis 10 (+0)
Con 12 (+1)	Int 1 (-5)	Cha 8 (-3)
Alignment Unaligned		Languages None

Plaguewater Carp Δ		Level 1 Lurker
Huge natural beast (aquatic, spellscarred)		XP 100
HP 31; Bloodied 15		Initiative +2
AC 15, Fortitude 14, Reflex 13, Will 13		Perception +2
Speed 1 (clumsy), swim 3		Low-light vision
TRAITS		
Aquatic		
The carp can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.		
Twin Tentacles		
The carp may have two creatures grabbed at the same time.		
STANDARD ACTIONS		
m Tentacle • At-Will		
Attack: Melee 3 (one creature); +6 vs. Reflex		
Hit: The target is grabbed, and the carp may slide the target to any square adjacent to it.		
MINOR ACTIONS		
Shocking Tentacles (lightning) • At-Will (once per turn)		
Attack: One or two creatures grabbed by the carp;		
+6 vs. Fortitude		
Hit: 1d8+4 lightning damage		
Str 18 (+4)	Dex 15 (+3)	Wis 14 (+2)
Con 15 (+3)	Int 1 (-5)	Cha 8 (-3)
Alignment Unaligned		Languages None

Plaguwagon Ox		Level 1 Minion Artillery
Large natural beast (spellscarred)		XP 25
HP 1; a missed attack never damages a minion		Initiative -2
AC 15, Fortitude 15, Reflex 11, Will 14		Perception +0
Speed 0		Tremorsense 20
TRAITS		
Massively Mutated		
The ox cannot move, and is immune to any forced movement.		
STANDARD ACTIONS		
A Spellplague Barrel (Necrotic) • At-Will		
Target: Area burst 1 within 20 (creatures in the burst);		
+6 vs. Reflex		
Hit: 3 necrotic damage, and the target is slowed until the end of the ox's next turn.		
Str 13 (+1)	Dex 10 (+0)	Wis 15 (+2)
Con 20 (+5)	Int 2 (-4)	Cha 7 (-2)
Alignment Unaligned		Languages None

ENCOUNTER 2: THE HIGH ROAD (ADVENTURE LEVEL 4)

Spellplagued Rat		Level 3 Minion Skirmisher
Small natural beast (spellscarred)		XP 38
HP 1; a missed attack never damages a minion		Initiative +6
AC 17, Fortitude 14, Reflex 16, Will 14		Perception +6
Speed 6, climb 3		Low-light Vision
STANDARD ACTIONS		
m Spellplagued Bite (Fire) • At-Will		
Attack: Melee 1 (one creature); +8 vs. AC		
Hit: 4 fire damage		
MOVE ACTIONS		
Spellplagued Scuttle • At-Will		
The rat shifts 3 squares.		
Skills Stealth +8		
Str 13 (+2)	Dex 16 (+4)	Wis 13 (+2)
Con 10 (+1)	Int 3 (-3)	Cha 10 (+1)
Alignment Unaligned		Languages None

Spell-leaper Spider ^Δ		Level 3 Skirmisher
Medium natural beast (spider, spellscarred)		XP 150
HP 44; Bloodied 22		Initiative +4
AC 17, Fortitude 16, Reflex 15, Will 14		Perception +6
Speed 6, climb 6 (spider climb)		Tremorsense 5
Resist 5 poison		
TRAITS		
Web Walk		
The spider ignores difficult terrain composed of webs.		
STANDARD ACTIONS		
m Bite (Poison) • At-Will		
Attack: Melee 1 (one creature); +8 vs. AC		
Hit: 1d8+6 damage, and the target takes ongoing 5 poison damage (save ends).		
M Death from Above • Recharge 4 5 6		
Effect: The spider jumps up to 6 squares. This movement does not provoke opportunity attacks. After the jump, the spider uses <i>bite</i> , knocking the target prone on a hit.		
MOVE ACTIONS		
Ethereal Jump • Encounter		
Effect: The spider teleports up to 10 squares.		
Skills Athletics +8, Stealth +7		
Str 14 (+3)	Dex 12 (+2)	Wis 10 (+1)
Con 12 (+2)	Int 1 (-4)	Cha 8 (-2)
Alignment Unaligned		Languages None

Plaguewater Carp ^Δ		Level 3 Lurker
Huge natural beast (aquatic, spellscarred)		XP 150
HP 43; Bloodied 21		Initiative +3
AC 17, Fortitude 16, Reflex 15, Will 15		Perception +3
Speed 1 (clumsy), swim 3		Low-light vision
TRAITS		
Aquatic		
The carp can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.		
Twin Tentacles		
The carp may have two creatures grabbed at the same time.		
STANDARD ACTIONS		
m Tentacle • At-Will		
Attack: Melee 3 (one creature); +8 vs. Reflex		
Hit: The target is grabbed, and the carp may slide the target to any square adjacent to it.		
MINOR ACTIONS		
Shocking Tentacles (lightning) • At-Will (once per turn)		
Attack: One or two creatures grabbed by the carp;		
+8 vs. Fortitude		
Hit: 1d8+6 lightning damage		
Str 18 (+5)	Dex 15 (+4)	Wis 14 (+3)
Con 15 (+4)	Int 1 (-4)	Cha 8 (-2)
Alignment Unaligned		Languages None

Plaguwagon Ox		Level 3 Minion Artillery
Large natural beast (spellscarred)		XP 38
HP 1; a missed attack never damages a minion		Initiative -1
AC 17, Fortitude 17, Reflex 13, Will 16		Perception +1
Speed 0		Tremorsense 20
TRAITS		
Massively Mutated		
The ox cannot move, and is immune to any forced movement.		
STANDARD ACTIONS		
A Spellplague Barrel (Necrotic) • At-Will		
Target: Area burst 1 within 20 (creatures in the burst);		
+8 vs. Reflex		
Hit: 3 necrotic damage, and the target is slowed until the end of the ox's next turn.		
Str 13 (+2)	Dex 10 (+1)	Wis 15 (+3)
Con 20 (+6)	Int 2 (-3)	Cha 7 (-1)
Alignment Unaligned		Languages None

ENCOUNTER 2: THE HIGH ROAD (ADVENTURE LEVEL 6)

Spellplagued Rat		Level 5 Minion Skirmisher
Small natural beast (spellscarred)		XP 50
HP 1; a missed attack never damages a minion		Initiative +7
AC 19, Fortitude 16, Reflex 18, Will 16		Perception +7
Speed 6, climb 3		Low-light Vision
STANDARD ACTIONS		
m Spellplagued Bite (Fire) • At-Will		
Attack: Melee 1 (one creature); +10 vs. AC		
Hit: 5 fire damage		
MOVE ACTIONS		
Spellplagued Scuttle • At-Will		
The rat shifts 3 squares.		
Skills Stealth +9		
Str 13 (+3)	Dex 16 (+5)	Wis 13 (+3)
Con 10 (+2)	Int 3 (-2)	Cha 10 (+2)
Alignment Unaligned		Languages None

Spell-leaper Spider ^Δ		Level 5 Skirmisher
Medium natural beast (spider, spellscarred)		XP 200
HP 60; Bloodied 30		Initiative +5
AC 19, Fortitude 18, Reflex 17, Will 16		Perception +7
Speed 6, climb 6 (spider climb)		Tremorsense 5
Resist 5 poison		
TRAITS		
Web Walk		
The spider ignores difficult terrain composed of webs.		
STANDARD ACTIONS		
m Bite (Poison) • At-Will		
Attack: Melee 1 (one creature); +10 vs. AC		
Hit: 2d6+6 damage, and the target takes ongoing 5 poison damage (save ends).		
M Death from Above • Recharge 4 5 6		
Effect: The spider jumps up to 6 squares. This movement does not provoke opportunity attacks. After the jump, the spider uses <i>bite</i> , knocking the target prone on a hit.		
MOVE ACTIONS		
Ethereal Jump • Encounter		
Effect: The spider teleports up to 10 squares.		
Skills Athletics +9, Stealth +8		
Str 14 (+4)	Dex 12 (+3)	Wis 10 (+2)
Con 12 (+3)	Int 1 (-3)	Cha 8 (-1)
Alignment Unaligned		Languages None

Plagewater Carp ^Δ		Level 5 Lurker
Huge natural beast (aquatic, spellscarred)		XP 200
HP 55; Bloodied 27		Initiative +4
AC 19, Fortitude 18, Reflex 17, Will 17		Perception +4
Speed 1 (clumsy), swim 3		Low-light vision
TRAITS		
Aquatic		
The carp can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.		
Twin Tentacles		
The carp may have two creatures grabbed at the same time.		
STANDARD ACTIONS		
m Tentacle • At-Will		
Attack: Melee 3 (one creature); +10 vs. Reflex		
Hit: The target is grabbed, and the carp may slide the target to any square adjacent to it.		
MINOR ACTIONS		
Shocking Tentacles (lightning) • At-Will (once per turn)		
Attack: One or two creatures grabbed by the carp; +10 vs. Fortitude		
Hit: 2d6+6 lightning damage		
Str 18 (+6)	Dex 15 (+4)	Wis 14 (+4)
Con 15 (+4)	Int 1 (-3)	Cha 8 (+1)
Alignment Unaligned		Languages None

Plagewagon Ox		Level 5 Minion Artillery
Large natural beast (spellscarred)		XP 50
HP 1; a missed attack never damages a minion		Initiative +0
AC 19, Fortitude 19, Reflex 15, Will 18		Perception +2
Speed 0		Tremorsense 20
TRAITS		
Massively Mutated		
The ox cannot move, and is immune to any forced movement.		
STANDARD ACTIONS		
A Spellplague Barrel (Necrotic) • At-Will		
Target: Area burst 1 within 20 (creatures in the burst); +10 vs. Reflex		
Hit: 4 necrotic damage, and the target is slowed until the end of the ox's next turn.		
Str 13 (+3)	Dex 10 (+2)	Wis 15 (+4)
Con 20 (+7)	Int 2 (-2)	Cha 7 (+0)
Alignment Unaligned		Languages None

ENCOUNTER 2: THE HIGH ROAD (ADVENTURE LEVEL 8)

Spellplagued Rat		Level 7 Minion Skirmisher
Small natural beast (spellscarred)		XP 75
HP 1; a missed attack never damages a minion		Initiative +8
AC 21, Fortitude 18, Reflex 20, Will 18		Perception +8
Speed 6, climb 3		Low-light Vision
STANDARD ACTIONS		
m Spellplagued Bite (Fire) • At-Will		
Attack: Melee 1 (one creature); +12 vs. AC		
Hit: 6 fire damage		
MOVE ACTIONS		
Spellplagued Scuttle • At-Will		
The rat shifts 3 squares.		
Skills Stealth +10		
Str 13 (+4)	Dex 16 (+6)	Wis 13 (+4)
Con 10 (+3)	Int 3 (-1)	Cha 10 (+3)
Alignment Unaligned		Languages None

Spell-leaper Spider ^Δ		Level 7 Skirmisher
Medium natural beast (spider, spellscarred)		XP 300
HP 76; Bloodied 38		Initiative +6
AC 21, Fortitude 20, Reflex 19, Will 18		Perception +8
Speed 6, climb 6 (spider climb)		Tremorsense 5
Resist 5 poison		
TRAITS		
Web Walk		
The spider ignores difficult terrain composed of webs.		
STANDARD ACTIONS		
m Bite (Poison) • At-Will		
Attack: Melee 1 (one creature); +12 vs. AC		
Hit: 2d8+6 damage, and the target takes ongoing 5 poison damage (save ends).		
M Death from Above • Recharge 4 5 6		
Effect: The spider jumps up to 6 squares. This movement does not provoke opportunity attacks. After the jump, the spider uses bite, knocking the target prone on a hit.		
MOVE ACTIONS		
Ethereal Jump • Encounter		
Effect: The spider teleports up to 10 squares.		
Skills Athletics +10, Stealth +9		
Str 14 (+5)	Dex 12 (+4)	Wis 10 (+3)
Con 12 (+4)	Int 1 (-2)	Cha 8 (+0)
Alignment Unaligned		Languages None

Plaguewater Carp ^Δ		Level 7 Lurker
Huge natural beast (aquatic, spellscarred)		XP 300
HP 67; Bloodied 33		Initiative +5
AC 21, Fortitude 20, Reflex 19, Will 19		Perception +5
Speed 1 (clumsy), swim 3		Low-light vision
TRAITS		
Aquatic		
The carp can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.		
Twin Tentacles		
The carp may have two creatures grabbed at the same time.		
STANDARD ACTIONS		
m Tentacle • At-Will		
Attack: Melee 3 (one creature); +12 vs. Reflex		
Hit: The target is grabbed, and the carp may slide the target to any square adjacent to it.		
MINOR ACTIONS		
Shocking Tentacles (lightning) • At-Will (once per turn)		
Attack: One or two creatures grabbed by the carp; +12 vs. Fortitude		
Hit: 2d8+6 lightning damage		
Str 18 (+7)	Dex 15 (+5)	Wis 14 (+5)
Con 15 (+5)	Int 1 (-2)	Cha 8 (+2)
Alignment Unaligned		Languages None

Plaguwagon Ox		Level 7 Minion Artillery
Large natural beast (spellscarred)		XP 75
HP 1; a missed attack never damages a minion		Initiative -2
AC 21, Fortitude 21, Reflex 17, Will 20		Perception +0
Speed 0		Tremorsense 20
TRAITS		
Massively Mutated		
The ox cannot move, and is immune to any forced movement.		
STANDARD ACTIONS		
A Spellplague Barrel (Necrotic) • At-Will		
Target: Area burst 1 within 20 (creatures in the burst); +12 vs. Reflex		
Hit: 5 necrotic damage, and the target is slowed until the end of the ox's next turn.		
Str 13 (+4)	Dex 10 (+3)	Wis 15 (+5)
Con 20 (+8)	Int 2 (-1)	Cha 7 (+1)
Alignment Unaligned		Languages None

ENCOUNTER 2: THE HIGH ROAD (ADVENTURE LEVEL 10)

Spellplagued Rat		Level 9 Minion Skirmisher	
Small natural beast (spellscarred)		XP 100	
HP 1; a missed attack never damages a minion		Initiative +9	
AC 23, Fortitude 20, Reflex 22, Will 20		Perception +9	
Speed 6, climb 3		Low-light Vision	
STANDARD ACTIONS			
m Spellplagued Bite (Fire) • At-Will			
Attack: Melee 1 (one creature); +14 vs. AC			
Hit: 6 fire damage			
MOVE ACTIONS			
Spellplagued Scuttle • At-Will			
The rat shifts 3 squares.			
Skills Stealth +11			
Str 13 (+5)	Dex 16 (+7)	Wis 13 (+5)	
Con 10 (+4)	Int 3 (+0)	Cha 10 (+4)	
Alignment Unaligned		Languages None	

Spell-leaper Spider ^Δ	Level 9 Skirmisher
Medium natural beast (spider, spellscarred)	XP 400
HP 92; Bloodied 46	Initiative +7
AC 23, Fortitude 22, Reflex 21, Will 20	Perception +9
Speed 6, climb 6 (spider climb)	Tremorsense 5
Resist 5 poison	
TRAITS	
Web Walk	
The spider ignores difficult terrain composed of webs.	
STANDARD ACTIONS	
m Bite (Poison) • At-Will	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 2d8+8 damage, and the target takes ongoing 5 poison damage (save ends).	
M Death from Above • Recharge 4 5 6	
Effect: The spider jumps up to 6 squares. This movement does not provoke opportunity attacks. After the jump, the spider uses bite, knocking the target prone on a hit.	
MOVE ACTIONS	
Ethereal Jump • Encounter	
Effect: The spider teleports up to 10 squares.	
Skills Athletics +11, Stealth +10	
Str 14 (+6)	Dex 12 (+5) Wis 10 (+4)
Con 12 (+5)	Int 1 (-1) Cha 8 (+1)
Alignment Unaligned	Languages None

Plaguewater Carp Δ		Level 9 Lurker
Huge natural beast (aquatic, spellscarred)		XP 400
HP 79; Bloodied 39		Initiative +6
AC 23, Fortitude 22, Reflex 21, Will 21		Perception +6
Speed 1 (clumsy), swim 3		Low-light vision
TRAITS		
Aquatic		
The carp can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.		
Twin Tentacles		
The carp may have two creatures grabbed at the same time.		
STANDARD ACTIONS		
m Tentacle • At-Will		
Attack: Melee 3 (one creature); +14 vs. Reflex		
Hit: The target is grabbed, and the carp may slide the target to any square adjacent to it.		
MINOR ACTIONS		
Shocking Tentacles (lightning) • At-Will (once per turn)		
Attack: One or two creatures grabbed by the carp; +14 vs. Fortitude		
Hit: 2d8+8 lightning damage		
Str 18 (+8)	Dex 15 (+6)	Wis 14 (+6)
Con 15 (+6)	Int 1 (-1)	Cha 8 (+3)
Alignment Unaligned	Languages None	

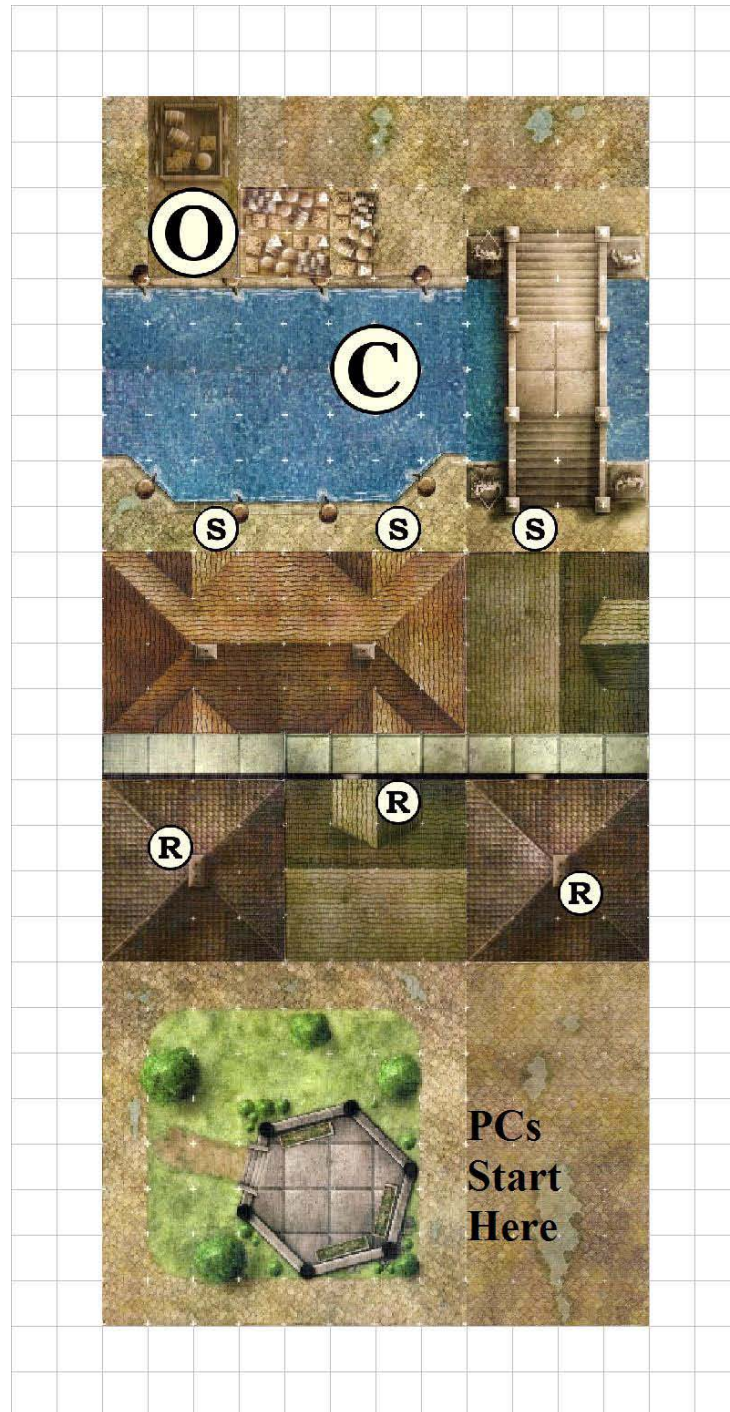
Plaguewagon Ox		Level 9 Minion Artillery	
Large natural beast (spellscarred)		XP 100	
HP 1; a missed attack never damages a minion		Initiative -2	
AC 22, Fortitude 22, Reflex 19, Will 21		Perception +0	
Speed 0		Tremorsense 20	
TRAITS			
Massively Mutated			
The ox cannot move, and is immune to any forced movement.			
STANDARD ACTIONS			
A Spellplague Barrel (Necrotic) • At-Will			
Target: Area burst 1 within 20 (creatures in the burst); +14 vs. Reflex			
Hit: 5 necrotic damage, and the target is slowed until the end of the ox's next turn.			
Str 13 (+5)	Dex 10 (+4)	Wis 15 (+6)	
Con 20 (+9)	Int 2 (+0)	Cha 7 (+2)	
Alignment Unaligned		Languages None	

ENCOUNTER 2: THE HIGH ROAD MAP

TILE SETS NEEDED

Dungeon Tiles Master Set: The City x1

This map uses the box top from the set for the roof section. If preferred, you can use the roof tiles from two sets of *Streets of Shadow* instead.



ENCOUNTER 3: THROUGH THE WALL

SKILL CHALLENGE, COMPLEXITY 1 (20/25/40/60/80 XP)

SETUP

Having made it through the gauntlet of creatures mutated by the Spellplague energies of this wall, it's time for the heroes to brave the blue fire themselves.

You leave the horrific mutations behind you, gathering your courage as you step forward towards an opaque blue wall of fire - the boundary of a plagueland. Anything could be on the other side of this barrier, but nothing a life of adventuring couldn't have prepared you for.

One of the healers at the camp hospital assured you that her ritual would protect you from the worst of the wild magic as you stepped through, but ultimately it will be your own endurance and skill that gets you through in one piece. You know that your success will depend on your teammates as much as your own prowess.

Each PC should choose one of the primary skills to represent the manner through which they brave the wall's danger. Should this not provide the number of successes or failures needed to complete the challenge, allow those who failed the first check to attempt a second (with the same skill or a different one, at their choice). Initial and second checks may be made in any order.

SKILL CHALLENGE: THROUGH THE WALL

Goal: The heroes attempt to step through the plagueland barrier without suffering its wild effects.

Complexity: 1 (4 successes before 3 failures)

Primary Skills: Acrobatics, Arcana, Dungeoneering, Endurance, History, Nature, Religion

Other Skills: Heal, Perception

Victory: The party steps through the wall with no ill effect.

Defeat: The heroes suffer from a magical affliction when they step through.

Acrobatics [Hard DC] (1 success; no maximum)

You nimbly twist and contort your body, maneuvering to avoid the tendrils of energy that crackle through the wall.

Arcana [Moderate DC] (Trained only; 1 success; no maximum)

You call upon your magic skill to manipulate the tendrils of energy in the wall, forming a safe corridor through which to step.

Dungeoneering [Hard DC] (1 success; no maximum)

You've heard of this sort of thing before in dungeons all over Faerun... and you know just the trick to use to get by it.

Endurance [Hard DC] (1 success; no maximum)

You're one tough cookie, and you're going to muscle your way through, relying on your toughness to resist the magical energies of the wall.

Heal [Moderate DC] (does not count as a success or failure; one attempt per PC)

You see your comrade falter, but your quick thinking and healing touch gives them a second chance.

This may be used as a reaction to another PC failing a check. With a successful Heal check, that PC may reroll their failure.

History [Hard DC] (1 success; no maximum)

A hundred years ago when the Spellplague first erupted, explorers of the new world had to find techniques to survive barriers just like this one. You recall such a technique from a diary you once read.

Nature [Moderate DC] (Trained only; 1 success; no maximum)

You've heard of a special herbal mixture that counteracts the energy of the Spellplague. Fortunately, you just happen to have the right herbs on you.

Perception [Moderate DC] (does not count as a success or failure; one attempt per PC)

They don't see the erratic tendril whipping its way through the wall, but you do. Your timely warning gives them a chance to correct themselves.

This may be used as a reaction to another PC failing a check. With a successful Perception check, that PC may reroll their failure.

Religion [Moderate DC] (Trained only; 1 success; no maximum)

You call upon your patron god to protect you from the energy of the wall, and you feel a comforting shroud around your body as you step through.

ENDING THE ENCOUNTER

Success: If the party succeeds at the skill challenge, the entire group steps through with no ill effect.

Failure: If the party fails the skill challenge, the entire group (even those who succeeded at their individual checks) are buffeted by wild magic and gain a temporary spellscar. Roll a d10 for each PC and check the table below to determine the scar's effects. Any creature with a current spellscar is immune to these effects.

- 1 - The character's hair turns blue, growing thicker and standing straight up as if affected by static electricity.
- 2 - The character gains Vulnerable 5 energy.
- 3 - The character's equipment is covered in blue fire that produces no heat.
- 4 - When the character uses their Second Wind, they gain Regeneration equal to one-half their level but is also blinded (save ends both).
- 5 - Whenever the character takes damage, the location of the wound makes a shrill whistling sound for one round.
- 6 - The character grows a pair of tentacles out the center of his back. They gain an Aura 1: Any creature that enters the aura or starts its turn there takes 2 points of damage.
- 7 - The character's skin and soft tissues become translucent, giving the character the appearance of a skeleton covered in blue gel.
- 8 - The character's Healing Surge Value decreases by one.
- 9 - Random patches of the character's flesh turn green and rotted.
- 10 - The character's blood is infused with energy. As an at-will immediate reaction when hit by a melee attack, the PC can deal energy damage equal to his level to the creature that hit him.

If an effect says "energy" roll a d6 to determine the energy type: 1: fire, 2: necrotic, 3: cold, 4: thunder, 5: radiant, 6: lightning

MILESTONE

This encounter counts toward a milestone.

TREASURE

No treasure can be found in this encounter.

ENCOUNTER 4: INTO THE ABYSS

ENCOUNTER LEVEL 1/3/5/7/9
(500/746/1,000/1,528/2,000 XP)

SETUP

This encounter includes the following creatures at Adventure Level 2:

3 Decrepit Skeletons (S)
3 Wisp Wraiths (W)
2 Boneshard Mongrels (Level 1) (M)
2 Spellscarred Arcanians (A)
Taikos (Level 1) (T)

This encounter includes the following creatures at Adventure Level 4:

3 Decrepit Skeletons (Level 3) (S)
3 Wisp Wraiths (Level 4) (W)
2 Boneshard Mongrels (Level 3) (M)
2 Spellscarred Arcanians (Level 4) (A)
Taikos (Level 3) (T)

This encounter includes the following creatures at Adventure Level 6:

2 Decrepit Skeletons (Level 4) (S)
3 Wisp Wraiths (Level 5) (W)
2 Boneshard Mongrels (Level 7) (M)
2 Spellscarred Arcanians (Level 5) (A)
Taikos (Level 5) (T)

This encounter includes the following creatures at Adventure Level 8:

3 Decrepit Skeletons (Level 8) (S)
3 Wisp Wraiths (Level 8) (W)
2 Boneshard Mongrels (Level 7) (M)
2 Spellscarred Arcanians (Level 8) (A)
Taikos (Level 8) (T)

This encounter includes the following creatures at Adventure Level 10:

3 Decrepit Skeletons (Level 9) (S)
3 Wisp Wraiths (Level 9) (W)
2 Boneshard Mongrels (Level 9) (M)
2 Spellscarred Arcanians (Level 10) (A)
Taikos (Level 10) (T)

For the rest of this adventure, Taikos (the missing spellscarred paladin) is available to be run as a companion character for the party. His stat block for each tier is available in Appendix 2. He can be run as a DM character, or he can be given to a volunteer player

to run. If the party has thus far had an easy time with the adventure, it is recommended that Taikos not be active in this encounter, falling from exhaustion as the PCs arrive. Have him join the fray at any point where you feel the PCs need the help in either this or Encounter 6. Taikos begins the encounter with full hit points.

Encounters 4 and 6 have been designed with Taikos's additional help in mind. Should you or the party not wish to bother with running him, be sure to scale the encounter down in the same way as if there were only 4 players.

As the adventurers enter the area, read the following:

You finally step through the plagueland's barrier, feeling the wild magic wash over you while you examine your new surroundings. Clearly, this place does not belong in the heart of a city; only the power of the Spellplague could have forced such a change.

Where there were once city streets, only sand remains. You stand in a great desert, the air shimmering from the oppressive heat. However, you won't be allowed a chance to acclimate yourself to the sudden change in environment.

Several yards in front of you, a knight is surrounded by attacking undead. His tabard bears the symbol of Torm upon it, and his eyes blaze with blue fire. It seems likely this is the paladin that entered before you.

He strikes out at the undead around him, keeping them back with a mixture of holy power and magical fire. However, it seems that his strength is beginning to ebb; without assistance, he may not be able to hold out much longer.

If Taikos is not being run as a companion character, he suffers a wound and falls unconscious at this point.

FEATURES OF THE AREA

Boulders: All of the boulders in the area count as Blood Rock, meaning that any creature making an attack from atop them can score a critical hit on a roll of 19-20.

Dunes: Dunes are marked with triangles on the map and count as difficult terrain.

Water: The water here is foul and brackish, unsafe for drinking; it counts as difficult terrain. This is the shoreline of a lake; the boat can be used to cross it, see the next encounter for more information.

TACTICS

The skeletons, wraiths, and mongrels focus their attacks on Taikos until attacked by someone else. At that point, they focus on the last person to attack them, favoring melee over ranged targets if so engaged. All of them are intelligent enough to use basic tactics like flanking, but cannot perform advanced tactics like delaying or readying.

The Mongrels understand the nature of Blood Rock enough to use *bite and hurl* to toss characters off the boulders.

The arcanians are much more intelligent, and use their powers and allies to best effect.

All enemies fight to the death.

SCALING THE ENCOUNTER

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

Four PCs: Remove one of the Boneshard Mongrels. If Taikos is not being run as a companion character, remove one of the Spellscarred Arcanians instead of the second Mongrel.

Six PCs: Add an additional Boneshard Mongrel.

ENDING THE ENCOUNTER

The encounter ends when all the enemies are defeated. The party can retreat back through the barrier, but that means all of the citizens are already dead when they begin Encounter 7. If the party is completely defeated, they wake up to find themselves back outside the barrier, with no clue as to how they returned; this also counts as a failure.

MILESTONE

This encounter counts toward a milestone.

TREASURE

No treasure can be found in this encounter.

ENCOUNTER 4: INTO THE ABYSS (ADVENTURE LEVEL 2)

Spellplagued Arcanian	Level 2 Artillery
Medium natural humanoid (undead, spellscarred)	XP 125
HP 31; Bloodied 15	Initiative +1
AC 14, Fortitude 11, Reflex 14, Will 15	Perception +4
Speed 6	Low-light vision
STANDARD ACTIONS	
m Horrific Maw Bite (acid) • At-Will	
Attack: Melee 1 (one creature); +3 vs. Reflex	
Hit: 2d6 + 6 acid damage.	
r Lines in Burning Sand (fire, implement) • At-Will	
Attack: Ranged 10 (one creature); +5 vs. Reflex	
Hit: 2d10 fire damage, and each enemy adjacent to the target takes 3 fire damage.	
R Plague Lash (necrotic, psychic, implement) • Recharge 5 6	
Attack: Ranged 10 (one creature); +5 vs. Reflex	
Hit: 2d6 + 7 psychic damage, and at the beginning of their turn the target coughs up sickly blue-black blood, taking ongoing 5 necrotic damage and a -2 to AC (save ends both).	
TRIGGERED ACTIONS	
Orb of Denial (implement) • Encounter	
Trigger: An enemy makes a successful saving throw.	
Attack (Immediate Interrupt): Ranged 10 (one creature); +7 vs. Will	
Hit: The target fails the saving throw.	
Arcane Surge • Encounter	
Trigger: The arcanian hits an enemy with an implement attack	
Effect (Free Action): The attack deals maximum damage to the enemy.	
Str 10 (+1)	Dex 11 (+1) Wis 17 (+4)
Con 13 (+2)	Int 19 (+5) Cha 10 (+1)
Alignment Chaotic Evil Languages Common	
Equipment: orb implement	

Boneshard Mongrel Δ	Level 1 Brute
Medium natural animate (undead)	XP 100
HP 30; Bloodied 15	Initiative +3
AC 13, Fortitude 12, Reflex 12, Will 11	Perception +5
Speed 6	Darkvision
Immune disease, poison; Resist 10 necrotic;	
Vulnerable 5 radiant	
STANDARD ACTIONS	
m Boneshard Bite (necrotic) • At-Will	
Attack: Melee 1 (one creature); +5 vs. AC	
Hit: 1d8+5 damage, and ongoing 5 necrotic damage (save ends).	
M Bite and Hurl (necrotic) • Recharge 4 5 6	
The Mongrel uses <i>boneshard bite</i> ; on a hit, the Mongrel slides the target 2 squares and knocks it prone.	
MINOR ACTIONS	
m Boneshard Maul (necrotic) • At-Will (1/round)	
Attack: Melee 1 (one prone creature); +5 vs. AC	
Hit: 1d8+5 necrotic damage.	
Str 16 (+3)	Dex 16 (+3) Wis 14 (+2)
Con 17 (+3)	Int 3 (-4) Cha 3 (-4)
Alignment Unaligned Languages None	

Wisp Wraith	Level 1 Minion
Medium shadow humanoid (undead)	XP 25
HP 1; a missed attack never damages a minion	Initiative +3
AC 13, Fortitude 11, Reflex 15, Will 12	Perception +0
Speed fly 6 (hover); phasing	Darkvision
Immune disease, poison; Resist 10 necrotic, insubstantial;	
Vulnerable 5 radiant	
STANDARD ACTIONS	
m Shadow Caress (Necrotic) • At-Will	
Attack: Melee 1 (one creature); +4 vs. Reflex	
Hit: 4 necrotic damage, and the target is slowed until the end of the wisp wraith's next turn.	
MOVE ACTIONS	
Shadow Glide • Encounter	
Effect: The wisp wraith shifts up to 6 squares.	
Str 3 (-4)	Dex 17 (+3) Wis 10 (+0)
Con 13 (+1)	Int 4 (-3) Cha 15 (+2)
Alignment Chaotic Evil Languages Common	

Decrepit Skeleton	Level 1 Minion
Medium natural animate (undead)	XP 25
HP 1; a missed attack never damages a minion	Initiative +3
AC 16, Fortitude 13, Reflex 14, Will 13	Perception +2
Speed 6	Darkvision
Immune disease, poison	
STANDARD ACTIONS	
m Longsword (Weapon) • At-Will	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 4 damage.	
r Shortbow (Weapon) • At-Will	
Attack: Ranged 15/30 (one creature); +6 vs. AC	
Hit: 3 damage.	
Str 15 (+2)	Dex 17 (+3) Wis 14 (+2)
Con 13 (+1)	Int 3 (-4) Cha 3 (-4)
Alignment Unaligned Languages None	
Equipment: Heavy shield, longsword, shortbow, 30 arrows	

ENCOUNTER 4: INTO THE ABYSS (ADVENTURE LEVEL 4)

Wisp Wraith		Level 4 Minion
Medium shadow humanoid (undead)		XP 44
HP 1; a missed attack never damages a minion		Initiative +5
AC 16, Fortitude 14, Reflex 18, Will 15		Perception +2
Speed fly 6 (hover); phasing		Darkvision
Immune disease, poison; Resist 10 necrotic, insubstantial;		
Vulnerable 5 radiant		
STANDARD ACTIONS		
m Shadow Caress (Necrotic) • At-Will		
Attack: Melee 1 (one creature); +7 vs. Reflex		
Hit: 5 necrotic damage, and the target is slowed until the end of the wisp wraith's next turn.		
MOVE ACTIONS		
Shadow Glide • Encounter		
Effect: The wisp wraith shifts up to 6 squares.		
Str 3 (-2)	Dex 17 (+5)	Wis 10 (+2)
Con 13 (+3)	Int 4 (-1)	Cha 15 (+4)
Alignment Chaotic Evil		Languages Common

Spellplagued Arcanian		Level 4 Artillery
Medium natural humanoid (undead, spellscarred)		XP 175
HP 43; Bloodied 21		Initiative +2
AC 16, Fortitude 13, Reflex 16, Will 17		Perception +5
Speed 6		Low-light vision
STANDARD ACTIONS		
m Horrific Maw Bite (acid) • At-Will		
Attack: Melee 1 (one creature); +5 vs. Reflex		
Hit: 2d6 + 7 acid damage.		
r Lines in Burning Sand (fire, implement) • At-Will		
Attack: Ranged 10 (one creature); +7 vs. Reflex		
Hit: 2d10 + 1 fire damage, and each enemy adjacent to the target takes 4 fire damage.		
R Plague Lash (necrotic, psychic, implement) • Recharge 5 6		
Attack: Ranged 10 (one creature); +7 vs. Reflex		
Hit: 2d6 + 8 psychic damage, and at the beginning of their turn the target coughs up sickly blue-black blood, taking ongoing 5 necrotic damage and a -2 to AC (save ends both).		
TRIGGERED ACTIONS		
Orb of Denial (implement) • Encounter		
Trigger: An enemy makes a successful saving throw.		
Attack (<i>Immediate Interrupt</i>): Ranged 10 (one creature); +9 vs. Will		
Hit: The target fails the saving throw.		
Arcane Surge • Encounter		
Trigger: The arcanian hits an enemy with an implement attack		
Effect (<i>Free Action</i>): The attack deals maximum damage to the enemy.		
Str 10 (+2)	Dex 11 (+2)	Wis 17 (+5)
Con 13 (+3)	Int 19 (+6)	Cha 10 (+2)
Alignment Chaotic Evil		Languages Common
Equipment: orb implement		

Boneshard Mongrel ^Δ		Level 3 Brute
Medium natural animate (undead)		XP 150
HP 50; Bloodied 25		Initiative +4
AC 15, Fortitude 14, Reflex 14, Will 13		Perception +6
Speed 6		Darkvision
Immune disease, poison; Resist 10 necrotic;		
Vulnerable 5 radiant		
STANDARD ACTIONS		
m Boneshard Bite (necrotic) • At-Will		
Attack: Melee 1 (one creature); +7 vs. AC		
Hit: 1d8+8 damage, and ongoing 5 necrotic damage (save ends).		
M Bite and Hurl (necrotic) • Recharge 4 5 6		
The Mongrel uses <i>boneshard bite</i> ; on a hit, the Mongrel slides the target 2 squares and knocks it prone.		
MINOR ACTIONS		
m Boneshard Maul (necrotic) • At-Will (1/round)		
Attack: Melee 1 (one prone creature); +7 vs. AC		
Hit: 1d8+8 necrotic damage.		
Str 16 (+4)	Dex 16 (+4)	Wis 14 (+3)
Con 17 (+4)	Int 3 (-3)	Cha 3 (-3)
Alignment Unaligned		Languages None

Decrepit Skeleton		Level 3 Minion
Medium natural animate (undead)		XP 38
HP 1; a missed attack never damages a minion		Initiative +4
AC 18, Fortitude 15, Reflex 16, Will 15		Perception +3
Speed 6		Darkvision
Immune disease, poison		
STANDARD ACTIONS		
m Longsword (Weapon) • At-Will		
Attack: Melee 1 (one creature); +8 vs. AC		
Hit: 4 damage.		
r Shortbow (Weapon) • At-Will		
Attack: Ranged 15/30 (one creature); +8 vs. AC		
Hit: 3 damage.		
Str 15 (+3)	Dex 17 (+4)	Wis 14 (+3)
Con 13 (+2)	Int 3 (-3)	Cha 3 (-3)
Alignment Unaligned		Languages None
Equipment: Heavy shield, longsword, shortbow, 30 arrows		

ENCOUNTER 4: INTO THE ABYSS (ADVENTURE LEVEL 6)

Wisp Wraith		Level 5 Minion
Medium shadow humanoid (undead)		XP 50
HP 1; a missed attack never damages a minion		Initiative +5
AC 17, Fortitude 15, Reflex 19, Will 16		Perception +2
Speed fly 6 (hover); phasing		Darkvision
Immune disease, poison; Resist 10 necrotic, insubstantial;		
Vulnerable 5 radiant		
STANDARD ACTIONS		
m Shadow Caress (Necrotic) • At-Will		
Attack: Melee 1 (one creature); +8 vs. Reflex		
Hit: 5 necrotic damage, and the target is slowed until the end of the wisp wraith's next turn.		
MOVE ACTIONS		
Shadow Glide • Encounter		
Effect: The wisp wraith shifts up to 6 squares.		
Str 3 (-2)	Dex 17 (+5)	Wis 10 (+2)
Con 13 (+3)	Int 4 (-1)	Cha 15 (+4)
Alignment Chaotic Evil		Languages Common

Spellplagued Arcanian		Level 5 Artillery
Medium natural humanoid (undead, spellscarred)		XP 200
HP 49; Bloodied 24		Initiative +2
AC 17, Fortitude 14, Reflex 17, Will 18		Perception +5
Speed 6		Low-light vision
STANDARD ACTIONS		
m Horrific Maw Bite (acid) • At-Will		
Attack: Melee 1 (one creature); +6 vs. Reflex		
Hit: 2d6 + 7 acid damage.		
r Lines in Burning Sand (fire, implement) • At-Will		
Attack: Ranged 10 (one creature); +8 vs. Reflex		
Hit: 2d10 +1 fire damage, and each enemy adjacent to the target takes 4 fire damage.		
R Plague Lash (necrotic, psychic, implement) • Recharge 5 6		
Attack: Ranged 10 (one creature); +8 vs. Reflex		
Hit: 2d6 + 8 psychic damage, and at the beginning of their turn the target coughs up sickly blue-black blood, taking ongoing 5 necrotic damage and a -2 to AC (save ends both).		
TRIGGERED ACTIONS		
Orb of Denial (implement) • Encounter		
Trigger: An enemy makes a successful saving throw.		
Attack (Immediate Interrupt): Ranged 10 (one creature); +10 vs. Will		
Hit: The target fails the saving throw.		
Arcane Surge • Encounter		
Trigger: The arcanian hits an enemy with an implement attack		
Effect (Free Action): The attack deals maximum damage to the enemy.		
Str 10 (+2)	Dex 11 (+2)	Wis 17 (+5)
Con 13 (+3)	Int 19 (+6)	Cha 10 (+2)
Alignment Chaotic Evil		Languages Common
Equipment: orb implement		

Boneshard Mongrel ^Δ		Level 7 Brute
Medium natural animate (undead)		XP 300
HP 90; Bloodied 45		Initiative +5
AC 19, Fortitude 18, Reflex 18, Will 17		Perception +7
Speed 6		Darkvision
Immune disease, poison; Resist 10 necrotic;		
Vulnerable 5 radiant		
STANDARD ACTIONS		
m Boneshard Bite (necrotic) • At-Will		
Attack: Melee 1 (one creature); +11 vs. AC		
Hit: 2d8+8 damage, and ongoing 5 necrotic damage (save ends).		
M Bite and Hurl (necrotic) • Recharge 4 5 6		
The Mongrel uses boneshard bite; on a hit, the Mongrel slides the target 2 squares and knocks it prone.		
MINOR ACTIONS		
m Boneshard Maul (necrotic) • At-Will (1/round)		
Attack: Melee 1 (one prone creature); +11 vs. AC		
Hit: 2d8+8 necrotic damage.		
Str 16 (+6)	Dex 16 (+6)	Wis 14 (+5)
Con 17 (+6)	Int 3 (-1)	Cha 3 (-1)
Alignment Unaligned		Languages None

Decrepit Skeleton		Level 7 Minion
Medium natural animate (undead)		XP 75
HP 1; a missed attack never damages a minion		Initiative +6
AC 22, Fortitude 19, Reflex 20, Will 19		Perception +5
Speed 6		Darkvision
Immune disease, poison		
STANDARD ACTIONS		
m Longsword (Weapon) • At-Will		
Attack: Melee 1 (one creature); +12 vs. AC		
Hit: 5 damage.		
r Shortbow (Weapon) • At-Will		
Attack: Ranged 15/30 (one creature); +12 vs. AC		
Hit: 4 damage.		
Str 15 (+4)	Dex 17 (+5)	Wis 14 (+4)
Con 13 (+3)	Int 3 (-2)	Cha 3 (-2)
Alignment Unaligned		Languages None
Equipment: Heavy shield, longsword, shortbow, 30 arrows		

ENCOUNTER 4: INTO THE ABYSS (ADVENTURE LEVEL 8)

Wisp Wraith		Level 8 Minion
Medium shadow humanoid (undead)		XP 88
HP 1; a missed attack never damages a minion		Initiative +7
AC 20, Fortitude 18, Reflex 22, Will 19		Perception +4
Speed fly 6 (hover); phasing		Darkvision
Immune disease, poison; Resist 10 necrotic, insubstantial;		
Vulnerable 5 radiant		
STANDARD ACTIONS		
m Shadow Caress (Necrotic) • At-Will		
Attack: Melee 1 (one creature); +11 vs. Reflex		
Hit: 6 necrotic damage, and the target is slowed until the end of the wisp wraith's next turn.		
MOVE ACTIONS		
Shadow Glide • Encounter		
Effect: The wisp wraith shifts up to 6 squares.		
Str 3 (+0)	Dex 17 (+7)	Wis 10 (+4)
Con 13 (+5)	Int 4 (+1)	Cha 15 (+6)
Alignment Chaotic Evil		Languages Common

Spellplagued Arcanian		Level 8 Artillery
Medium natural humanoid (undead, spellscarred)		XP 350
HP 67; Bloodied 33		Initiative +4
AC 20, Fortitude 17, Reflex 20, Will 21		Perception +7
Speed 6		Low-light vision
STANDARD ACTIONS		
m Horrific Maw Bite (acid) • At-Will		
Attack: Melee 1 (one creature); +9 vs. Reflex		
Hit: 2d6 + 9 acid damage.		
r Lines in Burning Sand (fire, implement) • At-Will		
Attack: Ranged 10 (one creature); +11 vs. Reflex		
Hit: 2d10 + 3 fire damage, and each enemy adjacent to the target takes 5 fire damage.		
R Plague Lash (necrotic, psychic, implement) • Recharge 5 6		
Attack: Ranged 10 (one creature); +11 vs. Reflex		
Hit: 2d6 + 10 psychic damage, and at the beginning of their turn the target coughs up sickly blue-black blood, taking ongoing 5 necrotic damage and a -2 to AC (save ends both).		
TRIGGERED ACTIONS		
Orb of Denial (implement) • Encounter		
Trigger: An enemy makes a successful saving throw.		
Attack (Immediate Interrupt): Ranged 10 (one creature); +13 vs. Will		
Hit: The target fails the saving throw.		
Arcane Surge • Encounter		
Trigger: The arcanian hits an enemy with an implement attack		
Effect (Free Action): The attack deals maximum damage to the enemy.		
Str 10 (+4)	Dex 11 (+4)	Wis 17 (+7)
Con 13 (+5)	Int 19 (+8)	Cha 10 (+4)
Alignment Chaotic Evil		Languages Common
Equipment: orb implement		

Boneshard Mongrel ^Δ		Level 7 Brute
Medium natural animate (undead)		XP 300
HP 90; Bloodied 45		Initiative +5
AC 19, Fortitude 18, Reflex 18, Will 17		Perception +7
Speed 6		Darkvision
Immune disease, poison; Resist 10 necrotic;		
Vulnerable 5 radiant		
STANDARD ACTIONS		
m Boneshard Bite (necrotic) • At-Will		
Attack: Melee 1 (one creature); +11 vs. AC		
Hit: 2d8+8 damage, and ongoing 5 necrotic damage (save ends).		
M Bite and Hurl (necrotic) • Recharge 4 5 6		
The Mongrel uses boneshard bite; on a hit, the Mongrel slides the target 2 squares and knocks it prone.		
MINOR ACTIONS		
m Boneshard Maul (necrotic) • At-Will (1/round)		
Attack: Melee 1 (one prone creature); +11 vs. AC		
Hit: 2d8+8 necrotic damage.		
Str 16 (+6)	Dex 16 (+6)	Wis 14 (+5)
Con 17 (+6)	Int 3 (-1)	Cha 3 (-1)
Alignment Unaligned		Languages None

Decrepit Skeleton		Level 8 Minion
Medium natural animate (undead)		XP 88
HP 1; a missed attack never damages a minion		Initiative +6
AC 23, Fortitude 20, Reflex 21, Will 20		Perception +5
Speed 6		Darkvision
Immune disease, poison		
STANDARD ACTIONS		
m Longsword (Weapon) • At-Will		
Attack: Melee 1 (one creature); +13 vs. AC		
Hit: 5 damage.		
r Shortbow (Weapon) • At-Will		
Attack: Ranged 15/30 (one creature); +13 vs. AC		
Hit: 4 damage.		
Str 15 (+5)	Dex 17 (+6)	Wis 14 (+5)
Con 13 (+4)	Int 3 (-1)	Cha 3 (-1)
Alignment Unaligned		Languages None
Equipment: Heavy shield, longsword, shortbow, 30 arrows		

ENCOUNTER 4: INTO THE ABYSS (ADVENTURE LEVEL 10)

Wisp Wraith	Level 9 Minion
Medium shadow humanoid (undead)	XP 100
HP 1; a missed attack never damages a minion	Initiative +7
AC 21, Fortitude 19, Reflex 22, Will 19	Perception +4
Speed fly 6 (hover); phasing	Darkvision
Immune disease, poison; Resist 10 necrotic, insubstantial;	
Vulnerable 5 radiant	
STANDARD ACTIONS	
m Shadow Caress (Necrotic) • At-Will	
Attack: Melee 1 (one creature); +12 vs. Reflex	
Hit: 6 necrotic damage, and the target is slowed until the end of the wisp wraith's next turn.	
MOVE ACTIONS	
Shadow Glide • Encounter	
Effect: The wisp wraith shifts up to 6 squares.	
Str 3 (+0) Dex 17 (+7) Wis 10 (+4)	
Con 13 (+5) Int 4 (+1) Cha 15 (+6)	
Alignment Chaotic Evil	Languages Common

Spellplagued Arcanian	Level 10 Artillery
Medium natural humanoid (undead, spellscarred)	XP 500
HP 79; Bloodied 39	Initiative +5
AC 22, Fortitude 19, Reflex 22, Will 23	Perception +8
Speed 6	Low-light vision
STANDARD ACTIONS	
m Horrific Maw Bite (acid) • At-Will	
Attack: Melee 1 (one creature); +11 vs. Reflex	
Hit: 2d6 + 10 acid damage.	
r Lines in Burning Sand (fire, implement) • At-Will	
Attack: Ranged 10 (one creature); +13 vs. Reflex	
Hit: 2d10 + 4 fire damage, and each enemy adjacent to the target takes 6 fire damage.	
R Plague Lash (necrotic, psychic, implement) • Recharge 5 6	
Attack: Ranged 10 (one creature); +13 vs. Reflex	
Hit: 2d6 + 11 psychic damage, and at the beginning of their turn the target coughs up sickly blue-black blood, taking ongoing 5 necrotic damage and a -2 to AC (save ends both).	
TRIGGERED ACTIONS	
Orb of Denial (implement) • Encounter	
Trigger: An enemy makes a successful saving throw.	
Attack (Immediate Interrupt): Ranged 10 (one creature); +15 vs. Will	
Hit: The target fails the saving throw.	
Arcane Surge • Encounter	
Trigger: The arcanian hits an enemy with an implement attack	
Effect (Free Action): The attack deals maximum damage to the enemy.	
Str 10 (+5) Dex 11 (+5) Wis 17 (+8)	
Con 13 (+6) Int 19 (+9) Cha 10 (+5)	
Alignment Chaotic Evil	Languages Common
Equipment: orb implement	

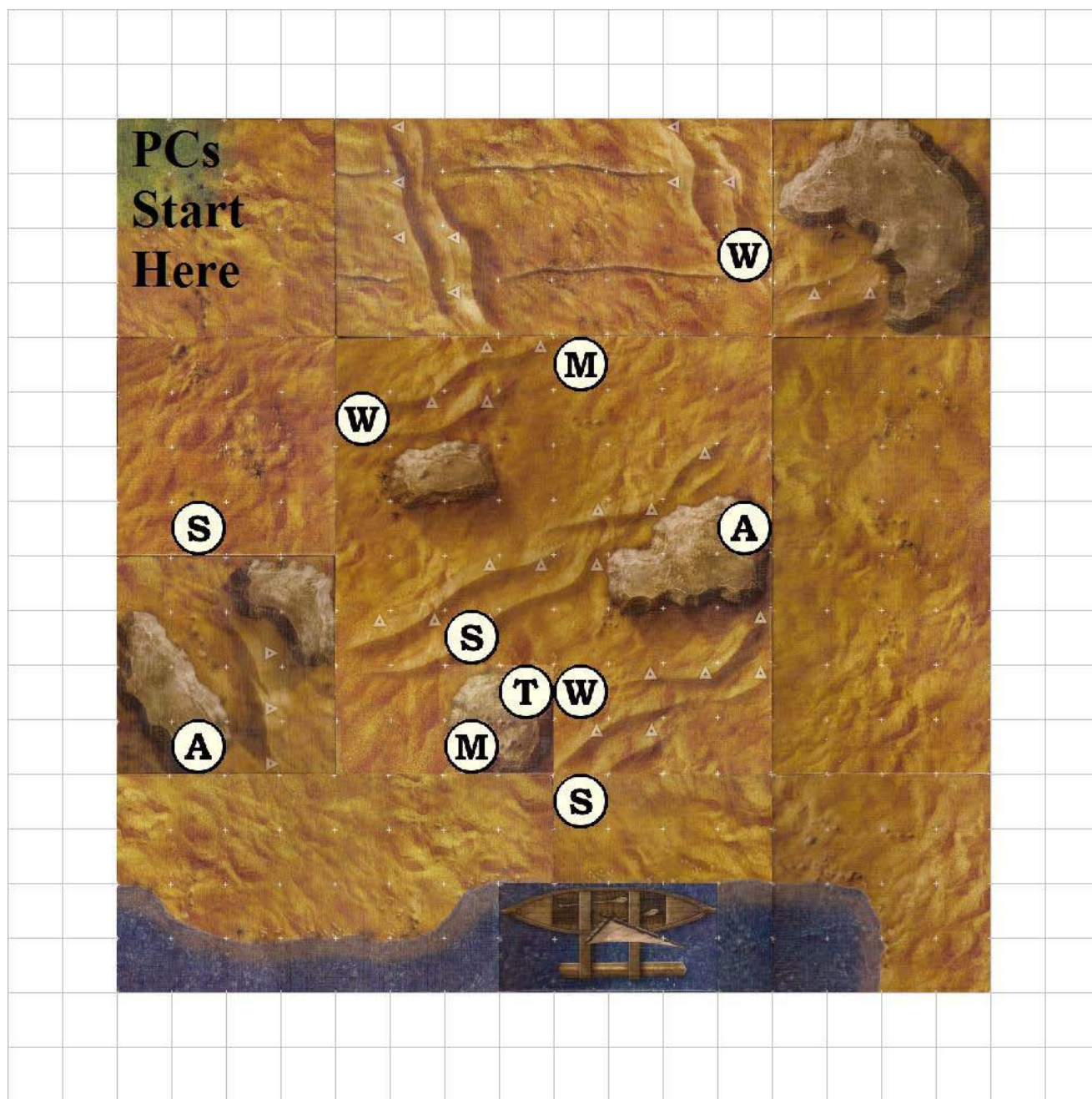
Boneshard Mongrel ^Δ	Level 9 Brute
Medium natural animate (undead)	XP 400
HP 110; Bloodied 55	Initiative +7
AC 21, Fortitude 20, Reflex 20, Will 19	Perception +9
Speed 6	Darkvision
Immune disease, poison; Resist 10 necrotic;	
Vulnerable 5 radiant	
STANDARD ACTIONS	
m Boneshard Bite (necrotic) • At-Will	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 2d8-10 damage, and ongoing 5 necrotic damage (save ends).	
M Bite and Hurl (necrotic) • Recharge 4 5 6	
The Mongrel uses boneshard bite; on a hit, the Mongrel slides the target 2 squares and knocks it prone.	
MINOR ACTIONS	
m Boneshard Maul (necrotic) • At-Will (1/round)	
Attack: Melee 1 (one prone creature); +13 vs. AC	
Hit: 2d8-10 necrotic damage.	
Str 16 (+7) Dex 16 (+7) Wis 14 (+6)	
Con 17 (+7) Int 3 (+0) Cha 3 (+0)	
Alignment Unaligned	Languages None

Decrepit Skeleton	Level 9 Minion
Medium natural animate (undead)	XP 100
HP 1; a missed attack never damages a minion	Initiative +6
AC 24, Fortitude 21, Reflex 22, Will 21	Perception +5
Speed 6	Darkvision
Immune disease, poison	
STANDARD ACTIONS	
m Longsword (Weapon) • At-Will	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 6 damage.	
r Shortbow (Weapon) • At-Will	
Attack: Ranged 15/30 (one creature); +14 vs. AC	
Hit: 5 damage.	
Str 15 (+5) Dex 17 (+6) Wis 14 (+5)	
Con 13 (+4) Int 3 (-1) Cha 3 (-1)	
Alignment Unaligned	Languages None
Equipment: Heavy shield, longsword, shortbow, 30 arrows	

ENCOUNTER 4: INTO THE ABYSS MAP

TILE SETS NEEDED

Desert of Athas x1



ENCOUNTER 5: BARREN HOPE

SETUP

Important NPCs: Taikos Skills listed on stat block in Appendix 2

If Taikos fell unconscious during the battle, PCs are able to revive him at the beginning of this encounter.

The paladin turns to face you as he recovers from the fight. "Torm must have seen my plight and brought you to my aid. I thank you for your intervention friends; I was hard pressed until your arrival." He turns, sweeping his arm to take in the view. "Welcome to the Barrens, the one-hundredth layer of the Abyss."

If the conversation turns to the point where comparative time comes up, from Taikos's perspective the party showed up only a few minutes after he stepped through the wall himself, despite the fact that he's been missing for a week on Faerun.

Taikos can provide the following information:

- This is not the full Abyssal layer, but a small contained pocket of it. This most likely means the most dangerous denizens aren't present and can't arrive, but the rules of the layer are still in place.
- Having a piece of the Abyss manifest on Faerun is an extremely rare event, and it can't be entirely ruled out that some sort of malevolent plan is behind this manifestation.
- Taikos is here to rescue the missing citizens, but he has a second goal in mind. He received a vision from Torm in which he saw a possible cure for the spellscars with which he and many of his brother paladins have been afflicted.
- He doesn't know what form this cure might take, but will rely upon Torm's guidance to show him the way.
- Taikos was a member of the paladins of the Order of Torm. He was cast out after the battle for Elturel; for fear that the corruption of his spellscar had cast him out of Torm's grace.
- Taikos has joined a group, the Shields of Kilgrave, founded by those like him, those still dedicated to Torm's goals despite their afflicted nature. They feel it unfair that they have been ostracized for what is essentially a wound suffered in the course of their duty.

Taikos points to the lake, and the boat waiting upon its shore. "Torm tells me that our mutual goals wait for us on the opposite shore. Will you join me? This place is far too dangerous to refuse whatever aid may come."

ENDING THE ENCOUNTER

If the party accepts Taikos's company, he suggests that the boat is the best and fastest way to travel to the place where the missing citizens are being held.

Should the party refuse Taikos's help (which is not the same as not using him as a companion character), he offers them the use of the boat while he walks around the lake. They can choose to sail or walk, but either way he will arrive after the next encounter has ended.

MILESTONE

This encounter does NOT count toward a milestone.

TREASURE

No treasure can be found in this encounter.

ENCOUNTER 6: END OF DAYS

ENCOUNTER LEVEL 4/6/8/10/12
(875/1279/1750/2517/3500 XP)

SETUP

This encounter includes the following creatures
Adventure Level 2:

- 1 Guardian Ruinlord (Level 3) (G)
- 2 Runespiral Demon (Level 1) (R)
- 2 Quasit (Level 1) (Q)
- Renceti, Elite Quasit (Level 1) (Q)
- 5 Mane (Level 1) (M)
- Taikos (Level 1)

This encounter includes the following creatures
Adventure Level 4:

- 1 Guardian Ruinlord (Level 4) (G)
- 2 Runespiral Demon (Level 3) (R)
- 2 Quasit (Level 2) (Q)
- Renceti, Elite Quasit (Level 2) (Q)
- 8 Mane (Level 3) (M)
- Taikos (Level 3)

This encounter includes the following creatures
Adventure Level 6:

- 1 Guardian Ruinlord (Level 7) (G)
- 2 Runespiral Demon (Level 6) (R)
- 1 Quasit (Level 6) (Q)
- Renceti, Elite Quasit (Level 6) (Q)
- 4 Mane (Level 5) (M)
- Taikos (Level 5)

This encounter includes the following creatures
Adventure Level 8:

- 1 Guardian Ruinlord (Level 8) (G)
- 2 Runespiral Demon (Level 7) (R)
- 2 Quasit (Level 6) (Q)
- Renceti, Elite Quasit (Level 6) (Q)
- 9 Mane (Level 6) (M)
- Taikos (Level 8)

This encounter includes the following creatures
Adventure Level 10:

- 1 Guardian Ruinlord (Level 11) (G)
- 2 Runespiral Demon (Level 9) (R)
- 2 Quasit (Level 9) (Q)
- Renceti, Elite Quasit (Level 9) (Q)
- 4 Mane (Level 10) (M)
- Taikos (Level 10)

The unique radiation of the Barrens grants all of the PCs low-light vision while they're in this area. However, they also risk infection from Wasteland Sickness. Each PC must make a **Hard DC Endurance check**. On a failure, they contract the disease and lose a healing surge (the initial stage of the disease). If the party decided to walk instead of use the boat, they must make **two** checks instead.

As the adventurers enter the area, read the following. If Taikos is not with the party, then skip his lines and allow the party to make skill checks (Moderate DC) to determine the information for themselves.

On the far side of the salt lake, a ruined cathedral sits half-buried in the Abyssal sands. The entire structure is covered with silhouettes of humanoids in positions of painful expression, as if the moments of their deaths had been burned onto the stone.

Taikos looks over the building, his face growing grim. "This is a temple of Torm. It has the same design as those in Elturgard." He glances back at your group. "The Barrens represents the destruction of civilization. My guess would be that we're seeing a future representation of Elturel."

Taikos can give the party a general idea of the arrangement of the temple's rooms, since the temples use a standard design. There are no guards outside, and the temple's doors open freely. If Taikos is not being used as a companion character, he volunteers to guard the outside and keep any more demons from entering while the party clears the place.

When the party first sees the Guardian Ruinlord during the encounter, read the following:

A large mass of dripping tentacles writhes in the center of the room. Many of the tentacles end in eyes or fanged mouths, and whatever the creature is, it is clearly hostile.

FEATURES OF THE AREA

Illumination: There is just enough torchlight inside to give the interior dim light. However, note that all the characters are given low-light vision by the layer's radiation.

Doors: All of the temple's doors are stone. The door at the entrance leading into the temple is locked and barred from the inside; the other doors are closed but unlocked.

Portcullis: Strong metal bars block the entrance hallway from the holy circle. The lever on the other side controls its position, and is kept oiled well enough that

any number of tricks the party may attempt to try to flip it have a chance at success (allow for Hard skill or ability checks as appropriate).

Guardroom: Buried amongst the supplies left to rot here are six vials of holy water (level 6) in a plain case, which can be found with a Moderate Perception check. The water has range 3/6, attack +9 vs. Reflex, and deals 1d10 radiant damage to the demons on a hit.

Library: The bookshelves mostly contain various holy texts and treatises regarding the worship of Torm or the nature of law. The bookshelves can be pushed over with a Moderate Strength check, dealing 1d6 damage to any creature within 2 squares of the shelf in the direction of its fall and knocking them prone.

Holy Circle: This feature still functions despite all the efforts of the demons to defeat it. A PC who ends his turn in the circle may attempt a **Moderate DC Religion** check to ask for Torm's boon. Those who succeed gain a +1 divine bonus to attack rolls against a target that hit them since the end of their last turn; this boon lasts until the end of the encounter.

Altar Room: The altar steps in the middle of the room count as difficult terrain to go up.

Torture Chamber: The citizens are locked up here, so weak that they can no longer resist anything the demons do to them. Opening a cage requires a **Moderate DC Thievery check** or **Strength ability check**. At the start of combat there are twelve living citizens locked up in the various cages, as well as three corpses whose souls have already been consumed (see below).

TACTICS

The Guardian tries to focus on the ritual it's casting, which is designed to consume the Plaguetoached souls of the kidnapped citizens in order to expand this Abyssal pocket. Each round it is adjacent to the altar and takes a standard action to continue the ritual, a citizen dies and a bluish wisp floats through the doors from the torture chamber up to the altar, where it vanishes in a flash of black light. If attacked in melee, the Guardian defends itself instead of continuing the ritual for that turn.

The manes in the guard room pay little attention to the door, instead playing some sort of inscrutable game using bones on the table. They are automatically surprised, unless the party makes a large commotion at the entrance. Once alerted to the party's presence, they run through the library into the altar room, warning the demons there. If there are additional manes at your AL, spread them evenly throughout the complex.

The Runespiral Demon in the Holy Circle room warns the other demons if it observes the party enter the

hallway to the south; if they try to go through the portcullis, it retreats to the altar room and sends the mane and quasit forward.

The other Runespiral demon prefers to stay in the torture chamber and taunt the remaining citizens as their death approaches. If it hears combat in the altar room, it sends the mane to join in; once a non-mane demon falls in combat in that room, it joins the battle itself.

The quasits use hit-and-run tactics to draw the party into the altar room, and then use their abilities to help the other demons. They use *invisibility* to sneak around to controllers, using *evil temptation* to encourage them to include allies in bursts.

If the party tries to use a hallway to limit the number of enemies able to attack them, the demons use the full area of the temple to go around and flank.

All enemies except Renceti fight to the death. Renceti's purpose here is to get information and scour the library. He acts as a support combatant until it appears hopeless or he becomes bloodied. At that point he uses all his abilities to escape, including teleportation and invisibility.

Should he not be able to flee, Renceti bargains for his freedom. He agrees to help the PCs find the information they seek in the library. He assumes that is why they are here. He is single-minded and assumes they are here for the same reason he is. That is his only bargaining chip. If this happens he adds a +2 bonus to all the PCs' skill checks in Encounter 7.

SCALING THE ENCOUNTER

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

Four PCs: Remove the quasit in the altar room. If Taikos is not used as a companion character, remove one from the library as well.

Six PCs: Distribute an additional four manes between the guard room, library, and altar room.

ENDING THE ENCOUNTER

If the party defeats all the demons, they can rescue the surviving citizens and take them back across the lake and through the barrier. Continue with the final encounter.

If the party is forced to retreat, the remaining citizens die during the ritual. The party can still defeat the demons and help Taikos recover the diary.

If the party is completely defeated, they wake up to find themselves back outside the barrier, with no clue as to how they returned; this ends the adventure.

If the PCs do not naturally want to investigate the library, Taikos feels divine inspiration that there is important information to be found in the library. Proceed to Encounter 7. If they are resistant to staying and searching the library they are free to leave immediately. Proceed directly to Encounter 7, Concluding the Adventure.

If the PCs saved 8 or more citizens they receive story award **ELTU03 Hero to the People**. If the PCs saved any of the citizens and did not request any money from Councilman Buufus they receive story award **ELTU04 Lion in the City**.

EXPERIENCE POINTS

If the PCs save at least 4 of the 12 citizens, they complete a Minor Objective worth 25 / 35 / 50 / 70 / 100 XP per PC. If they save at least 8 of the citizens, this award is doubled.

Defeating the demons is itself a Minor Objective, worth 125 / 175 / 250 / 350 / 500 XP per PC.

TREASURE

No treasure can be found in this encounter.

ENCOUNTER 6: END OF DAYS (ADVENTURE LEVEL 2)

Guardian Ruinlord ^Δ	Level 3 Soldier
Large elemental humanoid (demon)	XP 150
HP 50; Bloodied 25	Initiative +7
AC 19, Fortitude 16, Reflex 15, Will 14	Perception +9
Speed 6	Darkvision
Immune sleep, stun	
TRAITS	
Guardian Vigilance • Aura 1	
Any enemy that ends its turn within the aura is marked by the Guardian Ruinlord until the end of the Guardian's next turn.	
All-Around Vision	
Enemies can't gain combat advantage by flanking the Guardian	
STANDARD ACTIONS	
m Tentacle • At-Will	
Attack: Melee 2 (one creature); +8 vs. AC	
Hit: 2d8 + 4 damage.	
M Tentacle Seize • At-Will	
Requirement: The Guardian must not have a creature grabbed.	
Attack: Melee 2 (one creature); +8 vs. AC	
Hit: 2d8 + 4 damage, and the Guardian pulls the target 1 square. If the target ends that movement adjacent to the Guardian, the Guardian grabs the target. The target takes a -4 penalty to attempts to escape the grab.	
C Grasping Ruins (zone) • Encounter	
Attack: Close burst 1 (one creature in burst); +6 vs. Fortitude.	
Hit: The target is knocked prone and cannot stand up (save ends). The burst creates a zone that lasts until the end of the encounter. Enemies treat the zone as difficult terrain.	
MINOR ACTIONS	
Tentacle Drain (necrotic) • At-Will (1/round)	
Requirement: The Guardian must be bloodied.	
Effect: The Guardian sustains a grab. The grabbed creature takes 1d6+3 necrotic damage, and the Guardian can make a saving throw against one effect that a save can end.	
TRIGGERED ACTIONS	
Soul of Slaughter • At-Will	
Trigger: The Guardian scores a critical hit.	
Effect (Free Action): The Guardian makes a melee basic attack against a creature other than the target of the critical hit.	
Skills Athletics +11, Intimidate +7	
Str 20 (+6)	Dex 19 (+5) Wis 17 (+4)
Con 18 (+5)	Int 11 (+1) Cha 12 (+2)
Alignment Chaotic Evil Languages Abyssal, Common	

Runespiral Demon ^Δ	Level 1 Artillery
Small elemental magical beast (demon)	XP 100
HP 27; Bloodied 13	Initiative +4
AC 13, Fortitude 12, Reflex 14, Will 13	Perception +3
Speed 7	Low-light vision
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 1d4+4 damage.	
R Focused Strike (lightning) • At-Will	
Attack: Ranged 10 (one creature); +6 vs. Reflex	
Hit: 1d8+4 lightning damage.	
A Lightning Burst (lightning) • At-Will	
Attack: Area burst 2 within 10 (creatures in burst); +4 vs. Reflex.	
Hit: 1d6+3 lightning damage. The attack deals 1 extra lightning damage for each creature in the burst.	
MINOR ACTIONS	
C Abyssal Horror (fear) • Encounter	
Attack: Close burst 1 (creatures in burst); +4 vs. Will.	
Hit: The Demon pushes the target 2 squares	
TRIGGERED ACTIONS	
Arcane Arc (lightning) • At-Will	
Trigger: An enemy moves adjacent to the Demon.	
Attack (Immediate Interrupt): Melee 1 (triggering creature); +6 vs. Reflex.	
Hit: 1d8+4 lightning damage.	
Bloodied Shock (lightning) • At-Will	
Trigger: The Demon becomes bloodied.	
Attack (Free Action): Close burst 1 (creatures in burst); +4 vs. Reflex.	
Hit: 1d6+3 lightning damage, and the target is dazed (save ends).	
Str 13 (+1)	Dex 19 (+4) Wis 16 (+3)
Con 15 (+2)	Int 5 (-3) Cha 12 (+1)
Alignment Chaotic Evil Languages Abyssal	

Mane		Level 1 Minion Brute
Small elemental humanoid (demon)		XP 25
HP 1; a missed attack never damages a minion		Initiative +2
AC 13, Fortitude 14, Reflex 12, Will 13		Perception +1
Speed 4		Low-light vision
STANDARD ACTIONS		
m Claw • At-Will		
Attack: Melee 1 (one creature); +6 vs. AC		
Hit: 5 damage.		
TRIGGERED ACTIONS		
Death Burst (acid) • At-Will		
Trigger: The mane drops to 0 hit points.		
Attack (No Action): Close burst 2 (enemies in burst); +4 vs. Reflex.		
Hit: 10 damage.		
Variable Resistance • Encounter		
Trigger: The mane takes acid, cold, fire, lightning, or thunder damage.		
Effect (Free Action): The mane gains resist 10 to the triggering damage type until the end of the encounter.		
Str 10 (+0)	Dex 15 (+2)	Wis 16 (+3)
Con 19 (+4)	Int 4 (-3)	Cha 6 (-2)
Alignment Chaotic Evil		Languages understands Abyssal

Quasit		Level 1 Controller
Tiny elemental humanoid (demon)		XP 100
HP 27; Bloodied 13		Initiative +5
AC 17, Fortitude 10, Reflex 15, Will 13		Perception +7
Speed 8		Darkvision
TRAITS		
Tempter's Influence • Aura 2		
Enemies within the aura take a -2 penalty to saving throws.		
STANDARD ACTIONS		
m Bite (poison) • At-Will		
Attack: Melee 0 (one creature); +6 vs. AC		
Hit: 2d6 + 2 damage, and the target grants combat advantage (save ends).		
MINOR ACTIONS		
C Evil Temptation • At-Will (1/round)		
Attack: Close burst 3 (one creature in burst); +4 vs. Will		
Hit: The target is dazed (save ends). The effect also ends if the target makes an attack against one of its allies.		
Invisibility (Illusion) • At-Will (1/round)		
Effect: The quasit becomes invisible until it makes an attack roll.		
TRIGGERED ACTIONS		
Variable Resistance • Encounter		
Trigger: The quasit takes acid, cold, fire, lightning, or thunder damage.		
Effect (Free Action): The quasit gains resist 10 to the triggering damage type until the end of the encounter.		
Skills Arcana +5, Bluff +8, Stealth +10		
Str 8 (-1)	Dex 21 (+5)	Wis 14 (+2)
Con 11 (+0)	Int 10 (+0)	Cha 16 (+3)
Alignment Chaotic Evil		Languages Abyssal, Common

Renceti		Level 1 Elite Controller
Tiny elemental humanoid (demon)		XP 200
HP 54; Bloodied 27		Initiative +5
AC 19, Fortitude 10, Reflex 17, Will 15		Perception +7
Speed 8 Teleport 8		Darkvision
Saving Throws +2; Action points 1		
TRAITS		
Tempter's Influence • Aura 2		
Enemies within the aura take a -2 penalty to saving throws.		
STANDARD ACTIONS		
m Bite (poison) • At-Will		
Attack: Melee 0 (one creature); +6 vs. AC		
Hit: 2d6 + 2 damage, and the target grants combat advantage (save ends).		
MINOR ACTIONS		
C Evil Temptation • At-Will (1/round)		
Attack: Close burst 3 (one creature in burst); +4 vs. Will		
Hit: The target is dazed (save ends). The effect also ends if the target makes an attack against one of its allies.		
Invisibility (Illusion) • At-Will (1/round)		
Effect: The quasit becomes invisible until it makes an attack roll.		
TRIGGERED ACTIONS		
Variable Resistance • Encounter		
Trigger: The quasit takes acid, cold, fire, lightning, or thunder damage.		
Effect (Free Action): The quasit gains resist 10 to the triggering damage type until the end of the encounter.		
Skills Arcana +5, Bluff +8, Stealth +10		
Str 8 (-1)	Dex 21 (+5)	Wis 14 (+2)
Con 11 (+0)	Int 10 (+0)	Cha 16 (+3)
Alignment Chaotic Evil		Languages Abyssal, Common

ENCOUNTER 6: END OF DAYS (ADVENTURE LEVEL 4)

Guardian Ruinlord ^Δ	Level 4 Soldier
Large elemental humanoid (demon)	XP 175
HP 58; Bloodied 29	Initiative +8
AC 20, Fortitude 17, Reflex 16, Will 15	Perception +10
Speed 6	Darkvision
Immune sleep, stun	
TRAITS	
Guardian Vigilance • Aura 1	
Any enemy that ends its turn within the aura is marked by the Guardian Ruinlord until the end of the Guardian's next turn.	
All-Around Vision	
Enemies can't gain combat advantage by flanking the Guardian	
STANDARD ACTIONS	
m Tentacle • At-Will	
Attack: Melee 2 (one creature); +9 vs. AC	
Hit: 2d8 + 5 damage.	
M Tentacle Seize • At-Will	
Requirement: The Guardian must not have a creature grabbed.	
Attack: Melee 2 (one creature); +9 vs. AC	
Hit: 2d8 + 5 damage, and the Guardian pulls the target 1 square. If the target ends that movement adjacent to the Guardian, the Guardian grabs the target. The target takes a -4 penalty to attempts to escape the grab.	
C Grasping Ruins (zone) • Encounter	
Attack: Close burst 1 (one creature in burst); +7 vs. Fortitude.	
Hit: The target is knocked prone and cannot stand up (save ends). The burst creates a zone that lasts until the end of the encounter. Enemies treat the zone as difficult terrain.	
MINOR ACTIONS	
Tentacle Drain (necrotic) • At-Will (1/round)	
Requirement: The Guardian must be bloodied.	
Effect: The Guardian sustains a grab. The grabbed creature takes 1d6+4 necrotic damage, and the Guardian can make a saving throw against one effect that a save can end.	
TRIGGERED ACTIONS	
Soul of Slaughter • At-Will	
Trigger: The Guardian scores a critical hit.	
Effect (Free Action): The Guardian makes a melee basic attack against a creature other than the target of the critical hit.	
Skills Athletics +12, Intimidate +8	
Str 20 (+7)	Dex 19 (+6) Wis 17 (+5)
Con 18 (+6)	Int 11 (+2) Cha 12 (+3)
Alignment Chaotic Evil Languages Abyssal, Common	

Runespiral Demon ^Δ	Level 3 Artillery
Small elemental magical beast (demon)	XP 150
HP 33; Bloodied 16	Initiative +5
AC 15, Fortitude 14, Reflex 16, Will 15	Perception +4
Speed 7	Low-light vision
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 1d4+6 damage.	
R Focused Strike (lightning) • At-Will	
Attack: Ranged 10 (one creature); +8 vs. Reflex	
Hit: 1d8+6 lightning damage.	
A Lightning Burst (lightning) • At-Will	
Attack: Area burst 2 within 10 (creatures in burst); +6 vs. Reflex.	
Hit: 1d6+5 lightning damage. The attack deals 1 extra lightning damage for each creature in the burst.	
MINOR ACTIONS	
C Abyssal Horror (fear) • Encounter	
Attack: Close burst 1 (creatures in burst); +6 vs. Will.	
Hit: The Demon pushes the target 2 squares	
TRIGGERED ACTIONS	
Arcane Arc (lightning) • At-Will	
Trigger: An enemy moves adjacent to the Demon.	
Attack (Immediate Interrupt): Melee 1 (triggering creature); +8 vs. Reflex.	
Hit: 1d8+6 lightning damage.	
Bloodied Shock (lightning) • At-Will	
Trigger: The Demon becomes bloodied.	
Attack (Free Action): Close burst 1 (creatures in burst); +6 vs. Reflex.	
Hit: 1d6+5 lightning damage, and the target is dazed (save ends).	
Str 13 (+2)	Dex 19 (+5) Wis 16 (+4)
Con 15 (+3)	Int 5 (-2) Cha 12 (+2)
Alignment Chaotic Evil Languages Abyssal	

Mane		Level 3 Minion Brute
Small elemental humanoid (demon)		XP 38
HP 1; a missed attack never damages a minion		Initiative +3
AC 15, Fortitude 16, Reflex 14, Will 15		Perception +2
Speed 4		Low-light vision
STANDARD ACTIONS		
m Claw • At-Will		
Attack: Melee 1 (one creature); +8 vs. AC		
Hit: 5 damage.		
TRIGGERED ACTIONS		
Death Burst (acid) • At-Will		
Trigger: The mane drops to 0 hit points.		
Attack (No Action): Close burst 2 (enemies in burst); +6 vs. Reflex.		
Hit: 10 damage.		
Variable Resistance • Encounter		
Trigger: The mane takes acid, cold, fire, lightning, or thunder damage.		
Effect (Free Action): The mane gains resist 10 to the triggering damage type until the end of the encounter.		
Str 10 (+1)	Dex 15 (+3)	Wis 16 (+4)
Con 19 (+5)	Int 4 (-2)	Cha 6 (-1)
Alignment Chaotic Evil		Languages understands Abyssal

Quasit		Level 2 Controller
Tiny elemental humanoid (demon)		XP 125
HP 35; Bloodied 17		Initiative +6
AC 18, Fortitude 11, Reflex 16, Will 14		Perception +8
Speed 8		Darkvision
TRAITS		
Tempter's Influence • Aura 2		
Enemies within the aura take a -2 penalty to saving throws.		
STANDARD ACTIONS		
m Bite (poison) • At-Will		
Attack: Melee 0 (one creature); +7 vs. AC		
Hit: 2d6 + 3 damage, and the target grants combat advantage (save ends).		
MINOR ACTIONS		
C Evil Temptation • At-Will (1/round)		
Attack: Close burst 3 (one creature in burst); +5 vs. Will		
Hit: The target is dazed (save ends). The effect also ends if the target makes an attack against one of its allies.		
Invisibility (Illusion) • At-Will (1/round)		
Effect: The quasit becomes invisible until it makes an attack roll.		
TRIGGERED ACTIONS		
Variable Resistance • Encounter		
Trigger: The quasit takes acid, cold, fire, lightning, or thunder damage.		
Effect (Free Action): The quasit gains resist 10 to the triggering damage type until the end of the encounter.		
Skills Arcana +6, Bluff +9, Stealth +11		
Str 8 (+0)	Dex 21 (+6)	Wis 14 (+3)
Con 11 (+1)	Int 10 (+1)	Cha 16 (+4)
Alignment Chaotic Evil		Languages Abyssal, Common

Renceti		Level 2 Elite Controller
Tiny elemental humanoid (demon)		XP 250
HP 70; Bloodied 35		Initiative +6
AC 20, Fortitude 11, Reflex 18, Will 16		Perception +8
Speed 8 Teleport 8		Darkvision
Saving Throws +2; Action points 1		
TRAITS		
Tempter's Influence • Aura 2		
Enemies within the aura take a -2 penalty to saving throws.		
STANDARD ACTIONS		
m Bite (poison) • At-Will		
Attack: Melee 0 (one creature); +7 vs. AC		
Hit: 2d6 + 3 damage, and the target grants combat advantage (save ends).		
MINOR ACTIONS		
C Evil Temptation • At-Will (1/round)		
Attack: Close burst 3 (one creature in burst); +5 vs. Will		
Hit: The target is dazed (save ends). The effect also ends if the target makes an attack against one of its allies.		
Invisibility (Illusion) • At-Will (1/round)		
Effect: The quasit becomes invisible until it makes an attack roll.		
TRIGGERED ACTIONS		
Variable Resistance • Encounter		
Trigger: The quasit takes acid, cold, fire, lightning, or thunder damage.		
Effect (Free Action): The quasit gains resist 10 to the triggering damage type until the end of the encounter.		
Skills Arcana +6, Bluff +9, Stealth +11		
Str 8 (+0)	Dex 21 (+6)	Wis 14 (+3)
Con 11 (+1)	Int 10 (+1)	Cha 16 (+4)
Alignment Chaotic Evil		Languages Abyssal, Common

ENCOUNTER 6: END OF DAYS (ADVENTURE LEVEL 6)

Guardian Ruinlord ^Δ	Level 7 Soldier
Large elemental humanoid (demon)	XP 300
HP 82; Bloodied 41	Initiative +9
AC 23, Fortitude 20, Reflex 19, Will 18	Perception +11
Speed 6	Darkvision
Immune sleep, stun	
TRAITS	
Guardian Vigilance • Aura 1	
Any enemy that ends its turn within the aura is marked by the Guardian Ruinlord until the end of the Guardian's next turn.	
All-Around Vision	
Enemies can't gain combat advantage by flanking the Guardian	
STANDARD ACTIONS	
m Tentacle • At-Will	
Attack: Melee 2 (one creature); +12 vs. AC	
Hit: 2d8 + 6 damage.	
M Tentacle Seize • At-Will	
Requirement: The Guardian must not have a creature grabbed.	
Attack: Melee 2 (one creature); +12 vs. AC	
Hit: 2d8 + 6 damage, and the Guardian pulls the target 1 square. If the target ends that movement adjacent to the Guardian, the Guardian grabs the target. The target takes a -4 penalty to attempts to escape the grab.	
C Grasping Ruins (zone) • Encounter	
Attack: Close burst 1 (one creature in burst); +10 vs. Fortitude.	
Hit: The target is knocked prone and cannot stand up (save ends). The burst creates a zone that lasts until the end of the encounter. Enemies treat the zone as difficult terrain.	
MINOR ACTIONS	
Tentacle Drain (necrotic) • At-Will (1/round)	
Requirement: The Guardian must be bloodied.	
Effect: The Guardian sustains a grab. The grabbed creature takes 1d8+6 necrotic damage, and the Guardian can make a saving throw against one effect that a save can end.	
TRIGGERED ACTIONS	
Soul of Slaughter • At-Will	
Trigger: The Guardian scores a critical hit.	
Effect (Free Action): The Guardian makes a melee basic attack against a creature other than the target of the critical hit.	
Skills Athletics +13, Intimidate +9	
Str 20 (+8)	Dex 19 (+7) Wis 17 (+6)
Con 18 (+7)	Int 11 (+3) Cha 12 (+4)
Alignment Chaotic Evil Languages Abyssal, Common	

Runespiral Demon ^Δ	Level 6 Artillery
Small elemental magical beast (demon)	XP 250
HP 51; Bloodied 25	Initiative +7
AC 18, Fortitude 17, Reflex 19, Will 18	Perception +6
Speed 7	Low-light vision
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 1d4+7 damage.	
R Focused Strike (lightning) • At-Will	
Attack: Ranged 10 (one creature); +11 vs. Reflex	
Hit: 2d6+7 lightning damage.	
A Lightning Burst (lightning) • At-Will	
Attack: Area burst 2 within 10 (creatures in burst); +9 vs. Reflex.	
Hit: 1d8+6 lightning damage. The attack deals 1 extra lightning damage for each creature in the burst.	
MINOR ACTIONS	
C Abyssal Horror (fear) • Encounter	
Attack: Close burst 1 (creatures in burst); +9 vs. Will.	
Hit: The Demon pushes the target 2 squares	
TRIGGERED ACTIONS	
Arcane Arc (lightning) • At-Will	
Trigger: An enemy moves adjacent to the Demon.	
Attack (Immediate Interrupt): Melee 1 (triggering creature); +11 vs. Reflex.	
Hit: 2d6+7 lightning damage.	
Bloodied Shock (lightning) • At-Will	
Trigger: The Demon becomes bloodied.	
Attack (Free Action): Close burst 1 (creatures in burst); +9 vs. Reflex.	
Hit: 1d8+6 lightning damage, and the target is dazed (save ends).	
Str 13 (+1)	Dex 19 (+4) Wis 16 (+3)
Con 15 (+2)	Int 5 (-3) Cha 12 (+1)
Alignment Chaotic Evil Languages Abyssal	

Mane		Level 5 Minion Brute
Small elemental humanoid (demon)		XP 50
HP 1; a missed attack never damages a minion		Initiative +4
AC 17, Fortitude 18, Reflex 16, Will 17		Perception +3
Speed 4		Low-light vision
STANDARD ACTIONS		
m Claw • At-Will		
Attack: Melee 1 (one creature); +10 vs. AC		
Hit: 6 damage.		
TRIGGERED ACTIONS		
Death Burst (acid) • At-Will		
Trigger: The mane drops to 0 hit points.		
Attack (No Action): Close burst 2 (enemies in burst); +8 vs. Reflex.		
Hit: 10 damage.		
Variable Resistance • Encounter		
Trigger: The mane takes acid, cold, fire, lightning, or thunder damage.		
Effect (Free Action): The mane gains resist 10 to the triggering damage type until the end of the encounter.		
Str 10 (+2)	Dex 15 (+4)	Wis 16 (+5)
Con 19 (+6)	Int 4 (-1)	Cha 6 (+0)
Alignment Chaotic Evil		Languages understands Abyssal

Quasit		Level 6 Controller
Tiny elemental humanoid (demon)		XP 250
HP 67; Bloodied 33		Initiative +8
AC 22, Fortitude 15, Reflex 20, Will 18		Perception +10
Speed 8		Darkvision
TRAITS		
Tempter's Influence • Aura 2		
Enemies within the aura take a -2 penalty to saving throws.		
STANDARD ACTIONS		
m Bite (poison) • At-Will		
Attack: Melee 0 (one creature); +11 vs. AC		
Hit: 2d6 + 6 damage, and the target grants combat advantage (save ends).		
MINOR ACTIONS		
C Evil Temptation • At-Will (1/round)		
Attack: Close burst 3 (one creature in burst); +9 vs. Will		
Hit: The target is dazed (save ends). The effect also ends if the target makes an attack against one of its allies.		
Invisibility (Illusion) • At-Will (1/round)		
Effect: The quasit becomes invisible until it makes an attack roll.		
TRIGGERED ACTIONS		
Variable Resistance • Encounter		
Trigger: The quasit takes acid, cold, fire, lightning, or thunder damage.		
Effect (Free Action): The quasit gains resist 10 to the triggering damage type until the end of the encounter.		
Skills Arcana +8, Bluff +11, Stealth +13		
Str 8 (+2)	Dex 21 (+8)	Wis 14 (+5)
Con 11 (+3)	Int 10 (+3)	Cha 16 (+6)
Alignment Chaotic Evil		Languages Abyssal, Common

Renceti		Level 6 Elite Controller
Tiny elemental humanoid (demon)		XP 500
HP 134; Bloodied 67		Initiative +8
AC 24, Fortitude 15, Reflex 22, Will 20		Perception +10
Speed 8 Teleport 8		Darkvision
Saving Throws +2; Action points 1		
TRAITS		
Tempter's Influence • Aura 2		
Enemies within the aura take a -2 penalty to saving throws.		
STANDARD ACTIONS		
m Bite (poison) • At-Will		
Attack: Melee 0 (one creature); +11 vs. AC		
Hit: 2d6 + 6 damage, and the target grants combat advantage (save ends).		
MINOR ACTIONS		
C Evil Temptation • At-Will (1/round)		
Attack: Close burst 3 (one creature in burst); +9 vs. Will		
Hit: The target is dazed (save ends). The effect also ends if the target makes an attack against one of its allies.		
Invisibility (Illusion) • At-Will (1/round)		
Effect: The quasit becomes invisible until it makes an attack roll.		
TRIGGERED ACTIONS		
Variable Resistance • Encounter		
Trigger: The quasit takes acid, cold, fire, lightning, or thunder damage.		
Effect (Free Action): The quasit gains resist 10 to the triggering damage type until the end of the encounter.		
Skills Arcana +8, Bluff +11, Stealth +13		
Str 8 (+2)	Dex 21 (+8)	Wis 14 (+5)
Con 11 (+3)	Int 10 (+3)	Cha 16 (+6)
Alignment Chaotic Evil		Languages Abyssal, Common

ENCOUNTER 6: END OF DAYS (ADVENTURE LEVEL 8)

Guardian Ruinlord ^Δ	Level 8 Soldier
Large elemental humanoid (demon)	XP 350
HP 90; Bloodied 45	Initiative +10
AC 24, Fortitude 21, Reflex 20, Will 19	Perception +12
Speed 6	Darkvision
Immune sleep, stun	
TRAITS	
Guardian Vigilance • Aura 1	
Any enemy that ends its turn within the aura is marked by the Guardian Ruinlord until the end of the Guardian's next turn.	
All-Around Vision	
Enemies can't gain combat advantage by flanking the Guardian	
STANDARD ACTIONS	
m Tentacle • At-Will	
Attack: Melee 2 (one creature); +13 vs. AC	
Hit: 2d8 + 7 damage.	
M Tentacle Seize • At-Will	
Requirement: The Guardian must not have a creature grabbed.	
Attack: Melee 2 (one creature); +13 vs. AC	
Hit: 2d8 + 7 damage, and the Guardian pulls the target 1 square. If the target ends that movement adjacent to the Guardian, the Guardian grabs the target. The target takes a -4 penalty to attempts to escape the grab.	
C Grasping Ruins (zone) • Encounter	
Attack: Close burst 1 (one creature in burst); +11 vs. Fortitude.	
Hit: The target is knocked prone and cannot stand up (save ends). The burst creates a zone that lasts until the end of the encounter. Enemies treat the zone as difficult terrain.	
MINOR ACTIONS	
Tentacle Drain (necrotic) • At-Will (1/round)	
Requirement: The Guardian must be bloodied.	
Effect: The Guardian sustains a grab. The grabbed creature takes 2d6+5 necrotic damage, and the Guardian can make a saving throw against one effect that a save can end.	
TRIGGERED ACTIONS	
Soul of Slaughter • At-Will	
Trigger: The Guardian scores a critical hit.	
Effect (Free Action): The Guardian makes a melee basic attack against a creature other than the target of the critical hit.	
Skills Athletics +14, Intimidate +10	
Str 20 (+9)	Dex 19 (+8) Wis 17 (+7)
Con 18 (+8)	Int 11 (+4) Cha 12 (+5)
Alignment Chaotic Evil Languages Abyssal, Common	

Runespiral Demon ^Δ	Level 7 Artillery
Small elemental magical beast (demon)	XP 300
HP 57; Bloodied 28	Initiative +7
AC 19, Fortitude 18, Reflex 20, Will 19	Perception +6
Speed 7	Low-light vision
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 2d4+6 damage.	
R Focused Strike (lightning) • At-Will	
Attack: Ranged 10 (one creature); +12 vs. Reflex	
Hit: 2d8+6 lightning damage.	
A Lightning Burst (lightning) • At-Will	
Attack: Area burst 2 within 10 (creatures in burst); +10 vs. Reflex.	
Hit: 2d6+4 lightning damage. The attack deals 1 extra lightning damage for each creature in the burst.	
MINOR ACTIONS	
C Abyssal Horror (fear) • Encounter	
Attack: Close burst 1 (creatures in burst); +10 vs. Will.	
Hit: The Demon pushes the target 2 squares	
TRIGGERED ACTIONS	
Arcane Arc (lightning) • At-Will	
Trigger: An enemy moves adjacent to the Demon.	
Attack (Immediate Interrupt): Melee 1 (triggering creature); +12 vs. Reflex.	
Hit: 2d8+6 lightning damage.	
Bloodied Shock (lightning) • At-Will	
Trigger: The Demon becomes bloodied.	
Attack (Free Action): Close burst 1 (creatures in burst); +10 vs. Reflex.	
Hit: 2d6+4 lightning damage, and the target is dazed (save ends).	
Str 13 (+4)	Dex 19 (+7) Wis 16 (+6)
Con 15 (+5)	Int 5 (+0) Cha 12 (+4)
Alignment Chaotic Evil Languages Abyssal	

Mane		Level 6 Minion Brute
Small elemental humanoid (demon)		XP 63
HP 1; a missed attack never damages a minion		Initiative +5
AC 18, Fortitude 19, Reflex 17, Will 18		Perception +4
Speed 4		Low-light vision
STANDARD ACTIONS		
m Claw • At-Will		
Attack: Melee 1 (one creature); +11 vs. AC		
Hit: 6 damage.		
TRIGGERED ACTIONS		
Death Burst (acid) • At-Will		
Trigger: The mane drops to 0 hit points.		
Attack (No Action): Close burst 2 (enemies in burst); +9 vs. Reflex.		
Hit: 10 damage.		
Variable Resistance • Encounter		
Trigger: The mane takes acid, cold, fire, lightning, or thunder damage.		
Effect (Free Action): The mane gains resist 10 to the triggering damage type until the end of the encounter.		
Str 10 (+3)	Dex 15 (+5)	Wis 16 (+6)
Con 19 (+7)	Int 4 (+0)	Cha 6 (+1)
Alignment Chaotic Evil		Languages understands Abyssal

Quasit		Level 6 Controller
Tiny elemental humanoid (demon)		XP 250
HP 67; Bloodied 33		Initiative +8
AC 22, Fortitude 15, Reflex 20, Will 18		Perception +10
Speed 8		Darkvision
TRAITS		
Tempter's Influence • Aura 2		
Enemies within the aura take a -2 penalty to saving throws.		
STANDARD ACTIONS		
m Bite (poison) • At-Will		
Attack: Melee 0 (one creature); +11 vs. AC		
Hit: 2d6 + 6 damage, and the target grants combat advantage (save ends).		
MINOR ACTIONS		
C Evil Temptation • At-Will (1/round)		
Attack: Close burst 3 (one creature in burst); +9 vs. Will		
Hit: The target is dazed (save ends). The effect also ends if the target makes an attack against one of its allies.		
Invisibility (Illusion) • At-Will (1/round)		
Effect: The quasit becomes invisible until it makes an attack roll.		
TRIGGERED ACTIONS		
Variable Resistance • Encounter		
Trigger: The quasit takes acid, cold, fire, lightning, or thunder damage.		
Effect (Free Action): The quasit gains resist 10 to the triggering damage type until the end of the encounter.		
Skills Arcana +8, Bluff +11, Stealth +13		
Str 8 (+2)	Dex 21 (+8)	Wis 14 (+5)
Con 11 (+3)	Int 10 (+3)	Cha 16 (+6)
Alignment Chaotic Evil		Languages Abyssal, Common

Renceti		Level 6 Elite Controller
Tiny elemental humanoid (demon)		XP 500
HP 134; Bloodied 67		Initiative +8
AC 24, Fortitude 15, Reflex 22, Will 20		Perception +10
Speed 8 Teleport 8		Darkvision
Saving Throws +2; Action points 1		
TRAITS		
Tempter's Influence • Aura 2		
Enemies within the aura take a -2 penalty to saving throws.		
STANDARD ACTIONS		
m Bite (poison) • At-Will		
Attack: Melee 0 (one creature); +11 vs. AC		
Hit: 2d6 + 6 damage, and the target grants combat advantage (save ends).		
MINOR ACTIONS		
C Evil Temptation • At-Will (1/round)		
Attack: Close burst 3 (one creature in burst); +9 vs. Will		
Hit: The target is dazed (save ends). The effect also ends if the target makes an attack against one of its allies.		
Invisibility (Illusion) • At-Will (1/round)		
Effect: The quasit becomes invisible until it makes an attack roll.		
TRIGGERED ACTIONS		
Variable Resistance • Encounter		
Trigger: The quasit takes acid, cold, fire, lightning, or thunder damage.		
Effect (Free Action): The quasit gains resist 10 to the triggering damage type until the end of the encounter.		
Skills Arcana +8, Bluff +11, Stealth +13		
Str 8 (+2)	Dex 21 (+8)	Wis 14 (+5)
Con 11 (+3)	Int 10 (+3)	Cha 16 (+6)
Alignment Chaotic Evil		Languages Abyssal, Common

ENCOUNTER 6: END OF DAYS (ADVENTURE LEVEL 10)

Guardian Ruinlord ^Δ	Level 11 Soldier
Large elemental humanoid (demon)	XP 600
HP 114; Bloodied 57	Initiative +11
AC 27, Fortitude 24, Reflex 23, Will 22	Perception +13
Speed 6	Darkvision
Immune sleep, stun	
TRAITS	
Guardian Vigilance • Aura 1	
Any enemy that ends its turn within the aura is marked by the Guardian Ruinlord until the end of the Guardian's next turn.	
All-Around Vision	
Enemies can't gain combat advantage by flanking the Guardian	
STANDARD ACTIONS	
m Tentacle • At-Will	
Attack: Melee 2 (one creature); +16 vs. AC	
Hit: 3d6+9 damage.	
M Tentacle Seize • At-Will	
Requirement: The Guardian must not have a creature grabbed.	
Attack: Melee 2 (one creature); +16 vs. AC	
Hit: 3d6+9 damage, and the Guardian pulls the target 1 square. If the target ends that movement adjacent to the Guardian, the Guardian grabs the target. The target takes a -4 penalty to attempts to escape the grab.	
C Grasping Ruins (zone) • Encounter	
Attack: Close burst 1 (one creature in burst); +14 vs. Fortitude.	
Hit: The target is knocked prone and cannot stand up (save ends). The burst creates a zone that lasts until the end of the encounter. Enemies treat the zone as difficult terrain.	
MINOR ACTIONS	
Tentacle Drain (necrotic) • At-Will (1/round)	
Requirement: The Guardian must be bloodied.	
Effect: The Guardian sustains a grab. The grabbed creature takes 2d8+6 necrotic damage, and the Guardian can make a saving throw against one effect that a save can end.	
TRIGGERED ACTIONS	
Soul of Slaughter • At-Will	
Trigger: The Guardian scores a critical hit.	
Effect (Free Action): The Guardian makes a melee basic attack against a creature other than the target of the critical hit.	
Skills Athletics +15, Intimidate +11	
Str 20 (+10)	Dex 19 (+9) Wis 17 (+8)
Con 18 (+9)	Int 11 (+5) Cha 12 (+6)
Alignment Chaotic Evil Languages Abyssal, Common	

Runespiral Demon ^Δ	Level 9 Artillery
Small elemental magical beast (demon)	XP 400
HP 69; Bloodied 34	Initiative +8
AC 21, Fortitude 20, Reflex 22, Will 21	Perception +7
Speed 7	Low-light vision
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 2d4+8 damage.	
R Focused Strike (lightning) • At-Will	
Attack: Ranged 10 (one creature); +14 vs. Reflex	
Hit: 2d8+8 lightning damage.	
A Lightning Burst (lightning) • At-Will	
Attack: Area burst 2 within 10 (creatures in burst); +12 vs. Reflex.	
Hit: 2d6+6 lightning damage. The attack deals 1 extra lightning damage for each creature in the burst.	
MINOR ACTIONS	
C Abyssal Horror (fear) • Encounter	
Attack: Close burst 1 (creatures in burst); +12 vs. Will.	
Hit: The Demon pushes the target 2 squares	
TRIGGERED ACTIONS	
Arcane Arc (lightning) • At-Will	
Trigger: An enemy moves adjacent to the Demon.	
Attack (Immediate Interrupt): Melee 1 (triggering creature); +14 vs. Reflex.	
Hit: 2d8+6 lightning damage.	
Bloodied Shock (lightning) • At-Will	
Trigger: The Demon becomes bloodied.	
Attack (Free Action): Close burst 1 (creatures in burst); +12 vs. Reflex.	
Hit: 2d6+6 lightning damage, and the target is dazed (save ends).	
Str 13 (+5)	Dex 19 (+8) Wis 16 (+7)
Con 15 (+6)	Int 5 (+1) Cha 12 (+5)
Alignment Chaotic Evil Languages Abyssal	

Mane		Level 10 Minion Brute	
Small elemental humanoid (demon)		XP 125	
HP 1; a missed attack never damages a minion		Initiative +7	
AC 22, Fortitude 23, Reflex 21, Will 22		Perception +6	
Speed 4		Low-light vision	
STANDARD ACTIONS			
m Claw • At-Will			
Attack: Melee 1 (one creature); +15 vs. AC			
Hit: 7 damage.			
TRIGGERED ACTIONS			
Death Burst (acid) • At-Will			
Trigger: The mane drops to 0 hit points.			
Attack (No Action): Close burst 2 (enemies in burst);			
+13 vs. Reflex.			
Hit: 10 damage.			
Variable Resistance • Encounter			
Trigger: The mane takes acid, cold, fire, lightning, or thunder damage.			
Effect (Free Action): The mane gains resist 10 to the triggering damage type until the end of the encounter.			
Str 10 (+5)	Dex 15 (+7)	Wis 16 (+8)	
Con 19 (+9)	Int 4 (+2)	Cha 6 (+3)	
Alignment Chaotic Evil		Languages understands Abyssal	

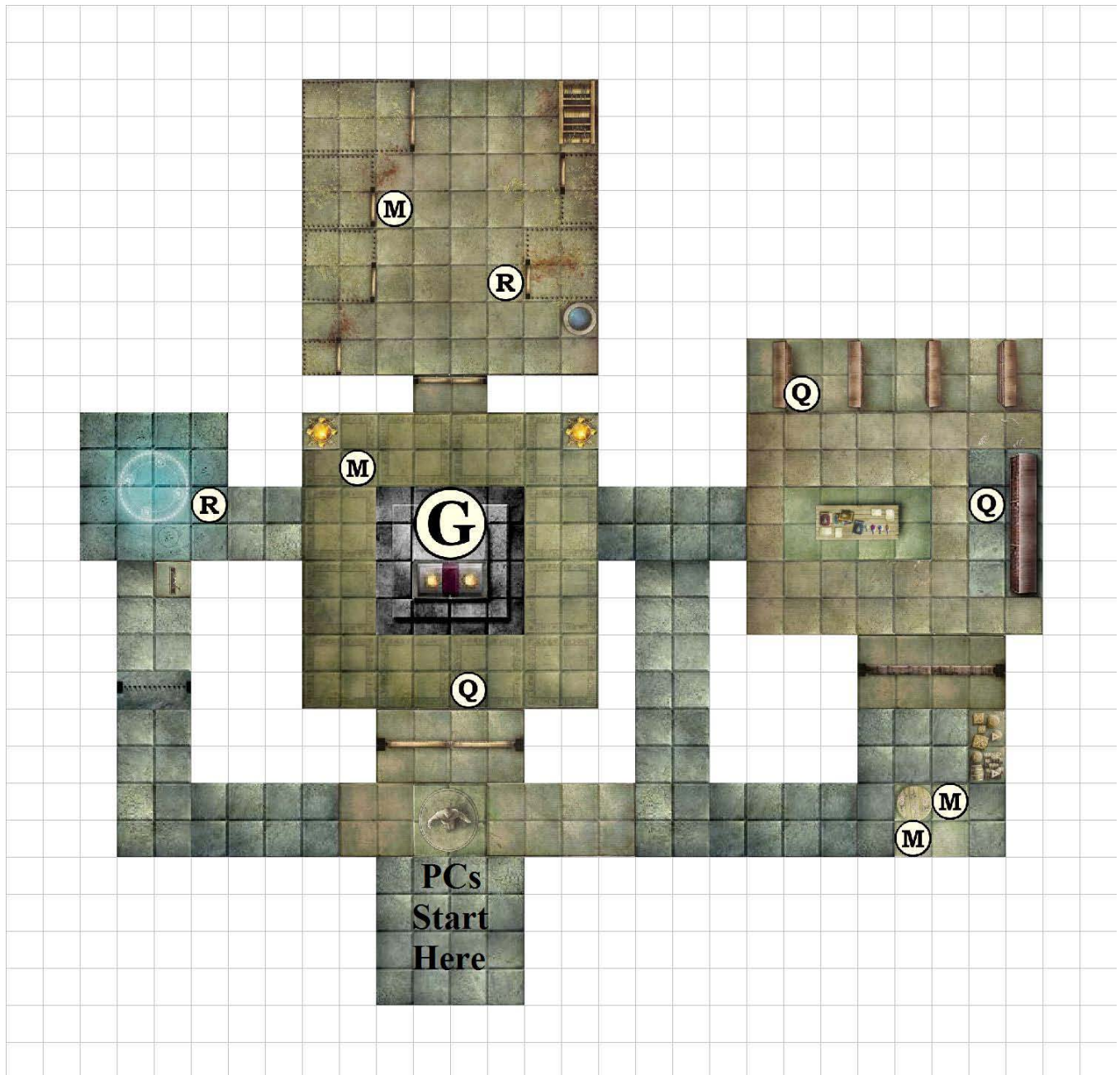
Quasit		Level 9 Controller	
Tiny elemental humanoid (demon)		XP 400	
HP 59; Bloodied 29		Initiative +9	
AC 25, Fortitude 18, Reflex 23, Will 21		Perception +11	
Speed 8		Darkvision	
TRAITS			
Tempter's Influence • Aura 2			
Enemies within the aura take a -2 penalty to saving throws.			
STANDARD ACTIONS			
m Bite (poison) • At-Will			
Attack: Melee 0 (one creature); +14 vs. AC			
Hit: 2d6 + 7 damage, and the target grants combat advantage (save ends).			
MINOR ACTIONS			
C Evil Temptation • At-Will (1/round)			
Attack: Close burst 3 (one creature in burst); +12 vs. Will			
Hit: The target is dazed (save ends). The effect also ends if the target makes an attack against one of its allies.			
Invisibility (Illusion) • At-Will (1/round)			
Effect: The quasit becomes invisible until it makes an attack roll.			
TRIGGERED ACTIONS			
Variable Resistance • Encounter			
Trigger: The quasit takes acid, cold, fire, lightning, or thunder damage.			
Effect (Free Action): The quasit gains resist 10 to the triggering damage type until the end of the encounter.			
Skills Arcana +9, Bluff +12, Stealth +14			
Str 8 (+3)	Dex 21 (+9)	Wis 14 (+6)	
Con 11 (+4)	Int 10 (+4)	Cha 16 (+7)	
Alignment Chaotic Evil		Languages Abyssal, Common	

Renceti		Level 9 Elite Controller	
Tiny elemental humanoid (demon)		XP 800	
HP 118; Bloodied 59		Initiative +9	
AC 27, Fortitude 18, Reflex 25, Will 23		Perception +11	
Speed 8, Teleport 8		Darkvision	
Saving Throws +2; Action points 1			
TRAITS			
Tempter's Influence • Aura 2			
Enemies within the aura take a -2 penalty to saving throws.			
STANDARD ACTIONS			
m Bite (poison) • At-Will			
Attack: Melee 0 (one creature); +14 vs. AC			
Hit: 2d6 + 7 damage, and the target grants combat advantage (save ends).			
MINOR ACTIONS			
C Evil Temptation • At-Will (1/round)			
Attack: Close burst 3 (one creature in burst); +12 vs. Will			
Hit: The target is dazed (save ends). The effect also ends if the target makes an attack against one of its allies.			
Invisibility (Illusion) • At-Will (1/round)			
Effect: The quasit becomes invisible until it makes an attack roll.			
TRIGGERED ACTIONS			
Variable Resistance • Encounter			
Trigger: The quasit takes acid, cold, fire, lightning, or thunder damage.			
Effect (Free Action): The quasit gains resist 10 to the triggering damage type until the end of the encounter.			
Skills Arcana +9, Bluff +12, Stealth +14			
Str 8 (+3)	Dex 21 (+9)	Wis 14 (+6)	
Con 11 (+4)	Int 10 (+4)	Cha 16 (+7)	
Alignment Chaotic Evil	Languages Abyssal, Common		

ENCOUNTER 6: END OF DAYS (MAP)

TILE SETS NEEDED

Dungeon Tiles Master Set: The Dungeon x1



ENCOUNTER 7: TWISTED LIBRARY AND THE WAY BACK HOME

SKILL CHALLENGE, COMPLEXITY 1 (20/25/40/60/80 XP)

SETUP

The PCs have now cleared out the denizens of the twisted Tormite temple hopefully having recovered most of the citizens alive. Of their own volition or with prodding by Taikos, they are now free to search the library.

The citizens of Elturel are anxious to be gone from this place. The temple is a familiar to any who have been to a Tormite temple but a bizarre reflection at the same time. Many of the books about the library appear similar to those you would find in any temple. Other books throughout the shelves refer to subjects you have never heard of or are in an indecipherable infernal script.

The PCs have an opportunity to search through the library and see if the tomes have any information of interest. There are many primary skill options, so each PC should have an opportunity to participate. If all of the citizens are dead, the secondary skill are not available.

SKILL CHALLENGE:

Goal: The PCs attempt to find any important information in the vast tomes of the library.

Complexity: 1 (4 successes before 3 failures)

Primary Skills: Arcana, Dungeoneering, Heal, History, Insight, Nature, Perception, Religion, Streetwise

Other Skills: Bluff, Diplomacy, Intimidate

Victory: The PCs find both of the books detailed in, Ending the Encounter

Defeat: The encounter ends without the PCs finding the books. They can no longer convince Taikos or the citizens to remain in the temple and must either leave them behind or leave with them. If they choose to let them leave, they find the books but Taikos and all the citizens die.

Bluff [Hard DC] (0 success; 1 maximum)

You are able to convince a single citizen there is important information regarding a plot to kill his family hidden in one of the books. (or some other creative lie to get them to help.) The PCs receive +2 to their next primary skill check. .

Arcana [Moderate DC] (Trained only; 1 success; 1 maximum)

You are able to recognize several of the books have been magically marked to make them easier to find in the shelves.

Diplomacy or Intimidate [Moderate DC] (0 success; 1 maximum each skill)

Through a silver or steel tongue, you are able to gather up the citizens to help you scour the books. The PCs receive +2 to their next primary skill check. .

Dungeoneering [Moderate DC] (1 success; 1 maximum)

A secret compartment in the desk reveals a list of books to be examined regarding the Companion, and manipulating spellplague.

Heal [Moderate DC] (Trained only; 1 success; 1 maximum)

Marked passages among some of the larger tomes reference how to heal people of various magical sicknesses.

History [Moderate DC] (1 success; 1 maximum)

As you scan through the tomes, several are historical tomes. But as you read into them more, you recognize that the histories are for events that have not yet happened.

Insight [Moderate DC] (1 success; 1 maximum)

Several of the books have been placed amongst the shelves to make them harder to find within the order of the others. Once you notice this pattern they begin to stand out.

Nature [Moderate DC] (Trained only; 1 success; 1 maximum)

Some of the books that have drawn you attention involve subjects such as infecting perfectly health beasts with spellplague to create monstrosities.

Perception [Moderate DC] (1 success; 1 maximum)

One of the quasits came from this room. What originally appeared to be a simple scattering of books on the floor, is actually an open book carefully placed down on the floor. This may have some import.

Religion [Moderate DC] (Trained only; 1 success; 1 maximum)

Though religious tomes are rather common, several detail Torm and the holy orders of Elturel and dogma surrounding the Companion.

Streetwise [Moderate DC] (1 success; 1 maximum)

Speaking with the citizens they are able to relate several topics they have overheard the demons speaking about researching in the library, narrowing those you must sort through.

ENDING THE ENCOUNTER

Most of the books appear common, the kind you could easily come across in any decent library. Two books, however, are of particular interest.

Recent Histories of Myth Drannor

This book is one that not truly a history but a future history. While not the only future history you have found, this one stood out from the rest. This appears to have been written a decade into the future. The book contains information suggesting that demonic cultists have infiltrated the forest around Myth Drannor and it warns that members of different cults are working together for unknown reasons. Even odder, these cults are all dedicated to different demon lords. This is possibly a false history, as it would be nearly unheard of for demon lords to be working in such a coordinated fashion. The book is damaged and the second half of the book, detailing the actual results of the attack, is missing. The book gives a date for the attack that is a week from today. If its prophetic warning is true, this book would certainly be considered valuable to those in Cormanthor.

Sikulis' Journal

The name of this book stuck out to you. Sikulis is one of the figures who helped in defeating plague-wrought hordes during the invasion on Elturel. His ritual research allowed the powers of the Companion to be twisted in such a fashion so that they would affect the spellplagued instead of the undead. While this was a temporary effect, it was pivotal in turning the tide of battle. This ritual did not come without a cost, as following the battle the Companion went dark for a ten-day, leaving the populace in awe with their second sun missing from the sky. Maybe something in his notes may be useful to those who have been infected by the plague zones in Elturel.

The PCs ultimately have to decide what to do with the books. They may decide amongst themselves what to do with the information found in the Myth Drannor histories. Sikulis' journal is of more import to this story. They should be present with the following options:

- Councilman Buufus
- Taikos
- Order of Torm

- or keep it for themselves for now

If the find the books the receive story reward **ELTU06 Glimpses of the Future**. If they choose to keep Sikulis' journal they receive story reward **ELTU05 Sikulis' Journal**.

EXPERIENCE POINTS

If the PCs recover both books, they complete a Minor Objective worth 25 / 35 / 50 / 70 / 100 XP per PC.

TREASURE

If the players succeeded in this encounter, in addition to the books they also find a *rod of time distortion*. (see New Rules).

The PCs receive either payment or a gift of gold from Councilman Buufus. (see Rewards Summary). If they negotiated for it earlier it is begrudging payment, otherwise it is a joyous gift. He also give them a gift wrapped in burlap (see Bundle A).

CONCLUDING THE ADVENTURE

This section assumes the PCs have successfully gotten to the abyssal library. If they had to flee or if all the citizens died, they are not welcomed when the return to Elturel. They come back to an uneventful welcome and slide back into the city is despair.

Having successfully found and returned the citizenry, they are greeted by Councilman Buufus.

A joyous Councilman Buufus meets you as return through the arcane wall of fire circling the plaguezone. He greets you all with a hearty hug and praise to your kind hearts. The citizens are met by various family members with cries and tears of reunion.

You catch Taikos out of the corner of your eye. He simply gives you a gentle nod, then turns away and heads south, out of the city.

REWARDS SUMMARY

At the conclusion of the adventure, the PCs earn XP, gold, access to Treasures, and possibly Story Awards. All totals listed here are per PC.

EXPERIENCE POINTS AND BASE GOLD

All PCs earn at least the Minimum XP for playing the adventure. In addition, the Major and Minor Objectives are worth the listed XP awards if successfully completed (as determined by the DM, following the guidelines specified in the adventure). The PCs may be given partial awards if the DM determines that they completed part, but not all, of a given objective.

Any character that died during the adventure receives 20% less XP than the rest of the party, unless there was a TPK, in which case the entire party presumably failed to achieve at least some of the listed objectives. Even with the 20% penalty, a character may not fall below the Minimum XP for the adventure.

ADVENTURE LEVEL 2

Minimum Possible Experience: 225 XP

Minor Objective (Encounter 6)

Save 4 or more citizens: +25 XP

-OR- Save 8 or more citizens: +50 XP

Major Objective (Encounter 6)

Defeat the demons: +125 XP

Minor Objective (Encounter 7)

Retrieve both books from the library: +25 XP

Maximum Possible Experience: 425 XP

Base Gold per PC: 75 gp

ADVENTURE LEVEL 4

Minimum Possible Experience: 320 XP

Minor Objective (Encounter 6)

Save 4 or more citizens: +35 XP

-OR- Save 8 or more citizens: +70 XP

Major Objective (Encounter 6)

Defeat the demons: +175 XP

Minor Objective (Encounter 7)

Retrieve both books from the library: +35 XP

Maximum Possible Experience: 600 XP

Base Gold per PC: 125 gp

ADVENTURE LEVEL 6

Minimum Possible Experience: 450 XP

Minor Objective (Encounter 6)

Save 4 or more citizens: +50 XP

-OR- Save 8 or more citizens: +100 XP

Major Objective (Encounter 6)

Defeat the demons: +250 XP

Minor Objective (Encounter 7)

Retrieve both books from the library: +50 XP

Maximum Possible Experience: 850 XP

Base Gold per PC: 225 gp

ADVENTURE LEVEL 8**Minimum Possible Experience: 640 XP****Minor Objective (Encounter 6)****Save 4 or more citizens: +70 XP****-OR- Save 8 or more citizens: +140 XP****Major Objective (Encounter 6)****Defeat the demons: +350 XP****Minor Objective (Encounter 7)****Retrieve both books from the library: +70 XP****Maximum Possible Experience: 1200 XP****Base Gold per PC: 450 gp****ADVENTURE LEVEL 10****Minimum Possible Experience: 900 XP****Minor Objective (Encounter 6)****Save 4 or more citizens: +100 XP****-OR- Save 8 or more citizens: +200 XP****Major Objective (Encounter 6)****Defeat the demons: +500 XP****Minor Objective (Encounter 7)****Retrieve both books from the library: +100 XP****Maximum Possible Experience: 1700 XP****Base Gold per PC: 675 gp**

TREASURE

All potential NPC payments or rewards, any treasure that the PCs could have looted during the adventure, and other monetary awards are included in the “Base Gold per PC.” At the conclusion of the adventure, each character receives the listed amount of gold, less any amounts that they did not find or earn, and may additionally select one Treasure from the following list.

A Treasure may give the PC more gold, a magic item, or something else of value. Each player makes one and only one selection for their character; multiple players may choose the same Treasure. Some of the listed Treasures may not be available if the PCs did not complete the objective specified in the adventure to unlock that Treasure.

If a character buys or sells gear during the adventure (or pays for services, such as NPC ritual casting) add or subtract the amount from the base gold. If a player selects a Treasure that gives their character more gold, add that amount to that character’s base gold award. It is possible and permissible for a character to spend more gold than he or she earns during an adventure, but characters may not spend gold that they do not have. For details on selling items, see the *Living Forgotten Realms Campaign Guide*.

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

Certain Treasures have a minimum Adventure Level listed. That Treasure is not available if the group played below the listed AL. However, those who played at a higher AL can always choose from the lower-level options. (Treasures X, Y, and Z are always available at every Adventure Level.).

EACH PC SELECTS ONE OF THE FOLLOWING:

Treasure A: An Uncommon waist slot item of the character’s level + 1 or less from a player resource. Available at all ALs; Found in Encounter 2

Treasure B: *rod of time distortion* (level 8; *Manual of the Planes*) Available at AL 6 and above; Found in Encounter 7

Treasure X (Choose an Item): The character finds a Common or Uncommon permanent magic item of the player's choice. The item must come from a player resource (as defined in the *LFR Campaign Guide*).

The player may choose a Common magic item of the character's level + 2 or less, or an Uncommon magic item of the character's level or less. The character must have an available found-item slot, and only permanent magic items may be chosen with this option (no consumables, ammunition, etc.)

Treasure Y (Consumable plus Gold): The character finds a consumable item plus additional gold. The player should write the consumable gained on their Adventure Log. Consumable items obtained in this fashion do not take up found-item slots.

AL 2: *potion of healing* plus 0 gp

AL 4: *potion of healing* plus 25 gp

AL 6: *potion of healing* plus 100 gp

AL 8: *potion of healing* plus 250 gp

AL 10: *potion of healing* plus 400 gp

Treasure Z (More Gold): The character finds or is given coin, gems, jewelry, art objects, ritual components, or other non-magical valuables (in addition to his or her Base Gold).

AL 2: 50 gp

AL 4: 75 gp

AL 6: 150 gp

AL 8: 300 gp

AL 10: 450 gp

ELTU05 Sikulis' Journal

You have recovered the journal of Sikulis, an eladrin scholar who studied both the Spellplague and the Companion. Inside, you find interesting notes on how the Spellplague affects both men and beasts, as well as notes on a ritual that is apparently able to alter the power of the light of the Companion so that it targets Plaguechanged creatures instead of undead.

ELTU06 Glimpses of the Future

You are in possession of a strange, damaged tome that speaks of future events as if they have already happened. Though much of the text is bland, a section reveals eminent danger to Cormanthor. Could these stories be true? You must warn them! Knowledge is a powerful tool.

STORY AWARDS

Award these if the PC completes the condition for the award in the adventure. Pass out certificates to the players for their story awards.

ELTU03 Hero to the People

You have successfully saved many of the citizens lost in the plague zone in Elturel. Their families are eternally grateful. The people of the South Ward will not forget your deeds.

ELTU04 Lion in the City

Councilman Buufus has recognized your charity and bravery. He has contacts in the merchant organization, the Lion's Den, and will make your name known favorably, should you require his support. This favor may be used as a recommendation to join that Meta-Organization.

NEW RULES

Rod of Time Distortion

Level 8 Uncommon

This crystal rod allows you to distort time as you cast a spell, depriving an enemy of the opportunity to retaliate.

Price: 3,400 gp

Implement (Rod)

Enhancement: +2 attack rolls and damage rolls

Critical: +2d6 damage

Power (Encounter): Free Action. Use this power when you make a ranged attack using this implement. The attack does not provoke an opportunity attack.

Reference: *Manual of the Planes*, page 155.

APPENDIX 1: ELTURGARD

The following information was drawn from the *Forgotten Realms Campaign Guide* (pages 124-125) and can be used for reference and shared with players.

ELTURGARD

Elturgard is a theocracy ruled by those who are certain they walk the path of righteousness. The paladins of this land take pride in their moral clarity and pursuit of good.

Elturgard is dominated by a “second sun” that hovers eternally in the sky above the city of Elturel, making this a realm of endless daylight. Creatures of darkness cannot abide even the sight of the city.

Unlike most countries, Elturgard has a state religion: Torm is revered in the temples that dot the landscape.

THE COMPANION

The second sun of Elturel, called the Companion (also known as Amaunator's Gift), is harmful to undead that come near the city of Elturel, and its sight is unpleasant to them anywhere in the region of Elturgard.

The touch of the Companion's light is quite uncomfortable to undead creatures. Undead player characters suffer a -1 penalty to attack rolls, ability and skill checks, and damage rolls while fighting within the area of the Companion's influence. The light does not visibly burn or otherwise mark undead PCs, so they are still able to attend meetings, participate in the roleplaying, and so forth. This effect is less than what occurs to normal undead monsters.

Undead PCs are required to disguise themselves while traveling in the city to avoid being attacked on sight by clerics and paladins of Amaunator and Torm. Any reasonable disguise will succeed as the city is not in a state of high alert (no check required).

DUNGEON OF THE INQUISITOR

Those who trespass against the laws of Elturgard three times are thrown into the Dungeon of the Inquisitor. This vast, subterranean maze lies deep beneath the streets of Elturel, and its population is constantly being replenished by new lawbreakers. Parts of the dungeon consist of natural caverns discovered during the excavation, and their full extents and final destinations have yet to be determined. Strange sounds infrequently echo from unknown cavities—sometimes rushing water is heard, other times the enraged roars of vicious behemoths ring out. From time to time, dungeon prisoners on mining detail escape their captors and dash

into unexplored crevices and tunnels. They are never seen again, on or below Faerûn.

ELTURGARD LORE

History DC 15: Elturgard is a relatively small island of order and hope in an inhospitable swath of the Western Heartlands. Over the years, hundreds of people fleeing a mummy's curse, a vampire's service, or some other undead involvement have arrived here, settling in Elturel in particular. The forests surrounding this land have grown wild and dangerous.

A pocket of plagueland festering several miles to the south has a habit of spewing forth occasional monstrosities. About a year ago, a massive army of plaguechanged creatures emerged from the plagueland and laid siege to the city of Elturel. Although the invasion was turned back thanks to the assistance of a large number of heroes (as detailed in the adventure *ADCP2-1 The Paladins' Plague*), the city was significantly damaged and is still in a rebuilding mode.

Streetwise DC 25: In some quarters, Elturgard has garnered a reputation for being too righteous. Many problems attend its inflexible laws, inquisitorial persecution of evil, and bold plans for “setting Faerûn aright.”

SCORNUBEL

Scornubel is a sprawling city along the north shore of the River Chionthar, which flows east to west (to Elturel, Baldur's Gate and the Sea of Swords). At the eastern edge of the city, the River Reaching flows from out of the north and merges with the Chionthar. Both caravans and river craft provide much trade which is the life blood of the city. In the center of the city, a citadel of paladins, visible from most points of the city, provide a constant reminder of the rule of law. There is no bridge over the River Chionthar or the River Reaching in this vicinity.

To the west, there is a glow in the night sky from the Companion over Elturel which always is in the sky. Even at this distance, the light from the Companion is unpleasant for undead and they do not like to look at it.

SCORNUBEL LORE

History DC 15: Scornubel nearly failed in the decades following the Year of Blue Fire, when trade fell to almost nothing. The city elders allowed it to be annexed into the realm of Elturgard and the protection of the paladins

helped stabilize the city. It did change the city's previous exclusive focus on profits though.

REACHING WOODS LORE

History DC 10: The Reaching Woods which lies to the east of Scornubel was barricaded by the paladins 20 years ago. The woods are purportedly filled with gnolls who worship demons and goblins.

Streetwise DC 15: Rumor has it that the gnolls have eaten, enslaved, or driven off all other humanoid in the woods.

NAJARA

Najara is one of the largest and most potent kingdoms in western Faerûn, though few are aware of that fact.

The land is littered with impressive ruins, including ancient serpentfolk strongholds, Netherese settlements abandoned for centuries, and the remnants of the collapsed human kingdom of Boareskyrr.

FOREST OF WYRMS

Snake-Infested Forest

Despite the underlying rocky terrain, the Forest of Wyrms is composed of great redwoods and thick pines that soar to staggering heights. All manner of serpents reside therein. Small communities of yuan-ti are common, and the place is home to several youthful green dragons, whose alliance with the yuan-ti is tenuous at best.

Several locations of interest lie in the forest, including Ss'thar'tiss'ssun, one of the most ancient ruins in Faerûn, and Thlohtzin, an old lich stronghold turned slave citadel by its new yuan-ti residents.

Although most steer clear of the ancient ruin, sinister human and tiefling slavers travel to Thlohtzin to sell their merchandise for ancient gold. The slaves are then reapportioned throughout Najara.



APPENDIX 2: TAIKOS

Taikos (Adventure Level 2)	Level 1 Defender
Medium natural humanoid (spellscarred)	XP 100-
HP 28; Bloodied 14; Healing Surges 10	Initiative +0
AC 18, Fortitude 14, Reflex 12, Will 16	Perception +1
Speed 5	Low-light vision
STANDARD ACTIONS	
m Longsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 1d8 + 4 damage, and the target is marked until the end of Taikos's next turn.	
r Crossbow (weapon) • At-Will	
Attack: Ranged 15/30 (one creature); +7 vs. AC	
Hit: 1d8 + 1 damage.	
M Strike of Hope (radiant, weapon) • At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 1d8 + 4 damage, and one ally within 5 squares gains 3 temporary hit points.	
M Spellscarred Slam • Encounter	
Attack: Melee 2 (one creature); +7 vs. AC	
Hit: 1d12 + 4 fire damage.	
Skills Diplomacy +8, Religion +5	
Str 18 (+4)	Dex 11 (+0) Wis 12 (+1)
Con 13 (+1)	Int 10 (+0) Cha 16 (+3)
Alignment Lawful Good Languages Common	
Equipment: longsword, heavy shield, plate armor, crossbow, 30 crossbow bolts, holy symbol	

Taikos (Adventure Level 4)	Level 3 Defender
Medium natural humanoid (spellscarred)	XP 150-
HP 40; Bloodied 20; Healing Surges 10	Initiative +1
AC 20, Fortitude 16, Reflex 14, Will 18	Perception +2
Speed 5	Low-light vision
STANDARD ACTIONS	
m Longsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 1d8 + 5 damage, and the target is marked until the end of Taikos's next turn.	
r Crossbow (weapon) • At-Will	
Attack: Ranged 15/30 (one creature); +9 vs. AC	
Hit: 1d8 + 2 damage.	
M Strike of Hope (radiant, weapon) • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 1d8 + 5 damage, and one ally within 5 squares gains 4 temporary hit points.	
M Scar-carving Blade (fire, necrotic, weapon) • Encounter	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 1d8 + 5 damage, and the target is smeared with Taikos's burning spellscarred blood. His next successful attack against the target before the end of his next turn causes 5 extra fire and necrotic damage.	
TRIGGERED ACTIONS	
Spelleater • Encounter	
Trigger: An attack targets Taikos.	
Effect (Immediate Interrupt): Add 4 to Taikos's Fortitude, Reflex, and Will defenses against this attack. If the attack misses, Taikos regains hit points equal to one-half the level of the attacker or effect.	
Skills Diplomacy +9, Religion +6	
Str 18 (+5)	Dex 11 (+1) Wis 12 (+2)
Con 13 (+2)	Int 10 (+1) Cha 16 (+4)
Alignment Lawful Good Languages Common	
Equipment: longsword, heavy shield, plate armor, crossbow, 30 crossbow bolts, holy symbol	

Taikos (Adventure Level 6)		Level 5 Defender
Medium natural humanoid (spellscarred)		XP 200-
HP 52; Bloodied 26; Healing Surges 10		Initiative +2
AC 22, Fortitude 18, Reflex 16, Will 20		Perception +3
Speed 5		Low-light vision
STANDARD ACTIONS		
m Longsword (weapon) • At-Will		
Attack: Melee 1 (one creature); +12 vs. AC		
Hit: 1d8 + 6 damage, and the target is marked until the end of Taikos's next turn.		
r Crossbow (weapon) • At-Will		
Attack: Ranged 15/30 (one creature); +11 vs. AC		
Hit: 1d8 + 3 damage.		
M Strike of Hope (radiant, weapon) • At-Will		
Attack: Melee 1 (one creature); +12 vs. AC		
Hit: 1d8 + 6 damage, and one ally within 5 squares gains 5 temporary hit points.		
M Scar-carving Blade (fire, necrotic, weapon) • Encounter		
Attack: Melee 1 (one creature); +12 vs. AC		
Hit: 1d8 + 6 damage, and the target is smeared with Taikos's burning spellscarred blood. His next successful attack against the target before the end of his next turn causes 5 extra fire and necrotic damage.		
TRIGGERED ACTIONS		
Spelleater • Encounter		
Trigger: An attack targets Taikos.		
Effect (Immediate Interrupt): Add 4 to Taikos's Fortitude, Reflex, and Will defenses against this attack. If the attack misses, Taikos regains hit points equal to one-half the level of the attacker or effect.		
Skills Diplomacy +10, Religion +7		
Str 18 (+6)	Dex 11 (+2)	Wis 12 (+3)
Con 13 (+3)	Int 10 (+2)	Cha 16 (+5)
Alignment Lawful Good		Languages Common
Equipment: longsword, heavy shield, plate armor, crossbow, 30 crossbow bolts, holy symbol		

Taikos (Adventure Level 8)		Level 8 Defender
Medium natural humanoid (spellscarred)		XP 350-
HP 70; Bloodied 35; Healing Surges 10		Initiative +4
AC 25, Fortitude 21, Reflex 19, Will 23		Perception +5
Speed 5		Low-light vision
STANDARD ACTIONS		
m Longsword (weapon) • At-Will		
Attack: Melee 1 (one creature); +15 vs. AC		
Hit: 1d8 + 8 damage, and the target is marked until the end of Taikos's next turn.		
r Crossbow (weapon) • At-Will		
Attack: Ranged 15/30 (one creature); +14 vs. AC		
Hit: 1d8 + 5 damage.		
M Strike of Hope (radiant, weapon) • At-Will		
Attack: Melee 1 (one creature); +15 vs. AC		
Hit: 1d8 + 8 damage, and one ally within 5 squares gains 7 temporary hit points.		
M Venomous Bloodfang (necrotic, weapon) • Encounter		
Attack: Melee 1 (one creature); +15 vs. AC		
Hit: 1d8 + 8 damage, plus 2d6 necrotic damage. Taikos regains hit points equal to twice the necrotic damage dealt.		
TRIGGERED ACTIONS		
Spelleater • Encounter		
Trigger: An attack targets Taikos.		
Effect (Immediate Interrupt): Add 4 to Taikos's Fortitude, Reflex, and Will defenses against this attack. If the attack misses, Taikos regains hit points equal to one-half the level of the attacker or effect.		
Skills Diplomacy +11, Religion +8		
Str 18 (+8)	Dex 11 (+4)	Wis 12 (+5)
Con 13 (+5)	Int 10 (+4)	Cha 16 (+7)
Alignment Lawful Good		Languages Common
Equipment: longsword, heavy shield, plate armor, crossbow, 30 crossbow bolts, holy symbol		

Taikos (Adventure Level 10)		Level 10 Defender
Medium natural humanoid (spellscarred)		XP 500-
HP 82; Bloodied 41; Healing Surges 10		Initiative +5
AC 27, Fortitude 23, Reflex 21, Will 25		Perception +6
Speed 5		Low-light vision
STANDARD ACTIONS		
m Longsword (weapon) • At-Will		
Attack: Melee 1 (one creature); +17 vs. AC		
Hit: 1d8 + 9 damage, and the target is marked until the end of Taikos's next turn.		
r Crossbow (weapon) • At-Will		
Attack: Ranged 15/30 (one creature); +16 vs. AC		
Hit: 1d8 + 6 damage.		
M Strike of Hope (radiant, weapon) • At-Will		
Attack: Melee 1 (one creature); +17 vs. AC		
Hit: 1d8 + 9 damage, and one ally within 5 squares gains 8 temporary hit points.		
C Death Vortex (necrotic) • Encounter		
Attack: Close burst 2 (creatures in burst); +12 vs. Reflex		
Hit: 3d8 + 8 necrotic damage.		
Miss: Half damage.		
Sustain Minor: Taikos can spend a healing surge to repeat the attack against all foes he previously hit (even if no longer in range, although still within line of sight) when he sustains the power. On a hit, the attack instead deals 1d8 necrotic damage and he can slide the target 2 squares.		
TRIGGERED ACTIONS		
Tears of Fire and Blood • Encounter		
Trigger: Taikos misses an attack.		
Effect (Free Action): Taikos takes 10 fire damage. If the missed attack would have hit with a +4 power bonus, the attack hits instead.		
Skills Diplomacy +12, Religion +9		
Str 18 (+9)	Dex 11 (+5)	Wis 12 (+6)
Con 13 (+6)	Int 10 (+5)	Cha 16 (+8)
Alignment Lawful Good		Languages Common
Equipment: longsword, heavy shield, plate armor, crossbow, 30 crossbow bolts, holy symbol		

APPENDIX 3: EVENT SUMMARY

The results of this adventure will have an impact on the future development of the Elturgard Story Area. We appreciate your participation in this survey.

If you are at a convention, we recommend that each DM fill out the form on paper and deliver the filled in form to the organizers, who can then answer the survey online at <https://www.surveymonkey.com/s/LFRELTU0302>

If you run this adventure at home, or at a public event where the event organizer is not going to enter the survey data, please visit <https://www.surveymonkey.com/s/LFRELTU0302> to complete the questionnaire.

The survey period closes on 01 April 2011. The adventure remains playable after that date, but Event Summary results will be tabulated at the end of the survey period and that will be the official result for the campaign as a whole.

If played at a convention, what slot:

DMs Name:

Question 1. Did the PCs demand payment up front or did they adopt a more charitable attitude?

- a. Charity
- b. Pay us!!!

Question 2. Did any of the PCs acquire a spellscar in Encounter 3?

- a. No
- b. Yes

Question 3. Did Taikos survive the adventure?

- a. No
- b. Yes

Question 4. Did the PCs recover Sikulis' journal?

- a. No
- b. Yes

Question 5. Was Renceti, the Quasit able to escape?

- a. No
- b. Yes

Question 6. Please ask the players to rate the adventure, and the DM should do likewise. You may use whatever criteria you wish.

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

1 2 3 4 5

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

1 2 3 4 5

DUNGEONS & DRAGONS LIVING FORGOTTEN REALMS

(character name)

HAS RECEIVED STORY AWARDS FROM:
(cross out those not received)

ELTU3-2 BLUE WOUNDS

ELTU03 Hero to the People

You have successfully saved many of the citizens lost in the plague zone in Elturel. Their families are eternally grateful. The people of the South Ward will not forget your deeds.

ELTU04 Lion in the City

Councilman Buufus has recognized your charity and bravery. He has contacts in the merchant organization, the Lion's Den, and will make your name known favorably, should you require his support. This favor may be used as a recommendation to join that Meta-Organization.

ELTU05 Sikulis' Journal

You have recovered the journal of Sikulis, an eladrin scholar who studied both the Spellplague and the Companion. Inside, you find interesting notes on how the Spellplague affects both men and beasts, as well as notes on a ritual that is apparently able to alter the power of the light of the Companion so that it targets Plaguechanged creatures instead of undead.

ELTU06 Glimpses of the Future

You are in possession of a strange, damaged tome that speaks of future events as if they have already happened. Though much of the text is bland, a section reveals eminent danger to Cormanthor. Could these stories be true? You must warn them! Knowledge is a powerful tool.

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Event Name: _____ Event Code: _____
(This number was given to the organizer when the event was scheduled)

Adventure Title: _____ Session Number: _____
(For administrative use only)

Date of Play: / /
Month Day Year

Start Time: :
Hour Minute

Give hour in military time standard (p.m. hours = hour +12). Don't record the exact minute the adventure played. Instead list the closest 30-minute interval the game was scheduled to start at (30 or 00).

A legal table has no less than four players, and no more than six players.

Player Name	WIN/DCI Number
1	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
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DUNGEONS & DRAGONS®

SESSION TRACKING

DUNGEON MASTER

DM Name: _____

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DUNGEONS & DRAGONS®

SESSION TRACKING

DUNGEON MASTER

DM Name: _____

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