

THE WAY OF ALL FLESH

A DUNGEONS & DRAGONS® *LIVING
FORGOTTEN REALMS* ADVENTURE

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You are on the trail of the criminal Arbosus. Can you stop him before he is able to hatch his devilish scheme? A *Living Forgotten Realms* adventure set in Scornubel for characters of the Heroic tier (levels 1-10). This adventure is the second part of the *Sinister Intentions* Major Quest, which began in *ELTU3-1 Good Intentions*.

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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Be sure to keep up with the LFR Community at our campaign website: <http://community.wizards.com/lfr>

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 supports the entire Heroic tier of play (levels 1-10). Paragon-tier and Epic-tier characters may not play this adventure. Any Heroic-tier character can play, 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 (ALs) within each tier. The choice of AL 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 AL 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 AL 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 AL 2 or AL 4, but they will probably choose AL 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 his or her DM at the beginning of an adventure if the character is suffering from a lasting effect.

DCs BY ADVENTURE LEVEL

This adventure uses the terms Easy, Moderate, and Hard to refer to the Difficulty Class (DC) of most checks. If a DC is given as a static number (such as DC 15 or DC 25 instead of Easy DC, Moderate DC, or Hard DC) then that number is the same regardless of Adventure Level (this applies to certain skill checks whose difficulty is specifically set by the core rules, such as monster knowledge checks, jumping and swimming checks, etc.)

Should you need to improvise a DC during the adventure, use the following table.

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

In *ELTU3-1 Good Intentions* the PCs discovered the lair of the vassal lich necromancer Arbosus the Changer. Exploring Arbosus's lair the PCs found the products of his twisted search for a process that will create an undead creature capable of withstanding the light of the Companion. After destroying all of Arbosus's abominations the PCs discovered that Arbosus had moved to a new location shortly before the PCs' arrival. His escape route was a portal which was sealed with magic. The PCs also allowed Arbosus's former familiar, a quasit named Bellavous, to escape. Nevertheless, the PCs found some clues as to Arbosus's research.

Arbosus had been investigating a necrotic liquid obtained from the area around Boareskyr Bridge which his notes refer to as 'essence of Bhaal'. Boareskyr Bridge is infamous for being the place where Bhaal (the Lord of Murder), was killed by the nascent god Cyric during the Time of Troubles. Bhaal's blood tainted the waters making them forever poisonous.

The PCs also discovered two more disturbing facts. First, that Arbosus's research was being funded by a third party. Second, that Arbosus possessed several crates of weapons bearing the symbol of the Order of Torm.

DM'S INTRODUCTION

Captain Everyn Cadwy of the Order of Torm wants to find out whether there are subverted members of the Order of Torm working with Arbosus or other creatures of evil. To that end he engaged the services of the eladrin wizard Sikulis Meshyen (who is on retainer to the Order of Torm in return for not being thrown into the Dungeon of the Inquisitor for his borderline blasphemous activities) to discover where the sealed portal found in Arbosus's lair leads. After a few days Sikulis was able to break the seal on the portal that Arbosus used to leave Triel.

Captain Cadwy has hired the PCs to go through the portal, track down Arbosus, and bring him back for questioning. Cadwy prefers patriots, but he is willing to make do with sellswords. Indeed ever since the expedition into the plagueland there seem to be a surfeit of men of negotiable virtue in Elturgard. Captain Cadwy, being more practical than is typical for a member of his order, is more comfortable with employing outsiders than most.

At the beginning of the adventure you should gather some information about the PCs.

- Make a note of the Passive Perception scores of every PC as it will come into play during Encounter Five.
- Find out if any characters worship Amaunator or Chauntea, and if any characters have the Orb of Light (either from *ELTU3-1 Good Intentions* or from the Order of Torm meta-campaign organization) as it will come into play during Encounter One.
- Have the players check to see if their character played *ADCP2-1 The Paladins' Plague* as a story award (ADCP03 Defender of Elturel) from that adventure is referenced in Encounter Three.
- Have the players check to see if their character played *SPEC2-1 The Scourge of Scornubel* as the story awards (SPEC17, SPEC18, or SPEC19) from that adventure come into play during Encounter Three.
- It is also possible that the PCs discovered in *ELTU3-1 Good Intentions* that Arbosus is a lich. There is no story award to reflect this. If the PC remembers on his or her own then that will affect Encounter Four.

ENCOUNTER 1: THE KILL BOX

ENCOUNTER LEVEL 1/1/3/5/7 (375/525/750/1,100/1,400 XP)

The adventure begins in *medias res* with the PCs having just stepped through the portal from Arbosus's lair in Triel to... wherever it leads.

Before beginning the encounter if you have not already done so find out if any of the characters at the table played *ELTU3-1 Good Intentions* and if any of the players have the Orb of Light.

Allow the players a chance to briefly introduce their characters. Tell the PCs they have stepped through a portal looking for Arbosus and more will be explained shortly. There will be an opportunity for a lengthier introduction in Encounter Two.

DM Note: Arbosus designed this death trap to kill any who might follow him. Meyona is not part of his trap, she is merely here to gain revenge on the PCs (even if the PCs did not play *ELTU3-1 Good Intentions* she believes that the PCs are responsible for her death).

SETUP

This encounter includes the following creatures and traps at Adventure Level 2:

- 1 Ghost of Meyona, Adept of Cyric (level 2) (M)
- 1 Collapsing Ceiling hazard

This encounter includes the following creatures and traps at Adventure Level 4:

- 1 Ghost of Meyona, Adept of Cyric (level 4) (M)
- 1 Flooding Room trap

This encounter includes the following creatures and traps at Adventure Level 6:

- 1 Ghost of Meyona, Adept of Cyric (level 6) (M)
- 1 Ghostly Flame Jets trap

This encounter includes the following creatures and traps at Adventure Level 8:

- 1 Ghost of Meyona, Adept of Cyric (level 8) (M)
- 1 Madness Gas hazard

This encounter includes the following creatures and traps at Adventure Level 10:

- 1 Ghost of Meyona, Adept of Cyric (level 10) (M)
- 1 Madness Gas hazard

This is a mausoleum crypt on the outskirts of Scornubel. The structure is partly above ground, and partly

underground. Optimally have the players set up on the map and get initiative set then read them the following. If they need more information prior to setting up on the map read them only the first paragraph.

The rippling blue light of the portal behind you illuminates the chamber in which you now stand: a crypt, with alcoves at each of its four corners containing sarcophagi and small shrines. An empty alcove stands directly across from you. To your left is an altar dedicated to Lathander, but it has been defaced. To your right a set of stairs ascends ten feet to a small landing and a set of double doors. Three of the four walls are lined with burial vaults and sarcophagi.

A disturbance near the base of the stairs draws your attention. The apparition of a woman manifests there, her ghostly wounds seep black blood that splatters on the floor of the tomb only to smoke and fade away. The woman's features might once have been beautiful but death and the depth of her hatred have twisted them into a cruel mockery of her former beauty. Her humorless laugh echoes from the walls of the crypt.

If at least one PC played *ELTU3-1 Good Intentions* then read the following

The shock of recognition comes suddenly. This woman was the ghoulish leader of the undead forces in the service of Arbosus that so recently attempted to murder you.

Continue reading below.

"At last, you have come. I begged the Prince of Lies for vengeance, and he has given it to me. Meet your doom!" The ghostly woman shrieks with hatred and pain as she launches her spectral assault.

No sooner can you take this in than the portal behind you winks shut with a whoosh, leaving you no time to contemplate the choices that brought you to this pass.

ORB OF LIGHT

If any of the players have the unique item Orb of Light from *ELTU3-1 Good Intentions* or from the Order of Torm metaorg then read the following.

The Orb of Light jumps to life in your possession. You hear a voice in your head, "I am the righteous protector of the living against the horrors of the walking dead."

The bearer of the orb gains the use of the following power. The orb returns to normal at the end of the adventure or once the power is used.

SEARING LIGHT (ORB OF LIGHT)	DAILY POWER
<i>You raise your holy symbol and lance your foe with a blistering ray of light that blinds it for a short time.</i>	
Power (Divine, Implement, Radiant) • Daily	
Standard Action Range 10	
Target: One creature	
Attack: Wisdom vs. Reflex	
Hit: 2d6 + Wisdom modifier radiant damage, and the target is blinded until the end of your next turn.	

FEATURES OF THE AREA

Illumination (interior): Darkness, modified by PC light sources. The light of the portal illuminates the crypt in dim light during the introductory box text.

Illumination (exterior): Bright light.

Ceiling: The ceiling is 25 feet (5 squares) tall from the floor of the crypt in the main chamber. In the stairs the ceiling is 5 feet (1 square) lower. In the alcoves the ceiling is only 10 feet (2 squares) tall.

Stairs: The stairs rise ten feet to a landing. The stairs are difficult terrain, costing two squares of movement for every square entered.

Altar: The altar is in the middle of the wall that faces the stars. It is an altar to Lathander, the pre-spellplague god of the sun (this crypt was constructed before the spellplague). It has been desecrated by Arbosus. A character who worships Amaunator may cleanse the altar with a standard action Moderate DC Religion check while adjacent to the altar. A character who worships Chauntea may attempt this check at a Hard DC. Cleansing the altar is impossible for any other character. Inform characters capable of cleansing the altar that it is something they can choose to do, but do not reveal any effects that it might have in advance. If the altar is successfully cleansed then all good and lawful good PCs receive a +1 bonus to attack rolls, ability checks, skill checks, and saving throws while inside the crypt until the end of the encounter. Worshipers of Amaunator and Chauntea gain the following power that can be used once during this encounter:

GIFT OF RADIANCE	UTILITY POWER
<i>The glow of Amaunator's radiance bathes you in its warmth.</i>	
Power (Radiant) • Daily	
Minor Action Personal	
Effect: Until the end of your next turn, your attack powers gain the radiant keyword.	

Sarcophagi: The sarcophagi are blocking terrain and are one square tall. A DC 15 Athletics check allows

a PC to climb on top of a sarcophagus (the DC rises to 20 if the room is filling with water as the sarcophagi become slick with water).

Alcoves: The ceiling in the alcoves is 10 feet (2 squares) tall.

Doors: The doors are reinforced stone and are *arcane locked* by Arbosus (any undead creature can bypass the *arcane lock* and open the doors). A successful Hard DC Thievery check made as a standard action unlocks the doors. A Strength check at the same DC made as a standard action will break down the doors. The doors have 50 hit points, AC 5, Reflex 5, and Fortitude 10. They are immune to attacks that target Will.

TACTICS

Meyona focuses her attention on any PCs who played *ELTU3-1 Good Intentions* as they are directly responsible for her death (she died at their hand or at the hands of the authorities when she was captured).

She focuses on ranged combat as much as possible, forcing the PCs to close with her. She taunts them as the crypt's death trap slowly kills them, enjoying their slow and agonizing death. Remember at AL 4 that since she does not need to breathe she cannot drown in the flooding room hazard, and at ALs 8 and 10 that since she is immune to poison the madness gas has no effect on her.

Sometime in the first three rounds be sure to describe a stray missed attack (either from a PC or Meyona) that causes a piece of statuary to fall from the shrine to Lathander. It shatters, revealing a *sacred mask* that was concealed within.

At Adventure Level 6 each round the ghostly flame jets target Meyona and as many of her enemies as possible. If the ghostly flame jets cannot target Meyona and at least one enemy, then the ghostly flame jets target as many enemies as possible.

The flooding waters (AL 4) as well as the Madness Gas (AL 8 & 10) have all been tainted by the *essence of Bhaal*. All characters must save at the end of the encounter to avoid contracting the disease.

Below is a summary of the disease. Remember that disease progression only occurs if the PCs take an extended rest (or are exposed to the barrel's contents in Encounter Seven). Characters that previously contracted *essence of Bhaal* and were cured have are more susceptible to the disease, receiving a -2 penalty on their saving throw at the end of the encounter to avoid contracting the disease.

Essence of Bhaal**Level 2/4/6/8/10****Stage 0:** The target recovers from the disease.**Stage 1 (initial stage):** While affected by stage 1, the target loses a healing surge.**Stage 2:** While affected by stage 2, the target loses a healing surge. The target also takes a -2 penalty to AC, Fortitude, and Reflex.**Stage 3:** While affected by stage 3, the target loses all healing surges and cannot regain hit points. The target also takes a -2 penalty to AC, Fortitude, and Reflex.**Check:** At the end of each extended rest, the target makes an Endurance check if it is at stage 1 or 2.

- *Misses the Easy DC:* The stage of the disease increases by 1.
- *Beats the Easy DC:* No change.
- *Beats the Moderate DC:* The stage of the disease decreases by 1.

If the PCs consider taking an extended rest then remind them that they have no idea what sort of evil Arbosus is up to, or how far ahead of them he might be. If after this warning the PCs still decide to take an extended rest then they automatically fail the skill challenge in Encounter 3 (however you should still run it to completion, keeping track of successes and failures as normal)

SCALING THE ENCOUNTER

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

Four PCs: Reduce Meyona's level by one. This subtracts one from all of her defenses, attacks, damage, initiative, and ability/skill checks, as well as 16 hit points

Six PCs: Increase Meyona's level by one. This adds one to all of her defenses, attacks, and damage, as well as 16 hit points.

ENDING THE ENCOUNTER

If they have not already done so, the PCs must escape the crypt. At Adventure Level 2 this is relatively easy, as the ceiling collapse has left large holes in the ceiling through which the PCs can climb. At higher Adventure Levels the PCs must deal with the *arcane lock* on the door, either through normal means (the Knock ritual, Strength checks, or Thievery checks) or by simply destroying the door. Once the *arcane lock* is destroyed Arbosus instantly knows it, and starts preparing for the arrival of party.

If the PCs wish to explore the crypt, they will find that it houses the remains of a family with the surname of Suthrind. Many of the burial vaults and sarcophagi

contain bodies, but many more lie empty and await the passing of future generations. A Hard DC History check informs the PCs that the Suthrind family is an old family from Scornubel. They are traditional worshipers of Lathander (and now Amaunator) and were the first in the city to advocate for Elturgardan annexation.

Proceed to Encounter Two.

EXPERIENCE POINTS

For surviving the kill box, they each earn 25 / 35 / 50 / 70 / 100 XP and it does count towards a milestone.

TREASURE

During the combat with Meyona a piece of statuary fell from the altar of Lathander and shattered, revealing a *sacred mask* (Treasure Bundle A).

ENCOUNTER 1: THE KILL BOX STATISTICS (AL 2)

Ghost of Meyona, Adept of Cyric	Level 2 Elite Controller
Medium shadow humanoid (undead)	XP 250
HP 48; Bloodied 24	Initiative +2
AC 16, Fortitude 12, Reflex 16, Will 14	Perception +0
Speed 6, phasing	Darkvision
Immune disease, poison	
Saving Throws +2; Action Points 1	
TRAITS	
Insubstantial	
The ghost takes half damage from all sources, except force damage. Whenever the ghost takes radiant damage, it loses this trait until the start of its next turn.	
STANDARD ACTIONS	
m Rotting Touch (Necrotic) • At-Will	
Attack: Melee 1 (one creature); +5 vs. Reflex	
Hit: 1d8 + 5 necrotic damage, and the target takes a -2 penalty to attack rolls until the end of the ghost's next turn.	
R Shadow Darts (Necrotic) • At-Will	
Attack: Ranged 5 (one or two creatures); +5 vs. Fortitude	
Hit: 1d6 + 4 necrotic damage, and the target grants combat advantage until the end of the ghost's next turn.	
R Spirit Flay (Charm, Necrotic) • Recharge 6	
Attack: Ranged 10 (one creature); +5 vs. Will	
Hit: The target is dominated and takes ongoing 5 necrotic damage (save ends both).	
Miss: The target is dazed (save ends).	
C Unraveling Doom (Necrotic, Psychic) • At-Will	
Attack: Close blast 2 (enemies in the blast); +5 vs. Will	
Hit: 1d6 + 4 necrotic and psychic damage, and the target gains vulnerable 3 to all damage until the end of the ghost's next turn.	
Miss: The target is dazed (save ends).	
A Spirit Swarm (Necrotic, Psychic) • Encounter	
Attack: Area burst 1 within 10 (enemies in the burst); +5 vs. Fortitude	
Hit: The target is immobilized and takes ongoing 5 necrotic damage (save ends both).	
Each Failed Saving Throw: The target takes 5 psychic damage.	
Miss: 5 necrotic damage.	
TRIGGERED ACTIONS	
C Visage Revealed (Fear, Psychic) • Encounter	
Trigger: The ghost is first bloodied.	
Attack (Immediate Reaction): Close blast 5 (enemies in the blast) +5 vs. Will	
Hit: 1d6 + 6 psychic damage, and the target is dazed (save ends).	
Miss: Half damage.	
Ephemeral Ghost (Illusion) • Recharge 6	
Trigger: An enemy misses the ghost with a melee attack.	
Effect (Immediate Reaction): The ghost becomes invisible until the start of its next turn. After becoming invisible, the ghost then shifts up to 3 squares.	
Skills: Arcana +10, Intimidate +11, Stealth +11	
Str 8 (0)	Dex 12 (+2)
Con 11 (+1)	Int 17 (+4)
	Cha 14 (+3)
Alignment Chaotic Evil	Languages Abyssal, Common
Equipment none	
Modified, updated, and de-leveled Ghost of Anarus Kalton from Dungeon Magazine #182.	

Collapsing Ceiling	Level 2 Lurker
Hazard	XP 125
A foreboding crack echoes through the chamber that quickly grows to a thunderous rumble.	
Hazard: The earth above the chamber collapses, filling the crypt with tumbling slabs of masonry and debris.	
PERCEPTION	
DC 5: A character realizes that the ceiling is collapsing before the first chunks hit the floor and gains a +2 bonus to Reflex against the collapsing ceiling's attack until the start of the character's next turn.	
DC 15: As a free action, a character can shout directions to an ally within 5 squares and give that ally a +2 bonus to Reflex against the collapsing ceiling's attack until the start of this character's next turn.	
TRIGGER	
The hazard is triggered when a non-undead creature enters the crypt.	
Initiative: +5	
ATTACK	
Standard Action	
Close burst 8 (fills the entire crypt)	
Target: Creatures in burst	
Attack: +4 vs. Reflex	
Hit: 2d6 + 2 damage	
Miss: Half damage. The burst area becomes difficult terrain at the moment initiative is rolled for the collapsing ceiling. The collapse continues for 5 rounds.	
COUNTERMEASURES	
As a minor action, a character in the burst area who has beaten the hazard's initiative can make a DC 10 Acrobatics or Athletics check to dodge nimbly between falling rubble. With a successful check, a character takes half damage (no damage on a miss) from rubble until the start of the character's next turn.	

ENCOUNTER 1: THE KILL BOX STATISTICS (AL 4)

Ghost of Meyona, Adept of Cyric	Level 4 Elite Controller
Medium shadow humanoid (undead)	XP 350
HP 80; Bloodied 40	Initiative +3
AC 18, Fortitude 14, Reflex 18, Will 16	Perception +1
Speed 6, phasing	Darkvision
Immune disease, poison	
Saving Throws +2; Action Points 1	
TRAITS	
Insubstantial	
The ghost takes half damage from all sources, except force damage. Whenever the ghost takes radiant damage, it loses this trait until the start of its next turn.	
STANDARD ACTIONS	
m Rotting Touch (Necrotic) • At-Will	
Attack: Melee 1 (one creature); +7 vs. Reflex	
Hit: 2d6 + 5 necrotic damage, and the target takes a -2 penalty to attack rolls until the end of the ghost's next turn.	
R Shadow Darts (Necrotic) • At-Will	
Attack: Ranged 5 (one or two creatures); +7 vs. Fortitude	
Hit: 1d8 + 5 necrotic damage, and the target grants combat advantage until the end of the ghost's next turn.	
R Spirit Flay (Charm, Necrotic) • Recharge 6	
Attack: Ranged 10 (one creature); +7 vs. Will	
Hit: The target is dominated and takes ongoing 5 necrotic damage (save ends both).	
Miss: The target is dazed (save ends).	
C Unraveling Doom (Necrotic, Psychic) • At-Will	
Attack: Close blast 2 (enemies in the blast); +7 vs. Will	
Hit: 1d8 + 5 necrotic and psychic damage, and the target gains vulnerable 3 to all damage until the end of the ghost's next turn.	
Miss: The target is dazed (save ends).	
A Spirit Swarm (Necrotic, Psychic) • Encounter	
Attack: Area burst 1 within 10 (enemies in the burst); +7 vs. Fortitude	
Hit: The target is immobilized and takes ongoing 5 necrotic damage (save ends both).	
Each Failed Saving Throw: The target takes 5 psychic damage.	
Miss: 5 necrotic damage.	
TRIGGERED ACTIONS	
C Visage Revealed (Fear, Psychic) • Encounter	
Trigger: The ghost is first bloodied.	
Attack (Immediate Reaction): Close blast 5 (enemies in the blast) +7 vs. Will	
Hit: 1d8 + 7 psychic damage, and the target is dazed (save ends).	
Miss: Half damage.	
Ephemeral Ghost (Illusion) • Recharge 6	
Trigger: An enemy misses the ghost with a melee attack.	
Effect (Immediate Reaction): The ghost becomes invisible until the start of its next turn. After becoming invisible, the ghost then shifts up to 3 squares.	
Skills: Arcana +11, Intimidate +12, Stealth +12	
Str 8 (+1) Dex 12 (+3) Wis 9 (+1)	
Con 11 (+2) Int 17 (+5) Cha 14 (+4)	
Alignment Chaotic Evil Languages Abyssal, Common	
Equipment none	

Modified, updated, and leveled Ghost of Anarus Kalton from Dungeon Magazine #182.

Flooding Room	Level 4 Obstacle
Trap	XP 175
When activated portals in the ceiling of the four corner alcoves open, allowing water to pour into the room and fill it. A hidden grate in the floor opens 1 hour later, allowing the water to drain.	
PERCEPTION	
DC 24: A character notices the hidden grate in the floor.	
TRIGGER	
The trap activates when a non-undead creature enters the crypt.	
ATTACK	
Immediate Reaction	
Target: Each creature in the crypt	
Effect: Portals open in the ceiling of each of the four alcoves, allowing the poisoned waters near Boarsekyr Bridge to pour into the room. The room fills at the rate of 1 foot every round, filling completely in 24 rounds. After 1 hour, a hidden locked grate in the floor opens and allows the water to drain out at a rate of 1 foot every 2 rounds. Those trapped in the room are subject to combat penalties as the room fills, and might drown if they cannot escape.	
<ul style="list-style-type: none"> After 2 rounds all spaces (except for the two in front of the doors) are difficult terrain. After 3 rounds PCs of small size must swim, taking underwater combat penalties (<i>Rules Compendium</i> page 255). After 6 rounds PCs of medium size must swim, taking underwater combat penalties (<i>Rules Compendium</i> page 255). After 12 rounds the spaces in front of the doors are difficult terrain. 	
Effect: The character is exposed to <i>essence of Bhaal</i> , and must make a saving throw at the end of the encounter to determine if the disease was contracted.	
COUNTERMEASURES	
<ul style="list-style-type: none"> Moderate DC Thievery check (unlocked with a Hard DC Perception check): A character who makes a successful check as a standard action can open the hidden drain grate in the floor. This allows the room to drain at the rate described above, slowing the flooding to half its normal rate (1 foot every 2 rounds). Moderate DC Athletics check (unlocked with a Hard DC Perception check): A character who makes a successful check as a standard action can break down the hidden drain grate in the floor. This allows the room to drain at the rate described above, slowing the flooding to half its normal rate (1 foot every 2 rounds). 	

Modified Flooding Room trap from FR1 Scepter Tower of Spellgard.

ENCOUNTER 1: THE KILL BOX STATISTICS (AL 6)

Ghost of Meyona, Adept of Cyric	Level 6 Elite Controller
Medium shadow humanoid (undead)	XP 500
HP 112; Bloodied 56	Initiative +4
AC 20, Fortitude 16, Reflex 20, Will 18	Perception +2
Speed 6, phasing	Darkvision
Immune disease, poison	
Saving Throws +2; Action Points 1	
TRAITS	
Insubstantial	
The ghost takes half damage from all sources, except force damage. Whenever the ghost takes radiant damage, it loses this trait until the start of its next turn.	
STANDARD ACTIONS	
m Rotting Touch (Necrotic) • At-Will	
Attack: Melee 1 (one creature); +9 vs. Reflex	
Hit: 2d6 + 7 necrotic damage, and the target takes a -2 penalty to attack rolls until the end of the ghost's next turn.	
R Shadow Darts (Necrotic) • At-Will	
Attack: Ranged 5 (one or two creatures); +9 vs. Fortitude	
Hit: 1d8 + 6 necrotic damage, and the target grants combat advantage until the end of the ghost's next turn.	
R Spirit Flay (Charm, Necrotic) • Recharge 6	
Attack: Ranged 10 (one creature); +9 vs. Will	
Hit: The target is dominated and takes ongoing 5 necrotic damage (save ends both).	
Miss: The target is dazed (save ends).	
C Unraveling Doom (Necrotic, Psychic) • At-Will	
Attack: Close blast 2 (enemies in the blast); +9 vs. Will	
Hit: 1d8 + 6 necrotic and psychic damage, and the target gains vulnerable 3 to all damage until the end of the ghost's next turn.	
Miss: The target is dazed (save ends).	
A Spirit Swarm (Necrotic, Psychic) • Encounter	
Attack: Area burst 1 within 10 (enemies in the burst); +9 vs. Fortitude	
Hit: The target is immobilized and takes ongoing 5 necrotic damage (save ends both).	
Each Failed Saving Throw: The target takes 5 psychic damage.	
Miss: 5 necrotic damage.	
TRIGGERED ACTIONS	
C Visage Revealed (Fear, Psychic) • Encounter	
Trigger: The ghost is first bloodied.	
Attack (Immediate Reaction): Close blast 5 (enemies in the blast) +9 vs. Will	
Hit: 1d8 + 6 psychic damage, and the target is dazed (save ends).	
Miss: Half damage.	
Ephemeral Ghost (Illusion) • Recharge 6	
Trigger: An enemy misses the ghost with a melee attack.	
Effect (Immediate Reaction): The ghost becomes invisible until the start of its next turn. After becoming invisible, the ghost then shifts up to 3 squares.	
Skills: Arcana +12, Intimidate +13, Stealth +13	
Str 8 (+2) Dex 12 (+4) Wis 9 (+2)	
Con 11 (+3) Int 17 (+6) Cha 14 (+5)	
Alignment Chaotic Evil Languages Abyssal, Common	
Equipment none	

Modified, updated, and leveled Ghost of Anarus Kalton from Dungeon Magazine #182.

Ghostly Flame Jets	Level 6 Blaster
Trap	XP 250
Ghostly light pulses in the ancient nozzles and phantom flames silently explode into existence.	
Trap: When the trap is triggered its flame pulses and the trap rolls initiative, attacking each round on its initiative count.	
RELIGION	
DC 20: A character knows the nature of the ghostly flame jets on the ceiling, including the countermeasures.	
TRIGGER	
When a non-undead creature enters the crypt the trap rolls initiative.	
Initiative: +3	
ATTACK	
Standard Action	Area burst 1 within 10 squares
Target: Each non-undead creature in the burst	
Attack: +9 vs. Reflex	
Hit: 1d6 + 2 fire damage plus 1d6 + 2 necrotic damage, and ongoing 5 fire and necrotic damage (save ends).	
Miss: Half damage.	
Effect: Undead creatures in the burst gain 5 temporary hit points.	
COUNTERMEASURES	
<ul style="list-style-type: none"> The nozzles cannot be destroyed, however a character can direct radiant damage against the trap, targeting the jets in the ceiling (AC 22, other defenses 20). Each round if the trap takes 8 or more points of radiant damage, it makes the following attack against the last creature to deal it radiant damage instead of making its normal attack: ranged 10; +12 vs. Will; 2d6 + 5 necrotic damage, and ongoing 5 psychic and necrotic damage (save ends). As a standard action, a character can make a Moderate DC Arcana or Religion check from anywhere in the crypt, or a Moderate DC Thievery check if adjacent to the nozzle (note that this requires the character to be adjacent to the ceiling as well). A total of four successful checks disables the trap. Any check failed by 5 or more allows the trap to attack as an immediate action. 	

De-leveled Ghostly Flame Jets trap from Dungeon Magazine Annual 2010

ENCOUNTER 1: THE KILL BOX STATISTICS (AL 8)

Ghost of Meyona, Adept of Cyric	Level 8 Elite Controller
Medium shadow humanoid (undead)	XP 700
HP 144; Bloodied 72; see also <i>bloodied wrath</i>	Initiative +5
AC 22, Fortitude 18, Reflex 22, Will 20	Perception +4
Speed fly 6 (hover), phasing	Darkvision
Immune disease, poison; Vulnerable 5 radiant	
Saving Throws +2; Action Points 1	
TRAITS	
Insubstantial	
The ghost takes half damage from all sources, except force damage. Whenever the ghost takes radiant damage, it loses this trait until the start of its next turn.	
STANDARD ACTIONS	
m Shackling Touch (Cold, Necrotic) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +11 vs. Fortitude	
<i>Hit:</i> 2d8 + 7 cold and necrotic damage, and the ghost pushes the target 2 squares and knocks it prone.	
r Soulburn (Fire, Necrotic) • At-Will	
<i>Attack:</i> Ranged 10 (one creature); +11 vs. Reflex	
<i>Hit:</i> 2d8 + 7 fire and necrotic damage, and the target takes a -2 penalty to all defenses until the end of the ghost's next turn.	
m/r Double Attack	
The ghost makes two basic attacks.	
R Black Sun Strike (Necrotic, Psychic) • Recharge 4, 5, 6	
<i>Attack:</i> Ranged 10 (one creature); +11 vs. Fortitude	
<i>Hit:</i> 2d10 + 10 fire damage, ongoing 10 fire damage (save ends) and the ghost knocks the target prone. Each time a target takes ongoing damage from this attack, the ghost gains 5 temporary hit points.	
C Tyrant's Wrath (Illusion, Psychic, Teleportation) • Recharge 5, 6	
<i>Attack:</i> Close burst 2 (creatures in the burst); +11 vs. Will	
<i>Hit:</i> 2d8 + 6 psychic damage, and the target is affected by <i>tyrant's wrath</i> (save ends). While under the effects of <i>tyrant's wrath</i> all other creatures have partial concealment from the target and once per round if the target leaves its space it takes 2d8 + 6 psychic damage.	
<i>Miss:</i> Half damage.	
<i>Effect:</i> The ghost can teleport to any square in the burst.	
TRIGGERED ACTIONS	
C Bloodied Wrath (Illusion, Psychic, Teleportation) • Encounter	
<i>Trigger:</i> The ghost is first bloodied.	
<i>Effect (Free Action):</i> <i>Tyrant's wrath</i> recharges and the ghost uses it.	
Skills: Arcana +13, Intimidate +14, Stealth +14	
Str 10 (+4)	Dex 12 (+5)
Con 16 (+7)	Int 18 (+8)
	Wis 10 (+4)
	Cha 20 (+9)
Alignment Chaotic Evil	
Languages Abyssal, Common	
Equipment none	

Modified, updated, and reflavored Haestus from Dungeon Magazine Annual.

Madness Gas	Level 9 Lurker
Hazard	XP 400
<i>Fumes fill the air.</i>	
Trap: Five nozzles concealed in the floor dispense a noxious, madness-inducing poison. Each nozzle creates a cloud of gas in a close burst 3.	
PERCEPTION	
DC 14: A character notices the air is filled with vapor.	
DC 19: A character notices the five nozzles spewing the gas into the crypt.	
Additional Skill: Nature	
DC 19: A character identifies the vapor as madness gas.	
Initiative: +5	
TRIGGER	
When a non-undead creature enters the crypt the trap rolls for initiative and attacks any creature in a nozzle's square or in a close burst 3 of a nozzle each round on its turn. Creatures in the burst of more than one nozzle are attacked only once.	
ATTACK	
Standard Action (Poison)	Close burst 3
<i>Target:</i> Each creature in a nozzle's square or in the burst (creatures in the burst of more than one nozzle are attacked only once)	
<i>Attack:</i> +12 vs. Fortitude	
<i>Hit:</i> 1d6 + 5 poison damage, and the target makes a melee basic attack against a random adjacent creature as a free action.	
<i>Effect:</i> The character is exposed to <i>essence of Bhaal</i> , and must make a saving throw at the end of the encounter to determine if the disease was contracted.	
COUNTERMEASURES	
<ul style="list-style-type: none"> A character can hold his or her breath to avoid the attack, but if the character takes damage, the character must succeed on a DC 19 Endurance check or be unable to hold his or her breath until the start of his or her next turn. A character that does not need to breathe is immune to the gas. A character can disable a nozzle with a DC19 Thievery check as a standard action while adjacent to a nozzle. After a nozzle is disabled, the gas attacks on its next action and then clears from the disabled nozzle's burst. 	

Modified Madness Gas hazard from Dragon Magazine Annual 2009

ENCOUNTER 1: THE KILL BOX STATISTICS (AL 10)

Ghost of Meyona, Adept of Cyric		Level 10 Elite Controller
Medium shadow humanoid (undead)		XP 1,000
HP 176; Bloodied 88; see also <i>bloodied wrath</i>		Initiative +6
AC 24, Fortitude 20, Reflex 24, Will 22		Perception +5
Speed fly 6 (hover), phasing		Darkvision
Immune disease, poison; Vulnerable 5 radiant		
Saving Throws +2; Action Points 1		
TRAITS		
Insubstantial		
The ghost takes half damage from all sources, except force damage. Whenever the ghost takes radiant damage, it loses this trait until the start of its next turn.		
STANDARD ACTIONS		
m Shackling Touch (Cold, Necrotic) • At-Will		
Attack: Melee 1 (one creature); +13 vs. Fortitude		
Hit: 2d8 + 9 cold and necrotic damage, and the ghost pushes the target 2 squares and knocks it prone.		
r Soulburn (Fire, Necrotic) • At-Will		
Attack: Ranged 10 (one creature); +13 vs. Reflex		
Hit: 2d8 + 9 fire and necrotic damage, and the target takes a -2 penalty to all defenses until the end of the ghost's next turn.		
m/r Double Attack		
The ghost makes two basic attacks.		
R Black Sun Strike (Necrotic, Psychic) • Recharge 4, 5, 6		
Attack: Ranged 10 (one creature); +13 vs. Fortitude		
Hit: 2d10 + 12 fire damage, ongoing 10 fire damage (save ends) and the ghost knocks the target prone. Each time a target takes ongoing damage from this attack, the ghost gains 5 temporary hit points.		
C Tyrant's Wrath (Illusion, Psychic, Teleportation) • Recharge 5, 6		
Attack: Close burst 2 (creatures in the burst); +13 vs. Will		
Hit: 2d8 + 6 psychic damage, and the target is affected by <i>tyrant's wrath</i> (save ends). While under the effects of <i>tyrant's wrath</i> all other creatures have partial concealment from the target and once per round if the target leaves its space it takes 2d8 + 6 psychic damage.		
Miss: Half damage.		
Effect: The ghost can teleport to any square in the burst.		
TRIGGERED ACTIONS		
C Bloodied Wrath (Illusion, Psychic, Teleportation) • Encounter		
Trigger: The ghost is first bloodied.		
Effect (<i>Free Action</i>): <i>Tyrant's wrath</i> recharges and the ghost uses it.		
Skills: Arcana +14, Intimidate +15, Stealth +15		
Str 10 (+5)	Dex 12 (+6)	Wis 10 (+5)
Con 16 (+8)	Int 18 (+9)	Cha 20 (+10)
Alignment Chaotic Evil Languages Abyssal, Common		
Equipment none		

Modified, updated, and reflavored Haestus from Dungeon Magazine Annual.

Madness Gas		Level 9 Lurker
Hazard		XP 400
<i>Fumes fill the air.</i>		
Trap: Five nozzles concealed in the floor dispense a noxious, madness-inducing poison. Each nozzle creates a cloud of gas in a close burst 3.		
PERCEPTION		
DC 14: A character notices the air is filled with vapor.		
DC 19: A character notices the five nozzles spewing the gas into the crypt.		
Additional Skill: Nature		
DC 19: A character identifies the vapor as madness gas.		
Initiative: +5		
TRIGGER		
When a non-undead creature enters the crypt the trap rolls for initiative and attacks any creature in a nozzle's square or in a close burst 3 of a nozzle each round on its turn. Creatures in the burst of more than one nozzle are attacked only once.		
ATTACK		
Standard Action (Poison)		Close burst 3
Target: Each creature in a nozzle's square or in the burst (creatures in the burst of more than one nozzle are attacked only once)		
Attack: +12 vs. Fortitude		
Hit: 1d6 + 5 poison damage, and the target makes a melee basic attack against a random adjacent creature as a free action.		
Effect: The character is exposed to <i>essence of Bhaal</i> , and must make a saving throw at the end of the encounter to determine if the disease was contracted.		
COUNTERMEASURES		
<ul style="list-style-type: none"> A character can hold his or her breath to avoid the attack, but if the character takes damage, the character must succeed on a DC 19 Endurance check or be unable to hold his or her breath until the start of his or her next turn. A character that does not need to breathe is immune to the gas. A character can disable a nozzle with a DC19 Thievery check as a standard action while adjacent to a nozzle. After a nozzle is disabled, the gas attacks on its next action and then clears from the disabled nozzle's burst. 		

Modified Madness Gas hazard from Dragon Magazine Annual 2009

ENCOUNTER 1: THE KILL BOX MAP

TILE SETS NEEDED

DT1 Dungeon Tiles x 1

DT2 Arcane Corridors x 1

DT3 Hidden Crypts x 6

DT7 Fane of the Forgotten Gods x 4

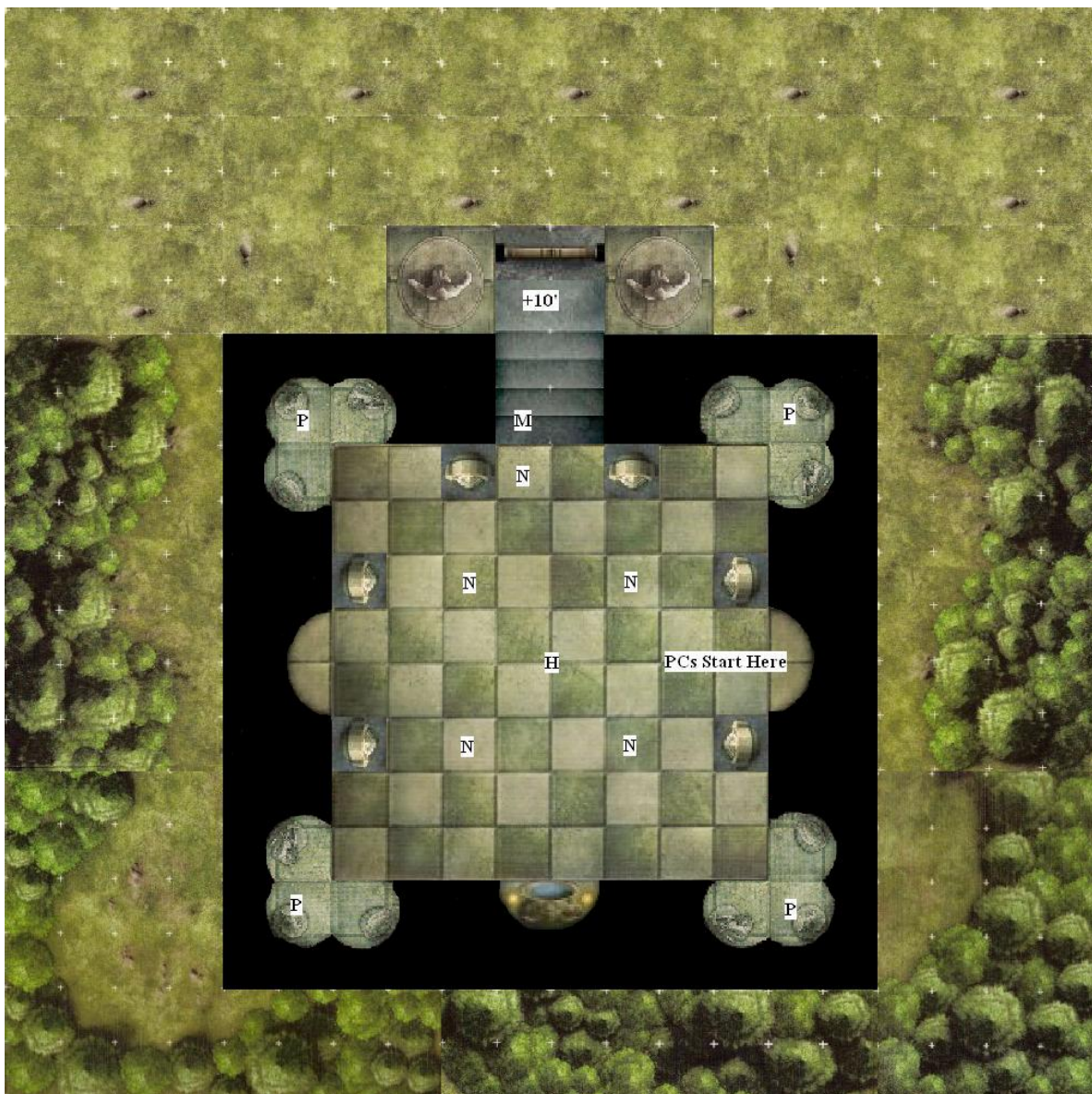
DU5 Sinister Woods x2

M - Meyona

P - Water Portal (AL 4 Flooding Room)

H - Hidden Drain Grate (AL 4 Flooding Room)/Ghostly Flame Jets (AL6)

N - Nozzle (AL 8 & 10 Madness Gas)



ENCOUNTER 2: PREVIOUSLY, ON SINISTER INTENTIONS...

The sole purpose of this encounter is to tell the players what brought them here. This is a flashback to right before they passed through the portal. Tell the players this and then continue with the encounter. The adventure assumes that some time has passed since *ELTU3-1 Good Intentions* but if the players have recently played *ELTU3-1*, you can modify this box text as if virtually no time has passed between the two adventures.

It may also benefit players who are not familiar with the events of *ELTU3-1* to share the *ELTU3-1* Synopsis section with them. Be sure to ask the players before you share this information in case some of them have not played it and do not want to have the adventure spoiled for them.

Only a short time ago you were in the Elturgardan city of Triel listening as your employer, Captain Everyn Cadwy of the Order of Torm, explained your task.

“Roughly a fortnight ago a cancer was discovered growing in the heart of Elturgard. A foul necromancer named Arbosus has been performing unspeakable experiments with the aim of creating creatures immune to the light of the Companion. According to the reports that I received he appears to have been successful in at least one case. Before adventurers invaded his laboratory, located in some nearby Sarrukh ruins, he fled through a portal which he then sealed behind him.”

If some or all of the PCs played *ELTU3-1 Good Intentions* then Cadwy addressed them directly with the sentence below. If no PCs present participated in that adventure, skip the following sentence.

“Indeed, some of you bore witness to the gruesome fruits of his experiments.”

Cadwy once again addressed the group as a whole.

“This,” Cadwy said, gesturing to an eladrin dressed in scholar’s robes, “is Sikulis Meshyen, a wizard that I have retained so that the trail of the criminal Arbosus may be unlocked. Sikulis has succeeded in breaking the seal on the portal that Arbosus used to escape and the way is now open.”

Here Cadwy paused, a look of determination set on his face. “If you be men of honor I implore you to journey through this portal and return with the criminal, alive, so that he can answer for what he has done. If you be not, then my purse is deep enough to

make you so for as long as I require. Arbosus has more than a two tenday lead, so you must need work quickly to make up lost ground before his trail has become too cold to follow. What say you?”

Cadwy gives them a ritual scroll of Linked Portal and the sigil sequence to a portal in the Temple of Radiant Obedience in Scornubel where he will await word of their success. (It is a two day ride from Triel to Scornubel, so Cadwy should arrive the day after the adventure ends.)

If any PCs know in character that Arbosus is a lich and bring that up to Cadwy then he is shocked. He still wants the PCs to try to capture him, but realizes that it will be difficult. Without his phylactery the PCs will be forced to come up with a creative means of capturing him. Binding, gagging and blindfolding him might be possible. Whatever methods the PCs must undertake and no matter how they might try to dissuade him, Cadwy is undeterred.

For honor, gold, glory, or other more inscrutable reasons you agreed to Cadwy’s proposal.

ELTU3-1 SYNOPSIS

In *ELTU3-1* adventurers were asked by the Paladins of Torm to investigate a series of murders in the small town of Triel. Upon investigation they found the string of grisly murders was initially linked to a cult called the Way. The murderers had succumbed to a madness so profound that it drove them to not only kill their friends and family but to harm themselves as well. After investigation, the adventurers found out that the murders were in fact not caused by the Way, but by a necromancer named Arbosus the Changer. They fought Arbosus's creatures in an underground dungeon, but he has already escaped. Arbosus's quasit familiar Bellavous was left behind when the adventurers arrived but he was also able to escape his master's treachery and the adventurers that came looking for him.

ENDING THE ENCOUNTER

Once the background is resolved return to the PCs' current situation in Encounter Three.

EXPERIENCE POINTS

There is no experience for this encounter and it does not count towards a milestone.

TREASURE

There is no treasure for this encounter

ENCOUNTER 3: WHERE IN THE REALMS IS ARBOSUS THE CHANGER?

SKILL CHALLENGE LEVEL 2/4/6/8/10, COMPLEXITY 2 (250/350/500/700/1,000 XP)

SETUP

Important NPCs:

Oldren Carinn, male spellscarred paladin of Torm
Liahanna Conmara, female tiefling merchant and representative of the Lion's Den

The PCs have just escaped the mausoleum, and must now discover not only where they are but where Arbosus has gone.

You have won free of Arbosus's death trap and moved from the deathly chill of the grave to the warm sun-splashed greenery that surrounds the mausoleum. Looking about, you notice a path not too far from where you stand, and other mausolea scattered about the immediate area.

- If the PCs wish to investigate their immediate surroundings then they find a collection of mausolea dedicated to different families (Suthrind from which the PCs have just emerged, Oldynal, Orthaldin, Surneir, Thusdin, and Rildul). A Hard DC History check reveals that they are all historically important families in the Elturgardan city of Scornubel.
- If the PCs investigate the path then they can see a city with no protective wall about a half mile away, behind which is the glittering arc of a river.
- PCs from Elturgard, or PCs who have visited Scornubel before (most likely in *SPEC2-1 Scourge of Scornubel* or *ELTU3-1 Good Intentions*) can recognize the city from this distance. Other PCs may identify it with a Moderate DC Streetwise or History check.
- Knowing that the city is Scornubel means that the river the PCs see is the confluence of the River Reaching and the River Chionthar. That means that the PCs are to the north of the city.
- The PCs probably have no idea where to go. Their best bet is to head toward the city and see if they can pick up Arbosus's trail there since that seems to be the nearest civilization.

- The quasit Bellavous (Arbosus's former familiar) is lurking invisibly nearby. He has been watching the mausoleum in the hopes that the adventurers that defeated him (see the events of *ELTU3-1 Good Intentions*) would eventually follow. He wants to point them in the right direction to find Arbosus that he might gain revenge on his former master but won't risk revealing himself until he is sure that the PCs can't find Arbosus on their own. Bellavous has managed to locate Arbosus's phylactery, and also wants to slip it onto the person of a PC so that they can destroy him. The PCs will not interact with him until Encounter Five.
- At some point during the PCs' exploration of Scornubel run scene 10 so that the PCs may interact with Liahanna Conmara.
- Throughout the skill challenge a PC might be required to spend a healing surge for various reasons. If a PC is required to spend a healing surge and has no surges left to spend, then that PC takes damage equal to his or her healing surge value for each surge required to be spent that the PC cannot spend.

SKILL CHALLENGE: TO CATCH A NECROMANCER

Goal: Confirm that Arbosus the Changer has not left Scornubel.

Complexity: 2 (6 successes before 3 failures)

Primary Skills: Arcana, Athletics, Bluff, Diplomacy, Endurance, Intimidate, Nature, Religion, Stealth, Streetwise, Thievery

Other Skills: Arcana, Insight, Nature, Religion

Victory: The PCs determine that Arbosus has not left Scornubel and that he is hiding somewhere in the city, though they do not know where.

Defeat: Once the PCs receive 3 failures they jump to the conclusion that Arbosus has not left Scornubel and that he is hiding somewhere in the city, though they do not know where. The PCs take too much time with their investigation and allow more of the servants to succumb to the *essence of Bhaal* in Encounter Seven.

Modifiers to the Skill Challenge:

- PCs skill checks can be modified by the following story awards from *SPEC2-1 The Scourge of Scornubel* during this skill challenge.
 - PCs with *SPEC18 Vicious Reputation* receive a +2 bonus to Intimidate checks and a -2 penalty to Diplomacy checks during this skill challenge.

- PCs with SPEC19 Scorn of Scornubel take a -2 penalty to Bluff, Diplomacy, and Streetwise checks during this skill challenge.
- PC members of the Dusk Talons receive a +2 bonus on Streetwise checks in Scornubel during this skill challenge, as they are able to access the organization's many contacts.
- PC members of the Lion's Den receive a +2 bonus on skill checks when dealing with merchants and their hirelings (as well as denizens of the underworld) in Scornubel during this skill challenge, as the organization is looked favorably upon by those people.
- If the PCs consider taking an extended rest then remind them that they have no idea what sort of evil Arbosus is up to, or how far ahead of them he might be. If after this warning the PCs still decide to take an extended rest then they automatically fail the skill challenge (however you should still run it as written for story purposes).

SCENE 1: WHAT A BIG EYE YOU HAVE [1 SUCCESS]

As you travel the path to the city you come upon a grisly scene. You spy a man clad in plate and shield cleaning his longsword with the hair of one of the many corpses that lie strewn about the road. Noticing you drawing near the man looks up, revealing that in place of a normal set of eyes he has but one. Blue fire dances around that cyclopean orb as he regards you calmly, his longsword brought to the ready. His shield bears a strange device, that of a right-handed gauntlet with palm outward-facing and the whole wreathed in blue flames.

"I have been but barely winded, and hope that you brigands will pose more of a challenge than thy less seemly comrades," says the armored man, gesturing with his sword to the half-dozen bodies that lie strewn around the path. "Know then that you face Oldren Carinn of the Shields of Kilgrave, and I am the mightiest knight on life."

The PCs must deal with the first obstacle in their path, a spellscarred paladin of Torm. If they are polite and respectful, then the PCs can glean some information about Arbosus. PCs with story award ADCP03 Defender of Elturel (from ADCP2-1 *The Paladin's Plague*) receive a +2 bonus to skill checks in this scene.

If the PCs simply wish to attack Oldren then skip to the section labeled 'Attacking Oldren Carinn' after the skills section

Arcana, Nature, or Religion [Easy DC] (0 successes)
The PC determines that Oldren Carinn is spellscarred.

Insight [Varies] (0 successes)

[Easy DC] The PC determines that Oldren Carinn has the bearing of a man of quality, perhaps even a knight as he claims, and does not fear to face them in combat. PCs that address him respectfully gain a +2 bonus to Diplomacy checks in this scene dealing with the armored man. PCs that wish to Intimidate him detect some flaw in his character giving them a +2 bonus on Intimidate checks against the armored man.

[Moderate DC] The PC determines that Oldren Carinn is not seeking random violence, but fights for some purpose or cause. The PCs also detect flaws in his character that could be exploited should they wish to force information out of him. The PCs receive a +2 bonus to skill checks in this scene.

[Hard DC] The PC determines that Oldren Carinn is uneasy with his spellscarred condition, and is possibly seeking a cure. This unlocks the Arcana skill.

Arcana [Hard DC] (1 success; 1 maximum)

The PC shares esoteric arcane lore regarding the spellplague with Oldren Carinn that might help lead to a cure. Alternately a PC can score an automatic success with story award ELTU05 **Sikulis' Journal** by either giving Oldren the book or sharing it with him. With a success Oldren is grateful for the PCs' help and in return wants to aid them with what little he knows.

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

The PC identifies the strange device on Oldren Carinn's shield as a modified holy symbol of Torm (the Loyal Fury). PCs from Elturgard and worshipers of Torm gain a +5 bonus on this check, as does any PC who has played ELTU3-2 or ELTU3-4 where they saw the symbol on a member of the Shoelds of Kilgrave. The PC speaks to Oldren about the faith of Torm, winning him over and convincing him that the PCs are noble heroes.

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

The PC mollifies Oldren Carinn, convincing him that he or she has no quarrel with him. On a failure Oldren takes umbrage at some perceived insult and the DC of this check rises to Hard for the next PC to attempt it. If the Hard DC check is failed then the enraged knight attacks the PC. The Oldren is a formidable opponent, and the PC loses two healing surges before the knight can be defeated.

If the PCs knock the Oldren unconscious, then they may obtain the information below when questioning him.

Intimidate [Hard DC] (1 success; 1 maximum)

The PC cows Oldren Carinn into backing down. Oldren answers any questions reluctantly, and does not volunteer any information that is not specifically asked for. On the first failure with this skill Oldren threatens violence against the PCs. Any Diplomacy check thereafter begins at the Hard DC (with corresponding penalties for failing the Hard DC check, see the Diplomacy skill above).

On the second failure with Intimidate the enraged knight attacks the PC. Oldren is a formidable opponent, and the PC loses two healing surges before the knight can be defeated.

If the PCs choose to knock Oldren unconscious rather than to kill him, then they may obtain the information below when questioning him (this removes a failure that the PCs have accumulated in the skill challenge).

Roleplaying notes and information for Oldren Carinn. A success scored in this scene gets the PCs most of the information (Oldren keeps his insecurities and shame to himself). Try to deliver it in a conversational manner appropriate to the method with which it was obtained (reluctantly if through Intimidate or after defeating him, pleasantly if through Diplomacy or other means).

- The knight's name is Oldren Carinn.
- Although he won't admit it, Oldren seeks to prove himself to the Order of Torm so that they will allow him back into their ranks (see below). Even greater than his desire to prove himself to the Order is Oldren's desire to prove to himself that his spellscar has not changed who he is at his core, a possibility that he secretly fears. His bravado is one tool that he uses to distract himself from that possibility and to shield himself from the criticism of others.
- The city in the distance is Scornubel.
- Oldren is a paladin of Torm, and until a few months ago was a member of the Order of Torm.
- He was a member of the expedition that ventured into the plagueland several months ago. He was grievously wounded and after convalescing for a few tendays he attempted to return to his duties, only to be informed that he had been expelled from the Order for "the corruption upon his body was proof of the corruption within his soul."

- Every paladin of the Order who bears a spellscar (here he indicates the single eye that he bears instead of the normal complement) was expelled in similar fashion. It is the Order's stance that those that succumb to the Spellplague, as opposed to those that are able to resist its influence, are no longer blessed by Torm and are lacking.
- He spent several weeks in a deep depression, until he was approached by another spellscarred paladin named Iruvvar Ontir.
- Iruvvar told him of the Shields of Kilgrave, a new order of spellscarred paladins. The Knights' goal is to continue doing the good works of Torm even without the official sanction of the Elturgardan church.
- Oldren does not know who or what Kilgrave is. It never occurred to him to ask.
- Oldren has been patrolling the area around Scornubel. The men he just killed were bandits who set upon him during his patrol.
- Oldren has never heard of anybody named Arbosus. If the PCs explain that he is a necromancer (or a lich if the PCs have that information), then Oldren will tell the PCs that he hasn't run across any undead creatures or necromancers. However about two tendays ago he did notice some trace necrotic energy in the area (his spellscarred eye allows him to see arcane, primal, and divine energies) that indicated the passing of a powerful undead creature. The trail led to Scornubel.
- If asked why he didn't follow the trail when he found it, Oldren informs the PCs that it was already too faint to follow. All he could determine was a general direction.
- Oldren cannot accompany the PCs as he must track down the rest of the bandits. They have been preying on small caravans and lone travelers on the Triel-Scornubel road and the paladins don't have the manpower to deal with the problem. He declines any offer of help from the PCs, stating that they doubtless have an urgent quest of their own that they must complete (he would like the company, but wants to prove to himself that he can deal with this situation on his own).

Attacking Oldren Carinn: The PCs may simply wish to bum rush Oldren Carinn. The knight is a formidable opponent, and the PC who initiates combat loses two healing surges before the knight can be defeated. The PCs also earn two failures on the skill challenge.

If the PCs choose to knock Oldren unconscious rather than to kill him, then they may obtain the information below when questioning him (this removes one failure that the PCs have accumulated in the skill challenge).

The PCs earn story award **ELTU07 Reputation - Shields of Kilgrave** favor if they earn a success with Diplomacy or any skill other than Intimidate. The PCs earn story award **ELTU07 Reputation - Shields of Kilgrave** disfavor if they earn a success with Intimidate or if they enter combat with Oldren Carinn.

After interacting with Oldren Carinn and if the PCs scored a success then they know that they are headed in the right direction. When the PCs are finished talking with Oldren proceed to scene 2.

SCENE 2: WHERE DO WE GO FROM HERE? [0 SUCCESSES]

As you move southward and approach the city you see that it bustles with activity. Caravans in various stages of arrival and departure dot the greens to the west and east of the city. A large citadel rises from the city's center and atop its towers pennants bearing the holy symbol of Torm flap and flutter in the breeze. Beyond the citadel a magnificent cathedral stands, sunlight glinting from its stained glass windows. The next step in locating Arbosus is to determine whether he has left this city. If he has gone to ground here, then you must find where he is hiding before whatever he is plotting comes to fruition.

Once the PCs reach the city, inform them that after asking a passerby they find out that they are in Scornubel if they have not yet discovered that fact.

The PCs have some options. Refer to the map in Appendix I to help you navigate the PCs through Scornubel.

- If the PCs choose to swing around the city and investigate the caravans on the eastern green then go to scene 3.
- If the PCs choose to swing around the city and investigate the caravans on the western green then go to scene 4.
- Go to scene 5 if the PCs:
 - Choose to head straight into town and search for rumors.
 - Choose to go to the citadel.
 - Choose to go to the temple.
 - Choose to go to the river.

- If the PCs are having fun with exploring Scornubel and you are doing well on time, feel free to postpone ending the skill challenge (although you can stop counting successes and failures).
- If the PCs dislike the small details of Scornubian lore that are peppered through the skill challenge and are not having fun exploring then skip the unimportant details.
- At some point during the skill challenge run scene 10 so that the PCs can interact with Liahanna Conmara and learn about Praeg.
- **Important Note:** On the third success in the skill challenge, add an extra piece of information. Whoever the PCs are talking to also mentions that there is a swordswoman who is also asking about similar things. The person can describe Daness Dristin. This should give the PCs hope that they are not just wasting their time. If the PCs decide to seek her out then feel free to ad-lib information about Daness's location while the PCs continue to accrue successes in the skill challenge.

SCENE 3: THE RAGING LION [3 SUCCESS]

The PCs may earn up to three successes in this scene, but may move on to another scene at any time regardless of how many successes they have accrued.

Traveling toward the eastern edge of the city you come to the edge of the green where many caravans have assembled. Some are unloading, some are loading, some are arriving, and some are departing. A small compound at the periphery looks like as good a place as any to begin asking questions.

Refer to the map in Appendix I.

- If the PCs wish to investigate the compound then proceed with this scene.
- If the PCs wish to mingle with the caravans then go to scene 4.
- If the PCs wish to head back into the city then go to scene 7.
- If the PCs wish to skirt the edge of the city and head to the river, then go to scene 9.

A life-sized gilded stone lion stands to the left of the gate in the fire-scorched wooden palisade that surrounds the place. A man in patched clothing is currently attempting to remove the severed head of a hog from the jaws of the stone lion.

Offers of help are met with the tug of a forelock by the beleaguered employee of the Raging Lion that is attempting to clean up after this popular Scornubian prank. A PC that makes an Easy DC Athletics check can pry the hog's head from the statue's jaws.

- This is the Raging Lion Inn.
- Meals cost 1 sp per person for all one cares to eat (the fare is the usual roasts, stews and steamed greens that one would expect in such an establishment, with the addition of Elturian pheasant tail soup), including a mug of cheap spiced wine.
- Other wines cost 1 gp or more per bottle. There is no ale.
- Rooms are 5 sp a head per night, and stabling is 5 sp extra.
- Role-playing the staff: "The staff members at the Lion pursue a rather unhurried pace, as if the worn-down look of the establishment had invaded their very being. They are not exactly rude, but they are not on their toes either. They seem perpetually distracted, and a guest may have to repeat a request several times to get action." *Volo's Guide to the Sword Coast*, pages 113-114.

Entering the compound you see that the large building occupying much of the area inside the palisade has seen better days. Paint peels around rusty nails that barely seem able to hold the warping wood of the walls. A few scattered arrowshafts affixed to rusty arrowheads pepper the upper floors and roof, giving the building the appearance of a gigantic and balding leprous head. A set of attached stables, however, seem relatively clean and well maintained. The yard shows evidence of extensive digging over a long period of time.

PCs with martial or siege experience can easily recognize the signs of repeated goblinoid attacks. However from all signs those attacks stopped at least fifty years ago (though nobody seems to have bothered to clear away the debris).

If the PCs have non-monstrous mounts then a boy of ten or so offers to see to them. If they have unusual mounts (e.g. giant ants, hippogriffs) then the boy is conspicuously absent.

Once inside the Raging Lion it is comforting to know that this, at least, is one book that you can judge by its cover. The smells of old wine and stale sweat assault your nose. Glancing about the room you see many tables crowded with rough-looking men and women. A

few tavern workers circulate through the crowd and half-heartedly deliver food and drinks. Two burly drovers stare at each other across one of the tables as they take turns draining mugs.

Insight [Easy DC] (0 successes)

The PC takes the measure of the people that he or she will be dealing with, gaining a +2 bonus on primary skill checks made in this scene.

Athletics/Endurance [Moderate DC] (1 success; 1 maximum)

The PC engages in a good natured barroom tussle/drinking contest with some of the patrons (warforged, shardminds, and other creatures that do not need to eat or drink cannot engage in the drinking contest). If the PC succeeds then he or she picks up some useful information after the friendly scuffle/during their drinking bout. As far as anybody knows no necromancers or anybody named Arbosus have left the city via the eastern caravan route toward Hluthvar during the past three tendays. If the PC fails then he or she still gains the information, but loses a healing surge to represent getting roughed up/not being able to hold their alcohol. The PC is also told that the best place look for information is the Walk (scene 7).

The PC also hears a bizarre story about something called 'the Oebelar'. According to this tall tale decades before the spellplague a wizard named Oebelar was killed when tongues of blue-white flame consumed his tower (which sounds a lot like plague-fire). Only Oebelar didn't die; instead his blackened right hand and forearm as well as one of his eyes survived the fire and used to float around the city. The Oebelar was immune to magic and divine energy (lots of wizards and clerics tried to get rid of it), and it would sometimes write messages. Nobody knows what happened to it. Some people think that the paladins of Torm hunted it down and hacked it apart when they took over the city. Some people say that it fled to the plagueland to the south. Some people think that the Order of Blue Fire captured it and are studying it.

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

The PC grabs a random patron or employee and makes threats (veiled or otherwise) that will be followed through if that person does not tell them about Arbosus, undead creatures, necromancers, or strange happenings.

As far as anybody knows no necromancers or anybody named Arbosus have left the city via the eastern caravan route toward Hluthvar during the last month. If the PC is looking for information they should

go to the Walk (scene 7) and ask there. If the PC fails then he or she still gains the information, but loses a healing due to the fight which results from his or her inquiries.

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

The PC blends in with the seedier aspects of society and makes discrete inquiries about Arbosus, undead creatures, necromancers, or strange happenings. On a success the PC learns that as far as anybody knows no necromancers or anybody named Arbosus have left the city via the eastern caravan route toward Hluthvar during the last month.

The PC is also advised that The Walk (scene 7) is a good place to look for information. Although the city has no walls, there are four main ways that people leave. The western road toward Elturel, the eastern road to Hluthvar that heads toward the ferry across the River Reaching, the Southland Ferry across the River Chionthar, and via boat (either upriver to Berdusk or Hill's Edge or downriver to Elturel or Baldur's Gate).

Beating the Hard DC removes a failure that the PCs have accumulated in the skill challenge.

Refer to the map in Appendix I.

- If the PCs wish to mingle with the caravans then go to scene 4.
- If the PCs wish to head back into the city then go to scene 7.
- If the PCs wish to skirt the edge of the city and head to the river, then go to scene 9.

SCENE 4: CARAVANS Ho! [2 SUCCESS]

The PCs may earn up to two successes in this scene, but may move on to another scene at any time regardless of how many successes they have accrued.

If the PCs are skirting the north side of the city and heading toward the western green read the following:

You pass several luxurious villas as you travel along the outskirts of the city on your way to the western green.

If the PCs wish to stop and investigate these villas, they find nothing unusual at this time.

Use this scene for both the eastern and western greens.

On the green, the sheer number of wagons, people, and animals is staggering once you are in their midst. If Arbosus were to attempt to slip out of the city unnoticed this would be an ideal place to do so.

Insight [Easy DC] (0 successes)

The PC takes the measure of the people that he or she will be dealing with, gaining a +2 bonus on primary skill checks made in this scene.

Nature [Easy DC] (1 success; 1 maximum)

The PC tends to a fidgety/injured animal thereby ingratiating him- or herself with its owner. On a success the PC picks up some useful information in the process. As far as the owner of this animal knows no necromancers or anybody named Arbosus have left the city via the eastern/western (as appropriate) caravan route in the past month.

The PC is also advised that the Walk (scene 7) is a good place to look for information. Although the city has no walls, there are four main ways that people leave. The western road toward Elturel, the eastern road to Hluthvar that heads toward the ferry across the River Reaching, the Southland Ferry across the River Chionthar, and via boat (either upriver to Berdusk or Hill's Edge or downriver to Elturel and Baldur's Gate).

The PC should also be wary when traveling to Triel as a group of bandits has been operating along that road recently.

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

The PC asks around about Arbosus, undead creatures, necromancers, or strange happenings. On a success the PC learns that as far as anybody knows no necromancers or anybody named Arbosus have left the city via the eastern/western (as appropriate) caravan route in the past month.

The PC is also advised that the Walk (scene 7) is a good place to look for information. Although the city has no walls, there are four main ways that people leave. The western road toward Elturel, the eastern road to Hluthvar that heads toward the ferry across the River Reaching, the Southland Ferry across the River Chionthar, and via boat (either upriver to Berdusk or Hill's Edge or downriver to Elturel and Baldur's Gate).

Beating the Hard DC removes a failure that the PCs have accumulated in the skill challenge.

Refer to the map in Appendix I.

- If the PCs wish to go to the Raging Lion then go to scene 3.
- If the PCs wish to go into the city then go to scene 7.
- If the PCs wish to skirt the edge of the city and head to the river then go to scene 9.

SCENE 5: ENTERING SCORNUBEL / THE DUSTY HOOF [3 successes]

The PCs may earn up to three successes in this scene, but may move on to another scene at any time regardless of how many successes they have accrued.

If the PCs are entering from the north of the city then read the following text, otherwise skip it.

You reach the outskirts of the city and take a thoroughfare labeled Northstorm Street deeper into the city.

Continue reading here.

The streets are crowded and lined with many shops. As you near the city's center you spy a likely place to stop and seek some information; an inn with a sign depicting a dirty horse's hoof lies on the western side of Northstorm Street. The long and narrow building that houses this inn is five stories tall. Looking south toward the center of the city you see the massive citadel looming on the eastern side of Northstorm Street.

Refer to the map in Appendix I.

- If the PCs would like to stop here and ask questions, continue reading.
- If the PCs would like to head further into the city (the Citadel, the Walk, the temple, or the river) then skip to scene 6.
- If the PCs want to head to one of the caravan staging areas, then go to scene 3 or scene 4 (if they want to go east or west respectively), modifying the boxed text for walking through the city.

Entering the inn you find yourself in a taproom with a high and gloomy ceiling. An assortment of men who appear to be teamsters, drovers, and other such people are scattered throughout the room drinking. The place has a subdued aura as the patrons quietly drink in ones and twos.

Above the bar hangs a wooden plaque carved with the words "Volo's Guide Rated" beneath which are carved three stylized smoking pipes. The plaque looks as though it has not been dusted in quite some time.

- This is the Dusty Hoof Inn.
- Ale is 3 cp per tankard, and everything else (wine, sherry, mead, winter wine) is 1 sp per flagon.
- All food is 2 sp per serving. A serving is a generously heaped oval platter suitable for a

large, hungry soldier or field worker. Food consists of roasts, stews, steamed greens, and something called hoof soup (which tastes like broth of old meat cuts with diced old vegetables in it and is made by boiling the hooves of locally slaughtered livestock).

- Rooms are 5 sp per head per night.
- The dining room is on the second floor (one above ground level) and is shut down at night. The three floors above the dining room are guest rooms (none of which have windows except the front suite on each floor).
- The kitchen is in the basement.
- A serving lift is located at the rear of the building (this is a box in a shaft, operated by pulling on a pulley rope while standing in the box).

Insight [Easy DC] (0 successes)

The PC takes the measure of the people that he or she will be dealing with, gaining a +2 bonus on primary skill checks made in this scene.

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

The PC blends in and pretends to be a fellow drover or perhaps pretends to be a caravan master looking to hire away the drovers of his competition. On a success the PC is told that they came to the right place, and to stay away from the Raging Lion on the east side of town. The PC is also advised to stay behind locked doors at night, as there are rumors that solitary travelers are being snatched off the street at night.

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

The PC politely asks the bartender about Arbosus, undead creatures, necromancers, or strange happenings. On a success the PC is advised to stay behind locked doors at night, as there are rumors that solitary travelers are being snatched off the street at night.

The PC is also advised that the Walk (scene 7) is a good place to look for information. Although the city has no walls, there are four main ways that people leave. The western road toward Elturel, the eastern road to Hluthvar that heads toward the ferry across the River Reaching, the Southland Ferry across the River Chionthar, and via boat (either upriver to Berdusk or Hill's Edge or downriver to Baldur's Gate).

Beating the Hard DC removes a failure that the PCs have accumulated in the skill challenge.

Intimidate [Hard DC] (1 success; 1 maximum)

The PC grabs a random patron or perhaps the bartender and makes threats (veiled or otherwise) that will be followed through if that person does not tell them about Arbosus, undead creatures, necromancers, or strange happenings.

On a success the PC is warned to stay indoors at night, as there are rumors that solitary travelers are being snatched off the street at night. On the other hand, somebody as tough as the PC should have no problem handling him or herself, but they should really head to the Walk (scene 7) if they want information. On a failure the PC is asked to leave the Dusty Hoof and is banned for life.

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

The PC attempts to be as unobtrusive as possible in the hopes of overhearing something useful. On a success the PC overhears two drovers discussing a rumor that solitary travelers are being snatched off the street at night, and bandits are operating on the Scornubel-Triel road.

Refer to the map in Appendix I.

- If the PCs want to continue further into the city then go to scene 6.
- If the PCs want to head to one of the caravan staging areas, then go to scene 3 or scene 4 (if they want to go east or west respectively), modifying the boxed text for walking through the city.

SCENE 6: THE VOICE OF AUTHORITY **[No successes]**

This scene occurs if the PCs move through the center of the city and visit or pass the citadel. Modifiers for this scene:

- PC members of the Order of Torm receive a +2 bonus to skill checks in this scene.
- PCs with SPEC17 from SPEC2-1 *The Scourge of Scornubel* receive a +2 bonus to Bluff and Diplomacy checks in this scene.

The façade of the massive citadel dominates the eastern side of Northstorm Street. Its gates loom wide and several well-armed men guard them. To the north along the street away from the city center a long and narrow inn lies on the western side of the street.

Refer to the map in Appendix I.

- If the PCs would like to head further into the city (the Walk, the temple, or the river) then skip to scene 7.

The PCs do not know it, but Captain Cadwy has hired them with his own funds, and the Order of Torm is not aware of their presence or their mission. The PCs may attempt to gain an audience with an Elturgardan official, however they will only be able to gain admittance to speak with a minor functionary. The most that this clerk can do for the PCs is to take down their information and file a report for later review by his superior. The PCs are assured that their information is important to the Order of Torm, and it will be followed up on as soon as is humanly possible. Since the recent invasion the order has a manpower shortage, so they have to prioritize their resources.

If the PCs mention that they were sent by Captain Everyn Cadwy then the functionary shuffles papers about and after a few minutes of searching informs the PCs that he hasn't received any paperwork about such an operation in Scornubel. Perhaps it hasn't been delivered yet?

If PCs press the issue with Intimidate (or too often with Diplomacy) they are told rather pointedly that they may either leave or be arrested for threatening/wasting the time of a government official.

If after this warning any PC persists, the official will summon the guards to arrest the PC. Allow the PC to escape with a relevant skill check against a Moderate DC (e.g. Stealth, Bluff) or through use of an appropriate power (e.g. invisibility). PCs that wish to fight their way free can do so, but at the cost of three healing surges.

PCs that do not attempt to escape or to resist arrest are detained for a few hours (until the official thinks that the PC has learned his or her lesson) and then released, able to rejoin his or her companions in time for Encounter Four.

PCs that escape take a -5 penalty to Bluff, Diplomacy, and Streetwise checks until the end of Encounter Three to represent the difficulty of remaining unobtrusive and avoiding capture by the city watch. However the PC receives a +5 bonus to Intimidate checks until the end of Encounter Three to represent the fact that the PC's reputation as a dangerous criminal has preceded him or her.

In addition, during each scene the PC must make a skill check or use a power just as they did to escape initially. Failure means that the PC loses a healing surge due to injuries sustained while evading the watch (e.g. jumping out of windows, holding breath a long time in a well or watering trough, ramming into obstacles while fleeing, getting hit a few times by the guards before they

can escape). If a PC is reduced to zero hit points in this manner then he or she is captured and removed from the adventure, although he or she manages to escape in time for her next adventure). Because the PC is on the run he or she cannot take a short rest until the end of Encounter Three. The PC also gains story awards **ELTU07 Reputation - The Order of Torm Disfavor**.

Refer to the map in Appendix I.

- If the PCs would like to investigate the Dusty Hoof then go to scene 5 (modify the boxed text to reflect their approach).
- If the PCs want to continue further into the city then go to scene 7.
- If the PCs want to head to one of the caravan staging areas, then go to scene 3 or scene 4 (if they want to go east or west respectively), modifying the boxed text for walking through the city.

SCENE 7: WALK THE WALK [3 SUCCESSES]

The PCs may earn up to three successes in this scene, but may move on to another scene at any time regardless of how many successes they have accrued.

As you make your way deeper into the city eventually arrive in a large open-air market. At least two other streets meet here (one off to your right and another off to your left), but from your vantage point you cannot determine whether other streets empty into this area. The temple that you spied in the distance lies on the south side of the market. The citadel looms some distance to the north.

- If the PCs would like to head further into the city (the temple, or the river) then skip to scene 8.
- The PCs discover a vendor of magical ammunition. A PC may pick one type of uncommon magical ammunition and purchase up to twenty pieces of it.
- The PCs may also purchase any item in the Walk that they normally have access to purchase.

Insight [Easy DC] (0 successes)

The PC takes the measure of the people that he or she will be dealing with, gaining a +2 bonus on primary skill checks made in this scene.

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

The PC's knowledge of the arcane allows him or her to talk intelligently with the dealers of ritual components,

alchemical supplies, and other esoteric goods. On a success the PC hears rumors about outlawed necromantic ritual components being smuggled into the city. Perhaps this means that Arbosus is still in Scornubel?

Beating the Hard DC removes a failure that the PCs have accumulated in the skill challenge.

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

The PC's familiarity with the seamy underbelly of society allows him or her to drop questions about unscrupulous activities in the right ears. On a success the PC hears rumors about several highly respected smugglers known for transporting high-value items of questionable legality that have gone missing recently. A necromancer on the run might have a use for the items provided by such people, and perhaps he would eliminate them rather than let them go after they had delivered their cargo. Perhaps this means that Arbosus is still in Scornubel?

Beating the Hard DC removes a failure that the PCs have accumulated in the skill challenge.

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

The PC politely asks around the bazaar about Arbosus, undead creatures, necromancers, or strange happenings. On a success the PC hears rumors about outlawed necromantic ritual components being smuggled into the city. One or two smugglers with a reputation for transporting high-value items have gone missing. A human woman named Daness Dristin was also here asking similar questions yesterday.

Beating the Hard DC removes a failure that the PCs have accumulated in the skill challenge.

Refer to the map in Appendix I.

- If the PCs would like to investigate the Dusty Hoof then go to scene 5 (modify the boxed text to reflect their approach).
- If the PCs want to continue further into the city then go to scene 8.
- If the PCs want to head to one of the caravan staging areas then go to scene 3 or scene 4 (if they want to go east or west respectively), modifying the boxed text for walking through the city.

SCENE 8: DIVINE INTERVENTION [3 SUCCESSES]

The PCs may earn three successes in this scene, but may move on to another scene at any time regardless of how many successes they have accrued.

- PC members of the Order of Torm receive a +2 bonus to skill checks in this scene.
- PCs with SPEC17 from SPEC2-1 *The Scourge of Scornubel* receive a +2 bonus to Bluff and Diplomacy checks in this scene.

Your goal firmly fixed you head toward the temple. It is located at the southern end of a large open-air market. Its white stone walls gleam in the sunlight and its large central doors stand open to accommodate the light stream of petitioners that constantly enter and leave. To the north past the open air market the citadel looms.

- If the PCs would like to head to the river then skip to scene 9.
- If the PCs would like to head to any other area of Scornubel, refer to the appropriate scene in the skill challenge.

Entering the temple you see that the interior is light and airy. Graceful columns and arches of white stone give way to murals glorifying Amaunator and Torm as they rise to the vaulted ceiling high above. Wooden pews line a central aisle that travels to the central altar toward the rear of the building.

The PCs can easily speak with any of the clergy or laity.

- This is the House of Radiant Obedience, a temple to Torm and Amaunator.
- The building was originally the Healing House of Lathander. It was rededicated to both Torm and Amaunator when Elturgard annexed Scornubel.
- Holy water is freely available for purchase by all (and can also be taken as a consumable, see Treasure Bundle Y). A PC can purchase a vial of holy water that is equal to or less than his or her level.

Insight [Easy DC] (0 successes)

The PC takes the measure of the people that he or she will be dealing with, gaining a +2 bonus on primary skill checks made in this scene.

Religion [Varies]

[Easy DC] (0 successes) The PC impresses the clergy and lay people of the temple with their

knowledge of Torm and Amaunator (worshippers gain a +2 bonus on this check) gaining a +2 bonus on primary skill checks made in this scene.

[Moderate DC] (1 success; 1 maximum) The PC circulates among the clergy of the temple and uses his or her knowledge of the faith to convince him or her to open up about their problems. Several the priests are worried that their flock might be starting to stray. Perhaps it is due to the cult that was recently suppressed in Triel called the Way. Whatever it is, they have noticed at least one wealthy couple that has been conspicuously absent from church services of late. The priests refuse to reveal the identity of the absentee worshippers, not wanting to sully their good name should the priests be wrong about them.

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

The PC circulates among the worshippers of the temple and gets people to open up to him or her about their problems by playing the part of a dutiful worshiper. On a success the PC speaks to fishermen worried about unusual fishkills on the River Chionthar during the last few tendays (unusual in both size and timing; sometimes fishkills happen during spawning season when there are too many fish in the river, but spawning season is months away and far fewer fish have died in the recent fishkills than would be expected for a spawning kill).

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

The PC politely asks around the temple about Arbosus, undead creatures, necromancers, or strange happenings. On a success the PC is informed that nothing matching their inquiries has come to the attention of the clergy or attendees of the temple.

Beating the Hard DC also removes a failure that the PCs have accumulated in the skill challenge.

Refer to the map in Appendix I.

- If the PCs would like to investigate the Dusty Hoof then go to scene 5 (modify the boxed text to reflect their approach).
- If the PCs want to go to the Citadel then go to scene 6.
- If the PCs want to return to the Walk then go to scene 7.
- If the PCs want to head toward the river then go to scene 9.
- If the PCs want to head to one of the caravan staging areas then go to scene 3 or scene 4 (if they want to go east or west respectively), modifying the boxed text for walking through the city.

SCENE 9: DOWN BY THE RIVER [3 SUCCESSES]

The PCs may earn up to three successes in this scene, but may move on to another scene at any time regardless of how many successes they have accrued.

At the end of a street labeled Southland Way the conjoined smells of water and fish increase in direct proportion to the distance between you and the temple which shines to the north. A fish market, ferry, shipyard, and docks line the River Chionthar.

The PCs can continue south until they reach the Southland Ferry. They can turn east and walk through the shipyards and docks. The same information is available in any of these locations.

Insight [Easy DC] (0 successes)

The PC takes the measure of the people that he or she will be dealing with, gaining a +2 bonus on primary skill checks made in this scene.

Diplomacy/Streetwise [Moderate DC] (1 success; 2 maximum)

The PC politely asks around the docks about Arbosus, or unusual people taking passage recently. On a success the PC learns that no unusual passengers have taken the Southland Ferry across the River Chionthar or taken ship from Scornubel in the past few weeks.

On a second success the PC speaks to fishermen worried about unusual fishkills on the River Chionthar during the last few tendays (unusual in both size and timing; sometimes fishkills happen during spawning season when there are too many fish in the river, but spawning season is months away and far fewer fish have died in the recent fishkills than would be expected for a spawning kill).

Beating the Hard DC also removes a failure that the PCs have accumulated in the skill challenge.

Diplomacy/Streetwise [Hard DC] (1 success; 1 maximum)

The PC politely asks around the docks about Arbosus, or unusual happenings. On a success the PC finds a dock worker that saw two people carrying a large bundle between them late at night about a tenday ago. The tossed the bundle in the river. The next day, there was a small fishkill in the river.

SCENE 10: THE LADY OR THE TIGER? [0 SUCCESSES]

Run this scene at some point during the skill challenge.

As you make your way about Scornubel you are approached by a tall and athletic looking tiefling woman. She has a confident posture and a determined look upon her face. Her maroon colored eyes flit from side to side, her face wreathed in auburn locks, obviously on the lookout for something. "Greetings friends," says the tiefling. "May I have a word with you?"

Assuming that the PCs agree, roleplay with them using the notes below.

- This is Liahanna Conmara.
- She lives in Scornubel and is investigating the disappearance of a friend.
- She runs an antiques and curios business here in Scornubel.
- From the PCs' appearance she assumes them to be adventurers, and wants to let them know that she is willing to pay for information that will help her find her friend. She is willing to offer them 75 / 125 / 225 / 450 / 675 gp each.
- If any PCs have the story award ELTU02 Reputation with the Lion's Den from ELTU3-1 *Good Intentions* or are a member of the Lion's Den, then she attempts to speak with them privately and explain the situation more candidly.
- Her friend's name is Praeg and he went missing more than a tenday ago in Scornubel.
- He had some business in town
- Praeg is a short half-elf with blond hair and a blue eye. He is missing his right eye.
- She does not admit it but Praeg is a Lion's Den associate (smuggler), though she only suspects his nefarious activities. She is infatuated with him, and in the middle of a budding romance.
- Liahanna will only say that she expected her friend to arrive in Scornubel a tenday ago, and she is worried about him.
- If pressed, she will admit that they are romantically involved and that she is worried about him.

ENDING THE ENCOUNTER

Victory: The PCs determine that Arbosus has not left Scornubel and that he is hiding somewhere in the city, though they do not know where.

Defeat: Once the PCs receive 3 failures they jump to the conclusion that Arbosus has not left Scornubel and that he is hiding somewhere in the city, though they do not know where. The PCs take too much time with their investigation and allow more of the servants to succumb to the *essence of Bhaal* in Encounter Seven.

Go to Encounter Four.

EXPERIENCE POINTS

For narrowing down that Arbosus is somewhere in the city each PC receives 25 / 35 / 50 / 70 / 100 XP and it does count towards a milestone.

TREASURE

Magical ammunition in scene 7, *holy water* in scene 8. 75 / 125 / 225 / 450 / 675 gp each scene 10.

ENCOUNTER 4: LET'S MAKE A DEAL

SKILL CHALLENGE LEVEL 2/4/6/8/10, COMPLEXITY 1 (125/175/250/350/500 XP)

SETUP

Important NPCs:

Daness Dristin, female human Dusk Talon; Bluff +15, Insight +20

After looking high and low for Arbosus in Scornubel word of the PCs' inquiries has reached Daness Dristin and she catches up with them, interested in a mutually beneficial arrangement.

Or the PCs caught wind of her own inquiries and sought her out. Modify her introductory text if the PCs sought her out.

- PCs with ELTU02 Reputation - The Dusk Talons receive a +2 bonus to skill checks with Daness Dristin in this Encounter.

SKILL CHALLENGE: WHAT'S THE BIG DEAL?

Goal: To locate Arbosus's hiding place in the city.

Complexity: 1 (4 successes before 3 failures)

Primary Skills: Bluff, Diplomacy, Intimidate, Nature, Perception, Streetwise, Thievery, Special, Meta-Organization

Other Skills: Insight

Victory: The PCs are able to compare information with Daness and narrow down Arbosus's location to a single villa in Scornubel.

Defeat: The PCs are still able to arrive at the information above, but each PC loses a healing surge through the exertion or random scuffles they encounter tracking down this information.

As you finish pursuing the latest in a seemingly inexhaustible supply of dead-end leads you notice a woman approaching. She is wearing a diaphanous white dress that leaves her shoulders bare, as well as bracers on her arms and sandals whose straps encircle her lower legs. She moves with ease, the hilt of a slender sword visible over her shoulder behind brown hair that is pulled back in a loose ponytail.

"May we speak somewhere a bit more private?"

- Her name is Daness Dristin.
- Until they are someplace more private, she will only reveal that she wishes to discuss the matter which has brought them to Scornubel.
- After they are someplace more private, she reveals that she works for the Dusk Talons (she is in fact a highly placed Dusk Talon agent, but she does not reveal this to the PCs). A PC whose Passive Insight beats the Hard DC (or if a PC beats the Hard DC with an active Insight check) realizes that she is understating her importance to the Dusk Talons. A member of the Dusk Talons will automatically know this information.
- She has also been searching for Arbosus and thinks that if she and the PCs compare their information then they will be able to locate him.
- She has been hired to bring him back to Iriaebor alive for questioning, and failing that has been given a list of questions to put to him should she be able. She is willing to allow the Order of Torm to have the lich, as long as she gets the answers to her questions first, though this is not her preferred choice.
- She has a ritual scroll of Linked Portal that she can use to transport herself and Arbosus back to Iriaebor.

Insight [Moderate DC] (0 successes)

The PC assesses Daness and figures out the best way to approach dealing with her, gaining a +2 bonus on primary skill checks made in this skill challenge.

Bluff [Hard DC] (1 success; 4 maximum)

The PCs lie to Daness and promise to turn Arbosus over to her when they capture him. On the first success she reveals that Arbosus is a suspected Zhentarim agent and Nualla A'Ashemmi would like a word with him about his activities in Elturgard. If the PCs gain their fourth success in this skill challenge with Bluff then, Daness agrees to give the PCs her information in return for being allowed to question him before the PCs turn him over to the paladins.

If the PCs know that Arbosus is a lich (information that they could have obtained in *ELTU3-1 Good Intentions* Encounter 5C from Usk the orium dragon wyrmling or Encounter 6 if they interrogated Bellavous the quasit) and what that entails (a Moderate DC Nature or Religion check) then a success also conceals this knowledge from Daness.

Diplomacy [Moderate DC] (1 success; 4 maximum)

The PCs negotiate with Daness to arrive at an outcome that is favorable to both parties. On the first success she reveals that Arbosus is a suspected Zhentarim agent and Nualla A'Ashemmi would like a word with him about his activities in Elturgard. If the PCs gain their fourth success in this skill challenge with Diplomacy then Daness agrees to give the PCs her information in return for being allowed to question him before the PCs turn him over to the paladins.

Note that if the PCs know that Arbosus is a lich (information that they could have obtained in *ELTU3-1 Good Intentions* Encounter 5C from Usk the orium dragon wyrmling or Encounter 6 if they interrogated Bellavous the quasit) and what that entails (a Moderate DC Nature or Religion check) then they cannot use Diplomacy unless they are willing to get answers to her questions from him once he has reformed near his phylactery or are willing to attempt the dangerous task of capturing him without destroying him.

Diplomacy [Hard DC] (0 successes)

The PC attempts to smooth over Daness's ruffled feathers after bullying her. On a success the Diplomacy skill is re-opened if it has been closed by the successful use of Intimidate.

Intimidate [Hard DC] (1 success; 4 maximum)

The PCs attempt to cow Daness into giving them the information that they need. Once one success is scored with Intimidate the Diplomacy skill closes (although it can be re-opened; see above). If the PCs gain their fourth success in this skill challenge with Intimidate then Daness grudgingly gives them her information.

If at the end of this skill challenge the PCs have accrued any successes with Intimidate that have not been offset by a Hard DC Diplomacy check on a one-for-one basis, then the PCs earn story award **ELTU07 Reputation - Dusk Talons Disfavor**.

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

On a success the PC filches something from Daness's person that gives them a clue (such as a trinket purchased from a particular merchant) about where to look for Arbosus.

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

On a success the PC notices something about Daness (e.g. a certain kind of mud on her sandals, a trinket purchased from a particular merchant) that gives them a clue about where she has been. This allows the PC to gather the same information later without having to get

it from Daness. This opens the Nature and Streetwise skills.

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

On a success the PC knows that Daness could have only come into contact with this kind of mud/animal hair/dung in one area of Scornubel. The PC knows where in Scornubel Daness gathered some of her information and can go there to do the same.

Streetwise [Moderate DC] (1 success; 2 maximum)

On a success the PC is able to ask the right questions of the right people in Scornubel, piggybacking on Daness's previous efforts.

Special

If the PCs agree to hand Arbosus over to Daness when they have captured him then the PCs receive four automatic successes. Daness agrees to pay the PCs an amount equal to what Captain Cadwy offered them. The PCs can only use this option if they actually intend to hand Arbosus over to the Dusk Talons. If the PCs are lying, then they must use the Bluff skill as detailed above.

Meta-Organization - Dusk Talons (1 successes automatic)

If any PC is a member of the Dusk Talons then Daness pulls her aside and asks for their help in swaying their companions to her cause.

ENDING THE ENCOUNTER

Victory: The PCs are able to compare information with Daness and narrow down Arbosus's location to a single villa in Scornubel.

Defeat: The PCs lose a healing surge as they are set upon by thugs a short time later. They can get the information regarding the villa from Bellavous in Encounter Five.

Once the skill challenge is complete proceed to Encounter Five. If the PCs reached an agreement with Daness then she would like to accompany them to Arbosus's location. The PCs may ask her to remain behind, and she will agree if the PCs promise to meet her after they capture Arbosus.

If the PCs used mostly Intimidate (three or more successes were from Intimidate) or gathered her information in another way then she follows them unobserved.

EXPERIENCE POINTS

For narrowing down Arbosus's location to a specific villa each PC receives 25 / 35 / 50 / 70 / 100 XP and it does count towards a milestone.

TREASURE

There is no treasure for this encounter.

ENCOUNTER 5: DOOR NUMBER THREE

SETUP

Important NPCs:

Bellavous the quasit; Bluff +11

Bellavous has been following the PCs actions. Now that they seem headed in the right direction he has decided to make his move to help the PCs. First he is attempting to hide the phylactery on a PC, then he wished to make sure they make it to the villa.

If any PC has a Passive Perception that beats the Hard DC read the following. It is possible this may cause the PCs to attack Bellavous. Give them an opportunity to decide their course of actions. If they go to violence, see the Encounter 5a: Catch a Quasit by the Tail. Otherwise Bellavous will fade in and out of invisibility addressing the PCs. He addresses the PCs as follows.

Flashes of a creature flit about your group. You catch sight of leather wings on a small creature before it disappears again to invisibility. A voice from no visible source addresses you.

“Noble adventures, friends of righteousness I am here to aid you in your quest. If you would kindly leave your weapons sheathed and allow me to address you.”

Provided none of the adventurers begin hostile actions he will proceed to give them the following information. If they should choose the route of hostility, see Side Encounter 5A: Catch a Quasit by the Tail.

Use the following information to roleplay Bellavous, doling out important information.

- Bellavous is a quasit, and used to be Arbosus's familiar.
- He was abandoned by his former master to die at the hands of adventurers (if any PCs played ELTU3-1 *Good Intentions* then they were some of those adventurers).
- Fortunately he was able to escape and track his former master to Scornubel.
- He spent his every waking hour searching and finally discovered where Arbosus is hiding.
- He wants the PCs to go there and kill Arbosus.
- Arbosus is a lich, and without Bellavous's help the PCs will never be able to destroy him.
- He'll tell them about all of the nasty things Arbosus is doing to the poor innocent people that

he has trapped, etc., trying to goad them into killing Arbosus.

- If the PCs ask him about a one-eyed half-elf (Praeg) then Bellavous tells them that yes, Arbosus has that person and is torturing him (a Moderate DC Insight check will reveal that Bellavous is lying, and he is just feeding the PCs information that he thinks will motivate them. Unbeknownst to Bellavous what he says is actually the truth.)
- Bellavous does not tell the PCs about Arbosus's phylactery. He wants to reveal this information to the PCs in Arbosus's presence, exacting his revenge. He does tell them about the weakness of a lich.
- They cannot knock a lich out, since when reduced to zero hit points he will crumble into dust (and reform 1d10 days later within 1 square of his phylactery).
- Bellavous can reveal information missed in Encounter Four if they skill challenge failed.
- Only if the PC with the lowest Passive Perception succeeds at a Hard DC Passive Perception will any notice the phylactery at this point. Bellavous will simply say they need it.

ENDING THE ENCOUNTER

Bellavous will follow the PCs (either with or without their permission) and remain quiescent until the end of Encounter Seven.

Read the following then Proceed to Encounter Six.

A tiny voice from nowhere calls out, “Are you finished dawdling? I’m sorry to rush you, but aren’t you running late for your appointment to KILL ARBOSUS!?!?”

EXPERIENCE POINTS

There is no experience for this encounter and it does count towards a milestone.

TREASURE

There is no treasure for this encounter

ENCOUNTER 5A: CATCH A QUASIT BY THE TAIL

SKILL CHALLENGE LEVEL 2/4/6/8/10, COMPLEXITY 1 (125/175/250/350/500 XP)

Goal: The PCs are attempting to capture Bellavous.

Complexity: 1 (4 successes before 3 failures)

Primary Skills: Acrobatics, Athletics, Arcana, Bluff, Diplomacy, Endurance, Intimidate, Nature, Religion

Other Skills: Insight

Victory: The PCs capture Bellavous and he snidely provides his information.

Defeat: The PCs fail to capture Bellavous and he mockingly provides his information.

The PCs may now try to capture Bellavous. The PCs may continue to attempt to capture him until they succeed, fail or decide to listen to him. Feel free to roleplay Bellavous taunting their clumsy attempts to snare him. If the PCs stop trying to capture him, return to the main encounter. The PCs may return to this scene from scene 2 if at any point they wish to attempt to capture Bellavous again.

You hear the soft beat of leathery wings from somewhere nearby. Looking more closely, you spot a disturbance in the air near one of your companions. A small malevolent creature has its hands about your companion's neck.

During the encounter Bellavous will decry to the PCs:

A tiny voice cries out, "Quit attacking me you idiots! I'm trying to HELP you!"

Because Bellavous is trying to come to an accord with the PCs, he does not attack them.

Acrobatics/Athletics [Hard DC] (1 success; 2 maximum)

The PC uses their physical prowess to capture Bellavous.

Arcana [Moderate DC] (1 success, 2 maximum)

The PC uses his or her knowledge of demons to anticipate Bellavous's movement aiding in his capture.

Bluff [Moderate DC] (1 success; 2 maximum)

The PCs flatter and lie to Bellavous promising to do his bidding if he will tell stop resisting.

Diplomacy [Hard DC] (1 success; 2 maximum)

You convince your prey that things may go better for it should stop fleeing.

Endurance [Moderate DC] (1 success; 2 maximum)

Though Bellavous proves more agile you prove more persistent and able to close on capturing him.

Insight [Moderate DC] (0 successes)

The simple fact that the invisible creature has neither fled nor attacked you, possibly if you were to stop and speak with it, you may determine what it was doing.

ENDING THE ENCOUNTER

Victory: If the PCs succeed in capturing Bellavous then read the following.

"Promise that you won't kill me, and that you will hear me out. I have some valuable information for you!" Suddenly a tiny naked man with green skin and bat wings appears.

If the PCs will stop and listen to him, return to Encounter 5. Once he has provided his information in Encounter Five he will ask if he can go.

If the PCs threaten to kill him at any time after his capture to kill him, he will trade his eternal services to the PCs so long as they live. If the PCs choose to accept his service, they have the option of taking ELTU08 Deal with a Demon at the end of the adventure.

Defeat: Return to Encounter Five. The PCs may not make any further attempts to capture him as he is more cautious.

Return to Encounter Five.

EXPERIENCE POINTS

There is no experience for this encounter and it does count towards a milestone.

TREASURE

There is no treasure for this encounter

ENCOUNTER 6: IT PUTS THE LOTION ON ITS SKIN...

SKILL CHALLENGE LEVEL 2/4/6/8/10, COMPLEXITY 1 (125/175/250/350/500 XP)

SETUP

Important NPCs:

Praeg, human 'servant'

The PCs have managed to locate Arbosus's hideout. If the PCs came to an amicable agreement with Daness Dristin then she is with them. If the PCs did not, then she is stealthily following them. Bellavous is invisibly hanging around the PC at a safe distance to make sure that the PCs kill Arbosus.

The late afternoon sun shines down on Scornubel as you make your way to the northwest outskirts of the city. Many spacious villas dot the countryside, and one such villa is your destination. You have managed to locate Arbosus's hiding place, now all that remains is to flush him out.

A long gravel lane leads from the front gate of the villa to the building proper allowing a visitor to drink in the beauty of the place. Classic statues and delicately trimmed topiaries line the lane and bear silent witness to your approach.

The building itself is constructed of white stone with many windows, and columns enclose the portico at the top of a long and wide set of stairs.

Ask the PCs how they would like to approach the building. There are several side entrances if the PCs want to approach the building stealthily. The PCs could also choose to climb through a window on the first or second floor. Be sure to mention that they spot a blond one-eyed half-elf sweeping the portico.

If the PCs choose to walk through the front door, or otherwise make no effort to be sneaky then use scene 1. If the PCs want to ignore the servants then use scene 2. If the PCs want to talk to the one-eyed half-elf then use scene 3. The PCs may go back and forth between the scenes as often as they like until they succeed or fail in the skill challenge.

SKILL CHALLENGE: UNDER MY THUMB

Goal: Find Arbosus's secret room.

Complexity: 1 (4 successes before 3 failures)

Primary Skills: Arcana, Bluff, Diplomacy, Dungeoneering, Intimidate, Nature, Perception, Religion, Stealth,

Other Skills: Arcana, Insight

Victory: The PCs find Arbosus's secret room.

Defeat: The PCs find Arbosus's secret room, but he has had time to prepare for their arrival and gains a surprise round.

The following is information about roleplaying the servants in the skill challenge.

- The servants are obsequious.
- When initially approached, the servants claim that their master is away from Scornubel on business.
- There are about twenty servants. They consist of grounds keepers, a stable boy, grooms, maids (laundry, scullery, kitchen, parlor, chamber), gardeners, grooms, footmen, cook, butler and steward.
- The 'servants' consist of the former occupants of the villa, the former servants, as well as some travelers that have been kidnapped from the streets of Scornubel and some callers on the rightful owner of the villa that could not be turned away by the terrified staff.
- Whenever the servants talk to the PCs, they try to cover their mouths or they bow their heads and speak very softly. They know that Arbosus watches them somehow, and they try to conceal their activities from him however they can (they are convinced that he can either hear them or read their lips).
- The servants all put on a brave face, but are patently terrified of something.
- They look sickly. Their skin has a grey pallor, their hands are clammy, and their eyes are sunken.
- Arbosus has been conducting experiments on them all, injecting them with various quantities and concentrations of some unknown substance (*essence of Bhaal*).
- There used to be more servants, but some of them died; some killed themselves and some went crazy and starting biting gobbets of flesh from their fellow servants.
- Arbosus turned the ones who killed themselves into undead and then ordered the undead to kill the friends that they had among the servants while they were still living (preferably family

members). Arbosus gave the living servants swords with which to defend themselves and watched as the living were forced to kill their loved ones.

- The servants were forced by Arbosus to carry the bodies to the river under cover of night and dump them in. The servants do not know it but this is responsible for the mysterious fish kills (fish that fed on the *essence of Bhaal*-tainted bodies soon died).

The following is information about roleplaying Praeg specifically (the general notes about servants apply to him as well).

- Praeg is a blond one-eyed half-elf named. Initially he claims to have taken a new job with the master of the villa.
- He is a smuggler that Arbosus detained after delivering some highly illegal necromantic components (dead man's candle, heart of a stillborn infant, and necromantic seepage). He doesn't reveal this information to the PCs unless he is compelled to do so. If pressed about his line of work, he tells the PCs that he is a private courier.
- He works with Liahanna Conmara of the Lion's Den, and is himself a member.
- If the PCs can get him out of this situation he will vouch for them with the organization.

SCENE 1: FAKE IT 'TILL YOU MAKE IT

The PCs interact with the servants and attempt to get the servants to reveal Arbosus's location.

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

The PC uses his or her knowledge of the healing arts to attempt to diagnose the servants. On a success the PC finds several small puncture wounds on various places of the servants' bodies. A success also garners the PC some good will from the servants, as well as opening up the Arcana, Religion, or Nature skill in this scene.

Arcana, Nature, Religion [Hard DC] (1 success; 1 maximum each)

The PC uses his or her knowledge of magic to attempt to cure the servants. On a success the PC makes some headway, but realizes that he or she cannot generate enough power to counteract what has been done to the servants. The PC is still able to ameliorate some of the symptoms afflicting the servants for which they are grateful. The DC of Bluff, Diplomacy and Intimidate lowers from Hard to Moderate in this scene.

Insight [Easy DC] (0 successes)

The PC senses how terrified the servants are, and how best to motivate them to give the PC the information that he or she wants. The PC gains a +2 bonus on all primary skill checks with the servants in this scene.

Bluff [Moderate DC] (1 success; 2 maximum)

The PCs convince the terrified servants that nothing bad can possibly happen to them if they show the PCs where Arbosus is hiding.

Diplomacy [Hard DC] (1 success; 2 maximum)

The PCs convince the terrified servants that the only way that they will ever win their freedom is to tell the PCs where Arbosus is hiding.

Intimidate [Hard DC] (1 success; 2 maximum)

The PC makes the servants fear him or her even more than Arbosus, so that the servants will tell the PCs where Arbosus is hiding.

SCENE 2: UNDERCOVER OF THE NIGHT

The PCs attempt to find Arbosus on their own.

Stealth [Easy DC] (group check; 1 success; 1 maximum)

The PCs sneak around the villa without being spotted by the servants.

Arcana, Nature, Religion [Hard DC] (1 success; 1 maximum each)

The PC uses his or her knowledge of magic to pinpoint the necromantic energy that emanates from Arbosus's hidden room.

Dungeoneering [Moderate/Hard DC] (1 success; 2 maximum)

To achieve the first success use the Moderate DC to achieve the second they must achieve the Hard DC. The PC uses his or her knowledge of architecture to ferret out Arbosus's secret room in the villa.

Perception [Moderate/Hard DC] (1 success; 2 maximum)

To achieve the first success use the Moderate DC to achieve the second they must achieve the Hard DC. The PC uses his or her keen senses to track down Arbosus's secret room in the villa.

SCENE 3: START ME UP

The PCs talk to Praeg in the hopes that he will be more forthcoming than the rest of the servants. If the PCs reveal that they are working with Liahanna Conmara then the Moderate DCs in this scene are reduced to Easy, the Hard DCs are reduced to Moderate.

Insight [Easy DC] (0 successes)

The PC takes Praeg's measure and figures out the best approach to take while talking to him. The PC gains a +2 bonus on all primary skill checks with Praeg in this scene.

Bluff [Moderate DC] (1 success; 4 maximum)

The PCs convince Praeg that nothing bad will happen to him if he shows the PCs where Arbosus is hiding.

Diplomacy [Hard DC] (1 success; 4 maximum)

The PCs convince Praeg that the only way that he will ever win his freedom is to tell the PCs where Arbosus is hiding.

Intimidate [Hard DC] (1 success; 4 maximum)

The PC makes Praeg fear him or her even more than Arbosus, so that he will tell the PCs where Arbosus is hiding.

Thievery/Streetwise [Moderate DC] (1 success; 4 maximum)

The PC talks to Praeg one ne'er-do-well to another. Praeg feels that he can trust another professional, and opens up to them a bit more.

ENDING THE ENCOUNTER

Victory: The PCs find Arbosus's secret room.

Defeat: The PCs find Arbosus's secret room, but he has had time to prepare for their arrival and gains a surprise round.

Go to Encounter Seven.

EXPERIENCE POINTS

There is no experience for this encounter but it does count towards a milestone.

TREASURE

There is no treasure in this encounter.

ENCOUNTER 7: ROTTEN MIRACLES

ENCOUNTER LEVEL 5/8/9/11/13 (1,150/1,700/2,300/3,100/4,600 XP)

The PCs encounter Arbosus in his secret chamber. While they are dealing with him they must deal with his minions throughout the villa. The PCs have several options on how to capture or kill Arbosus. There are several factors happening at the same time during this combat so be sure to familiarize yourself with the flow prior to starting it.

SETUP

This encounter includes the following creatures at Adventure Level 2:

- 1 Arbosus, Lich Necromancer (level 4) (A)
- 1 Dread Protector (P)
- 6 Grasping Zombies*

This encounter includes the following creatures at Adventure Level 4:

- 1 Arbosus, Lich Necromancer (level 6) (A)
- 1 Dread Protector (level 5) (P)
- 6 Boneyard Zombies*

This encounter includes the following creatures at Adventure Level 6:

- 1 Arbosus, Lich Necromancer (level 8) (A)
- 1 Dread Protector (level 7) (P)
- 6 Dread Zombies*

This encounter includes the following creatures at Adventure Level 8:

- 1 Arbosus, Lich Necromancer (level 10) (A)
- 1 Dread Protector (level 9) (P)
- 6 Lasher Zombies*

This encounter includes the following creatures at Adventure Level 10:

- 1 Arbosus, Lich Necromancer (level 12) (A)
- 1 Dread Protector (level 11) (P)
- 7 Flameborn Zombies*

*These appear in waves, see the Tactics section. If Encounter Three was failed then three zombies are added to the combat. The zombies are recently transmogrified servants. Any mention of zombies in this encounter is shorthand for transmogrified servants.

When the PCs open the secret door read the following.

You push on a stone block in the wall that to the untrained eye looks like any other block that makes up the walls of this villa. The stone depresses slightly and then an entire section of the wall slowly grinds away from you sliding to the left, revealing a room shrouded in gloom.

Several bookcases flank the secret door and three workbenches are scattered throughout the room. The interior is lit by small flames that burn beneath oddly shaped glassware with curling tubes sprouting like a pig's tail and taking a convoluted journey to various receptacles. Strange liquids bubble, flow, and drip through the tubes and in the glass. Beyond the workbenches sits a desk with a large and comfortable looking chair behind it.

In the chair sits an impossibly wizened old man, the skin drawn paper thin and bloodless over an ancient skull. The old man is leaning forward, elbows on his desk, fingers steepled before him as his cold eyes watch a large lens. The lens is on a swivel arm and is magnifying a scene in a crystal ball. The light from the crystal ball casts the old man's face in stark relief. The crystal ball itself thrums with barely contained power.

Behind him stands a horror of stitched flesh. Clad in scale armor and carelessly holding a greataxe its mismatched eyes level a dead gaze from their housing of rotting flesh.

After a moment the old man looks up. "Ah, I was wondering when you would find me. My experiment has not yet run its course, but I suppose there is no help for it." With lazy gesture he swivels the lens around so that you can see the magnified image of the crystal ball. It shows a room in the mansion where some servants are going about their work, then a moment later the view changes to show another room but with a similar tableau. The old man rises from his chair and as he does so a wave of energy that is felt more than seen rushes outward from the crystal ball. The view in the lens turns to a nightmare as the servants writhe in the throes of some sort of gruesome transformation.

The old man's eyes widen as he looks at you (specify the PC that is carrying his phylactery). "Where did you get that?" he asks, a slight note of panic in his voice.

If Daness is with the party read the following, otherwise skip it.

Daness looks your way. "You deal with him, I'll try to keep those things from getting out into the city."

If the PCs do not know that they are carrying Arbosus's phylactery (see Encounter Five), then they now realize that one of them is wearing a jewel-encrusted holy symbol of Torm, and nobody has any idea where it came from. An Easy DC Insight check reveals that Arbosus is frightened. With a Moderate DC Religion or Nature check a PC is able to identify Arbosus as a lich and to deduce that he is likely not afraid of a mere holy symbol. Leave it to the PCs to deduce that it may be his phylactery. If they get stuck on this continue to feed them hints to its true nature.

Important Note: Make it a point throughout the first round of combat to describe how the scene in the crystal ball and lens changes from room to room showing the zombies moving through the corridors of the villa, while some of them devour those servants that did not change. Inform the PCs that they can hear the zombies getting closer. This will give them the choice of barricading the door, or setting PCs to guard it, trying to save the servants, or to ignore the warning and focus on capturing/killing Arbosus. Regardless of whether or not Daness was with the PCs occasionally mention her fighting off some of the zombies as she secures the exits from the building.

Destroying the phylactery. If the PCs want to destroy the phylactery then remind them that it will be difficult to complete their mission (and get paid) if they do so. They cannot knock a lich out, since when reduced to zero hit points he will crumble into dust (and reform 1d10 days later within 1 square of his phylactery). The PCs could attempt to bind and gag Arbosus, but the best way to capture him would be to destroy him and hand his phylactery over to the Order of Torm or the Dusk Talons, and those people can wait for Arbosus to reform. If the PCs still want to destroy the phylactery, it is fairly simple to do (requires a standard action).

FEATURES OF THE AREA

This area has a few important features.

Illumination: The area is dimly lit by various alchemical reactions, magical apparatus, and Arbosus's crystal ball.

Skull Emblem: This four square area near the door is Arbosus's 'welcome mat'. These four squares are imbued with necrotic energy, causing any living creature to take a -1 penalty to attack rolls, skill checks and ability checks while standing on them.

Bookcase: A PC may move a bookcase with an Easy DC Strength check. A character pushing or pulling a bookcase moves at half speed. If used to barricade the door then a creature wishing to break through must

succeed at a Moderate DC Strength check. If a PC spends a move action to brace the bookcase then while that PC is adjacent to the bookcase the DC to break through it rises to Hard.

While a bookcase is blocking the door it blocks line of sight and line of effect.

Alternately it can be bashed through. A bookcase has AC/Reflex of 4, Fortitude of 12 and 40 hit points. It cannot be affected by attacks that target Will. Once a bookcase has taken 20 or more points of damage it no longer blocks line of sight or effect, but does offer superior cover until it has been reduced to 0 hit points.

If a bookcase is reduced to 0 hit points then its squares become difficult terrain and it can no longer be moved.

Tables and Desks: These are challenging terrain. An Easy DC Acrobatics or Athletics check allows a PC to move on to a table or desk.

Chair: Arbosus's chair is large and bulky. It is difficult terrain.

Warding Glyphs: Arbosus has constructed a warding circle around his desk to guard against accidental alchemical explosions. Attacks rolls and skill checks against creatures and objects inside the glyphs by creatures outside the glyphs take a -2 penalty. An Easy DC Arcana check reveals that these are warding glyphs. A Moderate DC Arcana check reveals their exact game effect. A Hard DC Arcana check made as a move action while adjacent to the glyphs can rub a portion of them off the floor and disrupt the glyphs, negating the penalty.

Red Circle: This barrel in the corner of the room contains Arbosus's supply of essence of Bhaal. If any damaging close or area powers include the barrel then the barrel makes a saving throw (the barrel takes a -1 cumulative penalty to each successive saving throw). If the barrel succeeds then nothing happens. If the barrel fails then it explodes in a close burst two, exposing all living creatures in the burst to essence of Bhaal. Creatures that have already contracted the disease have their current stage worsened by one step.

TACTICS

The PCs start no further than one square into the room.

If the PCs failed the skill challenge in Encounter Six then Arbosus gains a surprise round.

At the start of round two and at the start of every round thereafter a wave of two zombies appears at the edge of the map (one zombie at either end of the corridor), enters the initiative order, and acts immediately. Zombies mindlessly attack the closest PC, preferring to swarm the same PC if possible. If the PCs

have barricaded the doors, the zombies attack the barricade.

If the PCs are easily handling Arbosus, then feel free to increase the number of zombies that appear each round. For a party of six PCs the waves have three zombies instead of two. For a party of four PCs the waves have one zombie instead of two.

The dread protector does his best to remain adjacent to Arbosus (and vice versa) and engage PCs who are attacking Arbosus in melee. The dread protector's main purpose is to stand adjacent to Arbosus to give him the benefit of the dread protector's aura.

Arbosus opens with *enervating tendrils* if he can do so without drawing an opportunity attack and can attack at least two PCs. If he cannot, then he will use *freezing claw* on obvious melee opponents to keep them out of melee with him. If he cannot use ranged or area powers without drawing an opportunity attack then he uses *vampiric touch*. He saves his action point to use *vampiric touch* twice in one round when he is close to being bloodied. He attempts to stay within his warded area to help protect himself from attacks that originate from outside the warded area. If he has the choice between two valid targets he will choose the one wearing his phylactery (in the hopes of getting it from the PC's dead body).

Note: Saving the Servants. If the PCs don't want to engage in the skill challenge during the combat, they may do so after the combat is completed. The PCs may choose to knock the zombies unconscious when reduced to zero hit points (even the flameborn zombies at AL10 as their death burst does not explicitly destroy them)

Note: Taking Arbosus Alive. The PCs might wish to destroy Arbosus's phylactery, they might have already destroyed it, or they might wish to capture Arbosus for other reasons. Once Arbosus is bloodied the PCs may engage in the skill challenge *Take Him Alive!* to capture him.

When Arbosus becomes bloodied Bellavous calls out the the PCs:

The leathery winged created who calls himself Bellavous appears and addresses his former master, "You thought you my better, and now I exact my revenge."

Pointing to the PCs who wears the jewel encrusted symbol of Torm. "Smash it now and you may destroy him once and for all."

He waits until the PC wearing the phylactery acts again and if they do not smash the phylactery he flies into a blind rage and attempts to do it himself. The PC on his turn must spend a move action to keep the quasit at bay,

otherwise he grabs the symbol smashing it on the floor. An adjacent PC may spend the move action to keep Bellavous at bay instead.

SCALING THE ENCOUNTER

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

Four PCs: Remove the following creatures (and reduce the size of each wave from two to one):

Adventure Level 2: 3 Grasping Zombies

Adventure Level 4: 2 Boneyard Zombie

Adventure Level 6: 3 Dread Zombies

Adventure Level 8: 3 Lasher Zombies

Adventure Level 10: 4 Flameborn Zombies

Six PCs: Add the following creatures (and increase the size of each wave from two to three).

Adventure Level 2: 4 Grasping Zombies

Adventure Level 4: 3 Boneyard Zombie

Adventure Level 6: 4 Dread Zombies

Adventure Level 8: 3 Lasher Zombies

Adventure Level 10: 3 Flameborn Zombies

SKILL CHALLENGE: SAVE THE SERVANTS

Goal: Use the crystal ball to reverse the change that Arbosus inflicted on the servants. This happens during the combat.

Complexity: 1 (4 successes before 3 failures)

Primary Skills: Arcana, Bluff, Intimidate, Nature, Religion, Thievery

Other Skills: Arcana, Insight, Nature, Religion

Victory: The PCs succeed in reversing Arbosus's transmogrification of the servants. Praeg is among those to survive, and the PCs earn **ELTU07 Reputation - Lion's Den Favor**

Defeat: The PCs are unable to save the servants, and must slay them. Praeg is slain, and the PCs earn **ELTU07 Reputation - Lion's Den Disfavor**

The characters know that they can use the crystal ball to reverse what Arbosus has done to the servants. If the warding glyphs have not been disrupted remember their penalty if the PCs are making skill checks on the crystal ball while outside the glyph's area.

Each success in the skill challenge can have any of the following effects:

- Daze AL/2 zombies (so at AL 4 two zombies will be dazed, and at AL 10 five zombies will be dazed) until the end of the PC's next turn.
- Stun AL/2 zombies that are already dazed or stunned (so at AL 4 two zombies can be stunned, and at AL 10 five zombies can be stunned) until

the end of the PC's next turn. If the PC uses this option then there is no effect on any zombies that are not already dazed or stunned.

- If no zombies are on the map, then the arrival of the next wave of zombies is delayed by one round.

Arcana, Nature, Religion [Easy DC] (0 successes)

As a minor action (requires line of effect to the crystal ball) the PC studies the crystal ball. On a success the PC understands its unusual nature and can better utilize it. The PCs gain a +2 bonus on skill checks to affect the crystal ball in this skill challenge.

Acrobatics/Athletics [Easy DC] (0 successes)

As a minor action (requires line of effect to the crystal ball) the PC knocks the crystal ball from its housing and lens assembly. The PC may pick up the crystal ball if they have a hand free, or slide the crystal ball three squares if he or she does not have a hand free.

Arcana, Nature, Religion, [Moderate DC] (1 success; 4 maximum)

As a standard action (requires line of effect to the crystal ball) the PC uses the crystal ball to magnify his or her magical power to cure the servants. On a success the PC channels a burst of positive energy that partly destroys the essence of Bhaal that is changing the servants.

If a PC beats the Hard DC then two successes are scored.

Insight [Moderate DC] (0 successes)

As a minor action the PC studies Arbosus in an attempt to better understand him. On a success the PC receives a +2 bonus to Bluff checks against Arbosus in this skill challenge.

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

As a move action (requires that Arbosus be able to hear the PC) the PC convinces Arbosus that he or she has cleverly sabotaged his experiment. On his next round Arbosus spends a move action to tinker with the crystal ball and inadvertently works against himself.

Intimidate [Hard DC] (1 success; 4 maximum)

As a standard action (requires line of effect to the crystal ball) the PC uses the force of his or her personality to command the crystal ball to undo that which has been done.

Thievery [Hard DC] (1 success; 4 maximum)

As a standard action (requires the PC to be adjacent to the crystal ball) the PC tinkers with the crystal ball and lens arrangement, attempting to create inverted energy pulse that will cure the servants.

SKILL CHALLENGE: TAKE HIM ALIVE!

Goal: Capture Arbosus if his phylactery has been destroyed.

Complexity: 2 (6 successes, Special)

Primary Skills: Arcana, Intimidate, Nature, Religion

Other Skills: Arcana, Insight

Victory: The PCs succeed in capturing Arbosus.

Defeat: Unlike a normal skill challenge this skill challenge cannot be failed by accruing failures. It only fails if the PCs decide to give up and kill Arbosus (or if Arbosus kills the PCs).

This skill challenge can only be attempted once Arbosus becomes bloodied and his phylactery has been destroyed. Otherwise he is able to shrug off these attempts. He will continue to combat the PCs. Track the total number of successes and failures. Each success gives Arbosus a cumulative -1 penalty to attack rolls. Each failure removes one success.

Note the skill challenge has special rules for Intimidate and a bloodied Arbosus cannot be made to surrender with a single Intimidate check.

Acrobatics/Athletics [Hard DC] (1 success)

As a standard action the PC uses their physical prowess to capture Arbosus. On a success the PC manages to slip some bindings on Arbosus. This opens the Thievery skill.

Arcana, Nature, Religion (trained only, and the character must have the arcane, primal, or divine power source respectively) [Moderate DC] (1 success)

As a standard action the PC uses their arcane, primal, or divine power to ensnare Arbosus.

Endurance [Moderate DC] (1 success)

As a standard action the PC throws him- or herself at Arbosus, heedless of the consequences. On a success the PC grapples Arbosus, but not before the lich gets a few good licks in. The PC loses a healing surge (if the PC has no healing surges remaining, then the PC loses his or her surge value in hit points).

If a PC beats the Hard DC then two successes are scored.

Intimidate [Arbosus's Will Defense +10] (6 successes)

As a standard action the PC forces Arbosus to surrender through sheer force of will. This check can only be attempted once.

Thievery [Moderate DC] (1 success)

As a standard action the PC secures Arbosus's bindings, making it more difficult for him to escape.

If a PC beats the Hard DC then two successes are scored.

ENDING THE ENCOUNTER

Once the PCs defeat Arbosus and the zombies if they did not engage in the skill challenge Save the Servants during the combat, then allow them to do so at this time if they would like to.

The PCs must also decide what to do with the phylactery and Arbosus (if they have not destroyed the phylactery, and if they have captured Arbosus). Take them back to Everyn Cadwy, give them to Daness Dristin, destroy them, or give them to some other third party.

Go to Concluding the Adventure.

EXPERIENCE POINTS

The characters receive 150 / 210 / 300 / 420 / 600 experience points each for defeating Arbosus.

Treasure

Arbosus's crystal ball is charged with a strange energy. It can be tapped into and siphoned off to augment the energy of another crystalline magical item (Treasure Bundle C). Arbosus also has a library of ritual books (Treasure Bundle D).

ENCOUNTER 7: ROTTEN MIRACLES (AL 2)

Arbosus, Lich Necromancer	Level 4 Elite Controller
Medium natural humanoid (undead)	XP 350
HP 106; Bloodied 53	Initiative +2
AC 18, Fortitude 14, Reflex 18, Will 17	Perception +4
Speed 6	Darkvision
Immune disease, poison; Resist 10 necrotic	
Saving Throws +2; Action Points 1	
TRAITS	
Necromantic Aura (Necrotic) • Aura 5	
Any living creature that ends its turn in the aura takes 2 necrotic damage. Whenever the lich takes radiant damage, its aura is deactivated until the end of the lich's next turn.	
Soul Phylactery	
When the lich drops to 0 hit points, its body and possessions crumble into dust and it disappears, but it is not destroyed. It reappears (along with its possessions) in 1d10 days within 1 square of its phylactery, unless the phylactery is destroyed.	
STANDARD ACTIONS	
m Vampiric Touch (Healing, Necrotic) • At-Will	
Attack: Melee 1 (one creature); +7 vs. Fortitude	
Hit: 2d6 + 5 cold and necrotic damage, and the lich regains hit points equal to the damage dealt.	
r Freezing Claw (Cold, Necrotic) • At-Will	
Attack: Ranged 5 (one or two creatures); +7 vs. Reflex	
Hit: 1d8 + 5 cold and necrotic damage, and the target is immobilized (save ends).	
Miss: The target is slowed (save ends).	
A Enervating Tendrils (Necrotic) • Recharge when first bloodied	
Attack: Area burst 1 within 10 (enemies in the burst); +7 vs. Fortitude	
Hit: 2d6 + 7 necrotic damage, and the target is weakened (save ends).	
Miss: Half damage.	
MOVE ACTIONS	
Shadow Walk (Teleportation) • Encounter	
Effect: The lich teleports up to twice its speed.	
MINOR ACTIONS	
Lich's Control • Recharge 5, 6	
Effect: Close burst 10 (one enemy in the burst that is subject to an effect that a save can end). The target takes a -2 penalty to its next saving throw.	
Skills: Arcana +12, History +12, Insight +9	
Str 9 (+1)	Dex 11 (+2) Wis 14 (+4)
Con 13 (+3)	Int 20 (+7) Cha 17 (+5)
Alignment Evil	Languages Abyssal, Common
Equipment none	

De-leveled Lich Necromancer from Monster Vault.

Grasping Zombie	Level 1 Brute
Medium natural animate (undead)	XP 100
HP 33; Bloodied 16	Initiative -1
AC 13, Fortitude 14, Reflex 11, Will 11	Perception -1
Speed 4	Darkvision
Immune disease, poison	
TRAITS	
Zombie Weakness	
A critical hit automatically reduces the zombie to 0 hit points.	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 1d12 + 3 damage, or 1d12 + 8 against a grabbed target.	
M Zombie Grasp • At-Will	
Attack: Melee 1 (one creature); +4 vs. Reflex	
Hit: The zombie grabs the target (escape DC 12) if it does not have a creature grabbed.	
TRIGGERED ACTIONS	
Deathless Hunger • Encounter	
Trigger: The zombie is reduced to 0 hit points.	
Effect (No Action): Roll a d20. On a 15 or higher, the zombie is instead reduced to 1 hit point.	
Str 16 (+3)	Dex 8 (-1) Wis 8 (-1)
Con 13 (+1)	Int 1 (-5) Cha 1 (-4)
Alignment Unaligned Languages -	

Dread Protector	Level 3 Soldier
Medium natural animate (undead)	XP 150
HP 47; Bloodied 23	Initiative +3
AC 19, Fortitude 16, Reflex 13, Will 14	Perception +1
Speed 5	Low-light vision
TRAITS	
Shield of Undeath • Aura 1	
While the dread protector's master is within the protector's aura, the master takes half damage from melee and ranged attacks.	
Eyes of Undeath	
The dread protector's master can see or hear anything the protector can see or hear. The master can also speak through the protector.	
STANDARD ACTIONS	
m Greataxe (Weapon) • At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 1d12 + 4 damage (1d12 + 16 on a critical hit), and the target is marked until the end of the protector's next turn.	
MOVE ACTIONS	
Protector's Call (Teleportation) • At-Will	
Effect: The protector teleports its speed to a square adjacent to its master.	
Str 16 (+4)	Dex 10 (+1) Wis 11 (+1)
Con 15 (+3)	Int 4 (-2) Cha 8 (+0)
Alignment Unaligned Languages understands Common	
Equipment greataxe, scale armor	

ENCOUNTER 7: ROTTEN MIRACLES (AL 4)

Arbosus, Lich Necromancer	Level 6 Elite Controller
Medium natural humanoid (undead)	XP 500
HP 138; Bloodied 69	Initiative +3
AC 20, Fortitude 16, Reflex 20, Will 19	Perception +5
Speed 6	Darkvision
Immune disease, poison; Resist 10 necrotic	
Saving Throws +2; Action Points 1	
TRAITS	
Necromantic Aura (Necrotic) • Aura 5	
Any living creature that ends its turn in the aura takes 2 necrotic damage. Whenever the lich takes radiant damage, its aura is deactivated until the end of the lich's next turn.	
Soul Phylactery	
When the lich drops to 0 hit points, its body and possessions crumble into dust and it disappears, but it is not destroyed. It reappears (along with its possessions) in 1d10 days within 1 square of its phylactery, unless the phylactery is destroyed.	
STANDARD ACTIONS	
m Vampiric Touch (Healing, Necrotic) • At-Will	
Attack: Melee 1 (one creature); +9 vs. Fortitude	
Hit: 2d6 + 7 cold and necrotic damage, and the lich regains hit points equal to the damage dealt.	
r Freezing Claw (Cold, Necrotic) • At-Will	
Attack: Ranged 5 (one or two creatures); +9 vs. Reflex	
Hit: 1d8 + 6 cold and necrotic damage, and the target is immobilized (save ends).	
Miss: The target is slowed (save ends).	
A Enervating Tendrils (Necrotic) • Recharge when first bloodied	
Attack: Area burst 1 within 10 (enemies in the burst); +9 vs. Fortitude	
Hit: 2d8 + 7 necrotic damage, and the target is weakened (save ends).	
Miss: Half damage.	
MOVE ACTIONS	
Shadow Walk (Teleportation) • Encounter	
Effect: The lich teleports up to twice its speed.	
MINOR ACTIONS	
Lich's Control • Recharge 5, 6	
Effect: Close burst 10 (one enemy in the burst that is subject to an effect that a save can end). The target takes a -2 penalty to its next saving throw.	
Skills: Arcana +13, History +13, Insight +10	
Str 9 (+2)	Dex 11 (+3)
Con 13 (+4)	Wis 14 (+5)
Int 20 (+8)	Cha 17 (+6)
Alignment Evil	Languages Abyssal, Common
Equipment none	
De-leveled Lich Necromancer (damage changed to MM3 expressions) from Monster Vault.	

Boneyard Zombie	Level 3 Brute (Leader)
Medium natural animate (undead)	XP 150
HP 57; Bloodied 28	Initiative +2
AC 15, Fortitude 15, Reflex 11, Will 13	Perception +3
Speed 6	Darkvision
STANDARD ACTIONS	
m Claws • At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 2d4 + 9 damage.	
M Driving Slam • At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 2d4 + 9 damage and the target is pushed 3 squares.	
M Feed the Hungry • Recharge when first bloodied	
Attack: Melee 1 (one creature); +6 vs. Fortitude	
Hit: 2d6 + 9 damage and slide the target 3 squares. One ally adjacent to the target can use any at-will melee attack power against the target as a free action.	
TRIGGERED ACTIONS	
M Parting Shot • Encounter	
Trigger: The boneyard zombie is reduced to 0 hit points.	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 2d10 + 5 damage and the target is pushed 3 squares.	
Skills Athletics +7	
Str 13 (+2)	Dex 13 (+2)
Con 17 (+4)	Int 4 (-2)
Wis 15 (+3)	Cha 8 (+0)
Alignment Unaligned	Languages -
Updated Boneyard Zombie from Dungeon Magazine 176.	

Dread Protector	Level 5 Soldier
Medium natural animate (undead)	XP 200
HP 64; Bloodied 32	Initiative +4
AC 21, Fortitude 18, Reflex 15, Will 16	Perception +2
Speed 5	Low-light vision
TRAITS	
Shield of Undeath • Aura 1	
While the dread protector's master is within the protector's aura, the master takes half damage from melee and ranged attacks.	
Eyes of Undeath	
The dread protector's master can see or hear anything the protector can see or hear. The master can also speak through the protector.	
STANDARD ACTIONS	
m Greataxe (Weapon) • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 1d12 + 7 damage (1d12 + 19 on a critical hit), and the target is marked until the end of the protector's next turn.	
MOVE ACTIONS	
Protector's Call (Teleportation) • At-Will	
Effect: The protector teleports its speed to a square adjacent to its master.	
Str 16 (+5)	Dex 11 (+2)
Con 16 (+5)	Int 4 (-1)
Wis 11 (+2)	Cha 8 (+1)
Alignment Unaligned	Languages understands Common
Equipment greataxe, scale armor	

ENCOUNTER 7: ROTTEN MIRACLES (AL 6)

Arbosus, Lich Necromancer	Level 8 Elite Controller
Medium natural humanoid (undead)	XP 700
HP 170; Bloodied 85	Initiative +4
AC 22, Fortitude 18, Reflex 22, Will 21	Perception +6
Speed 6	Darkvision
Immune disease, poison; Resist 10 necrotic	
Saving Throws +2; Action Points 1	
TRAITS	
Necromantic Aura (Necrotic) • Aura 5	
Any living creature that ends its turn in the aura takes 3 necrotic damage. Whenever the lich takes radiant damage, its aura is deactivated until the end of the lich's next turn.	
Soul Phylactery	
When the lich drops to 0 hit points, its body and possessions crumble into dust and it disappears, but it is not destroyed. It reappears (along with its possessions) in 1d10 days within 1 square of its phylactery, unless the phylactery is destroyed.	
STANDARD ACTIONS	
m Vampiric Touch (Healing, Necrotic) • At-Will	
Attack: Melee 1 (one creature); +11 vs. Fortitude	
Hit: 2d8 + 7 cold and necrotic damage, and the lich regains hit points equal to the damage dealt.	
r Freezing Claw (Cold, Necrotic) • At-Will	
Attack: Ranged 5 (one or two creatures); +11 vs. Reflex	
Hit: 2d6 + 5 cold and necrotic damage, and the target is immobilized (save ends).	
Miss: The target is slowed (save ends).	
A Enervating Tendrils (Necrotic) • Recharge when first bloodied	
Attack: Area burst 1 within 10 (enemies in the burst); +11 vs. Fortitude	
Hit: 2d8 + 9 necrotic damage, and the target is weakened (save ends).	
Miss: Half damage.	
MOVE ACTIONS	
Shadow Walk (Teleportation) • Encounter	
Effect: The lich teleports up to twice its speed.	
MINOR ACTIONS	
Lich's Control • Recharge 5, 6	
Effect: Close burst 10 (one enemy in the burst that is subject to an effect that a save can end). The target takes a -3 penalty to its next saving throw.	
Skills: Arcana +14, History +14, Insight +11	
Str 9 (+3)	Dex 11 (+4)
Con 13 (+5)	Int 21 (+9)
Wis 14 (+6)	Cha 18 (+8)
Alignment Evil	
Languages Abyssal, Common	
Equipment none	
De-leveled Lich Necromancer (damage changed to MM3 expressions) from Monster Vault.	

Dread Zombie	Level 5 Soldier
Medium natural animate (undead)	XP 200
HP 66; Bloodied 33	Initiative +3
AC 21, Fortitude 19, Reflex 15, Will 16	Perception +3
Speed 5	Darkvision
Immune disease, poison; Resist 10 necrotic	
TRAITS	
Zombie Weakness	
A critical hit automatically reduces the zombie to 0 hit points.	
STANDARD ACTIONS	
m Club • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 2d6 + 6 damage.	
M Zombie Grab • At-Will	
Attack: Melee 1 (one creature); +8 vs. Reflex	
Hit: The target is grabbed until escape. Attempts to escape the zombie's grab take a -5 penalty.	
TRIGGERED ACTIONS	
Rise Again	
Trigger: The dread zombie is reduced to 0 hit points by an attack that does not deal fire or radiant damage.	
Effect: The dread zombie is not destroyed. It instead falls prone and appears to be destroyed, but instead the creature returns with 10 hit points at the beginning of its next turn.	
Str 15 (+4)	Dex 9 (+1)
Con 18 (+6)	Int 3 (-2)
Wis 12 (+3)	Cha 4 (-1)
Alignment Unaligned	
Languages -	
Equipment: club	

Updated Dread Zombie from Open Grave (radiant vulnerability removed to reflect resistance to the Companion's light, changed longsword to club).

Dread Protector	Level 7 Soldier
Medium natural animate (undead)	XP 300
HP 80; Bloodied 40	Initiative +5
AC 23, Fortitude 20, Reflex 17, Will 18	Perception +3
Speed 5	Low-light vision
TRAITS	
Shield of Undeath • Aura 1	
While the dread protector's master is within the protector's aura, the master takes half damage from melee and ranged attacks.	
Eyes of Undeath	
The dread protector's master can see or hear anything the protector can see or hear. The master can also speak through the protector.	
STANDARD ACTIONS	
m Greataxe (Weapon) • At-Will	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 1d12 + 9 damage (1d12 + 21 on a critical hit), and the target is marked until the end of the protector's next turn.	
MOVE ACTIONS	
Protector's Call (Teleportation) • At-Will	
Effect: The protector teleports its speed to a square adjacent to its master.	
Str 16 (+6)	Dex 11 (+3)
Con 16 (+6)	Int 4 (+0)
Wis 11 (+3)	Cha 8 (+2)
Alignment Unaligned	
Languages understands Common	
Equipment greataxe, scale armor	

ENCOUNTER 7: ROTTEN MIRACLES (AL 8)

Arbosus, Lich Necromancer	Level 10 Elite Controller
Medium natural humanoid (undead)	XP 1,000
HP 202; Bloodied 101	Initiative +5
AC 24, Fortitude 20, Reflex 24, Will 23	Perception +7
Speed 6	Darkvision
Immune disease, poison; Resist 10 necrotic	
Saving Throws +2; Action Points 1	
TRAITS	
Necromantic Aura (Necrotic) • Aura 5	
Any living creature that ends its turn in the aura takes 4 necrotic damage. Whenever the lich takes radiant damage, its aura is deactivated until the end of the lich's next turn.	
Soul Phylactery	
When the lich drops to 0 hit points, its body and possessions crumble into dust and it disappears, but it is not destroyed. It reappears (along with its possessions) in 1d10 days within 1 square of its phylactery, unless the phylactery is destroyed.	
STANDARD ACTIONS	
m Vampiric Touch (Healing, Necrotic) • At-Will	
Attack: Melee 1 (one creature); +13 vs. Fortitude	
Hit: 2d8 + 9 cold and necrotic damage, and the lich regains hit points equal to the damage dealt.	
r Freezing Claw (Cold, Necrotic) • At-Will	
Attack: Ranged 5 (one or two creatures); +13 vs. Reflex	
Hit: 2d6 + 6 cold and necrotic damage, and the target is immobilized (save ends).	
Miss: The target is slowed (save ends).	
A Enervating Tendrils (Necrotic) • Recharge when first bloodied	
Attack: Area burst 1 within 10 (enemies in the burst); +13 vs. Fortitude	
Hit: 2d8 + 10 necrotic damage, and the target is weakened (save ends).	
Miss: Half damage.	
MOVE ACTIONS	
Shadow Walk (Teleportation) • Encounter	
Effect: The lich teleports up to twice its speed.	
MINOR ACTIONS	
Lich's Control • Recharge 5, 6	
Effect: Close burst 10 (one enemy in the burst that is subject to an effect that a save can end). The target takes a -4 penalty to its next saving throw.	
Skills: Arcana +15, History +15, Insight +12	
Str 9 (+4)	Dex 11 (+5)
Con 13 (+6)	Int 21 (+10)
Wis 14 (+7)	Cha 18 (+9)
Alignment Evil	
Languages Abyssal, Common	
Equipment none	
De-leveled Lich Necromancer (damage changed to MM3 expressions) from Monster Vault.	

Lasher Zombie	Level 7 Soldier
Medium natural animate (undead)	XP 300
HP 80; Bloodied 40	Initiative +5
AC 23, Fortitude 19, Reflex 16, Will 16	Perception +3
Speed 4	Darkvision
Immune disease, poison; Resist 10 necrotic	
TRAITS	
Threatening Reach	
The lasher zombie can make opportunity attacks against all enemies within its reach (2 squares).	
STANDARD ACTIONS	
m Viscera Lash • At-Will	
Attack: Melee 2 (one creature); +12 vs. AC	
Hit: 2d8 + 6 damage, and the target is pulled 1 square and grabbed.	
MINOR ACTIONS	
M Burrowing Entrails • At Will	
Attack: Melee 1 (one grabbed creature); +12 vs. AC	
Hit: 1d8 + 5 damage.	
Str 19 (+7)	Dex 10 (+3)
Con 16 (+6)	Int 2 (-1)
	Wis 10 (+3)
	Cha 1 (-2)
Alignment Unaligned	
Languages -	
Updated Lasher Zombie from Dragon Magazine 371 (radiant vulnerability removed to reflect resistance to the Companion's light).	

Dread Protector	Level 9 Soldier
Medium natural animate (undead)	XP 400
HP 97; Bloodied 48	Initiative +7
AC 25, Fortitude 22, Reflex 19, Will 20	Perception +4
Speed 5	Low-light vision
TRAITS	
Shield of Undeath • Aura 1	
While the dread protector's master is within the protector's aura, the master takes half damage from melee and ranged attacks.	
Eyes of Undeath	
The dread protector's master can see or hear anything the protector can see or hear. The master can also speak through the protector.	
STANDARD ACTIONS	
m Greataxe (Weapon) • At-Will	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 1d12 + 11 damage (1d12 + 23 on a critical hit), and the target is marked until the end of the protector's next turn.	
MOVE ACTIONS	
Protector's Call (Teleportation) • At-Will	
Effect: The protector teleports its speed to a square adjacent to its master.	
Str 16 (+7)	Dex 12 (+4)
Con 17 (+7)	Int 4 (+1)
	Wis 11 (+4)
	Cha 8 (+3)
Alignment Unaligned	
Languages understands Common	
Equipment: greataxe, scale armor	

ENCOUNTER 7: ROTTEN MIRACLES (AL 10)

Arbosus, Lich Necromancer	Level 12 Elite Controller
Medium natural humanoid (undead)	XP 1,000
HP 235; Bloodied 117	Initiative +7
AC 26, Fortitude 22, Reflex 26, Will 25	Perception +8
Speed 6	Darkvision
Immune disease, poison; Resist 10 necrotic	
Saving Throws +2; Action Points 1	
TRAITS	
Necromantic Aura (Necrotic) • Aura 5	
Any living creature that ends its turn in the aura takes 5 necrotic damage. Whenever the lich takes radiant damage, its aura is deactivated until the end of the lich's next turn.	
Soul Phylactery	
When the lich drops to 0 hit points, its body and possessions crumble into dust and it disappears, but it is not destroyed. It reappears (along with its possessions) in 1d10 days within 1 square of its phylactery, unless the phylactery is destroyed.	
STANDARD ACTIONS	
m Vampiric Touch (Healing, Necrotic) • At-Will	
Attack: Melee 1 (one creature); +15 vs. Fortitude	
Hit: 3d6 + 10 cold and necrotic damage, and the lich regains hit points equal to the damage dealt.	
r Freezing Claw (Cold, Necrotic) • At-Will	
Attack: Ranged 5 (one or two creatures); +15 vs. Reflex	
Hit: 2d8 + 6 cold and necrotic damage, and the target is immobilized (save ends).	
Miss: The target is slowed (save ends).	
A Enervating Tendrils (Necrotic) • Recharge when first bloodied	
Attack: Area burst 1 within 10 (enemies in the burst); +15 vs. Fortitude	
Hit: 6d4 + 10 necrotic damage, and the target is weakened (save ends).	
Miss: Half damage.	
MOVE ACTIONS	
Shadow Walk (Teleportation) • Encounter	
Effect: The lich teleports up to twice its speed.	
MINOR ACTIONS	
Lich's Control • Recharge 5, 6	
Effect: Close burst 10 (one enemy in the burst that is subject to an effect that a save can end). The target takes a -5 penalty to its next saving throw.	
Skills: Arcana +17, History +17, Insight +13	
Str 10 (+6)	Dex 12 (+7)
Con 14 (+8)	Int 22 (+12)
	Wis 15 (+8)
	Cha 19 (+10)
Alignment Evil	
Languages Abyssal, Common	
Equipment none	
De-leveled Lich Necromancer (damage changed to MM3 expressions) from Monster Vault.	

Flameborn Zombie	Level 9 Soldier
Medium natural animate (fire, undead)	XP 400
HP 95; Bloodied 47	Initiative +6
AC 25, Fortitude 23, Reflex 19, Will 19	Perception +4
Speed 4	Darkvision
Immune disease, poison; Resist 10 fire, 10 necrotic; Vulnerable 5 cold	
TRAITS	
Flameborn Aura (Fire) • Aura 2	
Any creature that enters the aura or starts its turn there takes 5 fire damage. Multiple auras deal cumulative damage.	
Flame Reaper (Fire)	
A flameborn zombie deals 5 extra fire damage to an immobilized creature.	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 2d4 + 6 damage, and the target is immobilized until the end of the flameborn zombie's next turn and takes 5 ongoing fire damage (save ends).	
TRIGGERED ACTIONS	
M Death Burst (Fire) • Encounter	
Trigger: The flameborn zombie is reduced to 0 hit points.	
Attack: Close burst 1 (each creature in burst); +12 vs. Fortitude	
Hit: 2d8 + 10 fire damage and the target is slowed (save ends).	
Str 19 (+8)	Dex 10 (+4)
Con 15 (+6)	Int 2 (+0)
	Wis 10 (+4)
	Cha 6 (+2)
Alignment Unaligned	
Languages -	
De-leveled and updated Flameborn Zombie from Dungeon Delve (radiant vulnerability removed to reflect resistance to the Companion's light, changed death burst from untyped to fire damage to match the power's fire keyword).	

Dread Protector	Level 11 Soldier
Medium natural animate (undead)	XP 600
HP 114; Bloodied 57	Initiative +8
AC 27, Fortitude 24, Reflex 21, Will 22	Perception +5
Speed 5	Low-light vision
TRAITS	
Shield of Undeath • Aura 1	
While the dread protector's master is within the protector's aura, the master takes half damage from melee and ranged attacks.	
Eyes of Undeath	
The dread protector's master can see or hear anything the protector can see or hear. The master can also speak through the protector.	
STANDARD ACTIONS	
m Greataxe (Weapon) • At-Will	
Attack: Melee 1 (one creature); +16 vs. AC	
Hit: 2d12 + 7 damage (2d12 + 31 on a critical hit), and the target is marked until the end of the protector's next turn.	
MOVE ACTIONS	
Protector's Call (Teleportation) • At-Will	
Effect: The protector teleports its speed to a square adjacent to its master.	
Str 17 (+8)	Dex 13 (+6)
Con 18 (+9)	Int 5 (+2)
	Wis 12 (+5)
	Cha 9 (+4)
Alignment Unaligned	
Languages understands Common	
Equipment: greataxe, scale armor	

ENCOUNTER 7: ROTTEN MIRACLES

TILE SETS NEEDED

DT2 Arcane Corridors x1

DT3 Hidden Crypts x1

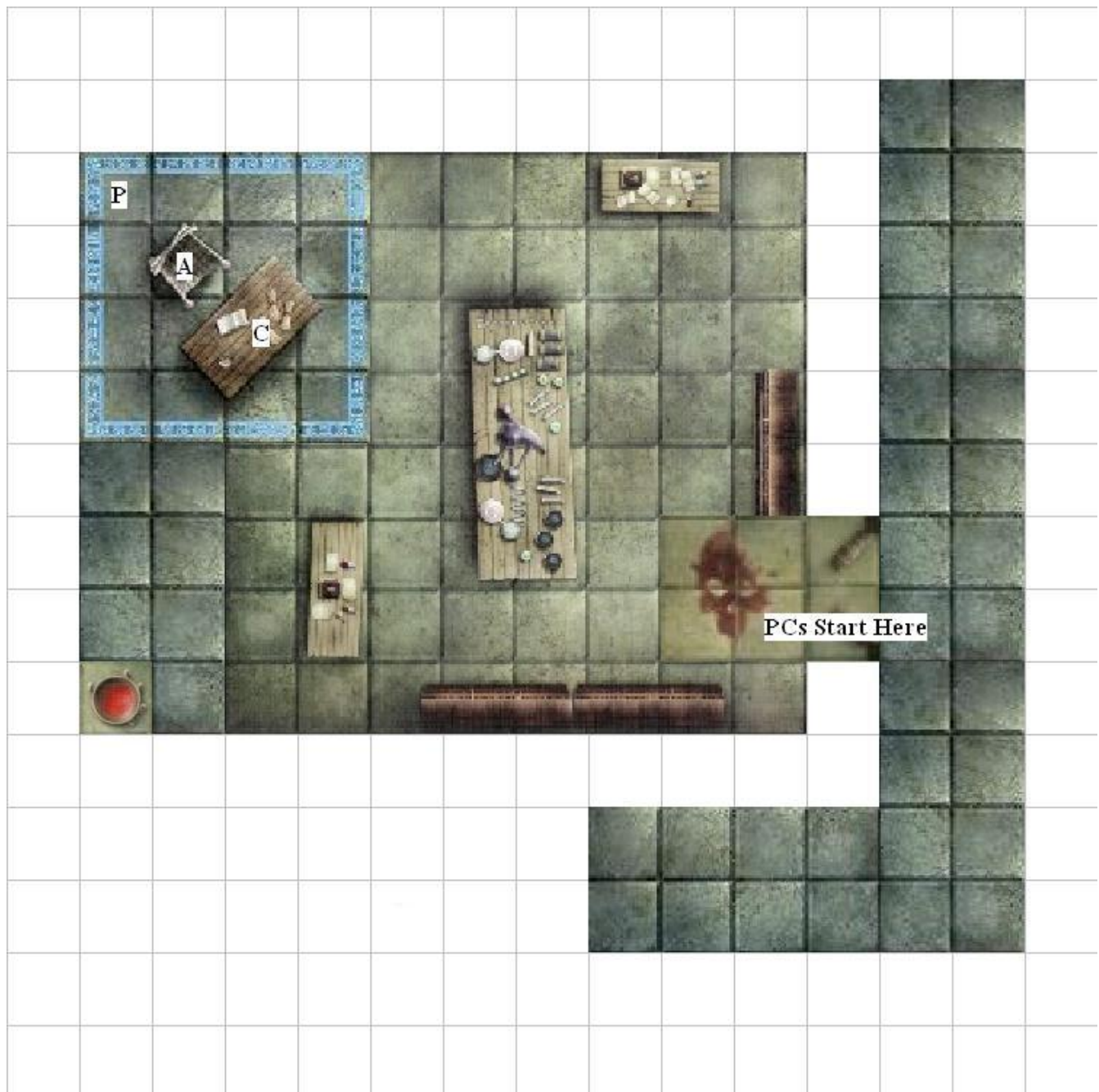
DT7 Fane of the Forgotten Gods x1

ET1 Dungeon Tiles Master Set x1

A - Arbosus

P - Dread Protector

C - Crystal Ball



CONCLUDING THE ADVENTURE

SETUP

Important NPCs:

Daness Dristin, female human Dusk Talon; Bluff +15, Insight +20

Oldren Carinn, male spellscarred paladin of Torm

Liahanna Conmara, female tiefling merchant and representative of the Lion's Den

CONCLUSION 1A: DUSK TALON DEAL – A GIFT DEFERRED (PHYLACTERY ONLY)

If the PCs made a deal with Daness Dristin to be able to question Arbosus before taking him back to the House of Radiant Obedience then read the following.

Daness purses her lips as she regards the bejeweled symbol of Torm. “I must say that I am disappointed. However a deal is a deal. We had no idea that he was a lich, and you bargained in good faith. The only way to question him now will be to wait until he reforms near his phylactery.” She produces a folded parchment from her belt pouch. “I only ask that you put these questions to Arbosus and return the answers to me.”

If the PCs agree to do as Daness asks then they earn **ELTU07 Reputation - Dusk Talons Favor**. If they do not then they earn neither favor nor disfavor with the Dusk Talons.

If the PCs choose to return with Arbosus's phylactery to Everyn Cadwy then proceed to Conclusion 3a.

If the PCs choose to hand Arbosus's phylactery over to Daness Dristin then proceed to Conclusion 1b.

CONCLUSION 1B: DUSK TALON DEAL – A GIFT TO DANESS (PHYLACTERY ONLY)

If the PCs decided to give the phylactery to Daness Dristin in Conclusion 1a then read the following:

Bowing, Daness gratefully accepts the bejeweled symbol of Torm. “Should you need either my help or the help of the Dusk Talons, you have but to call and I will answer.”

The PCs earn **ELTU07 Reputation - Dusk Talons Favor**

Ask the PCs if they are going to visit Captain Cadwy at the House of Radiant Obedience to tell him the bad news. If they do, then read the following:

As Captain Cadwy listens to your tale his face grows increasingly grim. “You will get no gold from me, but at least you had the courage to face me and tell me what transpired. While I am not happy, I respect your decision. You should know that I want to question Arbosus for good reasons. I cannot tell you what they are, but I trust that you are not mere sellswords. May Torm protect you, and may he lead the way to victory over our enemies. Now please leave, I have much to consider.”

If the PCs turned the phylactery over to Daness and don't seek out Captain Cadwy to tell him what happened then read the following.

Some time after your affairs in Scornubel were concluded you are resting comfortably while recovering from your recent adventure. The door to your room bursts open and in the doorway stands Captain Everyn Cadwy. “There you are, cur! Like an assassin you stab me in the back rather than face me. You have made an enemy this day.” Cadwy then turns and storms away.

The PCs earn **ELTU07 Reputation - Order of Torm Disfavor**.

CONCLUSION 2A: DUSK TALON DEAL – A GIFT DEFERRED (ARBOSUS CAPTURED)

If the PCs made a deal with Daness Dristin to be able to question Arbosus before taking him back to the House of Radiant Obedience then read the following (modify as appropriate if the PCs have both the phylactery and Arbosus).

Daness purses her lips as she regards the bound, gagged, and blindfolded lich. “I must say that I am disappointed. However a deal is a deal. We had no idea that he was a lich, and you bargained in good faith. It will be exceedingly difficult to question him however,” she produces a folded parchment from her belt pouch, “with your permission I would like to attempt it.”

If the PCs agree to do as Daness asks then they earn **ELTU07 Reputation - Dusk Talons Favor** and Arbosus is not able to escape during her questioning. If the PCs do not then they earn neither favor nor disfavor with the Dusk Talons.

If the PCs choose to return with Arbosus to Everyn Cadwy then proceed to Conclusion 3b.

If the PCs choose to hand Arbosus over to Daness Dristin then proceed to Conclusion 2b.

CONCLUSION 2B: DUSK TALON DEAL – A GIFT TO DANESS (ARBOSUS CAPTURED)

If the PCs decided to hand Arbosus over to Daness Dristin in Conclusion 2a then read the following:

Bowing, Daness gratefully accepts custody of Arbosus. “Should you need either my help or the help of the Dusk Talons, you have but to call and I will answer.”

The PCs earn ELTU07 Reputation - Dusk Talons Favor.

Ask the PCs if they are going to return to Captain Cadwy to tell him the bad news. If they do, then read the following:

As Captain Cadwy listens to your tale his face grows increasingly grim. “You will get no gold from me, but at least you had the courage to face me and tell me what transpired. While I am not happy, I respect your decision. You should know that I want to question Arbosus for good reasons. I cannot tell you what they are, but I trust that you are not mere sellswords. May Torm protect you, and may he lead the way to victory over our enemies. Now please leave, I have much to consider.”

If the PCs handed Arbosus over to Daness and don't return to tell Cadwy what happened then read the following.

The door to your room bursts open and in the doorway stands Captain Cadwy. “There you are, cur! Like an assassin you stab me in the back rather than face me. You have made an enemy this day.” Cadwy then turns and storms away.

The PCs earn ELTU07 Reputation - Order of Torm Disfavor.

CONCLUSION 3A: BACK TO TORM (PHYLACTERY ONLY)

If the PCs take the phylactery to Everyn Cadwy at the House of Radiant Obedience (either accepting or rejecting Daness Dristin's request in Conclusion 1a or because they never made a deal with her in Encounter

Four) then read the following. Modify the text appropriately if Cadwy was informed that Arbosus was a lich by PCs at the beginning of the adventure.

Upon Captain Cadwy's arrival at the House of Radiant Obedience he ushers you into a small chapel and asks, “Where is Arbosus? What happened?”

Presuming the PCs explain the situation and hand him the phylactery, read the following.

The Captain nods his head, a frown creasing his face as he fondles the holy symbol of Torm that you have given him. “A lich you say? And this is his phylactery? Excellent work my friends. You have more than earned your reward. More than that, you have also earned my thanks.”

The PCs earn ELTU07 Reputation - Order of Torm Favor.

If the PCs ask Cadwy about posing Daness's list of questions to Arbosus, read the following.

“I am the last one to be the cause of a broken promise. I will do as you have requested and deliver the information to Daness Dristin as soon as I am able to do so. You have my word.”

CONCLUSION 3B: BACK TO TORM (ARBOSUS CAPTURED)

If the PCs take Arbosus to Everyn Cadwy at the House of Radiant Obedience (either accepting or rejecting Daness Dristin's request in Conclusion 2a or because they never made a deal with her in Encounter Four) then read the following. Modify the text appropriately if Cadwy was informed that Arbosus was a lich by PCs at the beginning of the adventure.

Upon Captain Cadwy's arrival at the House of Radiant Obedience he ushers you into a small chapel and asks, “This is the criminal?”

Presuming the PCs explain the situation and hand Arbosus over to him, read the following.

The Captain nods his head, a frown creasing his face as he regards the bound, blindfolded, and gagged form of Arbosus. “A lich you say? And this is his phylactery? Excellent work my friends. You have more than earned your reward. More than that, you have also earned my thanks.”

The PCs earn ELTU07 Reputation - Order of Torm Favor.

If the PCs did not allow Daness to question Arbosus before bringing him back and ask Cadwy about posing Daness's list of questions to Arbosus, read the following.

"I am the last one to be the cause of a broken promise. I will do as you have requested and deliver the information to Daness Dristin as soon as I am able to do so. You have my word."

CONCLUSION 4: SCORCHED EARTH (PHYLACTERY AND ARBOSUS DESTROYED)

If the PCs made a deal with Daness to let her take Arbosus back with her and renege on the deal (by destroying the phylactery as well as Arbosus) then read the following:

"I see now what sort of people I have been dealing with. More the fool I that I did not see it before now. Remember that dishonest dealings have a way of returning to haunt you."

The PCs earn ELTU07 Reputation - Dusk Talons Disfavor.

If the PCs return to Captain Cadwy to tell him the tale then read the following.

As Captain Cadwy listens to your tale his face grows increasingly grim. "I thank you for having the courage to face me and tell me what transpired. While I am not happy, I respect your decision. I cannot fault you for your actions, however I am afraid that Arbosus took vital information with him on his journey to oblivion. May Torm protect you, and may he lead the way to victory over our enemies. Here is the gold that I promised, spend it in good health. Now please leave, I have much to consider."

The PCs earn neither the favor nor disfavor of the Order of Torm.

If the PCs don't return to tell Cadwy what happened then read the following.

The door to your room bursts open and in the doorway stands Captain Cadwy. "There you are, cur! Like an assassin you stab me in the back rather than face me. You have made an enemy this day." Cadwy then turns and storms away.

The PCs earn ELTU07 Reputation - Order of Torm Disfavor.

REWARDS SUMMARY

At the conclusion of the adventure, the PCs earn XP, access to Treasures, and possibly Story Awards. All totals listed here are per PC, regardless of whether there were 4, 5, or 6 PCs in the party.

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. No character can earn more than the listed maximum XP.

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.

Format: AL 2 / AL 4 / AL 6 / AL 8 / AL 10

Minimum Possible Experience

225 / 320 / 450 / 640 / 900 XP

Minor Objective

Encounter 1: Defeated the ghost

25 / 35 / 50 / 70 / 100 XP

Minor Objective

Encounter 3: Determine Arbosus is within the city.

25 / 35 / 50 / 70 / 100 XP

Minor Objective

Encounter 4: For narrowing Arbosus's location to a specific villa

25 / 35 / 50 / 70 / 100 XP

Major Objective

Encounter 7: Defeating Arbosus

150 / 210 / 300 / 420 / 600 XP

Maximum Possible Experience

425 / 600 / 850 / 1200 / 1700 XP

Gold per PC

75 / 125 / 225 / 450 / 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 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. (The generic Treasures X, Y, and Z are always available at every Adventure Level.)

EACH PC SELECTS ONE OF THE FOLLOWING:

Treasure A: *sacred mask* (8th level; *Adventurer's Vault*)
Found in Encounter 1

Treasure B: 10 pieces of magical ammunition of the character's level or less from a player resource. Choosing this bundle does not count as a found magic item. A PC must earn ELTU07 Reputation - The Lion's Den Favor to take this Treasure.
Found in Encounter 3

Treasure C: upgrade the enhancement bonus of a single existing crystalline magic item (specifically any orb, an item from story award DALE23, a dragonshard augment crystal, or any of the following magic items: *chaos shard implement*, *crystal armor*, *time link armor*, *diamond bracers*, *mindiron vambraces*, *diamond cincture*, *steadfast amulet*, *rod of malign conveyance*, *rod of time distortion*, *earthroot staff*, *staff of punishing thoughts*, *staff of sleep and charm*, *staff of the warmage*, *staff of forceful rebuking*, *staff of psicraft*, *sunfury totem*).

If the item does not have an enhancement bonus, then it may be upgraded to a paragon version of the item if it is currently a heroic tier item. Items that are currently level 11 or higher may not be upgraded with this story award.

If the new item's level is higher than the PC's level +4, then the PC may upgrade and keep the item but must wait until he or she is high enough level to use the item. **This Treasure counts as a found item even if the PC spent a found-item slot to acquire the item in the first place.**

Found in Encounter 7

Treasure D: Ritual books from any player resource, with a total market price up to 100 / 150 / 300 / 600 / 900 gp.

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 vial of *holy water* 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: vial of *holy water* (level 1) plus 30 gp

AL 4: vial of *holy water* (level 6) plus 0 gp

AL 6: vial of *holy water* (level 6) plus 75 gp

AL 8: vial of *holy water* (level 6) plus 225 gp

AL 10: vial of *holy water* (level 11) plus 100 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

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. Characters may earn all three story awards in this adventure (and characters may earn favor/disfavor with each group listed). Here is a summary of how and where each story award is earned.

ELTU07 Reputation: The Order of Torm - Favor

- Conclusion 3a or 3b; (even though this is an unofficial mission, Cadwy will talk up the PCs to the Order when appropriate).
- If a PC qualifies for both the Favor and Disfavor of the Order of Torm, then that PC receives neither (as they cancel each other out).

ELTU07 Reputation: The Order of Torm - Disfavor

- Encounter Two scene 6; if the PC is arrested or escapes arrest.
- Conclusion 1b or 2b; if the PCs give the Dusk Talons the phylactery or Arbosus, and don't tell Cadwy what they did (even though this is an unofficial mission, Cadwy goes out of his way to blackball the PCs with the Order).
- Conclusion 4; if the PCs destroyed both Arbosus and his phylactery and don't tell Everyn Cadwy what transpired.
- If a PC qualifies for both the Favor and Disfavor of the Order of Torm, then that PC receives neither (as they cancel each other out).

ELTU07 Reputation: The Dusk Talons - Favor

- Conclusion 1a; if the PCs agree to take Daness Dristin's list of questions to their employer and try to get the answers back to her.
- Conclusion 2a; if the PCs allow Daness Dristin to question Arbosus before taking him back to their employer.
- Conclusion 1b or 2b; if the PCs hand the phylactery over to Daness Dristin

ELTU07 Reputation: The Dusk Talons - Disfavor

- Encounter Four; if the PCs mostly used Intimidate to get their way with Daness Dristin (three or more successes in the skill challenge were gained with Intimidate).
- Conclusion 4; if the PCs renege on their deal to turn Arbosus (or his phylactery) over to Daness Dristin.

ELTU07 Reputation: The Shields of Kilgrave - Favor

- Encounter Three scene 1; if the PCs earn a success with Diplomacy.

ELTU07 Reputation: The Shields of Kilgrave - Disfavor

- Encounter Three scene 1; if the PCs earn a success with Intimidate or if the PCs are attacked by Oldren Carinn.

ELTU07 Reputation: The Lion's Den - Favor

- If the PCs save Praeg from the effects of essence of Bhaal by succeeding in the skill challenge Save the Servants.

ELTU07 Reputation: The Lion's Den - Disfavor

- If the PCs fail to save Praeg from the effects of essence of Bhaal by failing in the skill challenge Save the Servants or by slaying all of the zombies.

ELTU08 Deal With a Demon

- Encounter Five if the PCs knock out or intimidate Bellavous and demand his service.
- Encounter Seven; if the PCs knock out or intimidate Bellavous and demand his service.
- **NOTE:** This reward must be accepted or rejected at the table and the decision must be reported to the judge

STORY AWARD TEXT

ELTU07 Reputation

You have garnered favor, or managed to anger, some of the factions in Elturgard. For each faction listed, circle whether you have earned their favor or disfavor. If neither was earned, strike through that faction.

- The Order of Torm - Favor / Disfavor
- The Dusk Talons - Favor / Disfavor
- The Shields of Kilgrave - Favor / Disfavor
- The Lion's Den - Favor / Disfavor

ELTU08 Deal with a Demon

You managed to bind the quasit Bellavous to you. A PC with the Arcane Familiar feat can take Bellavous as a familiar and he replaces your current familiar. If you do not yet have a familiar, you must retrain to gain the Arcane Familiar feat or take it as your next feat choice. Until that time you gain no benefit from Bellavous (he is controlled solely by the DM for comic relief) and he complains about your lack of devotion to him until you take the feat.

Bellavous uses the following statistics:

Bellavous, Bound Quasit	Familiar
Speed 8	
Constant Benefits	
You gain a +2 bonus to Arcana and Stealth checks.	
You can read and speak Abyssal.	
Active Benefits	
Independent: Bellavous has no range limit on the distance it can exist away from you. Bellavous can open latches, turn knobs or move objects weighing less than five pounds.	
Arcane Concentration: Once per day as a free action, Bellavous can sustain an arcane power cast by you that would normally be sustained by you expending a minor action. The power ends at the end of your next turn.	

Bellavous is not happy about once again being under the thumb of yet another master, and will make his displeasure known at every opportunity (though he dutifully carries out his master's commands).

If more than one PC has Bellavous at a table, and it is important to the adventure, the players must choose one PC as having the actual Bellavous for that adventure. The others have "normal" quasits with the same statistics.

NEW RULES

Sacred Mask

Level 8 Uncommon

This white porcelain mask with gold inlay is the bane of undead.

Price: 3,400 gp

Item Slot: Head

Property: When you use a Channel Divinity class feature, until the end of your next turn, you deal 1d6 extra radiant damage against undead enemies and can score a critical hit against undead enemies on a roll of 18-20.

Reference: *Adventurer's Vault*, page 63.

Holy Water

Level 1/6/11 Uncommon

Undead and demons react poorly to the touch of this liquid.

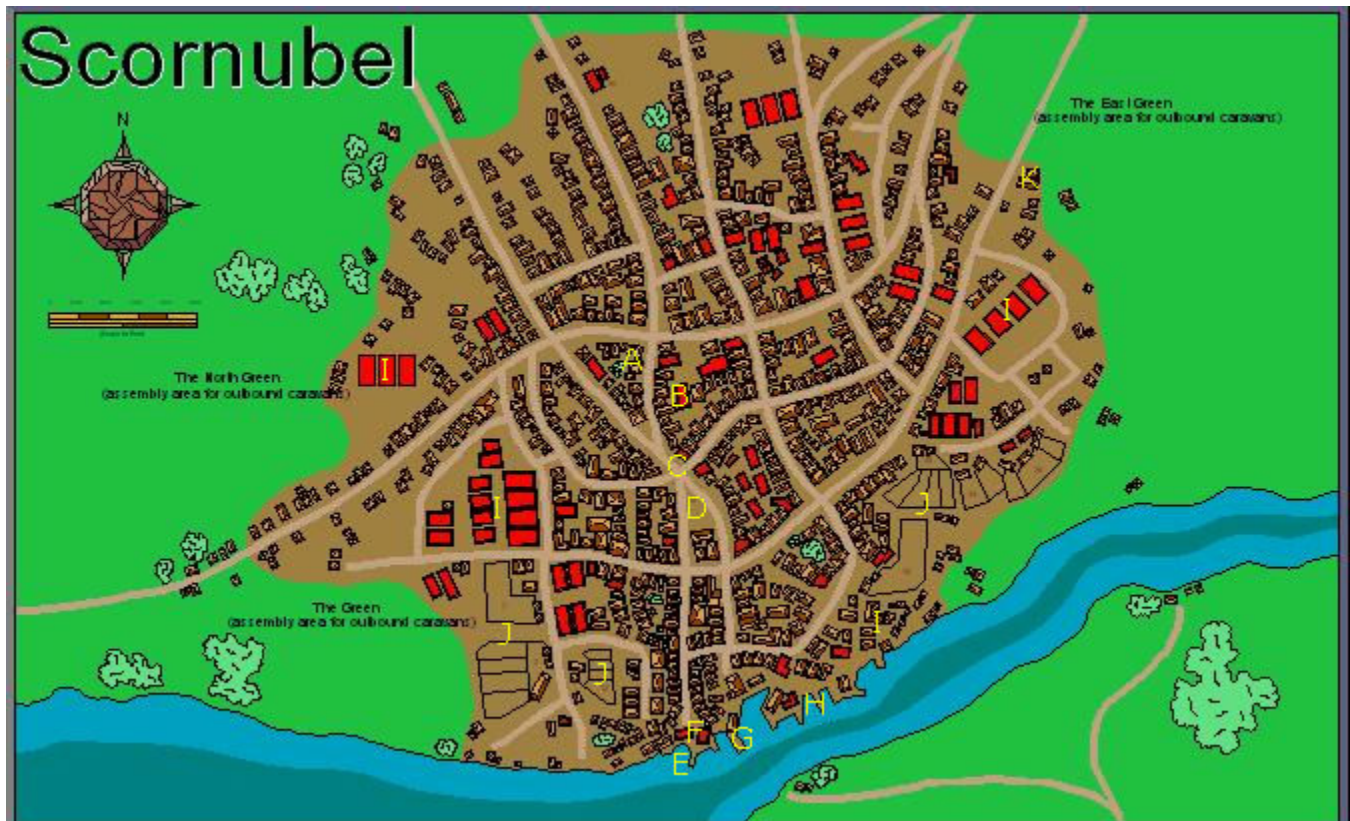
Price: 20 / 75 / 350 gp

Alchemical Item

Power (Consumable ♦ Radiant): Minor Action. Make an attack: Ranged 3/6; +4/+9/+14 vs. Reflex; on a hit, the attack deals 1d10 radiant damage to an undead creature or a demon.

Reference: *Divine Power*, page 157.

APPENDIX I: MAP OF SCORNUBEL



- A. The Dusty Hoof
- B. The Citadel
- C. The Walk
- D. House of Radiant Obedience (temple to Torm and Amaunator)
- E. Southland Ferry Dock
- F. Fish Market
- G. Shipyards
- H. Docks
- I. Warehouses
- J. Stables
- K. The Raging Lion

APPENDIX II: NPCs

EVERYN CADWY

Male human (Lawful Good)

Appears in: SPEC2-1, ELTU3-1

Everyn stands around six and a half feet tall, with good posture and a winning smile. His sandy blond hair is worn loose around his face and his armor is impeccably clean. This is a man who takes pride in his appearance, both inward and outward.

Personality: Everyn is stiff, but fair and warms up to people the more he knows them. He is more than willing to listen to reason and has calmed down much since his younger years.

History: Everyn Cadwy grew up in a merchant family based in Elturgard and had a happy childhood. Unlike many people in this region his life isn't marred with a horrid past and because of this Everyn is resilient to the horrors he sees as a paladin of the Order of Torm. He joined the Order because he wanted to help those who did not grow up as lucky as he did and he believes that the law can protect the less fortunate. He is genuinely and simply a good guy.

The following information can be gained with a Streetwise check:

Streetwise DC 10: Everyn is a paladin of Torm and has had interactions with adventurers before. Perhaps the most suspicious thing about him is that there is nothing suspicious about him.

Streetwise DC 15: Everyn is the owner of small, white, fluffy dog by the name of Gigi. It is a dog he inherited from his mother when she passed away.

Streetwise DC 20: Everyn has a younger brother Jalden who is also in the Order of Torm. He often has to cover up lazy mistakes that Jalden makes while on duty; however Everyn stays ever loyal to his family ties.

LIHANNA CONMARA

Female tiefling Lion's Den trader (Good)

Appears in: ELTU3-1

Liahanna Conmara is a tall, athletic tiefling; she has a confident posture and a determined look upon her face. Her maroon colored eyes flit from side to side, her face wreathed in auburn locks, obviously on the lookout for something.

Personality: Strong, feisty, good-hearted.

History: Liahanna was found at an orphanage by her human adopted parents at an early age. All she can remember of her life before the orphanage is flames and anger. However this does not get Liahanna down; she is mostly a happy-go-lucky woman, though she can have fits of brashness. These 'strong-armed' fits have helped her through more than a few trade negotiations and allowed her to rise through the ranks of the Lion's Den. She has recently become involved with another Lion's Den member named Praeg. She suspects Praeg of being a smuggler, but has allowed her feelings to get in the way of her better judgment.

The following information can be gained with a Streetwise check:

Streetwise DC 15: Liahanna is liked around around these parts, and took on her parents' business when they retired. She trades in rare antiquities and oddities. She is a member of the Scornubel merchant's guild.

Streetwise DC 20: Liahanna is a gambler, under the right stakes she can be goaded into a game of Three Dragon Ante at any time. She is also one of the merchants that initiated the founding of the Lion's Den, a select group of adventurers that serve the interests of the merchants of Elturgard.

PRAEG

Male half-elf Lion's Den 'courier' (Unaligned)

Praeg is a short and ruggedly handsome half-elf with blond hair and an eyepatch that covers his missing right eye.

Personality: Quiet, watchful, determined.

History: Praeg lost his right eye in the recent plagueland invasion (he got caught in the wrong place at the wrong time by some monsters fleeing the battlefield). He is a 'courier' (AKA smuggler) who specializes in transporting small and highly valuable items quickly and securely from place to place. He was recently hired to deliver some ritual components to an address in Scornubel (Arbosus's villa) and once the necromancer had what he needed, he decided that it would be better to keep Praeg for his experiments than to let him leave and potentially alert the authorities to his presence. Praeg had decided to combine his business trip to Scornubel with an opportunity to see his new lady-love Liahanna Conmara, who is now the only person that has noticed him missing.

The following information can be gained with a Streetwise check:

Streetwise DC 15: Praeg has a reputation for delivering small packages swiftly and reliably.

Streetwise DC 20: Praeg is willing to transport packages 'sight unseen' for a high fee. Discretion about the identities of the shipper and the recipient are part of the high price for his services.

DANESS DRISTIN

Female human Dusk Talon agent (Unaligned)

Daness Dristin normally wears a diaphanous white dress that leaves her shoulders bare, as well as bracers on her arms and sandals whose straps encircle her lower legs. She moves with ease, the hilt of a slender sword visible over her shoulder behind brown hair that is pulled back in a loose ponytail.

Personality: Competent, subtle, with a desire to avenge the wrongs done to the weak and helpless and oppose the Zhentarim.

History: Daness's mother was an employee of an inn located in Berdusk, and so was Daness since she was old enough to clean pots scrub floors. She was always fascinated by the adventurers that passed through the inn and would constantly pester them for tales of adventure and training in the martial arts. She picked up enough skills that by the time she turned fifteen she struck out on her own as an adventurer. She was badly injured when she attempted to defend some local farmers from a goblinoid raid from the Reaching Wood (the goblins had scaled the barricade that the paladins erected around the woods). She was nearly killed, but hovered on death's door for days until she was found by a cleric of Amaunator that came to help the farmers recover from the attack. The cleric nursed her back to health, and Daness later entered Amaunator's service as an avenger of the helpless. Later she learned of the Zhentarim, and that they were responsible for stirring up the goblinoids of the Reaching Wood. This caused Daness to join the Dusk Talons, where she has risen through the ranks over the last several years. Now in her early twenties Daness is a highly respected Dusk Talon agent.

The following information can be gained with a Streetwise check:

Streetwise DC 15: Daness is a highly respected member of the Dusk Talons.

Streetwise DC 20: Daness is an avenger of Amaunator.

APPENDIX III: 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.

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 on a state of high alert (no check required).

The Companion’s light only affects the city of Elturel and its immediate environs.

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 in the city, provides 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 goblins and with gnolls who worship demons.

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

EVENT SUMMARY

The results of this adventure will have an impact on the future development of the Elturgard story area!

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

<https://www.surveymonkey.com/s/ELTU0303LFR>

The survey period closes on **01 September 2011**. The adventure remains playable after that date, but we will tabulate the results at the end of the survey period and that will be the official result for the campaign as a whole.

If played at a convention, what slot:

Table Number:

DM's Name:

1. Did the PCs cleanse the shrine to Lathander?

- a. Yes
- b. No

2. Did the PCs engage in the skill challenge to save the transmogrified servants?

- a. Yes, and they were successful.
- b. Yes, and they failed.
- c. No

3. What happened to Praeg?

- a. He was saved.
- b. He was not saved.

4. What happened to Arbosus's phylactery?

- a. His phylactery was given to Everyn Cadwy.
- b. His phylactery was given to Daness Dristin.
- c. His phylactery was destroyed.
- d. The PCs did something else with the phylactery.
- e. The PCs never received the phylactery.

5. What happened to Arbosus?

- a. He was temporarily destroyed.
- b. He was captured and given to Everyn Cadwy.
- c. He was captured and given to Daness Dristin.
- d. He was permanently destroyed.
- e. Arbosus escaped.

6. If the PCs gave the phylactery or the captured Arbosus to Everyn Cadwy, then did they agree to ask Arbosus questions for Daness?

- a. Yes
- b. No
- c. N/A

7. What happened to Bellavous?

- a. He was killed.
- b. He was not killed (escaped, let go, not detected).
- c. He was taken as a familiar (ELTU08 Deal with a Demon)

8. 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?

5 4 3 2 1

9. 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?

5 4 3 2 1

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

(character name)

HAS RECEIVED STORY AWARDS FROM:

ELTU3-3 THE WAY OF ALL FLESH

ELTU07 Reputation

You have garnered favor, or managed to anger, some of the factions in Elturgard. For each faction listed, circle whether you have earned their favor or disfavor. If neither was earned, strike through that faction.

- The Order of Torm - Favor / Disfavor
- The Dusk Talons - Favor / Disfavor
- The Shields of Kilgrave - Favor / Disfavor
- The Lion's Den - Favor / Disfavor

ELTU08 Deal with a Demon

You managed to bind the quasit Bellavous to you. A PC with the Arcane Familiar feat can take Bellavous as a familiar and he replaces your current familiar. If you do not yet have a familiar, you must retrain to gain the Arcane Familiar feat or take it as your next feat choice. Until that time you gain no benefit from Bellavous (he is controlled solely by the DM for comic relief) and he complains about your lack of devotion to him until you take the feat.

Bellavous uses the following statistics:

Bellavous, Bound Quasit	Familiar
Speed 8	
Constant Benefits	
You gain a +2 bonus to Arcana and Stealth checks.	
You can read and speak Abyssal.	
Active Benefits	
Independent: Bellavous has no range limit on the distance it can exist away from you. Bellavous can open latches, turn knobs or move objects weighing less than five pounds.	
Arcane Concentration: Once per day as a free action, Bellavous can sustain an arcane power cast by you that would normally be sustained by you expending a minor action. The power ends at the end of your next turn.	

Bellavous is not happy about once again being under the thumb of yet another master, and will make his displeasure known at every opportunity (though he dutifully carries out his master's commands).

If more than one PC has Bellavous at a table, and it is important to the adventure, the players must choose one PC as having the actual Bellavous for that adventure. The others have "normal" quasits with the same statistics.

DUNGEONS & DRAGONS

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DUNGEONS & DRAGONS

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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"/>
2	<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"/>
3	<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"/>
4	<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"/>
5	<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"/>
6	<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"/>

DUNGEONS & DRAGONS®

SESSION TRACKING

DUNGEON MASTER

DM Name: _____

<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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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"/>
2	<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"/>
3	<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"/>
4	<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"/>
5	<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"/>
6	<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"/>

DUNGEONS & DRAGONS®

SESSION TRACKING

DUNGEON MASTER

DM Name: _____

<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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