

ELTU4-1

# BORN BY FIENDS

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

BY ALAN PATRICK

MAPS BY DARYL GUY

REVIEWED BY MICHAEL MOCKUS, ELIZABETH CHAIPRADITKUL,  
AND JIM AUWAERTER

DEVELOPED BY GREG MARKS

PLAYTESTED BY GARY AFFELDT, TIM BAILEY, DAVID KROLNIK,  
MITTELSTAEDT, AND BEN SIEKERT

The Companion has gone dark, and now something stirs in the heart of Elturel itself. What chance does the honor-bound church of Torm have when faced with an adversary that has neither morals nor compassion? A *Living Forgotten Realms* adventure set in Elturgard for characters of the Heroic tier (levels 1-10). This adventure is the first part of a trilogy; we recommend that you play ELTU4-1, ELTU4-2, and ELTU4-3 in order with the same character, if possible.

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.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of Wizards of the Coast. To learn more about the Game System License (GSL), please visit [www.wizards.com/d20](http://www.wizards.com/d20).

This is an official D&D® play document. To find out more about official D&D play and to learn more on how you can schedule and run DUNGEONS & DRAGONS game events of all sizes, visit our website at [www.wizards.com/dnd](http://www.wizards.com/dnd), and click on "Events."

DUNGEONS & DRAGONS, D&D, RPGA, Wizards Play Network, *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual* are trademarks of Wizards of the Coast LLC in the US and other countries. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast LLC. This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental.

© 2012 Wizards of the Coast LLC

For rules questions specific to this document, visit [www.wizards.com/customerservice](http://www.wizards.com/customerservice).

Permission is granted to photocopy this document for personal use.

## THE WIZARDS PLAY NETWORK

If you want to organize public *Living Forgotten Realms* games at a retail game store, you need to be associated with a Wizards Play Network (WPN) store. If you want to organize public LFR games outside of a store, you should be associated with a Wizards Play Network store, but you can be an independent organizer too. To learn more about the Wizards Play Network, visit <http://www.wizards.com/wpn>.

If you want to organize LFR games at home, you don't need to be associated with the Wizards Play Network. You don't need to report your event to anyone, and neither the DM nor the players need to have DCI/RPGA membership numbers. Just find the adventure you want to play, download it, and have fun!

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

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

*Living Forgotten Realms* defines five Adventure Levels (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 is 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 that 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 that 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 role-playing 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

The citizens of Elturgard celebrate an annual holiday named the *Divine Death*, in which they commemorate the death of the deity Torm during the Time of Troubles. He sacrificed himself in order to overcome Bane and his forces. Afterwards he was resurrected by Ao.

The celebration traditionally includes a grand construction in the center of the festival square in Elturel which is then dismantled and then destroyed in a divine ritual. During the week-long festival, all physical labor is suspended and only church-approved vendors may continue to remain open for sales of hospitality, food and drink; all other venues of employment not associated with the festival are ordered to be shut in observance.

This year is the first celebration of the Divine Death since the Companion has gone dark and cold as the result of an experiment that cleansed all traces of the Spellplague within many miles of the city. The Companion was a second sun and a gift from Amaunator (god of the Sun) that once protected the city against undead. Due to these dark circumstances it is considered especially important by the city's leaders that the celebrations start without a problem.

To this end, the church and the labor unions aggressively recruit able-bodied men and women from the entire region of Elturgard in order to ensure that the

construction is finished in a timely manner. This year, the church approached Albom Fiendebourne, a construction foreman from Iriaebor and member of the Freedom Guard. He took leave from the Freedom Guard, accepted his gifts of parting, and headed to Elturel in so that construction may begin.

This was almost two months ago.

Since construction began, there have been problems. Shipments of needed materials have been delayed, and some of the trade wagons have even been waylaid and had their goods stolen. The project - a sun-powered water-clock of golden gears that continuously plays chants and hymns - cannot be completed without some serious intervention.

Some time ago, Bellavous and Renceti - quasits and sometime-familiars of a dark menace known only as Vacacarian - became estranged from their master. With no natural place in the world as they know it, the quasits have taken it upon themselves to even up with their terrible master. Bellavous, bitter about the sudden and total separation from his bonded master, has taken it upon himself to seek out anyone powerful enough to challenge Vacacarian (including the PCs); Renceti on the other hand wants nothing more than to become the beloved faithful familiar of the evil spellcaster once more.

To this end, the quasits have recalled an old plot of Vacacarian's: a plan in which infernal forces could be summoned using latent ritual energies through seemingly mundane mechanical components at a pre-determined time. Where Renceti seeks to bring chaos to the city of Elturel in Vacacarian's name, Bellavous will do everything in his power to deny Renceti and Vacacarian this small victory. Whether or not the PCs want the assistance of the tiny demon is immaterial, but Bellavous gladly helps the PCs in any manner he sees fit.

All that's left now is to apply the last few pieces of the machine before the celebration begins, and then let the infernal eldritch contraption do what it does best...

## DM'S INTRODUCTION

PCs with ties to the Freedom Guard, the Order of Torm, the Dusk Talons, or the Lion's Den receive notice that they should report to Albom in Elturel for work (and in the case of the PCs who are part of meta-orgs, secondary goals are given as noted in Player's Handouts 1-3). PCs without these ties receive a similar summons by the church with an enticing offer of short-term employment with a high rate of pay.

Upon arrival in Elturel the PCs learn that the construction efforts have met with repeated disasters and interruptions. Stronger arms and more intelligent

people have therefore been sought out - the PCs - so that the efforts may continue until completed. Such talented troubleshooters will certainly complete the project on time!

The party learns that the incoming gear-laden wagons have been assaulted and have had some (but not all) of their goods stolen. Caravan members have proven to be no help and have been summarily dismissed from service, save for the master of the last wagonload who is still available, though grievously wounded. The PCs are given a short moment to interact with him before he gives in to his injuries and loses consciousness again.

Albom tells the party of his affiliation with the Freedom Guard in Iriaebor and even offers to “put in a good word” for the PCs if they complete this task for him and his workforce. He even goes so far as to offer them small garnet necklaces similar to one that he wears; he tells them that the baubles protects them while they journey. In truth - and unbeknownst to him - the necklaces have been tampered with by the quasit Renceti and in fact make the wearer more susceptible to demonic influence and taint. The PCs may notice that the necklaces are magical, but because they don't activate their properties unless in proximity to the infernal engine the PCs are unable to learn anything more until later in the adventure.

Albom tells the PCs that there is another wagon train inbound and gives them the location and travel route. He describes the method of transfer in which the wagonmasters turn their goods over to representatives of the Order of Torm outside the city walls. He tells the PCs that they may choose to observe the transaction or insert themselves into the exchange; given the previous troubles it is most important that the PCs attend the exchange and make sure these parts actually arrive.

When the wagon arrives, the demons launch their attack. In only a few short seconds, the representatives of the Order of Torm are easily overwhelmed - it should be made clear that the representatives are not combatants. High-perception PCs may notice that a quasit (Renceti) rides upon a much larger undead beast that is thrashing the wagons while other, smaller creatures decimate the area - they revel in carnage, but don't seem to be concerned with the killing of their foes. Once a mortal becomes unconscious they lose interest and move on.

If any of the PCs have taken Bellavous as a familiar, he tells the party that this is one of Vacacarian's older, discarded plans. If he is not available as a familiar, he meets the PCs after the combat and offers to assist them (as an NPC). Whether the PCs accept his assistance or drive him off, he warns them that the water-clock is

likely to be consumed by the infernal energies and that Renceti will not be able to control it.

## PLAYER'S INTRODUCTION

The adventure begins with the PCs already in the city of Elturel. Determine which, if any, of the meta-orgs the PCs belong to and hand them the appropriate Handout (Handout 1: Knights of Torm, Handout 2: Dusk Talons; Handout 3: Lion's Den). If a PC is not a member of any of these, give them Handout 4. Be sure to lay out Handout 5, as Handout 5 includes some common knowledge about Elturel and the *Festival of the Divine Death*.

Determine if any of the PCs have taken Bellavous as a familiar, and if so be sure to ascertain exactly how Bellavous is being treated. A quasit familiar is certainly rare, but this particular familiar may have strong feelings against the citizenry of Elturel, and possibly the bonded PC as well! If a PC has Bellavous as a familiar, inform that PC that he has run off again, just before the adventure started. The PC has been unable to call him back, but has a feeling that the quasit is nearby.

*The festival square in Elturel is truly a sight to behold. In the shadow of the Companion, now dead and cold, the bustle of the city's activities is largely nonexistent here, save for the frenzied pace of the laborers working on the gigantic contraption near the waterfront. Several workers can be seen carrying armloads of gears, levers and rods of various sizes, mostly small, into the equipment's housing and returning a short moment later without their goods.*

*Several onlookers stand back a respectful distance and watch the work but make no move to come within a bow's shot of the worksite. A group of adventurers seem to be gathering near you.*

Give the PCs a few moments to get acquainted with the area and introduce themselves, as they all walk up at approximately the same time.

*A robustly pot-bellied man emerges from the small door on the housing and makes eye contact with you. He waves cheerily and bellows, “Ah! You're here; good, good!” Without missing a beat he tosses his work belt at one of the other laborers and swiftly waddles your way, arms outstretched in a welcoming embrace.*

*“The gods smile upon us, for sure! Brave adventurers will save this poor man's efforts and salvage the Festival.” He grins as sunlight glints off a large garnet necklace around his neck.*

Albom Fiendebourne is a cheery enough fellow, even being so far behind on his work. He is willing to talk to the PCs but occasionally directs his laborers during his discussions. He shares the following topics freely:

- The work on the water-clock is behind schedule due to several recent shipments being stolen.
- The bandits that took the goods from the wagons were all eventually found and the goods were recovered before they could be sold. The delay that was caused has been excruciatingly long. The thieves are all being held in the basements of the Church of Torm, presumably for questioning and sentencing.
- The final shipment is inbound to Elturel from Baldur's Gate and is expected in two days. The wagonload is supposed to taking a shortcut along the river that crosses the Fields of the Dead to the west in order to arrive in time. The workers cannot afford any more delays.
- Albom would like to have the PCs ride out, meet the wagons, and protect them for the journey back to Elturel.
- The brigand attacks all occurred within several hours of the city limits of Elturel, and while only a few men claimed to see their attackers nobody was killed - merely knocked unconscious.
- If asked for his thoughts about the brigands, he says that **"A man has to eat, and a man has to survive; whatever brings a man to such a place that he must attack his brother is truly sad."**
- He makes it very obvious to the PCs that if they do not assist him, he is afraid that the final wagon will be waylaid. If this occurs, the water-clock is not finished in time, his reputation will be ruined and he will be unable to pay his laborers - and on top of all that, this will be the first Festival in which construction will not be finished.
- If asked about his necklace, he tells the PCs that his fellows in the Freedom Guard of Iriaebor gave it to him as a parting gift while he performs his works in Elturel. DC moderate Insight: Albom seems very fond (almost defensive) of the necklace and is unlikely to tell more about it.
- Albom gives the PCs each a voucher worth 15 / 25 / 45 / 90 / 135 gold pieces and promises that they receive three times that amount once the wagonload arrives safely. He also gives each a PC a writ of introduction, showing that they are acting on his behalf (and thereby, loosely on behalf of the Church of Torm itself).

When the PCs are finished talking to Albom, he sincerely thanks them for their time and asks them

to return to him with the parts when they return to the city. They should stop in to see him in the morning in case he has any new information and then ride out of Elturel to meet the caravan. The PCs are free to investigating the crimes during the afternoon and evening. Until they decide to leave, they can choose from the following options:

- If the PCs wish to talk to the brigands currently being held for the past attacks, proceed to Encounter 1.
- If the PCs wish to inspect the water-clock or press for details about its construction, Albom politely but firmly tells them that it's a trade secret and that such a thing is not allowed. **"Besides," he adds, "Solid and respectful adventurers such as yourselves wouldn't peek in on a lady before she's ready, would you?"**
- If the PCs wish to explore the city for information regarding the stolen (but now recovered) goods, Albom directs them to Fatemaker Breanna Murningham. Proceed to Encounter 2.

#### MILESTONE

This encounter does not count toward a milestone.

#### TREASURE

The PCs receive 15 / 25 / 45 / 90 / 135 gold pieces from Albom for taking the mission.

# ENCOUNTER 1A: A DREADFUL DISCOVERY

## IMPORTANT NPCs

**Brother Gaween:** human male cleric (Torm); guard.

**Pennyworth “Thumbs” Screechwhistle:** gnome male; Dusk Talon and accused thief.

The PCs have decided to investigate the claims of the captured brigands. In order to do so, they need to enter the Church and talk to the bandits themselves.

If any of the PCs want to ask around town about the dungeons of the Church, they can find out the following:

**DC 10 Streetwise:** Set within the basements of the impressive Church of Torm, the holding pens are rumored to be not only a jail but also a series of oubliettes for personages and creatures that the Church would rather never again see the light of day.

*The Church of Torm within the city of Elturel is truly impressive. Navigating the massive church is an easy task, though, as each corridor and wing is neatly laid out in an orderly fashion and hosts plenty of signs to indicate which direction a person would need to take in order to arrive at their destination.*

*Upon arrival at a barred gate, a heavily armored and armed cleric approaches from the opposite side and eyes your party warily.*

*“What?”*

All but the densest characters note that Brother Gaween is much stronger than he is wise or intelligent, though he seems dutiful. However, he seems also quick to anger.

The PCs need to decide how they’d like to proceed. The cleric on guard, Brother Gaween, is fully dedicated to the Church and brokers no thoughts of intimidation or bribery. He does, however, respond very well to diplomacy, particularly if any of the PCs are also members of the Order of Torm.

If the PCs show their writ from Albom, Gaween grants them entry after examining it, though he treats any PC that acted intimidating or rude with suspicion. He personally guides them to the dank cell that holds the last remaining brigand.

If the PCs ask Gaween what he knows about the brigands, he can share the following:

- Four brigands were brought in. Only one still remains.

- The brigands that are no longer here apparently died in their cells. Gaween is not certain of the cause of death, but murder is suspected. No suspects have been identified. Brother Gaween says that their cells still stink and it took “a long time” to “get all the blood and stuff” out.
- The brigands were apprehended on anonymous tips and they all possessed the missing gear from Albom’s wagons. They were very easy to catch and some of the other clerics are suspicious that more is at work, but Gaween ironically thinks those that turn against the church are “prolly not too bright.”
- Brother Gaween would not be surprised to find that one or more of the brigands were members of the Dusk Talons. He harbors a dislike for the Talons given their flaunting of Church law.
- The last remaining brigand is an irritating gnome named Pennyworth Screechwhistle. He was discovered only yesterday asleep under a park bench with his head resting on a small box of valuable gems, gears and springs for the water-clock. He has claimed ignorance, but the Church arrested him, pending investigation.

When the PCs are ready to talk to Pennyworth, move on to the first scene.

## SCENE 1: IN WHICH WE MEET A GNOME NAMED THUMBS

The PCs are ushered to the entrance of a distant cell block and are told that Pennyworth is in the far cell. As agents of the Church, Brother Gaween leaves a copy of the key, then take his leave to return to his post. If any of the PCs have upset him, he makes sure to warn them off of any mischief before walking away.

The PCs can open all four of the cells in this chamber; three of them have been recently cleaned but still stink horribly. Pennyworth Screechwhistle is in the far cell. The cells can be opened or shut all at once via a set of levers in the hallway outside the main chamber.

Pennyworth is subdued by his current situation but still shows some effervescent qualities similar to those of other gnomes. He is talkative once engaged in conversation and loudly proclaims his innocence to anyone that is capable of listening (it doesn’t matter if they want to listen). Pennyworth is telling the truth in all cases; he may be a thief but he’s an honest one. He has the following information to share:

- He does not understand why he is incarcerated. He didn’t steal anything, he simply woke up with



his head resting on a stolen box that he has never seen before.

- He asks the PCs to call him “Thumbs”. He says that the name “Pennyworth” makes him sound like some stiff-necked butler, and he’d rather be the rakish gentleman of the streets.
- His fellow “brigands” all had spectacular lives. Before they all “split” yesterday afternoon they had all shared stories of their exploits; they all had similar experiences with larceny as a common trait. *“But I didn’t steal anything this time! Honest!”*
- The other prisoners all began groaning at about the same time yesterday afternoon, shortly after he was admitted. There were screams and some sharp tearing sounds, and then it became very, very quiet. The paladins of Torm showed up shortly after and several became violently ill at the sight. Pennyworth tells the PCs he didn’t see what happened, but it must have been gross. *“Didn’t happen to me because I didn’t steal anything, see?”*
- Thumbs asks the PCs if they’d like to make a little cash and a friend. He tells them that if they help him get past Brother Gaween he’ll make it worth their time. *“And you can trust me, ‘cause I didn’t steal anything.”*

## SCENE TWO: THUMBS – A FRIEND IN NEED?

If any of the PCs reveal themselves or Pennyworth to be members of the Dusk Talons, or they agree to release Pennyworth from his cell, he also has the following to share:

- If he discovers that one or more of the PCs are Dusk Talons, he begs them to help him escape. He invokes the rights of the Dusk Talons if the PCs seem unwilling to assist (see the Meta-Org document on [livingforgottenrealms.com](http://livingforgottenrealms.com)).
- *“You’re all a bunch of trusting fellows. Maybe this will take care of your time, friends.”* He hands the PCs a small garnet necklace identical to the one Albom was wearing; he says that he discovered it just outside his cell this morning.
- If released, Pennyworth says he needs the help of the PCs in order to escape. He thanks them for their trust and tells them that he’ll put in a word with the Dusk Talons on their behalf if they like.
- The PCs should be reminded that they have limited time before they are to meet the caravan and any plan they develop, if they choose to be involved, will have to be cognizant of that time.

## ENDING THE ENCOUNTER

Should the PCs wish to return Pennyworth to his cell, he goes willingly but he curses at them and tells them that the Church of Torm will exile him or worse, and it’s all the PCs’ fault. The PCs may lock the cells and return to Brother Gaween.

Should the PCs wish to help Pennyworth escape, proceed to the skill challenge (Encounter 1b). If the PCs are not members of the Dusk Talons or do not wish to join the Dusk Talons, please note that proceeding with the skill challenge may compromise some PCs involvement in their respective meta-organizations.

Should the PCs instead rather try to plead Pennyworth's case to the Church in order to get him released, proceed to that skill challenge (Encounter 1c).

If the PCs revealed Pennyworth's identity as a Dusk Talon to Brother Gaween, make a note of this for later.

If the PCs simply questioned Pennyworth and left, proceed to Encounter 2 if they wish to seek information on the stolen goods or the interlude if the PCs do no further investigation.

## MILESTONE

This encounter does not count toward a milestone.

## TREASURE

There is no treasure in this encounter.

## ENCOUNTER 1B: GET BUSY ESCAPIN'

### SKILL CHALLENGE LEVEL 2/4/6/8/10, COMPLEXITY 2

#### SETUP

##### Important NPCs:

**Pennyworth "Thumbs" Screechwhistle:** gnome male; Dusk Talon and accused thief.

Once Thumbs became aware of the PC's status as adventurers, and possibly even their status or interest in being a Dusk Talon, he begged them to help him escape and fortunately for Thumbs, the PCs have agreed.

*"Thankyouthankyouthankyou! We need to leave - right now! Gaween, the big lout, may not be smart but he'll be back for rounds soon!"*

*Brother Gaween and the other priests likely return on their rounds soon, so time is of the essence. One misstep and this whole endeavor is likely to collapse!*

#### SKILL CHALLENGE: I'M OUT!

**Goal:** The PCs must figure out how to get Thumbs out of the jail without being detected. Escape methods vary, depending upon party composition. The DM is encouraged to allow the players to be creative.

**Complexity:** 2 (6 successes before 3 failures; although a DM should modify these numbers if it makes more sense for the adventure).

**Primary Skills:** Varies (depending on task).

**Victory:** Thumbs escapes from captivity and the PCs secure the assistance of the Dusk Talons later in the adventure.

**Defeat:** The escape attempt is foiled. The Dusk Talons may not gain knowledge of the attempt, but the Order of Torm likely frowns upon the PCs because of their reckless actions.

This skill challenge requires the PCs to think outside the box a little bit; as such, leeway and rewards should be given for creative thinking.

For the PCs to successfully complete the encounter Thumbs needs to escape the jail. To this end, PCs may wish to escape under cover of stealth, overpower Brother Gaween, or any number of other methods. Thumbs takes orders from the PCs and is assumed to automatically succeed on Stealth, Streetwise, History, Thievery and Perception skill checks, as well as

Dexterity and Charisma ability checks (if needed). If the PCs ask Thumbs for his input during the challenge, he gives information once per round as appropriate. He does not directly contribute to the skill challenge for successes or failures. He does not make the checks for the PCs but can aid them.

If the PCs are caught, they can try to talk their way out through the use of group Bluff and Diplomacy checks at the Hard DC (members of the Order of Torm can make Moderate DC checks for this).

If the players seem at a loss on how to proceed allows the PCs to make Arcana, Dungeoneering, History, Streetwise and Stealth checks for a little guidance in this jailbreak skill challenge (see below). Of course PCs can make these knowledge checks if they ask for them as well.

Succeeding on any of these checks grants a +2 bonus to either a single Dungeoneering check or a single Stealth check that this PC makes during this skill challenge.

##### Arcana [Easy DC] (not a success or failure)

It is fairly simple to realize that there are many magical wards and enchantments that trigger if a prisoner is to leave his or her "cell zone" without authorization.

A PC that discovers this knows that an Arcana check needs to be made each round to foil the enchantment upon the prisoner or risk the magical alarms ring out. If the prisoner can be removed from the dungeons, the enchantment fades.

##### Dungeoneering [Moderate DC] (not a success or failure)

The PCs paid attention on their trip to the cell block, helping them escape unnoticed.

##### History [Moderate DC] (not a success or failure)

Any PC that worships Torm or is a member of the Order of Torm meta-org can make this check at the Easy DC.

Recalling some old lessons on classical fortress architecture, you dredge up some significant memories regarding the fact that all the hallways and walls are built using materials that relate to their cardinal directions, as well as their related cell block location.

##### Streetwise [Easy DC] (not a success or failure)

While the Order of Torm proclaims that nobody escapes from their cells, rumors persist of small, rarely-used tunnels and side passages between the walls and even in the ceilings.

### **Stealth [Easy DC]** (not a success or failure)

There are many, many passages in the complex. With some quick thinking and careful treading, there's no reason that an experienced adventurer such as yourself couldn't use them to escape - perhaps even with a prisoner in tow!

When the PCs have gotten their initial information and indicate that they are ready to move on with skill challenge, they need to declare how they are going to proceed.

PCs that want to use stealth to escape should proceed to Scene 1. PCs that want to subdue the guard should proceed to Scene 2. PCs that choose to create a diversion should use Scene 3. PCs that are members of the Order of Torm meta-org should be informed that failing this portion of the skill challenge may have serious repercussions for their future involvement, if they can be identified to the Order by any witnesses they will be banned from the Order.

### **SCENE 1: ONE WITH SHADOW**

This scene continues until each PC successfully completes a non-knowledge skill check. PCs should be encouraged to make appropriate physical choices rather than observation-based skill checks.

As Thumbs is with the PCs in the scene, he assists on checks granting a +2 circumstance bonus to all Stealth and Thievery checks.

If a PC succeeds on a skill check by 5 or more, it is counted as an extra success for this scene. This extra success can be assigned to another PC.

If a PC fails a skill check the character is noticed by a guard and that PC must immediately make a Hard DC Bluff, Diplomacy, or Intimidate skill check. Failing the second check, counts as failure towards the skill challenge. This allows the party to have one "padded" chance to ward off failure, but they only get this opportunity once for this scene.

Once each PC has made a success, move to Scene 4.

**Failure:** The PCs have been discovered trying to break Thumbs out. If for some reason Thumbs is not with the PCs, the PCs may attempt to use social skills in order to bluff their way out to convince the guards they have a reason for being here. Move on to Scene 4.

If Thumbs is with the PCs, the entire group is immediately apprehended and detained. After several hours the PCs are let go and informed that Albom's writ is sufficient to release them, but Thumbs is to remain in custody. Due to the delay, however, the PCs are unable to take an extended rest prior to moving into Encounter 3. Move on to Scene 4.

### **Arcana [Moderate DC]** (1 success)

The wards in the coming hallway can be manipulated.

### **Bluff, Diplomacy, Intimidate [Moderate DC]** (1 success maximum for this scene)

The PC seeds false information with the assembled inmates in the cellblocks. With proper motivation, they can be convinced to send the guards in the wrong direction.

*Alternate (use only when required, Moderate DC)*

The PCs try to convince the inmates of the PCs status as guards, priests, inspectors or whatever creative story the came up with. The other inmates mock the PCs as the group moves through the cell blocks. If a PC fails this check, the guards are warned and all skill check DCs for this scene increase one step (Easy becomes Moderate, Moderate becomes Hard and Hard becomes Hard +5).

### **Dungeoneering [Easy DC]** (not a success or failure)

The hallways and observation portholes in the temple and jail are fairly predictable. The next Stealth or Thievery check in this scene gains a +2 bonus.

### **Perception [Easy DC]** (not a success or failure)

The routine path that the clerics and paladins take on their rounds of the cells and patrols of the hallways is simple enough to map out. The next Stealth or Thievery check in this scene gains a +2 bonus.

### **Stealth [Moderate DC]** (1 success)

The PC uses stealth to get past the paladins and priests.

### **Thievery [Hard DC]** (1 success)

The PC either creates a diversion or uses his skill with locks to get away.

### **SCENE 2: MIGHT IS RIGHT?**

This scene is fairly straightforward, but may be difficult for PCs without sufficient physical skills. The scene continues until a number of guards are subdued equal to the number of members in the party. Thumbs does not count as a party member. There is no limit to the number of failures that may accrue here, as each failure costs the PCs a healing surge, until all are knocked unconscious. Assuming that does not happen, and the PCs eventually knock enough guards down, proceed to Scene 4.

Finding the guards is the easy part. The hard part is being able to subdue them without being apprehended in the process. Thumbs is terrified that he'll be arrested at some point in the future if he participates, so he spends the length of this scene hiding (automatic

successes on Stealth checks and he does not contribute to the successes or failures of the Scene). Any PC that fails a skill check here loses a healing surge due to physical exertion and collateral environmental damage.

Any PC that wishes to use creative items or powers in order to accomplish their goals here gain from a +2 circumstance bonus to an automatic success (DM's discretion).

**Failure:** If the PCs are knocked unconscious, they are questioned (losing two healing surges if they have that many left). After many hours the PCs are forcibly ejected into the streets and Albom's writ is thrown into the mud at their feet. The PCs have angered the church to a great degree. Due to time constraints they are unable to take an extended rest before moving on to the interlude and Encounter 3.

Any PC that is a member of the Order of Torm has earned a serious repercussion; they are ejected from the Order of Torm meta-organization for attacking their fellows. Members that don't hide their identity, face similar repercussions, although a character trying to do so should succeed automatically. Move on to Scene 4.

**Acrobatics, Bluff or Intimidate [Moderate DC]** (not a success or failure)

The PC creates an opening so that someone else can make a decisive strike. The next PC to make an Athletics or Thievery check in this scene, or who uses an attack power, gains a +2 bonus on that check or attack roll.

**Arcana [Hard DC]** (1 success maximum for this scene)  
Through a difficult process, the PC is able to urge the alarm claxons to ring in a densely populated cellblock. The guards that arrive there have an unfortunate surprise in the form of inmates that are really very unhappy to see guards.

**Athletics [Moderate DC]** (1 success)  
The PC deals with a single guard.

**Stealth [Moderate DC]** (variable successes; see below)  
The PC uses stealth in order to catch the opponents off guard. If the character succeeds at the DC hard check they may immediately make an attack or Athletics check against one of the guards (with the +2 bonus); otherwise this does not count as a success, but provides a +2 bonus to the PC's next action which must be an attack or Athletics check.

**Thievery [Moderate DC]** (variable successes; see below)  
The PC creates a simple trap to hinder a guard. If the PC succeeds on a DC hard a guard is knocked out (gaining a

success); otherwise it does not count as a success, but the PC gets a +2 bonus to his next action which must be an attack or Athletics check.

### SCENE 3: MISDIRECTION

This scene is designed for players that are more interested in a social or deceptive avenue to complete the skill challenge, but are unwilling to pursue more legal channels. Through the use of Heal, Diplomacy and Bluff the party attempts to make it appear that Thumbs is sick or dying like the previous prisoners and help him escape the confines of the church of Torm.

The first action used to start this scene allows for the only chance of failure without penalty. Once the scene is started, the PCs are not allowed any failures, as the guards are constantly on the lookout for any shenanigans such as these. If caught, the PCs certainly face a reprimand!

**Heal or Nature [Moderate DC]** (1 success)

Thumbs is made up to appear as if suffering from a terrible plague with highly communicable properties. A failure on this skill check means that the priests and paladins see through the ruse and reprimand Thumbs for his lack of character, then apologize to the concerned PCs for their terrible experience with the untrustworthy rogue. The PCs are escorted out of the church and into the city; proceed to **Scene 4**.

If a successful Heal check has been made, the party - along with Thumbs - is given a wide berth as the remaining paladins and priests are notified that a plagued inmate is to be leaving the building before his infection spreads throughout the church.

There are a number of gateway chambers that need to be cleared before returning to street level, however, and as such the PCs must successfully complete three group skill checks. Each PC may use a different skill, as this is an opportunity to fast-talk their way out of a potentially volatile situation.

**Arcana, Nature, or Heal [Moderate DC] (Group)**

The PC is able to create some small illusory or made-up effects of terrible illness and despondency.

**Diplomacy, Bluff, or Intimidate [Moderate DC] (Group)**

The urgency in the PC's voice communicates to the guards that Thumbs' condition is quickly deteriorating and is likely to spread to the rest of the inmates and clergy.

**Failure:** The guards uncover the PC's clever ruse and call them on it. A PC may immediately use a social skill (DC Hard Bluff, Diplomacy, or Intimidate,) to prevent their arrest.

Arrested PCs are released after several hours of questioning and interrogation. They are not mistreated and in fact the Church of Torm pities them for being misled by a convicted felon such as Thumbs. Members of the Order of Torm are verbally reprimanded quite severely. Move on to Scene 4.

#### SCENE 4: FREEDOM!

Once the party has escaped the church of Torm and returns to the streets of Elturel, they can continue their quest for answers after receiving some parting words from Thumbs.

*“Thank you, friends; the Dusk Talons will rise to your aid. I truly did not steal those gems, but I can tell you that the box they were contained in certainly came from one of the shipments from Baldur’s Gate to Elturel for the festival.”*

*Thumbs turns to leave, then adds: “If you want to learn more, you’ll have to move fast. The next wagonload is coming through the Fields of the Dead and there’s no time to lose. Disguise yourselves as farmers which are common in the fields and the couriers will pay you no mind.”*

*With that strange statement Thumbs scampers off, skipping into the evening’s fading light.*

The party has completed the skill challenge with time to spare. There is time for an extended rest before Encounter 3.

If the party failed to escape with Thumbs, read the following then move to Ending the Encounter:

*The supposed thief Thumbs remains securely in the hands of the church of Torm and you remain none the better for your efforts. Bruised in ego and perhaps even more in body, your options are quickly becoming narrower. You have only a few minutes to make preparations before moving on. The hour is very late and Albom’s next shipment is due soon.*

#### ENDING THE ENCOUNTER

With Thumbs’ situation as resolved as possible, the PCs are free to move on. If the party failed this encounter, they must move to the Interlude as they were detained too long to meet with Fatemaker Breanna in Encounter 2; otherwise they still have time to meet with her and

continue their investigation. Otherwise, they are free to advance to Encounter 2 and meet with her there.

This may preclude some players from completing their faction-specific missions. While this is difficult to express to players, timing is of the essence.

#### MILESTONE

This encounter counts toward a milestone.

#### TREASURE

There is no treasure in this Encounter.

# ENCOUNTER 1c: GRAVE INJUSTICE

## SKILL CHALLENGE LEVEL 2/4/6/8/10, COMPLEXITY 2

### IMPORTANT NPCs

**Ghanek Iswald**, human male; Eltugard magistrate.  
**Pennyworth "Thumbs" Screechwhistle**, gnome male,  
Dusk Talon and accused thief.

The PCs having been convinced of Thumbs' innocence, but unwilling to commit a crime on his behest to win his freedom have instead decided to try to intervene on his behalf with the authorities.

*Thumbs looks a little puzzled when you suggest speaking to the authorities to see if they will free him. "You are going to try to talk to them? I'm not sure you are going to have much success with that but I suppose maybe they are more sympathetic to your arguments than mine?"*

If the PCs wish to plead Thumbs' case, the first question is where to start. Membership of the Order of Torm, or Brother Gaween, directs the PCs toward a friendly magistrate, Ghanek Iswald, who might be willing to listen to their pleas on short notice, if they can get an appointment.

### SKILL CHALLENGE: LET HIM FREE

**Goal:** The PCs hope to convince the Order of Torm that Thumbs has been framed and should be set free.

**Complexity:** 1 (4 successes before 3 failures)

**Primary Skills:** Varies (depending on task and scene)

**Victory:** Thumbs is set free and the PCs secure the assistance of the Dusk Talons later in this adventure.

**Defeat:** The attempt fails and the PCs have spent too long trying to work within the legal system to have Encounter 2.

#### SCENE 1: GETTING THE APPOINTMENT

The first hurdle is getting to see the Magistrate quickly. For this scene, the PCs need to acquire two successes to move on to Scene 2. If they have any failures, each skill lists the consequence of that failure.

Once the PCs have managed to get in to see the Magistrate (earning two successes) or have accrued two failures (and thus the Magistrate learns they are looking for him and summons them), the PCs may proceed to Scene 2.

**Bluff or Diplomacy [Moderate DC]** (1 success maximum per skill)

The PCs suggest that they have an appointment or otherwise have urgent business with the Magistrate. PC's that show Albom's writ gain a +2 bonus to this roll, as it makes them appear more important to the functionary.

**Failure:** The clerk informs the Magistrate of the PC's behavior. That PC receives a -2 penalty to their efforts to plead Thumbs' case to the Magistrate.

**History or Religion [Hard DC]** (1 success maximum per skill)

The PC uses his knowledge of the law or religion to maneuver the legal hurdles and gain access to the Magistrate. Followers of Torm gain a +2 bonus to this check.

**Failure:** The PC is unable to cope with the hurdles placed in front of them, but suffers no additional penalty other than some wasted effort.

**Stealth or Thievery [Hard DC]** (1 success maximum per skill)

The PC attempts to sneak into the building past security or unlock a door or window in order to get inside.

**Failure:** The PC is ejected from the courthouse. If they resist, they eventually escape but lose 2 healing surges in the process.

**Streetwise [Easy DC]** (2 successes maximum)

The PCs ask around to learn more about the Magistrate. The first success lets them know where the Magistrate goes for dinner. The second success gives them information on when he dines, allowing them to corner him outside of the courthouse.

**Member of the Order of Torm** (1 automatic success maximum for this scene)

It is easy for a member to get past the red tape.

#### SCENE 2: PLEADING THE CASE

The PCs have gained entrance to the Magistrate's chambers (or found him outside of the courthouse). The following assumes they locate him in his office. Adjust the read aloud text accordingly.

*You have been ushered into a well-appointed office to meet with the magistrate Ghanek Iswald. Seated behind a cluttered desk under a large holy symbol of Torm, Magistrate Iswald looks up from paperwork he is signing. "How can I help you?" he smiles.*

Magistrate Iswald is a reasonable man and believes strongly in Torm's portfolio of truth and duty. He wants to get things right, and is the PCs' best chance to secure Thumbs' release. Magistrate Iswald is willing to listen to the PC's arguments, but they must be convincing. In the course of their plea, keep track of the following and the modifiers they generate and apply it to their skill checks. All modifiers are cumulative. Try to work the skill checks into the discussion organically.

- The PCs bring up that all the other men arrested have died in their cells before their trials. Clearly someone is trying to silence possible witnesses and end the investigation. This gives the PCs a +2 bonus to their skill checks; +3 if the PCs can demonstrate that Thumbs has a necklace like the others (which none had among their possessions when they were taken into custody) and it is magical.
- If the PCs explain Thumbs' general story they receive a +1 bonus.
- If the PCs suggest that Thumbs' help is needed to save the celebration, the Magistrate is sympathetic. They receive a +1 bonus.
- The PCs mention Thumbs' previous shady history they receive a -2 penalty. If they mention that he asked for help breaking out, this penalty rises to -4.
- If the PCs persist in calling him Thumbs instead of Pennyworth Screechwhistle, it suggests he is of questionable character and they receive a -1 penalty.
- The PCs may have penalties from the previous scene.

To secure the release of Thumbs, the PCs need to earn two more successes in this scene before they accrue a total of three failures for the entire encounter.

**Bluff or Diplomacy [Moderate DC]** (1 success maximum per skill)

The PCs argue persuasively for the release of Thumbs.

**Intimidate [Hard DC]** (1 success)

The PCs try to scare the judge into thinking the implications of releasing Thumbs into the public are much less than if he tries to stand up to the PCs.

**History or Religion [Hard DC]** (1 success maximum per skill)

The PCs use their knowledge of the law or religion to maneuver the legal hurdles and get Thumbs freed. Followers of Torm gain a +2 bonus to this check.

**Member of the Order of Torm** (1 automatic success maximum for this scene)

Members have some cloud with the magistrate.

## ENDING THE ENCOUNTER

With Thumbs' situation as resolved as possible, the PCs are free to move on. If the party failed this encounter, they must move to the Interlude as they were detained too long to meet with Fatemaker Breanna in Encounter 2; otherwise they still have time to meet with her and continue their investigation in Encounter 2.

### MILESTONE

This encounter counts toward a milestone.

### TREASURE

There is no treasure in this.

## ENCOUNTER 2: FAITH IN FUNNY FORMS

### SKILL CHALLENGE LEVEL 2/ 4/ 6/ 8/ 10, COMPLEXITY 2

#### Important NPCs:

**Fatemaker Breanna Murningham:** half-elf female cleric (Tymora); member of the Lion's Den.

**Saerlin:** human male ex-wizard; former red robed wizard of Thay.

#### SETUP

The PCs can choose to talk with Breanna. If they do, they are rewarded for their time and effort but this is an optional encounter.

The PCs have been told to talk to Fatemaker Breanna if they are interested in the stolen goods. She is not too difficult to track down, as she is well-known as a compassionate member of the church of Tymora, operating out of a smaller home in the city of Elturel. She is a very attractive woman of nearly 40 years but looks just over half of that.

*Fatemaker Breanna is not a difficult person to find. A noted member of Tymora's small clergy here in Elturel and a publically known member of the Lion's Den, she can be found at the temple of Tymora in her home near the riverside docks in Elturel.*

Fatemaker Breanna is so well-known that it is likely the PCs have heard of her.

**DC 10 Streetwise:** Highly regarded for her savvy skills as a trader and entrepreneur, Breanna Murningham has built herself up from squalor to local fame with the assistance of the Lion's Den. It is whispered that she has a penchant for dealing with exotic races such as shardminds, genasi, and even the occasional tiefling.

When dealing with Fatemaker Breanna Murningham, any PC from an unusual race, such as a shardmind, genasi, or tiefling receives a +2 bonus to all their skill checks when directly interacting with her. She finds these adventurers fascinating and has her attention constantly drawn back to them as the party speaks with her. She tries to find out more about their customs and beliefs, particularly about chance.

## SKILL CHALLENGE: WHAT CAN WE DO FOR YOU?

**Goal:** If the PCs wish to get any solid information from Fatemaker Breanna, they need to complete a few short tasks for her first.

**Complexity:** 2 (6 successes before 3 failures); the number of successes needed per scene vary by scene.

**Primary Skills:** Varies (depending on task).

**Victory:** If the PCs succeed, they are granted items and knowledge of the ritual materials that have been stolen from the transit wagons from Baldur's Gate.

**Defeat:** If the PCs fail, the Lion's Den and Fatemaker Breanna are unwilling to support them.

The PCs have been informed by Albom to speak with Fatemaker Breanna Murningham. The temple is small, little more than a few rooms attached to the back of her home. Fatemaker Breanna is an outspoken member of the Lion's Den network and she makes no secret of her allegiance to that network of merchants and traders.

If any PC is a member of the Lion's Den, the party begins the skill challenge with one automatic success. If the PCs choose to show Fatemaker Breanna the writ that Albom gave them, they gain an additional success in Scene 1.

#### SCENE 1: THE LADY OF THE HOUSE

*The House of Tymora is simple to find and easy to enter - the doors are simply unlocked. The trick, however, will be getting Breanna to listen to a request for help.*

*An attractive half-elven woman looks up from her place near the shrine as you enter, her head cocked at an angle. "What fortune brings you to my door, adventurers?"*

Fatemaker Breanna knows some of what was stolen and could help the PCs, but nothing comes for free. If the party can prove that they are interesting enough to bother with, she is willing to trade the information. The PCs must accrue two successes in this scene before moving on to Scene 2.

Once the PCs have piqued the Fatemaker's interest, she is willing to entertain the party's requests for information.

**Failure:** Should the party earn their third failure during this scene, they are unable to earn the Fatemaker's interest and she sends them away.

**Insight [Easy DC]** (not a success or failure)

Breanna is a woman of focus and drive who does not like dissembling or angry confrontation.



If a PC fails a Bluff or Intimidate check in this scene, Breanna is likely lose interest in the conversation. If the PCs use either of these skills and fail, Breanna asks them to leave and the skill challenge will be over.

#### **Diplomacy [Easy DC] (1 success)**

Breanna is busy but approachable. She is willing to listen to well-spoken request.

Bluff or Intimidate can be used in place of Diplomacy, but the DC becomes Hard and if the PC fails, she no longer deals with the party and the skill challenge is over.

#### **Religion [Easy DC] (1 success)**

By opening a conversation about the inter-workings of the faiths of Tymora and Torm and how those faiths affect the population of Elturel, the PCs catch Breanna's attention.

#### **Streetwise [Hard DC] (1 success)**

Although Fatemaker Breanna is an honorable person, she is more than she appears. She's very interested in sly remarks and slick manners, suggesting that she knows the workings of the underworld.

#### **SCENE 2: ATTENTION, EARNED!**

*Breanna seems impressed by your insight and knowledge of her similar interests. With a smile, she continues, "I think perhaps we can work together. Why don't you join me in a more private locale for a more profitable conversation?"*

This scene requires no successes to proceed and is entirely role-playing.

Breanna wastes no time in making further introductions or wordplay and grants the following conversation points before issuing her challenge and request to the PCs. If the PCs choose to accept her offer, they proceed further into the skill challenge. If they decline, Fatemaker Breanna wishes them well and asks them to move along. She is not willing to give any information beyond the basics below unless the party is willing to make it worth her while.

Any PC that is a member of the Lion's Den receives extra focus from Fatemaker Breanna, and all the PCs are offered membership upon successful completion of the tasks at hand.

She provides the following information free of charge:

- The materials needed for Albom's design are varied in quality and value, but there are a few materials that are curiously expensive - rare

metals, a few expensive gems, and some exotic herbs from Akanul, Thay and even Netheril.

- The Lion's Den has a vested interested in making sure that the shipping lanes between Baldur's Gate and Elturel remain open and safe, and the fact that the delays are on the river and the trail through the Fields of the Dead are unsettling, as it could strangle other trade as well.
- She is willing to take a new apprentice into the Lion's Den under her tutelage because she "loves to teach," should any of the PCs be willing to perform a few favors for her and be looking for a recommendation to the Lion's Den.
- She is a point of contact for the Lion's Den and the network of loosely-allied merchants here in the city of Elturel. It is through these contacts that she knows a lot about the trade in the area.
- She knows of a thief that is imprisoned in the church of Torm's dungeons that may know more about the attacks. She is referring to Thumbs Pennywhistle in Encounter 1.
- She has heard that a shambling thing that reeked of death was responsible for the last wagon attack. To this end, she offers several items to the party if they complete her challenges (see Ending the Encounter).
- She has more information for the party, but asks them to accomplish two tasks for her first. These tasks can be completed in any - see Scene 3 and Scene 4.

#### **SCENE 3: A MATTER OF NO CONCERN**

Breanna appears distant as she relates her first challenge to the party.

*"Recently a mage set up a new shop nearby. He sells tokens and trinkets of fallen Thay and sports a burgundy robe; while rough-natured he seems to be a fairly competent merchant but so far has been unwilling to join the Lion's Den. I would like you to show him the wisdom of assisting the Lion's Den in a trade alliance. Apparently some ruffians got ahold of him recently and injured his hands - I would suggest offering to help him if you wish to talk to him about our offer. Show him that not all those that live in Elturel are so callous and brash as those that meddled with his affairs."*

Breanna is asks the PCs to talk to the mage about the support that the Lion's Den can provide. In order to succeed in this challenge, the PCs must realize that they are not to attack him or disrupt his business, but rather convince him that his business greatly prospers from an

agreement with the Lion's Den. The PCs must accrue 2 successes to complete Breanna's first mission.

Note that Breanna is not asking the PCs to do anything illegal. She simply would like the PCs to talk to the mage about a trade agreement with him. She was not involved in the attack on the mage.

### SCENE 3A: BROKEN

Known formally as Saerlin, the mage has only been in Elturel for a few weeks. Last night he "fell off a curb" when walking by some drunken louts (his words) and had his fingers broken. Although he has sworn off using magic since running from the ruins of Thay, he was still proud of his manual dexterity and painting skills. In order to win him over, the PCs have to address his fingers first and then the matter of the potential trade alliance with the Lion's Den. He is not a trusting individual.

Once the PCs get a success with a Heal or Nature check on his hands they can move to Scene 3B. If the party tries to use a magical healing power or potion on him, he becomes agitated and then eventually offended if the PCs persist. He has sworn off using magic for the rest of his life; these actions are automatic failures and may turn him hostile to the party if the PCs insist on using magic to aid him.

#### Heal or Nature [Easy DC] (1 success maximum)

You are able to treat Saerlin's broken fingers. While not fixed entirely, he is certainly more open to listening to you.

### SCENE 3B: ARRANGED

Having addressed his fingers Saerlin talks to the party, albeit cautiously. If any of the PCs are members of the Lion's Den, those PCs have +2 to all skills used in this scene, as they have the appropriate knowledge to back up their arguments with details about the organization. He has the following to share:

- He realizes that his robes are likely to bring prejudice from most folks but he is unwilling to remove them. He bears great emotional scars from his time as a Red-Robed Wizard and although he expresses his disinterest in continued magical usage in any form he refuses to run from his past.
- He wishes to simply run a small store. This was his father's dream and is his now.
- If asked about why he escaped from Thay, he simply responds with "Haven't you heard about Thay? Wouldn't you wish to leave?"

- He seems set on making his own luck in a life away from magic and the influence of Thay. He believes that you can make your own lot in life if you are lucky without resorting to magic to enforce your will on reality.

Should the PCs accrue 2 successes before failing the skill challenge, move on to Scene 4 or Ending the Encounter as appropriate if they tackled Scene 3 as their second task.

**Failure:** Should the party earn its third failure on this scene, they are unable to earn Saerlin's cooperation and fail Breanna's challenge.

#### Arcana [Easy DC] (not a success or failure; 1 attempt only)

Saerlin is certainly interested in magic although he refuses to use it himself. The party gets a +2 bonus to the next check in the skill challenge. Any attempts to use magic in his presence may bring unwanted attention and cause him to become upset.

#### Bluff and Diplomacy [Moderate DC] (1 success per skill maximum)

The PCs convince Saerlin joining the Lion's Den is a good idea.

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

The good cop, bad cop routine is surprisingly effective. The party gets a bonus of +2 to the next skill check, but if a single failure is accrued the skill challenge is marked as a failure as Saerlin runs away.

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

Fatemaker Breanna introduced herself as a Fatemaker of Tymora, and this concept intrigues Saerlin. When a man makes his own fate and bypasses the concept of luck, isn't this truly magic in its own right?

#### Streetwise or History [Moderate DC] (1 success maximum)

The bits of knowledge that the PCs share with Saerlin pique his interest. He is wise enough to know that he needs a helping hand in Elturel.

### SCENE 4: FINAGLED

*Fatemaker Breanna's eyes gleam with a mischievous glint as she sets into the description of her second task:*

*"There is a shipment arriving at the docks this evening that the Lion's Den would prefer to not have intercepted. There are ingredients in that shipment that belong to the House of Tymora and to me personally; I leave it to you to ensure that those crates from the ship*

*bound in from Scornubel arrive in my hands safely - and quietly. You'll know the vessel by the lion's head prow. I trust that you'll keep the contents of the cargo secure and unopened? This matter is private and the shipment has come to the attention of the other parties who would just love to keep it for themselves."*

The PCs need to recover the cargo from the ship and return to Fatemaker Breanna. The challenge takes some physical prowess to complete; two successes must be accrued before failing in order to successfully complete this scene.

Fatemaker Breanna does not wish to discuss the contents of the cargo but says it is not evil or illegal, though some people may be able to use it for ill. She also does not wish to discuss who wants it, but if pressed she admits that both the Dusk Talons and Order of Torm might have reasons to claim the cargo. Bringing it to her confirms she can trust the PCs and then she deals with them. If the PCs wish, they can back out right now and not place themselves into any compromising situation.

In order to complete this challenge, the party must grab the cargo (with a successful Bluff, Diplomacy, Intimidate or Stealth check) and then escape with it (with a successful Athletics, Endurance, History, Stealth, Streetwise, or Thievery check). A Perception check in either case does not count as a success but grants a +2 bonus to the next skill used in the challenge.

If any of the PCs are members of the Order of Torm (who guard the riverfront), they may reveal their allegiance to either grab the cargo or escape but not both. Doing so gives an automatic group success.

*The riverfront is bustling with unloading ships. In short order you find the lion headed ship. A group of men in armor with tabards marking them with as Tormites are inspecting the cargo as it is off loaded. This will complicate matters significantly.*

**Insight [Moderate DC]** (not a success or failure)

Using Albom's writ not only causes a failure of the entire mission, but draw undue attention to the cargo as well as the party.

**Bluff, Diplomacy, Intimidate or Stealth [Moderate DC]** (1 success)

*Grabbing the Cargo:* Through wit or stealth, the PCs manage to locate and secure the cargo for the Lion's Den.

**Athletics, Endurance, History, Stealth, Streetwise, or Thievery [Moderate DC]** (1 success)

*Escape with the Cargo:* The characters' knowledge of the layout of the city and the motivations of the guards pays off. When the PCs get the cargo, the guards want to speak with them and the PCs need to get the cargo out of the area.

When the PCs abscond with the cargo they can return it to Breanna with the cargo. Proceed to Scene 3 or Ending the Encounter as appropriate.

**Failure:** The party fails if the PCs open the cargo or fail to return with it. If they opened it, they find piles and piles of paperwork regarding the ownership of several lucrative properties along the river, including several large villas near Baldur's Gate and Scornubel.

If the PCs decide to hand the cargo over to the Dusk Talons or the Order of Torm, that organization thanks them and says they will read through all the paperwork. This causes them to fail the skill challenge however. If they turn the cargo over to the Order of Torm, the party gains one success in Encounter 1b or 1c (should they still need it). If they turn the cargo over to the Dusk Talons, the party earns the aid of the Dusk Talons in Scene 2 of the Interlude (even if they failed to free Thumbs in Encounter 1).

If the PCs failed to return with the cargo because they earn its third failure on this scene, it is because they have been captured by the guards and have been escorted to the dungeons within the church of Torm. They are released several hours later after verification of their writ and asked to take better care of themselves. DMs may choose to craft a scene in which the PCs can meet Thumbs in the dungeons prior to escaping, if time allows and they have not yet played Encounter 1.

**Examining the cargo (Perception, Hard DC):** The PCs discover what appear to be love letters addressed to Fatemaker Breanna that include some very intimate details; the letter is signed "Infinite love and wisdom, K".

## ENDING THE ENCOUNTER

Regardless of whether the PCs succeed or fail, the PCs continue on to Encounter 1 or the Interlude.

If the PCs convinced Saerlin to ally with the Lion's Den and recovered the cargo, read the following:

*Fatemaker Breanna is very pleased with your results. With an approving look, she addresses the room:*

If the PCs failed to convince Saerlin to ally with the Lion's Den or recover the cargo but still tried, read the following:

*Fatemaker Breanna looks upon each of you, as if estimating your worth. She takes on a stern tone and a reserved demeanor as she speaks to the assembled party:*

In either case, read the following:

*“You’re all very interesting. While I am not entirely certain as to why Albom would send you my way, I can certainly tell you this: so long as you’re here in Elturel, I assure you that my people will make you comfortable and make available any goods you need.”*

**Success:** If the PCs successfully complete both tasks as set before them by Fatemaker Breanna, she is grateful and agrees to look into the thefts, confirm some suspicions she has and present the PCs with more information later during the adventure (as described in the Interlude). She also recommends membership in the Lion’s Den to anyone interested. Furthermore, she offers a loan of *luckblade* enchantments, *holy water*, and for PCs level 6 and higher, *glowstones*.

**Partial Success:** If the PCs only successfully complete one of the encounters, she only offers the loan of *holy water* but sincerely thanks them for their time. So long as the cargo was returned unopened she recommends membership in the Lion’s Den.

**Failure:** Fatemaker Breanna is genuinely thankful for their efforts, but does not offer any items or membership in her organization.

## MILESTONE

This encounter counts toward a milestone.

## TREASURE

Any PC that chooses to take a *luckblade* enchantment may make it permanent at the end of the adventure as a found item, otherwise the enchantment fades. At AL 2 and 4, the enhancement bonus is +1. At other ALs, the enhancement bonus is +2. The *glowstones* are her gift to the party as long as they are of the appropriate level. The PCs do not get keep the *holy water* if they are not used.

## INTERLUDE

The Interlude contains additional meetings with the NPCs (Breanna, Thumbs, Albom or Saerlin) from the previous encounters that occur before the PCs leave to meet the delivery. Each scene only occurs if the party succeeded in the appropriate encounter or scene where the PC was encountered.

## IMPORTANT NPCs

**Albom Fiendebourne:** human male; builder.

**Fatemaker Breanna Murningham:** half-elf female cleric (Tymora); member of the Lion's Den.

**Pennyworth "Thumbs" Screechwhistle:** gnome male; Dusk Talon and accused thief.

**Saerlin:** human male ex-wizard; former red robed wizard of Thay.

### SCENE 1: FATEMAKER BREANNA

If the PCs succeeded in gaining the aid of Fatemaker Breanna in Encounter 2, the PCs are met by Breanna before they leave. She should appear as a mysterious, ever-present person.

*"My sincerest thanks for your efforts, truly. I have some information for you that you may find most interesting:"*

Fatemaker Breanna has the following points to share:

- Albom's next load is due in from the Fields of the Dead very soon. This shortcut across the Fields of the Dead has become a standard shipping lane of late and as such the guards should not be on high alert, but are still be watchful given the recent attacks.
- Fatemaker Breanna tells the PCs that she has a bad feeling about the garnet necklaces that have been appearing in town (such as the ones possessed by Albom and Thumbs). Traditionally the festival does not include jewelry, and garnets, while pretty, have a dark heart to them. She claims that this is bad sign, an ill omen of things to come. The necklaces are somehow related to the goings-on and she will keep looking into it while the PCs are gone.
- Although she firmly believes that people must forge their own path in order to claim their fate, *"sometimes creatures of lesser faith involve powers not of this world. Be wary, lest you fall prey to such forces."*

- The Fields of the Dead are now farmland, but have been the site of many violent conflicts throughout history. Wrecked equipment and ruined constructions can sometimes be found, and there are untold thousands of bodies interred in the Fields.
- The combination of the festival of the Divine Death, the shining water-clock, the dark-hearted garnets, and the fact that the final few pieces needed for construction are due in from the Fields of the Dead mesh together in a vile arrangement in her mind. She freely admits to not being an oracle by any means, but she can't shake the feeling of doom.

She leaves the PCs with a warning: *"Be wary of your environments, friends. Something foul is most certainly afoot."* After delivering her information and final warning, she excuses herself for a rendezvous with a local merchant.

### SCENE 2: THUMBS

If the PCs successfully released Thumbs from the jail in Encounter 1, they are stopped while on their way back to Albom's office. If the PCs are in this scene because they turned the cargo over to the Dusk Talons, the DM should adjust the read-aloud text accordingly. A courier hands them a large satchel and a note written in Common:

*"Thank you again. My freedom is ever so sweet, and to that end I wish to leave you this gift. I know you are going into the Fields. Hide yourself among the common folk in the Fields of the Dead near the trading trail and anyone looking to ambush the wagons will not take notice of you while wearing these clothes."*

*The "gift" contains a collection of clothes that is typical of what the local farmers wear. A fairly convincing collection: it appears that Thumbs may indeed be on to something.*

### SCENE 3: ALBOM

This scene covers the PCs revisiting Albom before they head out to meet the wagons. Once back at Albom's office, he appears glad to see the party. He makes small talk for a few moments then offers the following points of information that he has learned since talking with the PCs:

- The next wagonload is due in from Baldur's Gate via the Fields of the Dead soon. It is a fairly easy ride along the trader's trail, and he strongly suggests leaving sooner in the morning rather

than later in order to have a better chance of heading off any attack. If the PCs failed either of the skill challenges, he may tell them that they are almost out of time and need to leave right away.

- He recommends meeting the wagon-train as far out as possible and either escorting or shadowing them back towards Elturel.
- This shipment holds a batch of garnet necklaces that match the one he wears; he understands they are faintly magical though he believes it to be an enchantment that keeps them “shiny and new.” They are valuable, and would be a loss for the Church. Albom believes the necklaces are for the ceremony with the clock and are not needed for the clock's completion.
- He warns the party about the hulking brute the size of a horse that was reported at the last attack site. He is concerned for everyone's safety, and cautions them to be wary.
- He asks how the meeting with the brigands went, and what words of wisdom Fatemaker Breanna had to share. If the PCs share details about the faction-specific missions, he simply nods in silence and murmurs “that's good.”

Albom offers the party the use of horses and ponies if they like, and wishes them well. He then tells them that he needs to return to the jobsite in order to continue working on the water-clock.

#### SCENE 4: SAERLIN

When the party is ready to leave Elturel, they are met by Saerlin if they convinced him to join the the Lion's Den in Encounter 2.

*Saerlin, the red-robed mage that you recently spoke with, meets you near the western gates of Elturgard. He smiles warmly and tells you that he and Fatemaker Breanna have come to a very agreeable arrangement.*

*“In thanks I have brought you a parting gift. I have learned of your mission and my experience with the machinations of Thay has taught me that one can never be too prepared. I hope that you find the objects within this box useful. Their enchantments are temporary and will last but a day once you open the box, but they are from my personal collection. I won't be needing them anymore.”*

*He hands you a small wooden box, then waves and walks away. His hands are bandaged but appear to be on the mend.*

Inside the small crate are two *augmenting whetstones* +2.

## ENDING THE ENCOUNTER

Having exhausted all avenues of investigation in Elturel, the party is free to leave Elturel and head west into the Fields of the Dead.

### MILESTONE

This encounter does not count toward a milestone.

### TREASURE

Depending on the Scenes the party participated in, the PCs may have received a loan of *augmenting whetstones* from Saerlin (which they do not get to keep if they are not used), and costumes from Thumbs' courier.

## ENCOUNTER 3: HOW DEAD ARE THE FIELDS?

### ENCOUNTER LEVEL 2/ 4/ 6/ 8/ 10

#### CREATURES

This encounter includes the following creatures:

**1 decrepit flesh golem (D)**

**1 Renceti (R)**

**8 brigands / mob gHouls (M)**

**1 Bellavous (B)** (stat block provided as an Appendix 1)

#### SCALING THE ENCOUNTER

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

**Four PCs:** Remove 2 brigands, and only allow a maximum of 4 mob ghouls.

**Six PCs:** Increase the golem's attack bonus and defenses by 2, and all mob ghouls automatically succeed on their d20 rolls to rise.

#### SETUP

The PCs have traveled along the short cut trade trail in the Fields of the Dead that avoids the main road. Contrary to the name, the Fields are actually a vibrant collection of farmsteads, although reminders of old conflicts can still be seen from time to time. The scene is tranquil and the night has grown quite dark by the time they come across their target.

#### PARTY IS HIDDEN OR DISGUISED

If the PCs have taken adequate stealth methods (Hard DC group Stealth or Bluff checks) or if they rescued Thumbs and are wearing the disguises that he provided, allow the players to place themselves on the map and read or paraphrase the following:

*The hour is late, but off in the distance you see a pair of wagons coming your way. Each wagon has a half dozen or so guards, but they do not pay much mind to their surroundings.*

*Suddenly the underbrush explodes and a massive, hulking creature comes smashing through the foliage. One of the wagons is knocked on its side and the creature proceeds to pick up and throw the guards one by one across the field! Several other humanoids appear to be closing in as well, although much slower.*

If the PCs were properly hidden or disguised (as described above), allow the PCs a surprise round and they start wherever they placed themselves.

#### PARTY IS NOT HIDDEN OR DISGUISED

If the PCs were not hidden or disguised, start the PCs within 1 square of the road and no closer than 8 squares from any edge of the map, and read the following:

*The scouts for the wagons have taken note of you. While two of the guards with heavy crossbows advance your way, one of the scale-clad warriors behind them calls for you to put down your weapons. Just as he does so, a huge lumbering beast explodes from the nearby underbrush and rushes headlong into the group! The lead wagon is overturned and both wagons are physically thrown down the road. As the guards scatter, the foul-smelling abomination turns its cold, dead eyes towards you...*

**Perception, Hard DC (active or passive):** The PC sees a glint of light reflect off a garnet buried in the hulk's sternum as well as each of the human brigands that rise up behind the abomination.

At the end of the first round, a high pitched giggling can be heard as Renceti makes his presence known. He babbles crazily about how he's going to make the PCs pay for their insolence and that he'll win in the end.

At the end of the second round, Bellavous enters the fray and immediately sets upon Renceti, insulting him and mocking Renceti's failed devotion to "the master". He wastes no time destroying a garnet then making a direct (if invisible) run at Renceti. If Bellavous is a PC's familiar, that character recognizes his wayward familiar immediately.

When Bellavous arrives, read or paraphrase the following:

*With a foul, high-pitched screech of triumph, the necklace worn by one of the human brigands explodes in a shower of sparks as a small demon shimmers into existence. It looks at the overturned wagon and those that would defend it, then yowls "Destroy the garnets! Unravel the plans! Renceti's deviousness will not stand!" before becoming invisible once more.*

The human brigand with the highest remaining hit points becomes unconscious when his garnet breaks. The PCs should be aware at this point that breaking the garnets allows them to bring a swift end to this combat.

When the brigands are slain or knocked unconscious by any method other than targeting their garnet necklace, they rise as mob ghouls. When the first mob ghoul appears, read the following:

*With a terrible shrieking and a chorus of popping, crunching bones, the body of the fallen brigand rises - transformed into a ravenous ghoul. Teeth gnashing wildly, it snarls hungrily at the nearest living creature!*

**Special Note - Bellavous as a Familiar:** It is possible that one of the PCs has Bellavous as familiar. If this is the case, Bellavous is not available as a familiar for this encounter as he acts on his own out of rage and frustration. The PC can still make suggestions to Bellavous and he follows them as long as it aids in the plan, but his primary motivation is to disrupt Renceti's plans and aiding his master is secondary.

## FEATURES OF THE AREA

**Illumination:** It is an ordinary night and the area is covered in dim light.

**Creek:** The water is running swiftly, and requires a DC Easy Athletics check to swim. It is 8 feet deep.

**Garnet Necklaces:** The necklaces have an AC, Fortitude and Reflex equal to the brigand wearing it +2. Each necklace has 5 + ½ AL hp and Resist 2/all at AL 2-6 and Resist 5/all at AL 8-10. The necklaces radiate magic.

**Ridge:** The ridge is a steep drop of 15 feet and can be climbed with a DC Medium Athletics check.

**Rocks and Shrubs:** These spaces count as difficult terrain. Any creature prone and inside or adjacent to these squares has cover from creatures on the opposite side.

**Trees:** The trees are 20 feet high and require a DC 15 Athletics check to climb. The trunk at the center of the tree can be used to get cover. For the one tree larger than 3x3, the trunk at the center of the tree is impassable terrain and blocks line of sight.

## TACTICS

The golem flails around in a blind rage, but has been told not to kill its targets if possible. When faced with unconscious or prone enemies, it charges the weakest looking party member in its range; it looks first for injured enemies, then enemies with little or no armor.

Renceti is clearly insane, but he's not stupid. He goads his minions into combat, shouting orders and fighting defensively if engaged in melee. He is upset that the PCs have arrived, and attempts to incapacitate them. He only has one round to act before Bellavous appears. Renceti does not fight to the death. As soon as he is

attacked by Bellavous, he turns invisible and flees. If he is slain before he acts, his body disappears in a flash of light. For story reasons, he escapes.

Bellavous is entirely focused on driving Renceti off. After Renceti is driven off, he assists the PCs as a vicious combatant. Bellavous is considered an ally of the PCs unless the party demonstrates otherwise.

When the brigands die or are knocked unconscious, they may rise at the beginning of their next turn as mob ghouls. This effect is prevented if the necklace that each of the humans are wearing is destroyed. Please note that it is possible that not all the mob ghouls rise; it is suggested that the first two that can rise automatically succeed on the d20 check in order to show the PCs what is in store for them. The brigands are horrified by seeing their compatriots rise as undead and if able to attack a mob ghoul without suffer opportunity attacks or other damage, he does so.

Mob ghouls are not considered to be allies to any living creatures, including Renceti. They attack the nearest living creature each turn, charging if able.

## ENDING THE ENCOUNTER

The encounter ends when the decrepit flesh golem is destroyed, the brigands are unconscious or destroyed, and Renceti is driven off. Please note which PCs if any were reduced below 0 hit points, if any, by the decrepit flesh golem, as it affects the availability of some story awards.

Proceed to the next encounter without allowing for a short rest.

## MILESTONE

This encounter counts toward a milestone.

## TREASURE

The PCs recover 45 / 75 / 135 / 270 / 405 gold pieces worth of coins and small jewelry from the brigands. Also among the spoils is a +2 *symbol of unified defense* (AL 8 and 10 only). There are several garnet necklaces; more than enough that each PC could take one. Make note if any PC wears one.

PCs who were reduced to 0 hit points or less by the flesh golem gain story award **ELTU21 The Comfort of the Void.**



## ENCOUNTER 3: HOW DEAD ARE THE FIELDS? (AL 2)

1 decrepit flesh golem (D)	Level 3 Elite Brute
Large natural animate (undead)	XP 300
HP 110; <b>Bloodied</b> 55	<b>Initiative</b> +1
AC 15, <b>Fortitude</b> 18, <b>Reflex</b> 13, <b>Will</b> 14	<b>Perception</b> +2
<b>Speed</b> 5, cannot shift	Darkvision
<b>Saving Throws</b> +2; <b>Action Points</b> 1	
STANDARD ACTIONS	
m <b>Slam</b> ♦ <b>At-Will</b>	
Attack: Melee 2 (one creature); +8 vs. AC	
Hit: 2d6 + 7 damage and the target is pushed 2 squares.	
M <b>Golem Rampage</b> ♦ <b>Recharge</b> 6	
Effect: The decrepit flesh golem moves its speed and can move through enemies' spaces. When it enters a creature's space, the golem makes a <i>slam</i> attack against that creature.	
TRIGGERED ACTIONS	
M <b>Berserk Attack</b> ♦ <b>At-Will</b>	
Trigger: The flesh golem is damaged by an attack.	
Effect (Immediate Reaction): The flesh golem makes a <i>slam</i> attack against a random enemy within its reach.	
Str 20 (+6)	Dex 7 (-1) Wis 8 (+0)
Con 15 (+3)	Int 3 (-3) Cha 3 (-3)
Alignment unaligned	Languages -
Note: modified decrepit flesh golem.	

8 Brigands (B)	Level 3 Soldier
Medium natural humanoid	XP 150
HP 46; <b>Bloodied</b> 23	<b>Initiative</b> +3
AC 20, <b>Fortitude</b> 16, <b>Reflex</b> 15, <b>Will</b> 14	<b>Perception</b> +1
<b>Speed</b> 5	
TRAITS	
<b>Garnet Vulnerability</b>	
If a brigand's garnet necklace is destroyed, he immediately falls unconscious.	
<b>Curse of the Garnet Undeath</b>	
If a brigand is reduced to 0 or fewer hit points and is still wearing a garnet necklace, roll a d20. On a 10 or less, he rises at the beginning of his next turn as a mob ghoul.	
STANDARD ACTIONS	
m <b>Flail</b> (weapon) ♦ <b>At-Will</b>	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 1d8 + 7 damage, and the target is marked until the end of the brigand's next turn.	
M <b>Smashing Strike</b> (weapon) ♦ <b>At-Will</b>	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 1d8 + 7 damage, the brigand slides the target 1 square, and the target is marked until the end of the brigand's next turn.	
TRIGGERED ACTIONS	
<b>Fanatic</b>	
Trigger: The brigand is reduced to 0 hit points or fewer.	
Effect (No Action): The brigand makes a melee basic attack against an adjacent enemy.	
<b>Skills</b> Intimidate +7	
Str 17 (+4)	Dex 11 (+1) Wis 10 (+1)
Con 14 (+3)	Int 14 (+3) Cha 13 (+2)
Alignment unaligned (evil with garnet)	Languages Common
<b>Equipment</b> garnet necklace, flail	
Note: modified emerald claw knight.	

Mob Ghoul	Level 1 Minion Soldier
Medium natural animate (undead)	XP -
HP 1 a missed attack never damages a minion.	<b>Initiative</b> as Brigand
AC 17, <b>Fortitude</b> 13, <b>Reflex</b> 14, <b>Will</b> 12	<b>Perception</b> -1
<b>Speed</b> 5, climb 4	Darkvision
<b>Immune</b> disease, poison; <b>Resist</b> 10 necrotic	
TRAITS	
<b>Swarm Over</b>	
A mob ghoul gains a +1 bonus to attack rolls for every ally adjacent to the target.	
STANDARD ACTIONS	
m <b>Claws</b> ♦ <b>At-Will</b>	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 4 damage (6 if the target is grabbed or unconscious), and the ghoul grabs the target (escape DC 10).	
<b>Skills</b> Stealth +9	
Str 15 (+2)	Dex 19 (+4) Wis 8 (-1)
Con 16 (+3)	Int 11 (+1) Cha 11 (+1)
Alignment chaotic evil	Languages Common
Note: modified mob ghoul.	

1 Renceti (R)	Level 1 Elite Controller
Tiny elemental humanoid (demon)	XP 200
HP 54; <b>Bloodied</b> 27	<b>Initiative</b> +5
AC 17, <b>Fortitude</b> 11 <b>Reflex</b> 15, <b>Will</b> 14	<b>Perception</b> +7
<b>Speed</b> 8, teleport 8	Darkvision
<b>Saving Throws</b> +2; <b>Action Points</b> 1	
TRAITS	
<b>O Tempter's Influence</b> ♦ <b>Aura</b> 2	
Enemies in the aura take a -2 penalty to saving throws.	
STANDARD ACTIONS	
m <b>Bite</b> (poison) ♦ <b>At-Will</b>	
Attack: Melee 0 (one creature); +6 vs. AC	
Hit: 2d6 + 2 damage, and the target grants combat advantage (save ends).	
M <b>Double Attack</b> ♦ <b>At-Will</b>	
Renceti makes two <i>bite</i> attacks.	
MINOR ACTIONS	
C <b>Evil Temptation</b> ♦ <b>At-Will</b> (1/round)	
Attack: Close burst 3 (one creature in burst); +4 vs. Will	
Hit: The target is dazed (save ends). The effect also ends if the target makes an attack against one of its allies.	
<b>Invisibility</b> (illusion) ♦ <b>At-Will</b> (1/round)	
Effect: Renceti becomes invisible until it makes an attack roll.	
TRIGGERED ACTIONS	
<b>Variable Resistance</b> ♦ <b>Encounter</b>	
Trigger: Renceti takes acid, cold, fire, lightning, or thunder damage.	
Effect (Free Action): Renceti gains resist 10 to the triggering damage type until the end of the encounter.	
<b>Skills</b> Arcana +5, Bluff +8, Stealth +10	
Str 8 (-1)	Dex 21 (+5) Wis 14 (+2)
Con 11 (+0)	Int 10 (+0) Cha 16 (+3)
Alignment chaotic evil	Languages Abyssal, Common
Note: modified Renceti, ELTU3-6 True Blue.	

## ENCOUNTER 3: HOW DEAD ARE THE FIELDS? (AL 4)

1 decrepit flesh golem (D)	Level 5 Elite Brute
Large natural animate (undead)	XP 400
HP 150; <b>Bloodied</b> 75	<b>Initiative</b> +2
AC 17, <b>Fortitude</b> 20, <b>Reflex</b> 15, <b>Will</b> 16	<b>Perception</b> +3
<b>Speed</b> 5, cannot shift	Darkvision
<b>Saving Throws</b> +2; <b>Action Points</b> 1	
STANDARD ACTIONS	
m <b>Slam</b> ♦ <b>At-Will</b>	
Attack: Melee 2 (one creature); +10 vs. AC	
Hit: 3d6 + 5 damage and the target is pushed 2 squares.	
M <b>Golem Rampage</b> ♦ <b>Recharge</b> 6	
Effect: The decrepit flesh golem moves its speed and can move through enemies' spaces. When it enters a creature's space, the golem makes a <i>slam</i> attack against that creature.	
TRIGGERED ACTIONS	
M <b>Berserk Attack</b> ♦ <b>At-Will</b>	
Trigger: The flesh golem is damaged by an attack.	
Effect (Immediate Reaction): The flesh golem makes a <i>slam</i> attack against a random enemy within its reach.	
Str 20 (+7)	Dex 7 (+0) Wis 8 (+1)
Con 15 (+4)	Int 3 (-2) Cha 3 (-2)
Alignment unaligned	Languages -
Note: modified decrepit flesh golem.	

8 Brigands (B)	Level 5 Soldier
Medium natural humanoid	XP 200
HP 64; <b>Bloodied</b> 32	<b>Initiative</b> +4
AC 22, <b>Fortitude</b> 18, <b>Reflex</b> 17, <b>Will</b> 16	<b>Perception</b> +2
<b>Speed</b> 5	
TRAITS	
<b>Garnet Vulnerability</b>	
If a brigand's garnet necklace is destroyed, he immediately falls unconscious.	
<b>Curse of the Garnet Undeath</b>	
If a brigand is reduced to 0 or fewer hit points and is still wearing a garnet necklace, roll a d20. On a 10 or less, he rises at the beginning of his next turn as a mob ghoul.	
STANDARD ACTIONS	
m <b>Flail</b> (weapon) ♦ <b>At-Will</b>	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 2d6 + 6 damage, and the target is marked until the end of the brigand's next turn.	
M <b>Smashing Strike</b> (weapon) ♦ <b>At-Will</b>	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 2d6 + 6 damage, the brigand slides the target 1 square, and the target is marked until the end of the brigand's next turn.	
TRIGGERED ACTIONS	
<b>Fanatic</b>	
Trigger: The brigand is reduced to 0 hit points or fewer.	
Effect (No Action): The brigand makes a melee basic attack against an adjacent enemy.	
<b>Skills</b> Intimidate +8	
Str 17 (+5)	Dex 11 (+2) Wis 10 (+2)
Con 14 (+4)	Int 14 (+4) Cha 13 (+3)
Alignment unaligned (evil with garnet)	Languages Common
<b>Equipment</b> garnet necklace, flail	
Note: modified emerald claw knight.	

Mob Ghoul	Level 3 Minion Soldier
Medium natural animate (undead)	XP -
HP 1 a missed attack never damages a minion.	<b>Initiative</b> as Brigand
AC 19, <b>Fortitude</b> 15, <b>Reflex</b> 16, <b>Will</b> 14	<b>Perception</b> +0
<b>Speed</b> 5, climb 4	Darkvision
<b>Immune</b> disease, poison; <b>Resist</b> 10 necrotic	
TRAITS	
<b>Swarm Over</b>	
A mob ghoul gains a +1 bonus to attack rolls for every ally adjacent to the target.	
STANDARD ACTIONS	
m <b>Claws</b> ♦ <b>At-Will</b>	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 4 damage (6 if the target is grabbed or unconscious), and the ghoul grabs the target (escape DC 12).	
<b>Skills</b> Stealth +10	
Str 15 (+3)	Dex 19 (+5) Wis 8 (+0)
Con 16 (+4)	Int 11 (+2) Cha 11 (+2)
Alignment chaotic evil	Languages Common
Note: modified mob ghoul.	

1 Renceti (R)	Level 3 Elite Controller
Tiny elemental humanoid (demon)	XP 250
HP 86; <b>Bloodied</b> 43	<b>Initiative</b> +6
AC 19, <b>Fortitude</b> 13, <b>Reflex</b> 17, <b>Will</b> 16	<b>Perception</b> +8
<b>Speed</b> 8, teleport 8	Darkvision
<b>Saving Throws</b> +2; <b>Action Points</b> 1	
TRAITS	
<b>O Tempter's Influence</b> ♦ <b>Aura</b> 2	
Enemies in the aura take a -2 penalty to saving throws.	
STANDARD ACTIONS	
m <b>Bite</b> (poison) ♦ <b>At-Will</b>	
Attack: Melee 0 (one creature); +8 vs. AC	
Hit: 2d6 + 4 damage, and the target grants combat advantage (save ends).	
M <b>Double Attack</b> ♦ <b>At-Will</b>	
Renceti makes two <i>bite</i> attacks.	
MINOR ACTIONS	
C <b>Evil Temptation</b> ♦ <b>At-Will</b> (1/round)	
Attack: Close burst 3 (one creature in burst); +6 vs. Will	
Hit: The target is dazed (save ends). The effect also ends if the target makes an attack against one of its allies.	
<b>Invisibility</b> (illusion) ♦ <b>At-Will</b> (1/round)	
Effect: Renceti becomes invisible until it makes an attack roll.	
TRIGGERED ACTIONS	
<b>Variable Resistance</b> ♦ <b>Encounter</b>	
Trigger: Renceti takes acid, cold, fire, lightning, or thunder damage.	
Effect (Free Action): Renceti gains resist 10 to the triggering damage type until the end of the encounter.	
<b>Skills</b> Arcana +6, Bluff +9, Stealth +11	
Str 8 (+0)	Dex 21 (+6) Wis 14 (+3)
Con 11 (+1)	Int 10 (+1) Cha 16 (+4)
Alignment chaotic evil	Languages Abyssal, Common
Note: modified Renceti, ELTU3-6 True Blue.	

## ENCOUNTER 3: HOW DEAD ARE THE FIELDS? (AL 6)

Decrepit Flesh Golem	Level 7 Elite Brute
Large natural animate (undead)	XP 600
HP 190; <b>Bloodied</b> 95	<b>Initiative</b> +3
AC 19, <b>Fortitude</b> 22, <b>Reflex</b> 17, <b>Will</b> 18	<b>Perception</b> +4
Speed 5, cannot shift	Darkvision
<b>Saving Throws</b> +2; <b>Action Points</b> 1	
STANDARD ACTIONS	
m <b>Slam</b> ♦ <b>At-Will</b>	
Attack: Melee 2 (one creature); +12 vs. AC	
Hit: 3d8 + 6 damage and the target is pushed 2 squares.	
M <b>Golem Rampage</b> ♦ <b>Recharge</b> 6	
Effect: The decrepit flesh golem moves its speed and can move through enemies' spaces. When it enters a creature's space, the golem makes a <i>slam</i> attack against that creature.	
TRIGGERED ACTIONS	
M <b>Berserk Attack</b> ♦ <b>At-Will</b>	
Trigger: The flesh golem is damaged by an attack.	
Effect (Immediate Reaction): The flesh golem makes a <i>slam</i> attack against a random enemy within its reach.	
Str 20 (+8)	Dex 7 (+1) Wis 8 (+2)
Con 15 (+5)	Int 3 (-1) Cha 3 (-1)
Alignment unaligned	Languages -
Note: modified decrepit flesh golem.	

8 Brigands (B)	Level 7 Soldier
Medium natural humanoid	XP 300
HP 80; <b>Bloodied</b> 40	<b>Initiative</b> +5
AC 24, <b>Fortitude</b> 20, <b>Reflex</b> 19, <b>Will</b> 18	<b>Perception</b> +3
Speed 5	
TRAITS	
<b>Garnet Vulnerability</b>	
If a brigand's garnet necklace is destroyed, he immediately falls unconscious.	
<b>Curse of the Garnet Undeath</b>	
If a brigand is reduced to 0 or fewer hit points and is still wearing a garnet necklace, roll a d20. On a 10 or less, he rises at the beginning of his next turn as a mob ghoul.	
STANDARD ACTIONS	
m <b>Flail</b> (weapon) ♦ <b>At-Will</b>	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 2d8 + 6 damage, and the target is marked until the end of the brigand's next turn.	
M <b>Smashing Strike</b> (weapon) ♦ <b>At-Will</b>	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 2d8 + 6 damage, the brigand slides the target 1 square, and the target is marked until the end of the brigand's next turn.	
TRIGGERED ACTIONS	
<b>Fanatic</b>	
Trigger: The brigand is reduced to 0 hit points or fewer.	
Effect (No Action): The brigand makes a melee basic attack against an adjacent enemy.	
Skills Intimidate +9	
Str 17 (+6)	Dex 11 (+3) Wis 10 (+3)
Con 14 (+5)	Int 14 (+5) Cha 13 (+4)
Alignment unaligned (evil with garnet)	Languages Common
Equipment garnet necklace, flail	
Note: modified emerald claw knight.	

Mob Ghoul	Level 5 Minion Soldier
Medium natural animate (undead)	XP -
HP 1 a missed attack never damages a minion.	<b>Initiative</b> as Brigand
AC 21, <b>Fortitude</b> 17, <b>Reflex</b> 18, <b>Will</b> 15	<b>Perception</b> +1
Speed 5, climb 4	Darkvision
<b>Immune</b> disease, poison; <b>Resist</b> 10 necrotic	
TRAITS	
<b>Swarm Over</b>	
A mob ghoul gains a +1 bonus to attack rolls for every ally adjacent to the target.	
STANDARD ACTIONS	
m <b>Claws</b> ♦ <b>At-Will</b>	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 6 damage (8 if the target is grabbed or unconscious), and the ghoul grabs the target (escape DC 14).	
Skills Stealth +11	
Str 15 (+4)	Dex 19 (+6) Wis 8 (+1)
Con 16 (+5)	Int 11 (+3) Cha 11 (+3)
Alignment chaotic evil	Languages Common
Note: modified mob ghoul.	

1 Renceti (R)	Level 5 Elite Controller
Tiny elemental humanoid (demon)	XP 400
HP 118; <b>Bloodied</b> 59	<b>Initiative</b> +8
AC 21 <b>Fortitude</b> 15, <b>Reflex</b> 19, <b>Will</b> 18	<b>Perception</b> +9
Speed 8, teleport 8	Darkvision
<b>Saving Throws</b> +2; <b>Action Points</b> 1	
TRAITS	
<b>O Tempter's Influence</b> ♦ <b>Aura</b> 2	
Enemies in the aura take a -2 penalty to saving throws.	
STANDARD ACTIONS	
m <b>Bite</b> (poison) ♦ <b>At-Will</b>	
Attack: Melee 0 (one creature); +10 vs. AC	
Hit: 2d6 + 6 damage, and the target grants combat advantage (save ends).	
M <b>Double Attack</b> ♦ <b>At-Will</b>	
Renceti makes two <i>bite</i> attacks.	
MINOR ACTIONS	
C <b>Evil Temptation</b> ♦ <b>At-Will</b> (1/round)	
Attack: Close burst 3 (one creature in burst); +8 vs. Will	
Hit: The target is dazed (save ends). The effect also ends if the target makes an attack against one of its allies.	
<b>Invisibility</b> (illusion) ♦ <b>At-Will</b> (1/round)	
Effect: Renceti becomes invisible until it makes an attack roll.	
TRIGGERED ACTIONS	
<b>Variable Resistance</b> ♦ <b>Encounter</b>	
Trigger: Renceti takes acid, cold, fire, lightning, or thunder damage.	
Effect (Free Action): Renceti gains resist 10 to the triggering damage type until the end of the encounter.	
Skills Arcana +8, Bluff +10, Stealth +13	
Str 8 (+1)	Dex 22 (+8) Wis 14 (+4)
Con 11 (+2)	Int 10 (+2) Cha 17 (+5)
Alignment chaotic evil	Languages Abyssal, Common
Note: modified Renceti, ELTU3-6 True Blue.	

## ENCOUNTER 3: HOW DEAD ARE THE FIELDS? (AL 8)

1 decrepit flesh golem (D)	Level 9 Elite Brute
Large natural animate (undead)	XP 800
HP 230; <b>Bloodied</b> 115	<b>Initiative</b> +4
AC 21, <b>Fortitude</b> 24, <b>Reflex</b> 19, <b>Will</b> 20	<b>Perception</b> +5
<b>Speed</b> 5, cannot shift	Darkvision
<b>Saving Throws</b> +2; <b>Action Points</b> 1	
STANDARD ACTIONS	
m <b>Slam</b> ♦ <b>At-Will</b>	
Attack: Melee 2 (one creature); +14 vs. AC	
Hit: 3d8 + 8 damage and the target is pushed 2 squares.	
M <b>Golem Rampage</b> ♦ <b>Recharge</b> 6	
Effect: The decrepit flesh golem moves its speed and can move through enemies' spaces. When it enters a creature's space, the golem makes a <i>slam</i> attack against that creature.	
TRIGGERED ACTIONS	
M <b>Berserk Attack</b> ♦ <b>At-Will</b>	
Trigger: The flesh golem is damaged by an attack	
Effect (immediate reaction): The flesh golem makes a <i>slam</i> attack against a random enemy within its reach.	
Str 20 (+9)	Dex 7 (+2) Wis 8 (+3)
Con 15 (+6)	Int 3 (+0) Cha 3 (+0)
Alignment unaligned	Languages -
Note: modified decrepit flesh golem.	

8 Brigands (B)	Level 9 Soldier
Medium natural humanoid	XP 400
HP 96; <b>Bloodied</b> 48	<b>Initiative</b> +6
AC 26, <b>Fortitude</b> 22, <b>Reflex</b> 21, <b>Will</b> 20	<b>Perception</b> +4
<b>Speed</b> 5	
TRAITS	
<b>Garnet Vulnerability</b>	
If a brigand's garnet necklace is destroyed, he immediately falls unconscious.	
<b>Curse of the Garnet Undeath</b>	
If a brigand is reduced to 0 or fewer hit points and is still wearing a garnet necklace, roll a d20. On a 10 or less, he rises at the beginning of his next turn as a mob ghoul.	
STANDARD ACTIONS	
m <b>Flail</b> (weapon) ♦ <b>At-Will</b>	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 2d8 + 8 damage, and the target is marked until the end of the brigand's next turn.	
M <b>Smashing Strike</b> (weapon) ♦ <b>At-Will</b>	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 2d8 + 8 damage, the brigand slides the target 1 square, and the target is marked until the end of the brigand's next turn.	
TRIGGERED ACTIONS	
<b>Fanatic</b>	
Trigger: The brigand is reduced to 0 hit points or fewer.	
Effect (No Action): The brigand makes a melee basic attack against an adjacent ally.	
<b>Skills</b> Intimidate +10	
Str 17 (+7)	Dex 11 (+4) Wis 10 (+4)
Con 14 (+6)	Int 14 (+6) Cha 13 (+5)
Alignment unaligned (evil with garnet)	Languages Common
<b>Equipment</b> garnet necklace, flail	
Note: modified emerald claw knight.	

Mob Ghoul	Level 7 Minion Soldier
Medium natural animate (undead)	XP -
HP 1 a missed attack never damages a minion.	<b>Initiative</b> as Brigand
AC 23, <b>Fortitude</b> 19, <b>Reflex</b> 20, <b>Will</b> 17	<b>Perception</b> +2
<b>Speed</b> 5, climb 4	Darkvision
<b>Immune</b> disease, poison; <b>Resist</b> 10 necrotic	
TRAITS	
<b>Swarm Over</b>	
A mob ghoul gains a +1 bonus to attack rolls for every ally adjacent to the target.	
STANDARD ACTIONS	
m <b>Claws</b> ♦ <b>At-Will</b>	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 8 damage (10 if the target is grabbed or unconscious), and the ghoul grabs the target (escape DC 16).	
<b>Skills</b> Stealth +12	
Str 15 (+5)	Dex 19 (+7) Wis 8 (+2)
Con 16 (+6)	Int 11 (+4) Cha 11 (+4)
Alignment chaotic evil	Languages Common
Note: modified mob ghoul, <i>Dungeon Magazine</i> #184	

1 Renceti (R)	Level 7 Elite Controller
Tiny elemental humanoid (demon)	XP 600
HP 150; <b>Bloodied</b> 75	<b>Initiative</b> +9
AC 23, <b>Fortitude</b> 17, <b>Reflex</b> 21, <b>Will</b> 20	<b>Perception</b> +8
<b>Speed</b> 8, teleport 8	Darkvision
<b>Saving Throws</b> +2; <b>Action Points</b> 1	
TRAITS	
<b>O Tempter's Influence</b> ♦ <b>Aura</b> 2	
Enemies in the aura take a -2 penalty to saving throws.	
STANDARD ACTIONS	
m <b>Bite</b> (poison) ♦ <b>At-Will</b>	
Attack: Melee 0 (one creature); +14 vs. AC	
Hit: 2d6 + 8 damage, and the target grants combat advantage (save ends).	
M <b>Double Attack</b> ♦ <b>At-Will</b>	
Renceti makes two <i>bite</i> attacks.	
MINOR ACTIONS	
C <b>Evil Temptation</b> ♦ <b>At-Will</b> (1/round)	
Attack: Close burst 3 (one creature in burst); +12 vs. Will	
Hit: The target is dazed (save ends). The effect also ends if the target makes an attack against one of its allies.	
<b>Invisibility</b> (illusion) ♦ <b>At-Will</b> (1/round)	
Effect: Renceti becomes invisible until it makes an attack roll.	
TRIGGERED ACTIONS	
<b>Variable Resistance</b> ♦ <b>Encounter</b>	
Trigger: Renceti takes acid, cold, fire, lightning, or thunder damage.	
Effect (Free Action): Renceti gains resist 10 to the triggering damage type until the end of the encounter.	
<b>Skills</b> Arcana +8, Bluff +11, Stealth +14	
Str 8 (+2)	Dex 22 (+9) Wis 14 (+5)
Con 11 (+3)	Int 10 (+3) Cha 17 (+6)
Alignment chaotic evil	Languages Abyssal, Common
Note: modified Renceti, <i>ELTU3-6 True Blue</i> .	

## ENCOUNTER 3: HOW DEAD ARE THE FIELDS? (AL 10)

1 decrepit flesh golem (D)	Level 11 Elite Brute
Large natural animate (undead)	XP 1200
HP 250; <b>Bloodied</b> 125	<b>Initiative</b> +5
AC 23, <b>Fortitude</b> 26, <b>Reflex</b> 23, <b>Will</b> 22	<b>Perception</b> +6
Speed 5, cannot shift	Darkvision
<b>Saving Throws</b> +2; <b>Action Points</b> 1	
STANDARD ACTIONS	
m <b>Slam</b> ♦ <b>At-Will</b>	
Attack: Melee 2 (one creature); +16 vs. AC	
Hit: 4d6 + 11 damage and the target is pushed 2 squares.	
M <b>Golem Rampage</b> ♦ <b>Recharge</b> 6	
Effect: The decrepit flesh golem moves its speed and can move through enemies' spaces. When it enters a creature's space, the golem makes a <i>slam</i> attack against that creature.	
TRIGGERED ACTIONS	
M <b>Berserk Attack</b> ♦ <b>At-Will</b>	
Trigger: The flesh golem is damaged by an attack	
Effect (Immediate Reaction): The flesh golem makes a <i>slam</i> attack against a random enemy within its reach.	
Str 20 (+10)	Dex 7 (+3)
Con 15 (+7)	Int 3 (+1)
	Wis 8 (+4)
	Cha 3 (+1)
Alignment unaligned	Languages -
Note: modified decrepit flesh golem.	

8 Brigands (B)	Level 11 Soldier
Medium natural humanoid	XP 600
HP 112; <b>Bloodied</b> 66	<b>Initiative</b> +7
AC 28, <b>Fortitude</b> 24, <b>Reflex</b> 23, <b>Will</b> 22	<b>Perception</b> +5
Speed 5	
TRAITS	
<b>Garnet Vulnerability</b>	
If a brigand's garnet necklace is destroyed, he immediately falls unconscious.	
<b>Curse of the Garnet Undeath</b>	
If a brigand is reduced to 0 or fewer hit points and is still wearing a garnet necklace, roll a d20. On a 10 or less, he rises at the beginning of his next turn as a mob ghoul.	
STANDARD ACTIONS	
m <b>Flail</b> (weapon) ♦ <b>At-Will</b>	
Attack: Melee 1 (one creature); +16 vs. AC	
Hit: 3d6 + 10 damage, and the target is marked until the end of the brigand's next turn.	
M <b>Smashing Strike</b> (weapon) ♦ <b>At-Will</b>	
Attack: Melee 1 (one creature); +16 vs. AC	
Hit: 3d6 + 10 damage, the brigand slides the target 1 square, and the target is marked until the end of the brigand's next turn.	
TRIGGERED ACTIONS	
<b>Fanatic</b>	
Trigger: The brigand is reduced to 0 hit points or fewer.	
Effect (No Action): The brigand makes a melee basic attack against an adjacent enemy.	
<b>Skills</b> Intimidate +11	
Str 17 (+8)	Dex 11 (+5)
Con 14 (+7)	Int 14 (+7)
	Wis 10 (+5)
	Cha 13 (+6)
Alignment unaligned (evil with garnet)	Languages Common
<b>Equipment</b> garnet necklace, flail	
Note: modified Emerald Claw Knight, Eberron Campaign Setting	

Mob Ghoul	Level 9 Minion Soldier
Medium natural animate (undead)	XP -
HP 1 a missed attack never damages a minion.	<b>Initiative</b> as Brigand
AC 25, <b>Fortitude</b> 21, <b>Reflex</b> 21, <b>Will</b> 19	<b>Perception</b> +3
Speed 5, climb 4	Darkvision
<b>Immune</b> disease, poison; <b>Resist</b> 10 necrotic	
TRAITS	
<b>Swarm Over</b>	
A mob ghoul gains a +1 bonus to attack rolls for every ally adjacent to the target.	
STANDARD ACTIONS	
m <b>Claws</b> ♦ <b>At-Will</b>	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 9 damage (11 if the target is grabbed or unconscious), and the ghoul grabs the target (escape DC 18).	
<b>Skills</b> Stealth +13	
Str 15 (+6)	Dex 19 (+8)
Con 16 (+7)	Int 11 (+5)
	Wis 8 (+3)
	Cha 11 (+5)
Alignment chaotic evil	Languages Common
Note: modified mob ghoul, <i>Dungeon Magazine</i> #184	

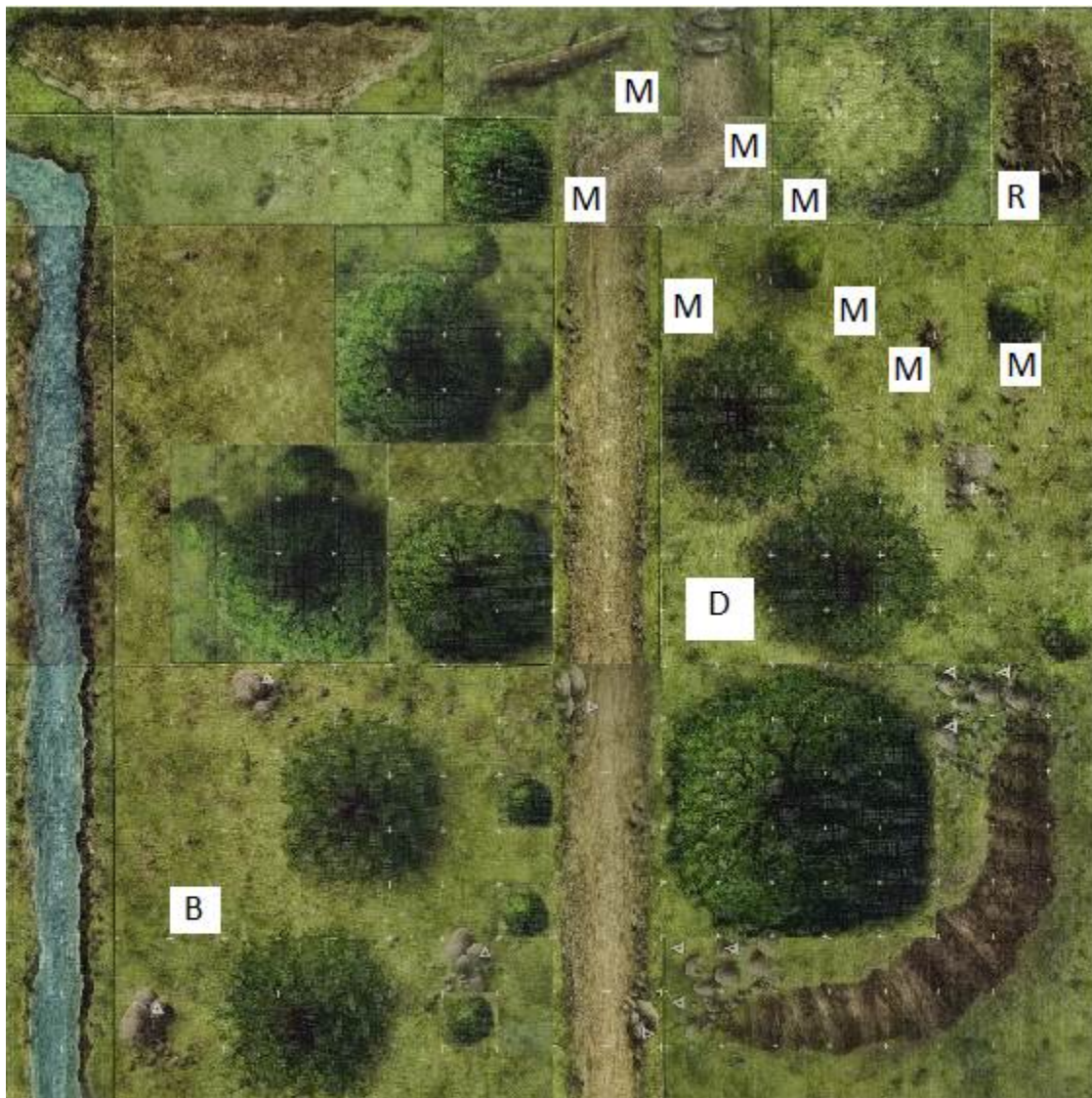
1 Renceti (R)	Level 9 Elite Controller
Tiny elemental humanoid (demon)	XP 800
HP 182; <b>Bloodied</b> 91	<b>Initiative</b> +10
AC 25, <b>Fortitude</b> 19, <b>Reflex</b> 23, <b>Will</b> 22	<b>Perception</b> +10
Speed 8, teleport 8	Darkvision
<b>Saving Throws</b> +2; <b>Action Points</b> 1	
TRAITS	
<b>Tempter's Influence</b> ♦ <b>Aura</b> 2	
Enemies in the aura take a -2 penalty to saving throws.	
STANDARD ACTIONS	
m <b>Bite</b> (poison) ♦ <b>At-Will</b>	
Attack: Melee 0 (one creature); +14 vs. AC	
Hit: 2d6 + 10 damage, and the target grants combat advantage (save ends).	
M <b>Double Attack</b> ♦ <b>At-Will</b>	
Renceti makes two <i>bite</i> attacks.	
MINOR ACTIONS	
C <b>Evil Temptation</b> ♦ <b>At-Will</b> (1/round)	
Attack: Close burst 3 (one creature in burst); +12 vs. Will	
Hit: The target is dazed (save ends). The effect also ends if the target makes an attack against one of its allies.	
<b>Invisibility</b> (Illusion) ♦ <b>At-Will</b> (1/round)	
Effect: Renceti becomes invisible until it makes an attack roll.	
TRIGGERED ACTIONS	
<b>Variable Resistance</b> ♦ <b>Encounter</b>	
Trigger: Renceti takes acid, cold, fire, lightning, or thunder damage.	
Effect (Free Action): Renceti gains resist 10 to the triggering damage type until the end of the encounter.	
<b>Skills</b> Arcana +9, Bluff +12, Stealth +15	
Str 8 (+3)	Dex 22 (+10)
Con 11 (+4)	Int 10 (+4)
	Wis 14 (+6)
	Cha 17 (+7)
Alignment chaotic evil	Languages Abyssal, Common
Note: modified Renceti, <i>ELTU3-6 True Blue</i> .	



## ENCOUNTER 3: HOW DEAD ARE THE FIELDS?

### TILE SETS NEEDED

1x Dungeon Tiles Master Set: The Wilderness



**D** = Decrepit Flesh Golem

**R** = Renceti

**B** = Bellavous

**M** = Brigands/ Mob Ghouls

## ENCOUNTER 4: BELLAVOUS' PLANS

### SKILL CHALLENGE LEVEL 2/4/6/8/10, COMPLEXITY 2

#### IMPORTANT NPC

**Bellavous**, former familiar of Vacacarian; male quasit.

Thanks to the intervention of Bellavous the PCs have been able to identify a weakness in the creatures that were assaulting the incoming trade wagons. Bellavous hopes to further enlighten the PCs as to what Renceti is up to. If Bellavous is one of the PCs' familiars, adjust the read-aloud text accordingly.

*A small winged creature flits about from shadow to shadow, finally stopping atop a gnarled stump. Raising a wickedly jagged claw to its maw, it casually removes bits of flesh from between its teeth. "What? We're going to be working together on this, you know. I've been following you for longer than I'd care to admit, and you're going to help me - because I'm going to help Elturel get rid of a threat that those pompous Knights are only barely aware of..."*

Bellavous is a challenging figure to portray. Evicted by his former master, he is no longer a familiar - it is as if his life has been stripped from him and ever so casually thrown aside. Renceti, the other quasit, is in much the same boat but where Renceti has been desperately dredging up old plans and machinations of Vacacarian, their former master, to win back his place, Bellavous behaves more like a jilted lover. He wants revenge, to break down everything Vacacarian and Renceti are planning to accomplish and to eliminate one or both of them entirely.

If Bellavous is currently a familiar to one of the PCs, he insincerely apologizes for running off. When Bellavous received information that Renceti was nearby he had to go after him. There wasn't time to properly warn his partner (avoid the use of the word Master) and thought it better not to tell anything that might lead his partner to do something foolish.

The PCs are free to role-play with Bellavous. It is not a skill challenge, but players should feel encouraged to use their skills in order to decide if Bellavous is honest with his intentions. Bellavous is not here to fight with the PCs and if they attack him he tries to calm the

situation, as he needs them. Should they persist in fighting anyway, he turns invisible and flees.

Bellavous has the following information to share with the PCs:

- Vacacarian, a powerful wizard with designs against Elturgard, had long ago formulated a device that would turn unwitting victims into savage, mindless undead servitors if they bore the proper key. Vacacarian's plan originally involved gifting the nobles and politicians of Iriaebor with ornate crystal necklaces.
- While Bellavous is uncertain of the current state of the device - or even if there is one - he tells the PCs that the garnets are only the most basic versions of the original plan, and appear to have been completed haphazardly, as if in Renceti was in a rush. Bellavous does not believe Vacacarian is involved as he would never have settle for such slipshod work.
- Bellavous had been tracking Renceti for some time, and although he had discovered the foul quasit's presence in Iriaebor, Bellavous lost track of him a few weeks back.
- Whatever Renceti is building to trigger the gems, it must be intricate - a cultural focus, perhaps, replete with large bells or whistles. Whatever it is, it would have to be something that encourages lots of victims to want to be near it when it activates.
- Bellavous tried to sabotage the shipment before it arrived by tampering with the wagons, unfortunately the damage was discovered and it just delayed the caravan.
- If shown the necklaces recovered from the wagons, he encourages the PCs to destroy them and to certainly not wear them.
- Vacacarian has had implanted agents everywhere in the region of Elturgard for quite some time. Bellavous is certain that some of the ruling councils of Iriaebor have been compromised, and he believes that the recent presence of Renceti in that city confirms his suspicion.
- For Renceti to have a flesh golem he must have been working her for a long time and the entire project must be almost complete. There may only be a few hours, a half-day at most, before the device becomes too powerful to handle. He encourages the PCs to return to the city with the utmost haste, traveling through the night. Bellavous suggests the party hurry to the city without resting and rest there if and only if there is sufficient time before the clock is to be activated at the ceremony in the morning.

- If asked for more information about exactly who Vacacarian is, Bellavous coldly replies that he shares that information when the time is right - and now is not the time. He cannot be compelled to say more.

If the PCs tell Bellavous of Albom's efforts to construct a water-clock in Elturel, Bellavous immediately and excitedly confirms the water-clock is very likely to be the triggering machine. Such a large gathering of people being turned into undead minions of Renceti's is not only dangerous in and of itself, but, more importantly, it draws the attention of Vacacarian. Elturel, Bellavous explains, would not survive an hour with Vacacarian's gaze upon it in this fashion.

Through his interactions with the PCs, Bellavous strongly pushes for an alliance with the party. He does not broker any deals, however, beyond his plain agreement to not hurt the citizens or the party members. It is a big change for him, but the party would be wise to remember that they are dealing with a very angry demon. If the PCs choose to allow Bellavous to help, give the Bellavous handout to the party member that seems closest to Bellavous in disposition and arcane ability. If one of the PCs have Bellavous as a familiar, give the handout to that player.

If the PCs chose to chase Bellavous off or simply decline his offer of partnership, he becomes invisible, curses at the party, and proceeds to Elturel, knowing that he has piqued the PC's interest in the matters-at-hand. If this is the case, he has no reason or urge to protect them from danger and endeavors to use them as shields during the final encounter if possible.

When Bellavous and the PCs have come to some form of an arrangement, proceed to the skill challenge portion of this encounter.

## SKILL CHALLENGE: TO ELTUREL, DOUBLE TIME!

**Goal:** The PCs must arrive in Elturel in record time in order to stave off the completion of Renceti's undead device.

**Complexity:** 2 (6 successes before 3 failures).

**Primary Skills:** Varies (depending on task).

**Victory:** The PCs make it back to Elturel with just enough time to spare.

**Defeat:** If the PCs fail, they make it back to Elturel but are unable to rest prior to Encounter 5.

Each round, the PCs must succeed on an Easy DC group check using either Endurance or Athletics. This does not count as an overall success but can count as a failure.

Each PC that fails a check loses a healing surge. If the entire party has mounts, travels magically fast, the PCs automatically succeed on these checks.

Any check that succeeds by 10 or more counts as an extra success. This may cause the PCs to succeed in less than a full round of skill checks; if this occurs call for a single group skill check as detailed above and move to Ending the Encounter.

Any PC that has chosen Elturgard as their region of origin, or has joined a meta-organization from Elturgard gains a +2 bonus to the checks.

### Acrobatics (Hard DC)

**Failure:** Due to exertion and exhaustion, in the next encounter the PC is slowed (save ends). This effect ends if the PC takes a short rest before the next encounter.

### Athletics (Hard DC)

**Failure:** In the next encounter, the PC suffers a -1 penalty to all STR- and CON-related d20 rolls (this includes skills checks, attack rolls, damage rolls and the like) (save ends). This effect ends if the PC takes a short rest before the next encounter.

### Endurance (Moderate DC)

**Failure:** The PC has passed the limits of their endurance and wants to give up. The PC takes a -2 penalty to saves (save ends). This effect ends if the PC takes a short rest before the next encounter.

### Nature (Moderate DC)

**Failure:** The party gets lost. The next two skill checks during this skill challenge are made at a -2 penalty.

## ENDING THE ENCOUNTER

When the PCs have accrued enough successes or failures to end the challenge, they have arrived at Elturel.

- If they did not fail any checks at all, allow them as many short rests as the party wishes.
- If they did not fail any group checks, but failed one or more individual checks they have been hampered but not terribly. The PCs can take one short rest.
- If the PCs failed the skill challenge, they do not have time for any short rest.

### EXPERIENCE POINTS

This encounter counts toward a milestone.

### TREASURE

There is no treasure in this encounter.



# ENCOUNTER 5: GUMMING UP THE WORKS

## ENCOUNTER LEVEL 2/4/6/8/10

### CREATURES

This encounter includes the following creatures:

**20 bystanders / mob** ghouls (B)

**4 rupture demons** (D)

**2 Abyssal clockwork spider swarm** (A)

**1 Renceti** (R)

**3 paladins of Torm** (Do not begin on the map)

### SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present. The level of the bystanders is not intended to change, regardless of the AL.

**Four PCs:** Lower the abyssal clockwork spider swarm's defenses and attack rolls by 2. Renceti begins combat bloodied.

**Six PCs:** Increase the abyssal clockwork spider swarm's defenses and attack rolls by 2 and grant it 1 Action Point.

### SETUP

The PCs arrive in Elturel and head to the festival location. Once there, they initially see nothing unexpected. Nearly two dozen citizens of Elturel mill about, enjoying food and drink while browsing a few local vendor booths. As the PCs begin to investigate or break up the celebration, the trap triggers. The Bystanders flee (or freeze) as well as revealing several of the citizens to be rupture demons in disguise.

Any PC that is wearing one of Albom's necklaces is drawn to the abyssal clockwork spider swarms (initially hiding within the water-clock). The PC does not realize this effect is anything more than his or her own inclination. When within three squares of the abyssal swarm, the gemstone radiates eight small spidery "legs" of energy. This effect continues until the abyssal swarm is destroyed.

Renceti is not visible and is attempting to finish the abyssal swarms; as such, he is not visible until the swarms reveal themselves. He enters combat invisible and using Stealth.

Bellavous is also present. He acts towards the same ends as the party, but only counts as an ally if an accord was reached in the previous encounter. If not, Bellavous does not intend to injure the PCs but does not "pull punches" if the PCs are caught in the crossfire.

Bellavous' goal is to destroy Renceti, and he ignores the other demons. If a PC is controlling Bellavous for this encounter, make sure this is clearly communicated.

*The festival square in Elturel is packed with citizens enjoying the sights and sounds of the Festival of the Divine Death. There are a few vendors around, but most people bypass them in order to better view the marvelous water-clock, built by Albom's laborers from Iriaebor. The light from the rising sun radiates through the naked, visible gears of various sizes; the machine almost appears to be glowing with glorious magical power.*

As the party looks about, they can use skills to gain additional information. Any PC who makes these checks with a passive check should be given the information without the PC actively using the skill.

- **Arcana (Trained only, Hard DC):** The water-clock is obviously magical in nature and stinks of infernal, eldritch energy. It seems likely that the closer that a necklace is to the water-clock, the stronger the arcane link between them. Any PC wearing one of Albom's necklaces uses the Easy (instead of Hard) DC in this case. *DM Note:* The closer that a necklace is to the spider swarm, the stronger it radiates arcane energy.
- **Perception (Moderate DC):** All the bystanders are wearing a garnet gemstone necklace identical to the ones given by Albom. Someone must be handing them out.

Place the PCs to place anywhere along the edge of the map and allow them a little time to move in and investigate the surroundings.

For each action that a PC takes, move two of the bystanders two squares towards the water-clock unless they are stopped by a PC. Bystanders are willing to talk to the PCs but strongly desire to examine the incredible water-clock. For this setup, assume speech takes at least as a move action if they wish get the bystanders to stop and listen to them. The desired effect is to mimic the movement of a crowded market square while the PCs interact with individual NPCs. If asked about the necklaces, the Bystanders simply point to all the vendor stalls and laugh, saying that "everyone has one!". If a PC does not wear any, they then ask why they aren't wearing one; "are you not observant of the Holy Days?" Bystanders want to inspect the water-clock, but do not move adjacent to it unless either forced to do so by a PC or combat begins. No one wants to break it.

When a PC wearing one of Albom's necklaces or any of the bystanders becomes adjacent to the water-clock, move on to the following:

*Suddenly there comes a great metallic grinding sound as the water-clock shudders and slams to a halt. A horrendous squealing noise blasts out from the base of it, and the area falls quiet.*

*The following silence is pierced by a loud clacking noise. A carpet of mechanical spider-creatures pours forth from the water-clock's housing, intent on devouring everything in the area! Blasts of green-black energy flash from the clock across the Festival Square, striking several nearby bystanders - the poor victim's flesh immediately sloughs away like a discarded tunic, revealing a short, bloated demonic form; its jaws twitch and acidic drool drips as it looks towards the remaining citizens of Elturel as a potentially delicious meal!*

*To make matters worse, a high-pitched shrieking cackle is heard from inside the top of the water-clock's housing. "The plan! This isn't the plan! You're all supposed to be zombiesshufflingdeadeaddeadthings!"*

If none of the PCs were aware of the magical nature of the water-clock, grant the abyssal swarm a free move action before combat begins.

## FEATURES OF THE AREA

**Buildings:** The buildings are approximately 15 feet tall. A DC 15 Athletics check is required to climb the walls. The doors are closed and unlocked; a door can be opened with a minor action.

**Fountain:** The basin of the fountain is 3 feet tall and provides cover to any prone creature adjacent to it. The fountain is difficult terrain and requires an Easy DC Acrobatics check to move through or the moving character slips and falls prone.

**Statue:** The statue is blocking terrain.

**Vendor Stalls:** Vendor stalls provide cover and are considered difficult terrain. A creature cannot end its movement within a stall, as the vendors hiding inside them are unwilling to share the square with a PC or bystander.

**Water-clock:** The water-clock housing contains the entrance to the inside of the water-clock. The entrance is sealed from the inside and can be opened with a DC Hard Thievery check. There are several small slits (3"x16") on the walls that allow an adjacent creature to look inside. Once the Abyssal clockwork spider swarm leaves the building there is nothing else to see, as the components of the water-clock twist and shift to become the abyssal swarm.

**Water Spots:** There are several puddles of liquid and rubbish on the ground, but they have no effect on this combat.

**SPECIAL - Garnet Necklaces:** The necklaces worn by the bystanders, vendors, and possibly the PCs, can be targeted in this encounter just as in Encounter 3.

The necklaces have an AC, Fortitude and Reflex equal to the wearer's +2. Each has 5 + ½ AL hp and Resist 2/all (at AL 2-6) or Resist 5/all (at AL 8-10). The necklaces radiate magic. If a necklace is destroyed while it's wearer is still alive, the wearer is immediately rendered unconscious (save ends) and does not rise as a mob ghoul. *If a PC is wearing a garnet necklace and falls to 0 hit points or below, they make death saves at a -2 penalty and rises as a mob ghoul once they fail their final death save.*

## TACTICS

If a bystander is not within 2 squares of any of the demons at the start of its turn, it tries to run away. Once a bystander reaches the edge of the map they are removed. If a bystander is within 2 squares of any demon at the start of its turn, it simply cowers in fear is stunned until the start of its next turn. If it is within 2 squares of the clock (regardless of demons) the bystander moves towards the clock. Bystanders do not count as allies or enemies for this encounter.

The rupture demons seek to position themselves so that they can engulf a bystander (the preferable targets) or a PC, then explode and strengthen the Abyssal clockwork spider swarm with its *demonic infestation* power. They are not particularly intelligent, but know to stay away from the PCs when possible. They ignore Renceti's presence.

The Abyssal clockwork spider swarms seek to put softer targets in its *swarm attack* aura and wants to put itself between the rupture demons and the PCs. They use *pull down* to knock the PCs prone and use the more effective *bone stripping* and *stay down* powers. The swarms are not very intelligent and move through squares adjacent to PCs (thereby provoking attacks) in order to get to a prone victim faster. Be sure to take note of any PC that is reduced to bloodied hp by these creatures, as they earn a specific story award at the conclusion of this adventure.

Renceti is clearly mad. He enters initiative invisible and using Stealth when he exits on top of the water-clock, and fights recklessly but with fiendish insight; he moves to take advantage of prone enemies and does not hesitate to use a *coup de grace* action. Due to his madness, Renceti cannot be Intimidated or affected by Diplomacy or Bluff (other than feinting), and if engaged in conversation he makes remarks about how "Vacacarian

*will take me back once all of you are dead!"* Filled with rage and a desire to prove himself, he fights to the death.

At the beginning of the second round of combat, three young paladins of the Order of Torm enter from the bottom right of the map. They quickly realize that they are not a match for the demonic forces arrayed against them and leave the monsters to the more capable PCs. However, they still see it as their duty to aid the bystanders and thus move into the crowd. The paladins focus on *lay on hands* and *escort* abilities on bystanders in danger. They avoid combat, only using their *longsword* if gaining an opportunity attack or being granted a free attack by a PC.

The PCs have witnessed the activation of the machine too early for it to be fully effective as they prevented all the necklaces from being present by their actions in Encounter 3. The DM should have Renceti express this frustration during the combat before he dies so it is clear the PCs accomplished something.

## ENDING THE ENCOUNTER

When Renceti is slain, read the following (adjust appropriately to reveal the following under interrogation if he is captured):

*As you strike the killing blow, Renceti seems shocked. He coughs his last "No! How could you have defeated the Master's plan? I must not have been worthy of him... At least I will have satisfaction of knowing that his great true plan is at hand. Even without me, with his new allies he will crush you all and... \*last gasp\*"*

*Bellavous smiles so wide that you can see several rows of his teeth. "Finally! I thought he'd never shut up." The quasit gives his brother's corpse a rough kick. "Looks like it's just you and me partner. Now we just have Vacacarian to visit our revenge upon." The quasit conspiratorial rubs his hands together. "Yes... just you and me... to the end."*

Once the rupture demons and the Abyssal clockwork spider swarm have been eliminated, the PCs are approached by Albom, any surviving paladins, and a team of local laborers, all of whom have watched the battle. Please make a note of how many bystanders successfully lived and/or escaped, and which PCs (if any) were reduced below 0 hit points by the Abyssal clockwork spider swarm. These conditions affect treasure bundle and story award availability.

## EXPERIENCE POINTS

This encounter counts toward a milestone.

## TREASURE

The PCs recover 15 gp / 25 gp / 45 gp / 90 gp / 135 gp in gems and raw components from the materials that comprise the Abyssal clockwork spider swarm.

PCs dropped to 0 or less hit points during the combat gain story award **ELTU21 The Comfort of the Void**.

## ENCOUNTER 5: GUMMING UP THE WORKS (AL 2)

4 Rupture Demons (D)	Level 2 Minion Soldier
Small magical beast elemental (demon)	XP 31
HP 1; a missed attack never damages a minion	Initiative +7
AC 17, Fortitude 15, Reflex 13, Will 15	Perception +3
Speed 6, climb 3 (spider climb)	Low-light vision
STANDARD ACTIONS	
m <b>Slimy Extrusion</b> ♦ At-Will	
Attack: +7 vs. AC	
Hit: 5 damage.	
M <b>Enveloping Embrace</b> ♦ Encounter	
Effect: The target is restrained (save ends) and the rupture demon drops to 0 hit points	
TRIGGERED ACTIONS	
<b>Demonic Infestation</b>	
Trigger: The rupture demon drops to 0 hit points.	
Effect (No Action): The rupture demon erupts in a gory explosion of ichor and tentacles that latch onto a demon within 5 squares of the rupture demon and of level 10 or lower. That demon gains 5 temporary hit points and its attacks deal 2 extra damage until the end of the encounter. This bonus is cumulative with other demonic infestation bonuses (maximum +10).	
Str 15 (+3)	Dex 18 (+5)
Con 11 (+2)	Int 4 (-2)
Wis 15 (+3)	Cha 4 (-2)
Alignment chaotic evil	
Languages Abyssal	
Note: modified rupture demon.	

20 Bystanders (B)	Level 2 Minion
Medium natural humanoid, various races	XP --
HP 1; a missed attack never damages a minion	Initiative +0
AC 14, Fortitude 14, Reflex 14, Will 14	Perception +0
Speed 6	
TRAITS	
<b>Garnet Vulnerability</b>	
If a bystander's garnet necklace is destroyed, he immediately falls unconscious.	
<b>Curse of the Garnet Undeath</b>	
If a bystander is reduced to 0 or fewer hit points and is still wearing a garnet necklace, he rises at the beginning of his next turn as a mob ghoul.	
TRIGGERED ACTIONS	
<b>Scared Stiff</b>	
Trigger: The Bystander starts or ends its turn within 2 squares of a demon.	
Effect (No Action): The Bystander is stunned until the start of its next turn.	
Str 14 (+3)	Dex 10 (+1)
Con 12 (+2)	Int 9 (+0)
Wis 10 (+1)	Cha 11 (+1)
Alignment unaligned	
Languages Common	
Note: modified bystander.	

2 Abyssal Clockwork Spider Swarms (A)	Level 2 Brute
Medium elemental beast (construct, swarm)	XP 125
HP 48; Bloodied 24	Initiative +5
AC 15, Fortitude 14, Reflex 15, Will 11	Perception +1
Speed 6, climb 6 (spider climb)	Darkvision
Immune charm, fear, poison, disease; Resist half damage from melee and ranged attacks; Vulnerable 5 from close and area attacks	
TRAITS	
O <b>Swarm Attack</b> ♦ Aura 1	
The abyssal clockwork spider swarm makes a basic melee attack as a free action against any enemy that begins its turn in the aura.	
O <b>Infernal Clacking</b> ♦ Aura 10	
Enemies in the aura take a -2 penalty to all defenses.	
<b>Swarm</b>	
The abyssal clockwork spider swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm cannot be pulled, pushed, or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises.	
<b>Bone Stripping</b>	
The abyssal clockwork spider swarm deals an extra 2d4 damage to prone targets.	
STANDARD ACTIONS	
m <b>Swarming Bite</b> ♦ At-Will	
Attack: +7 vs. AC	
Hit: 2d4 + 2 damage, and ongoing 5 damage (save ends).	
M <b>Pull Down</b> ♦ At-Will	
Attack: +5 vs. Fortitude	
Hit: 2d4 + 2 damage and the target is knocked prone.	
C <b>Abyssal Burst</b> (fire) ♦ At-Will	
Attack: Close burst 2 (creatures in the burst); +5 vs. Reflex	
Hit: 2d6 + 2 fire damage, and the target is slowed (save ends).	
Aftereffect: The target falls prone.	
TRIGGERED ACTIONS	
<b>Stay Down</b>	
Trigger: An enemy adjacent to the abyssal clockwork swarm stands up.	
Effect (Opportunity Action): The abyssal clockwork swarm makes a swarming bite attack against the triggering enemy.	
Str 12 (+2)	Dex 19 (+5)
Con 18 (+5)	Int 8 (+0)
Wis 10 (+2)	Cha 2 (-3)
Alignment chaotic evil	
Languages Abyssal	
Note: Modified plaguechanged gibberling bunch.	

## ENCOUNTER 5: GUMMING UP THE WORKS (AL 2, CONT'D)

1 Renceti (R)	Level 1 Elite Controller
Tiny elemental humanoid (demon)	XP 200
HP 54; Bloodied 27	Initiative +5
AC 17, Fortitude 11, Reflex 15, Will 14	Perception +7
Speed 8, teleport 8	Darkvision
Saving Throws +2; Action Points 1	
TRAITS	
O Tempter's Influence + Aura 2	
Enemies in the aura take a -2 penalty to saving throws.	
STANDARD ACTIONS	
m Bite (poison) + At-Will	
Attack: Melee 0 (one creature); +6 vs. AC	
Hit: 2d6 + 2 damage, and the target grants combat advantage (save ends).	
M Double Attack + At-Will	
Renceti makes two bite attacks.	
MINOR ACTIONS	
C Evil Temptation + At-Will (1/round)	
Attack: Close burst 3 (one creature in burst); +4 vs. Will	
Hit: The target is dazed (save ends). The effect also ends if the target makes an attack against one of its allies.	
Invisibility (Illusion) + At-Will (1/round)	
Effect: Renceti becomes invisible until it makes an attack roll.	
TRIGGERED ACTIONS	
Variable Resistance + Encounter	
Trigger: Renceti takes acid, cold, fire, lightning, or thunder damage.	
Effect (Free Action): Renceti gains resist 10 to the triggering damage type until the end of the encounter.	
Skills Arcana +5, Bluff +8, Stealth +10	
Str 8 (-1) Dex 21 (+5) Wis 14 (+2)	
Con 11 (+0) Int 10 (+0) Cha 16 (+3)	
Alignment chaotic evil Languages Abyssal, Common	
Note: modified Renceti, ELTU3-6 True Blue.	

Mob Ghoul	Level 1 Minion Soldier
Medium natural animate (undead)	XP -
HP 1; a missed attack never damages a minion.	Initiative as Bystander
AC 17, Fortitude 13, Reflex 14, Will 12	Perception -1
Speed 5, climb 4	Darkvision
Immune disease, poison; Resist 10 necrotic	
TRAITS	
Swarm Over	
A mob ghoul gains a +1 bonus to attack rolls for every ally adjacent to the target.	
STANDARD ACTIONS	
m Claws + At-Will	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 4 damage (6 if the target is grabbed or unconscious), and the ghoul grabs the target (escape DC 10).	
Skills Stealth +9	
Str 15 (+2) Dex 19 (+4) Wis 8 (-1)	
Con 16 (+3) Int 11 (+1) Cha 11 (+1)	
Alignment chaotic evil Languages Common	
Note: modified mob ghoul.	

3 Paladins of Torm	Level 2 Minion
Medium natural humanoid, human	XP --
HP 1; a missed attack never damages a minion	Initiative +0
AC 16, Fortitude 14, Reflex 12, Will 14	Perception +0
Speed 6	
STANDARD ACTIONS	
m Longsword + At-Will	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 4 damage.	
Lay On Hands + At-Will (1/round)	
Effect: The Paladin of Torm lays his hands on an adjacent creature reduced to 0 or less hit points and stabilizes them. The creature no longer makes death saving throws and cannot rise as a mob ghoul.	
Escort + At-Will	
Effect: The paladin of Torm grabs a bystander and slides them the paladin's speed. The paladin moves with the Bystander and maintains the grab.	
Str 15 (+3) Dex 10 (+1) Wis 10 (+1)	
Con 12 (+2) Int 10 (+1) Cha 11 (+1)	
Alignment lawful good Languages Common	
Note: Own design.	

## ENCOUNTER 5: GUMMING UP THE WORKS (AL 4)

4 Rupture Demons (R)	Level 4 Minion Soldier
Small magical beast elemental (demon)	XP 44
HP 1; a missed attack never damages a minion	Initiative +8
AC 19, Fortitude 15, Reflex 17, Will 15	Perception +4
Speed 6, climb 3 (spider climb)	Low-light vision
STANDARD ACTIONS	
m <b>Slimy Extrusion</b> ♦ At-Will	
Attack: +9 vs. AC	
Hit: 6 damage.	
M <b>Enveloping Embrace</b> ♦ Encounter	
Effect: The target is restrained (save ends) and the rupture demon drops to 0 hit points.	
TRIGGERED ACTIONS	
<b>Demonic Infestation</b>	
Trigger: The rupture demon drops to 0 hit points.	
Effect (No Action): The rupture demon erupts in a gory explosion of ichor and tentacles that latch onto a demon within 5 squares of the rupture demon and of level 10 or lower. That demon gains 5 temporary hit points and its attacks deal 2 extra damage until the end of the encounter. This bonus is cumulative with other demonic infestation bonuses (maximum +10).	
Str 15 (+4)	Dex 18 (+6)
Con 11 (+2)	Int 4 (-1)
	Wis 15 (+4)
	Cha 4 (-1)
Alignment chaotic evil	Languages Abyssal
Note: Modified rupture demon.	

20 Bystanders (B)	Level 2 Minion
Medium natural humanoid, various races	XP --
HP 1; a missed attack never damages a minion	Initiative +0
AC 14, Fortitude 14, Reflex 14, Will 14	Perception +0
Speed 6	
TRAITS	
<b>Garnet Vulnerability</b>	
If a bystander's garnet necklace is destroyed, he immediately falls unconscious.	
<b>Curse of the Garnet Undeath</b>	
If a bystander is reduced to 0 or fewer hit points and is still wearing a garnet necklace, he rises at the beginning of his next turn as a mob ghoul.	
TRIGGERED ACTIONS	
<b>Scared Stiff</b>	
Trigger: The Bystander starts or ends its turn within 2 squares of a demon.	
Effect (No Action): The Bystander is stunned until the start of its next turn.	
Str 14 (+3)	Dex 10 (+1)
Con 12 (+2)	Int 9 (+0)
	Wis 10 (+1)
	Cha 11 (+1)
Alignment unaligned	Languages Common
Note: Modified bystander.	

2 Abyssal Clockwork Spider Swarms (A)	Level 4 Brute
Medium elemental beast (construct, swarm)	XP 175
HP 68; Bloodied 34	Initiative +7
AC 17, Fortitude 16, Reflex 17, Will 13	Perception +2
Speed 6, climb 6 (spider climb)	Darkvision
Immune charm, fear, poison, disease; Resist half damage from melee and ranged attacks; Vulnerable 5 from close and area attacks	
TRAITS	
O <b>Swarm Attack</b> ♦ Aura 1	
The abyssal clockwork spider swarm makes a basic melee attack as a free action against any enemy that begins its turn in the aura.	
O <b>Infernal Clacking</b> ♦ Aura 10	
Enemies in the aura take a -2 penalty to all defenses.	
<b>Swarm</b>	
The abyssal clockwork spider swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm cannot be pulled, pushed, or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises.	
<b>Bone Stripping</b>	
The abyssal clockwork spider swarm deals an extra 2d4 damage to prone targets.	
STANDARD ACTIONS	
m <b>Swarming Bite</b> ♦ At-Will	
Attack: +9 vs. AC	
Hit: 2d4 + 5 damage plus ongoing 5 damage (save ends).	
M <b>Pull Down</b> ♦ At-Will	
Attack: +7 vs. Fortitude	
Hit: 2d4 + 5 damage and the target is knocked prone.	
C <b>Abyssal Burst</b> (fire) ♦ At-Will	
Attack: Close burst 2 (creatures in the burst); +7 vs. Reflex	
Hit: 2d6 + 5 fire damage, and the target is slowed (save ends).	
Aftereffect: The target falls prone	
TRIGGERED ACTIONS	
<b>Stay Down</b>	
Trigger: An enemy adjacent to the abyssal clockwork swarm stands up.	
Effect (Opportunity Action): The abyssal clockwork swarm makes a swarming bite attack against the triggering enemy.	
Str 12 (+3)	Dex 19 (+6)
Con 18 (+6)	Int 8 (+1)
	Wis 10 (+2)
	Cha 2 (-2)
Alignment chaotic evil	Languages Abyssal
Note: Modified plaguechanged gibberling bunch.	

## ENCOUNTER 5: GUMMING UP THE WORKS (AL 4, CONT'D)

1 Renceti (R)	Level 3 Elite Controller
Tiny elemental humanoid (demon)	XP 250
HP 86; Bloodied 43	Initiative +6
AC 19, Fortitude 13, Reflex 17, Will 16	Perception +8
Speed 8, teleport 8	Darkvision
Saving Throws +2; Action Points 1	
TRAITS	
O Tempter's Influence + Aura 2	
Enemies in the aura take a -2 penalty to saving throws.	
STANDARD ACTIONS	
m Bite (poison) + At-Will	
Attack: Melee 0 (one creature); +8 vs. AC	
Hit: 2d6 + 4 damage, and the target grants combat advantage (save ends).	
M Double Attack + At-Will	
Effect: Renceti makes two bite attacks.	
MINOR ACTIONS	
C Evil Temptation + At-Will (1/round)	
Attack: Close burst 3 (one creature in burst); +6 vs. Will	
Hit: The target is dazed (save ends). The effect also ends if the target makes an attack against one of its allies.	
Invisibility (illusion) + At-Will (1/round)	
Effect: Renceti becomes invisible until it makes an attack roll.	
TRIGGERED ACTIONS	
Variable Resistance + Encounter	
Trigger: Renceti takes acid, cold, fire, lightning, or thunder damage.	
Effect (Free Action): Renceti gains resist 10 to the triggering damage type until the end of the encounter.	
Skills Arcana +6, Bluff +9, Stealth +11	
Str 8 (+0)	Dex 21 (+6) Wis 14 (+3)
Con 11 (+1)	Int 10 (+1) Cha 16 (+4)
Alignment chaotic evil Languages Abyssal, Common	
Note: Modified Renceti, ELTU3-6 True Blue.	

Mob Ghoul	Level 3 Minion Soldier
Medium natural animate (undead)	XP -
HP 1; a missed attack never damages a minion.	Initiative as Bystander
AC 19, Fortitude 15, Reflex 16, Will 14	Perception +0
Speed 5, climb 4	Darkvision
Immune disease, poison; Resist 10 necrotic	
TRAITS	
Swarm Over	
A mob ghoul gains a +1 bonus to attack rolls for every ally adjacent to the target.	
STANDARD ACTIONS	
m Claws + At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 4 damage (6 if the target is grabbed or unconscious), and the ghoul grabs the target (escape DC 12).	
Skills Stealth +10	
Str 15 (+3)	Dex 19 (+5) Wis 8 (+0)
Con 16 (+4)	Int 11 (+2) Cha 11 (+2)
Alignment chaotic evil Languages Common	
Note: Modified mob ghoul.	

3 Paladins of Torm	Level 2 Minion
Medium natural humanoid, human	XP --
HP 1; a missed attack never damages a minion	Initiative +0
AC 16, Fortitude 14, Reflex 12, Will 14	Perception +0
Speed 6	
STANDARD ACTIONS	
m Longsword + At-Will	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 4 damage.	
Lay On Hands + At-Will (1/round)	
Effect: The paladin of Torm lays his hands on an adjacent creature reduced to 0 or less hit points and stabilizes them. The creature no longer makes death saving throws and cannot rise as a mob ghoul.	
Escort + At-Will	
Effect: The paladin of Torm grabs a bystander and slides them the paladin's speed. The paladin moves with the Bystander and maintains the grab.	
Str 15 (+3)	Dex 10 (+1) Wis 10 (+1)
Con 12 (+2)	Int 10 (+1) Cha 11 (+1)
Alignment Lawful Good Languages Common	
Note: Own design.	

## ENCOUNTER 5: GUMMING UP THE WORKS (AL 6)

4 Rupture Demons (D)	Level 6 Minion Soldier
Small magical beast elemental (demon)	XP 63
HP 1; a missed attack never damages a minion	Initiative +9
AC 21, Fortitude 17, Reflex 19, Will 17	Perception +5
Speed 6, climb 3 (spider climb)	Low-light vision
STANDARD ACTIONS	
m Slimy Extrusion ♦ At-Will	
Attack: +11 vs. AC	
Hit: 7 damage.	
M Enveloping Embrace ♦ Encounter	
Effect: The target is restrained (save ends) and the rupture demon drops to 0 hit points.	
TRIGGERED ACTIONS	
Demonic Infestation	
Trigger: The rupture demon drops to 0 hit points.	
Effect (No Action): The rupture demon erupts in a gory explosion of ichor and tentacles that latch onto a demon within 5 squares of the rupture demon and of level 10 or lower. That demon gains 5 temporary hit points and its attacks deal 2 extra damage until the end of the encounter. This bonus is cumulative with other demonic infestation bonuses (maximum +10).	
Str 15 (+5)	Dex 18 (+7) Wis 15 (+5)
Con 11 (+3)	Int 4 (+0) Cha 4 (+0)
Alignment chaotic evil Languages Abyssal	
Note: Modified rupture demon.	

20 Bystanders (B)	Level 2 Minion
Medium natural humanoid, various races	XP --
HP 1; a missed attack never damages a minion	Initiative +0
AC 14, Fortitude 14, Reflex 14, Will 14	Perception +0
Speed 6	
TRAITS	
Garnet Vulnerability	
If a bystander's garnet necklace is destroyed, he immediately falls unconscious.	
Curse of the Garnet Undeath	
If a bystander is reduced to 0 or fewer hit points and is still wearing a garnet necklace, he rises at the beginning of his next turn as a mob ghoul.	
TRIGGERED ACTIONS	
Scared Stiff	
Trigger: The Bystander starts or ends its turn within 2 squares of a demon.	
Effect (No Action): The Bystander is stunned until the start of its next turn.	
Str 14 (+3)	Dex 10 (+1) Wis 10 (+1)
Con 12 (+2)	Int 9 (+0) Cha 11 (+1)
Alignment unaligned Languages Common	
Note: Modified bystander.	

2 Abyssal Clockwork Spider Swarms (A)	Level 6 Brute
Medium elemental beast (construct, swarm)	XP 250
HP 88; Bloodied 44	Initiative +7
AC 19, Fortitude 18, Reflex 19, Will 15	Perception +3
Speed 6, climb 6 (spider climb)	Darkvision
Immune charm, fear, poison, disease; Resist half damage from melee and ranged attacks; Vulnerable 5 from close and area attacks	
TRAITS	
O Swarm Attack ♦ Aura 1	
The abyssal clockwork spider swarm makes a basic melee attack as a free action against any enemy that begins its turn in the aura.	
O Infernal Clacking ♦ Aura 10	
Enemies in the aura take a -2 penalty to all defenses.	
Swarm	
The abyssal clockwork spider swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm cannot be pulled, pushed, or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises.	
Bone Stripping	
The abyssal clockwork spider swarm deals an extra 2d4 damage to prone targets.	
STANDARD ACTIONS	
m Swarming Bite ♦ At-Will	
Attack: +11 vs. AC	
Hit: 2d6 + 5 damage plus ongoing 5 damage (save ends).	
M Pull Down ♦ At-Will	
Attack: +9 vs. Fortitude	
Hit: 2d6 + 5 damage and the target is knocked prone.	
C Abyssal Burst (fire) ♦ At-Will	
Attack: Close burst 2 (creatures in the burst); +9 vs. Reflex	
Hit: 2d8 + 5 fire damage, and the target is slowed (save ends).	
Aftereffect: The target falls prone	
TRIGGERED ACTIONS	
Stay Down	
Trigger: An enemy adjacent to the abyssal clockwork swarm stands up.	
Effect (Opportunity Action): The abyssal clockwork swarm makes a swarming bite attack against the triggering enemy.	
Str 12 (+4)	Dex 19 (+7) Wis 10 (+3)
Con 18 (+7)	Int 8 (+2) Cha 2 (-1)
Alignment chaotic evil Languages Abyssal	
Note: Modified plaguechanged gibberling bunch.	



## ENCOUNTER 5: GUMMING UP THE WORKS (AL 6, CONT'D)

<b>1 Renceti (R)</b>	<b>Level 5 Elite Controller</b>
Tiny elemental humanoid (demon)	XP 400
<b>HP</b> 118; <b>Bloodied</b> 59	<b>Initiative</b> +8
<b>AC</b> 21 <b>Fortitude</b> 15, <b>Reflex</b> 19, <b>Will</b> 18	<b>Perception</b> +9
<b>Speed</b> 8, teleport 8	Darkvision
<b>Saving Throws</b> +2; <b>Action Points</b> 1	
<b>TRAITS</b>	
<b>O Tempter's Influence</b> ♦ <b>Aura</b> 2	
Enemies in the aura take a -2 penalty to saving throws.	
<b>STANDARD ACTIONS</b>	
<b>m Bite</b> (poison) ♦ <b>At-Will</b>	
Attack: Melee 0 (one creature); +10 vs. AC	
Hit: 2d6 + 6 damage, and the target grants combat advantage (save ends).	
<b>M Double Attack</b> ♦ <b>At-Will</b>	
Effect: Renceti makes two <i>bite</i> attacks.	
<b>MINOR ACTIONS</b>	
<b>C Evil Temptation</b> ♦ <b>At-Will</b> (1/round)	
Attack: Close burst 3 (one creature in burst); +8 vs. Will	
Hit: The target is dazed (save ends). The effect also ends if the target makes an attack against one of its allies.	
<b>Invisibility</b> (Illusion) ♦ <b>At-Will</b> (1/round)	
Effect: Renceti becomes invisible until it makes an attack roll.	
<b>TRIGGERED ACTIONS</b>	
<b>Variable Resistance</b> ♦ <b>Encounter</b>	
Trigger: Renceti takes acid, cold, fire, lightning, or thunder damage.	
Effect (Free Action): Renceti gains resist 10 to the triggering damage type until the end of the encounter.	
<b>Skills</b> Arcana +8, Bluff +10, Stealth +13	
<b>Str</b> 8 (+1)	<b>Dex</b> 22 (+8) <b>Wis</b> 14 (+4)
<b>Con</b> 11 (+2)	<b>Int</b> 10 (+2) <b>Cha</b> 17 (+5)
<b>Alignment</b> chaotic evil <b>Languages</b> Abyssal, Common	
<b>Note:</b> Modified Renceti, ELTU3-6 <i>True Blue</i> .	

<b>Mob Ghoul</b>	<b>Level 5 Minion Soldier</b>
Medium natural animate (undead)	XP -
<b>HP</b> 1; a missed attack never damages a minion.	<b>Initiative</b> as Bystander
<b>AC</b> 21, <b>Fortitude</b> 17, <b>Reflex</b> 18, <b>Will</b> 15	<b>Perception</b> +1
<b>Speed</b> 5, climb 4	Darkvision
<b>Immune</b> disease, poison; <b>Resist</b> 10 necrotic	
<b>TRAITS</b>	
<b>Swarm Over</b>	
A mob ghoul gains a +1 bonus to attack rolls for every ally adjacent to the target.	
<b>STANDARD ACTIONS</b>	
<b>m Claws</b> ♦ <b>At-Will</b>	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 6 damage (8 if the target is grabbed or unconscious), and the ghoul grabs the target (escape DC 14).	
<b>Skills</b> Stealth +11	
<b>Str</b> 15 (+4)	<b>Dex</b> 19 (+6) <b>Wis</b> 8 (+1)
<b>Con</b> 16 (+5)	<b>Int</b> 11 (+3) <b>Cha</b> 11 (+3)
<b>Alignment</b> chaotic evil <b>Languages</b> Common	
<b>Note:</b> Modified mob ghoul.	

<b>3 Paladins of Torm</b>	<b>Level 2 Minion</b>
Medium natural humanoid, human	XP --
<b>HP</b> 1; a missed attack never damages a minion	<b>Initiative</b> +0
<b>AC</b> 16, <b>Fortitude</b> 14, <b>Reflex</b> 12, <b>Will</b> 14	<b>Perception</b> +0
<b>Speed</b> 6	
<b>STANDARD ACTIONS</b>	
<b>m Longsword</b> ♦ <b>At-Will</b>	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 4 damage.	
<b>Lay On Hands</b> ♦ <b>At-Will</b> (1/round)	
Effect: The paladin of Torm lays his hands on an adjacent creature reduced to 0 or less hit points and stabilizes them. The creature no longer makes death saving throws and cannot rise as a mob ghoul.	
<b>Escort</b> ♦ <b>At-Will</b>	
Effect: The paladin of Torm grabs a bystander and slides them the paladin's speed. The paladin moves with the Bystander and maintains the grab.	
<b>Str</b> 15 (+3)	<b>Dex</b> 10 (+1) <b>Wis</b> 10 (+1)
<b>Con</b> 12 (+2)	<b>Int</b> 10 (+1) <b>Cha</b> 11 (+1)
<b>Alignment</b> Lawful Good <b>Languages</b> Common	
<b>Note:</b> Own design.	

## ENCOUNTER 5: GUMMING UP THE WORKS (AL 8)

4 Rupture Demons (D)	Level 8 Minion Soldier
Small magical beast elemental (demon)	XP 88
HP 1; a missed attack never damages a minion	Initiative +12
AC 23, Fortitude 21, Reflex 19, Will 21	Perception +6
Speed 6, climb 3 (spider climb)	Low-light vision
STANDARD ACTIONS	
m <b>Slimy Extrusion</b> ♦ At-Will	
Attack: +13 vs. AC	
Hit: 8 damage.	
M <b>Enveloping Embrace</b> ♦ Encounter	
Effect: The target is restrained (save ends) and the rupture demon drops to 0 hit points	
TRIGGERED ACTIONS	
<b>Demonic Infestation</b> (healing)	
Trigger: The rupture demon drops to 0 hit points.	
Effect (No Action): The rupture demon erupts in a gory explosion of ichor and tentacles that latch onto a demon within 5 squares of the rupture demon and of level 10 or lower. That demon gains 5 temporary hit points and its attacks deal 2 extra damage until the end of the encounter. This bonus is cumulative with other demonic infestation bonuses (maximum +10).	
Str 17 (+7)	Dex 18 (+8) Wis 15 (+6)
Con 13 (+5)	Int 4 (+1) Cha 4 (+1)
Alignment chaotic evil Languages Abyssal	
Note: Modified rupture demon.	

20 Bystanders (B)	Level 2 Minion
Medium natural humanoid, various races	XP --
HP 1; a missed attack never damages a minion	Initiative +0
AC 14, Fortitude 14, Reflex 14, Will 14	Perception +0
Speed 6	
TRAITS	
<b>Garnet Vulnerability</b>	
If a bystander's garnet necklace is destroyed, he immediately falls unconscious.	
<b>Curse of the Garnet Undeath</b>	
If a bystander is reduced to 0 or fewer hit points and is still wearing a garnet necklace, he rises at the beginning of his next turn as a mob ghoul.	
TRIGGERED ACTIONS	
<b>Scared Stiff</b>	
Trigger: The Bystander starts or ends its turn within 2 squares of a demon.	
Effect (No Action): The Bystander is stunned until the start of its next turn.	
Str 14 (+3)	Dex 10 (+1) Wis 10 (+1)
Con 12 (+2)	Int 9 (+0) Cha 11 (+1)
Alignment unaligned Languages Common	
Note: Modified bystander.	

2 Abyssal Clockwork Spider Swarms (A)	Level 8 Brute
Medium elemental beast (construct, swarm)	XP 350
HP 108; Bloodied 54	Initiative +8
AC 21, Fortitude 20, Reflex 21, Will 17	Perception +4
Speed 6, climb 6 (spider climb)	Darkvision
Immune charm, fear, poison, disease; Resist half damage from melee and ranged attacks; Vulnerable 5 from close and area attacks	
TRAITS	
O <b>Swarm Attack</b> ♦ Aura 1	
The abyssal clockwork spider swarm makes a basic melee attack as a free action against any enemy that begins its turn in the aura.	
O <b>Infernal Clacking</b> ♦ Aura 10	
Enemies in the aura take a -2 penalty to all defenses.	
<b>Swarm</b>	
The abyssal clockwork spider swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm cannot be pulled, pushed, or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises.	
<b>Bone Stripping</b>	
The abyssal clockwork spider swarm deals an extra 2d4 damage to prone targets.	
STANDARD ACTIONS	
m <b>Swarming Bite</b> ♦ At-Will	
Attack: +13 vs. AC	
Hit: 3d6 + 5 damage plus ongoing 5 damage (save ends).	
M <b>Pull Down</b> ♦ At-Will	
Attack: +11 vs. Fortitude	
Hit: 3d6 + 5 damage and the target is knocked prone.	
C <b>Abyssal Burst</b> (fire) ♦ At-Will	
Attack: Close burst 2 (creatures in the burst); +11 vs. Reflex	
Hit: 3d8 + 3 fire damage, and the target is slowed (save ends).	
Aftereffect: The target falls prone	
TRIGGERED ACTIONS	
<b>Stay Down</b>	
Trigger: An enemy adjacent to the abyssal clockwork swarm stands up.	
Effect (Opportunity Action): The abyssal clockwork swarm makes a swarming bite attack against the triggering enemy.	
Str 12 (+5)	Dex 19 (+8) Wis 10 (+4)
Con 18 (+8)	Int 8 (+3) Cha 2 (+0)
Alignment chaotic evil Languages Abyssal	
Note: Modified plaguechanged gibberling bunch.	

## ENCOUNTER 5: GUMMING UP THE WORKS (AL 8, CONT'D)

<b>1 Renceti (R)</b>	<b>Level 7 Elite Controller</b>
Tiny elemental humanoid (demon)	XP 600
<b>HP</b> 150; <b>Bloodied</b> 75	<b>Initiative</b> +9
<b>AC</b> 23, <b>Fortitude</b> 17, <b>Reflex</b> 21, <b>Will</b> 20	<b>Perception</b> +8
<b>Speed</b> 8, teleport 8	Darkvision
<b>Saving Throws</b> +2; <b>Action Points</b> 1	
<b>TRAITS</b>	
O <b>Tempter's Influence</b> ♦ <b>Aura</b> 2	
Enemies in the aura take a -2 penalty to saving throws.	
<b>STANDARD ACTIONS</b>	
m <b>Bite</b> (poison) ♦ <b>At-Will</b>	
Attack: Melee 0 (one creature); +14 vs. AC	
Hit: 2d6 + 8 damage, and the target grants combat advantage (save ends).	
M <b>Double Attack</b> ♦ <b>At-Will</b>	
Effect: Renceti makes two <i>bite</i> attacks.	
<b>MINOR ACTIONS</b>	
C <b>Evil Temptation</b> ♦ <b>At-Will</b> (1/round)	
Attack: Close burst 3 (one creature in burst); +12 vs. Will	
Hit: The target is dazed (save ends). The effect also ends if the target makes an attack against one of its allies.	
Invisibility (Illusion) ♦ <b>At-Will</b> (1/round)	
Effect: Renceti becomes invisible until it makes an attack roll.	
<b>TRIGGERED ACTIONS</b>	
Variable Resistance ♦ <b>Encounter</b>	
Trigger: Renceti takes acid, cold, fire, lightning, or thunder damage.	
Effect (Free Action): Renceti gains resist 10 to the triggering damage type until the end of the encounter.	
<b>Skills</b> Arcana +8, Bluff +11, Stealth +14	
<b>Str</b> 8 (+2)	<b>Dex</b> 22 (+9) <b>Wis</b> 14 (+5)
<b>Con</b> 11 (+3)	<b>Int</b> 10 (+3) <b>Cha</b> 17 (+6)
<b>Alignment</b> chaotic evil <b>Languages</b> Abyssal, Common	
<b>Note:</b> Modified Renceti, ELTU3-6 <i>True Blue</i> .	

<b>Mob Ghoul</b>	<b>Level 7 Minion Soldier</b>
Medium natural animate (undead)	XP -
<b>HP</b> 1; a missed attack never damages a minion.	<b>Initiative</b> as Bystander
<b>AC</b> 23, <b>Fortitude</b> 19, <b>Reflex</b> 20, <b>Will</b> 17	<b>Perception</b> +2
<b>Speed</b> 5, climb 4	Darkvision
<b>Immune</b> disease, poison; <b>Resist</b> 10 necrotic	
<b>TRAITS</b>	
<b>Swarm Over</b>	
A mob ghoul gains a +1 bonus to attack rolls for every ally adjacent to the target.	
<b>STANDARD ACTIONS</b>	
m <b>Claws</b> ♦ <b>At-Will</b>	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 8 damage (10 if the target is grabbed or unconscious), and the ghoul grabs the target (escape DC 16).	
<b>Skills</b> Stealth +12	
<b>Str</b> 15 (+5)	<b>Dex</b> 19 (+7) <b>Wis</b> 8 (+2)
<b>Con</b> 16 (+6)	<b>Int</b> 11 (+4) <b>Cha</b> 11 (+4)
<b>Alignment</b> chaotic evil <b>Languages</b> Common	
<b>Note:</b> Modified mob ghoul.	

<b>3 Paladins of Torm</b>	<b>Level 2 Minion</b>
Medium natural humanoid, human	XP --
<b>HP</b> 1; a missed attack never damages a minion	<b>Initiative</b> +0
<b>AC</b> 16, <b>Fortitude</b> 14, <b>Reflex</b> 12, <b>Will</b> 14	<b>Perception</b> +0
<b>Speed</b> 6	
<b>STANDARD ACTIONS</b>	
m <b>Longsword</b> ♦ <b>At-Will</b>	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 4 damage.	
<b>Lay On Hands</b> ♦ <b>At-Will</b> (1/round)	
Effect: The paladin of Torm lays his hands on an adjacent creature reduced to 0 or less hit points and stabilizes them. The creature no longer makes death saving throws and cannot rise as a mob ghoul.	
<b>Escort</b> ♦ <b>At-Will</b>	
Effect: The paladin of Torm grabs a bystander and slides them the paladin's speed. The paladin moves with the Bystander and maintains the grab.	
<b>Str</b> 15 (+3)	<b>Dex</b> 10 (+1) <b>Wis</b> 10 (+1)
<b>Con</b> 12 (+2)	<b>Int</b> 10 (+1) <b>Cha</b> 11 (+1)
<b>Alignment</b> Lawful Good <b>Languages</b> Common	
<b>Note:</b> Own design.	

## ENCOUNTER 5: GUMMING UP THE WORKS (AL 10)

4 Rupture Demons (D)	Level 10 Minion Soldier
Small magical beast elemental (demon)	XP 125
HP 1; a missed attack never damages a minion	Initiative +14
AC 25, Fortitude 21, Reflex 23, Will 21	Perception +7
Speed 6, climb 3 (spider climb)	Low-light vision
STANDARD ACTIONS	
m <b>Slimy Extrusion</b> ♦ At-Will	
Attack: +15 vs. AC	
Hit: 9 damage.	
M <b>Enveloping Embrace</b> ♦ Encounter	
Effect: The target is restrained (save ends) and the rupture demon drops to 0 hit points	
TRIGGERED ACTIONS	
<b>Demonic Infestation</b> (healing)	
Trigger: The rupture demon drops to 0 hit points.	
Effect (No Action): The rupture demon erupts in a gory explosion of ichor and tentacles that latch onto a demon within 5 squares of the rupture demon and of level 10 or lower. That demon gains 5 temporary hit points and its attacks deal 2 extra damage until the end of the encounter. This bonus is cumulative with other demonic infestation bonuses (maximum +10).	
Str 17 (+8)	Dex 18 (+9) Wis 15 (+7)
Con 13 (+6)	Int 4 (+2) Cha 4 (+2)
Alignment chaotic evil Languages Abyssal	
Note: Modified rupture demon.	

20 Bystanders (B)	Level 2 Minion
Medium natural humanoid, various races	XP --
HP 1; a missed attack never damages a minion	Initiative +0
AC 14, Fortitude 14, Reflex 14, Will 14	Perception +0
Speed 6	
TRAITS	
<b>Garnet Vulnerability</b>	
If a bystander's garnet necklace is destroyed, he immediately falls unconscious.	
<b>Curse of the Garnet Undeath</b>	
If a bystander is reduced to 0 or fewer hit points and is still wearing a garnet necklace, he rises at the beginning of his next turn as a mob ghoul.	
TRIGGERED ACTIONS	
<b>Scared Stiff</b>	
Trigger: The Bystander starts or ends its turn within 2 squares of a demon.	
Effect (No Action): The Bystander is stunned until the start of its next turn.	
Str 14 (+3)	Dex 10 (+1) Wis 10 (+1)
Con 12 (+2)	Int 9 (+0) Cha 11 (+1)
Alignment unaligned Languages Common	
Note: Modified bystander.	

2 Abyssal Clockwork Spider Swarms (A)	Level 10 Brute
Medium elemental beast (construct, swarm)	XP 500
HP 128; Bloodied 64	Initiative +10
AC 23, Fortitude 22, Reflex 23, Will 19	Perception +5
Speed 6, climb 6 (spider climb)	Darkvision
Immune charm, fear, poison, disease; Resist half damage from melee and ranged attacks; Vulnerable 5 from close and area attacks	
TRAITS	
O <b>Swarm Attack</b> ♦ Aura 1	
The abyssal clockwork spider swarm makes a basic melee attack as a free action against any enemy that begins its turn in the aura.	
O <b>Infernal Clacking</b> ♦ Aura 10	
Enemies in the aura take a -2 penalty to all defenses.	
<b>Swarm</b>	
The abyssal clockwork spider swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm cannot be pulled, pushed, or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises.	
<b>Bone Stripping</b>	
The abyssal clockwork spider swarm deals an extra 2d4 damage to prone targets.	
STANDARD ACTIONS	
m <b>Swarming Bite</b> ♦ At-Will	
Attack: +15 vs. AC	
Hit: 3d8 + 5 damage plus ongoing 5 damage (save ends).	
M <b>Pull Down</b> ♦ At-Will	
Attack: +13 vs. Fortitude	
Hit: 3d8 + 5 damage and the target is knocked prone.	
C <b>Abyssal Burst</b> (fire) ♦ At-Will	
Attack: Close burst 2 (creatures in the burst); +13 vs. Reflex	
Hit: 3d10 + 3 fire damage, and the target is slowed (save ends).	
Aftereffect: The target falls prone	
TRIGGERED ACTIONS	
<b>Stay Down</b>	
Trigger: An enemy adjacent to the abyssal clockwork swarm stands up.	
Effect (Opportunity Action): The abyssal clockwork swarm makes a swarming bite attack against the triggering enemy.	
Str 12 (+7)	Dex 19 (+10) Wis 10 (+6)
Con 18 (+10)	Int 8 (+5) Cha 2 (+2)
Alignment chaotic evil Languages Abyssal	
Note: Modified plaguechanged gibberling bunch.	

## ENCOUNTER 5: GUMMING UP THE WORKS (AL 10, CONT'D)

1 Renceti (R)	Level 9 Elite Controller
Tiny elemental humanoid (demon)	XP 800
HP 182; <b>Bloodied</b> 91	<b>Initiative</b> +10
AC 25, <b>Fortitude</b> 19, <b>Reflex</b> 23, <b>Will</b> 22	<b>Perception</b> +10
Speed 8, teleport 8	Darkvision
<b>Saving Throws</b> +2; <b>Action Points</b> 1	
<b>TRAITS</b>	
O <b>Tempter's Influence</b> ♦ <b>Aura</b> 2	
Enemies in the aura take a -2 penalty to saving throws.	
<b>STANDARD ACTIONS</b>	
m <b>Bite</b> (poison) ♦ <b>At-Will</b>	
Attack: Melee 0 (one creature); +14 vs. AC	
Hit: 2d6 + 10 damage, and the target grants combat advantage (save ends).	
M <b>Double Attack</b> ♦ <b>At-Will</b>	
Effect: Renceti makes two <i>bite</i> attacks.	
<b>MINOR ACTIONS</b>	
C <b>Evil Temptation</b> ♦ <b>At-Will</b> (1/round)	
Attack: Close burst 3 (one creature in burst); +12 vs. Will	
Hit: The target is dazed (save ends). The effect also ends if the target makes an attack against one of its allies.	
Invisibility (Illusion) ♦ <b>At-Will</b> (1/round)	
Effect: Renceti becomes invisible until it makes an attack roll.	
<b>TRIGGERED ACTIONS</b>	
Variable Resistance ♦ <b>Encounter</b>	
Trigger: Renceti takes acid, cold, fire, lightning, or thunder damage.	
Effect (Free Action): Renceti gains resist 10 to the triggering damage type until the end of the encounter.	
<b>Skills</b> Arcana +9, Bluff +12, Stealth +15	
Str 8 (+3)	Dex 22 (+10) Wis 14 (+6)
Con 11 (+4)	Int 10 (+4) Cha 17 (+7)
<b>Alignment</b> chaotic evil <b>Languages</b> Abyssal, Common	
<b>Note:</b> Modified Renceti, ELTU3-6 <i>True Blue</i> .	

Mob Ghoul	Level 9 Minion Soldier
Medium natural animate (undead)	XP -
HP 1; a missed attack never damages a minion.	<b>Initiative</b> as Bystander
AC 25, <b>Fortitude</b> 21, <b>Reflex</b> 21, <b>Will</b> 19	<b>Perception</b> +3
Speed 5, climb 4	Darkvision
<b>Immune</b> disease, poison; <b>Resist</b> 10 necrotic	
<b>TRAITS</b>	
<b>Swarm Over</b>	
A mob ghoul gains a +1 bonus to attack rolls for every ally adjacent to the target.	
<b>STANDARD ACTIONS</b>	
m <b>Claws</b> ♦ <b>At-Will</b>	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 9 damage (11 if the target is grabbed or unconscious), and the ghoul grabs the target (escape DC 18).	
<b>Skills</b> Stealth +13	
Str 15 (+6)	Dex 19 (+8) Wis 8 (+3)
Con 16 (+7)	Int 11 (+5) Cha 11 (+5)
<b>Alignment</b> chaotic evil <b>Languages</b> Common	
<b>Note:</b> Modified mob ghoul.	

3 Paladins of Torm	Level 2 Minion
Medium natural humanoid, human	XP --
HP 1; a missed attack never damages a minion	<b>Initiative</b> +0
AC 16, <b>Fortitude</b> 14, <b>Reflex</b> 12, <b>Will</b> 14	<b>Perception</b> +0
<b>Speed</b> 6	
<b>STANDARD ACTIONS</b>	
m <b>Longsword</b> ♦ <b>At-Will</b>	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 4 damage.	
<b>Lay On Hands</b> ♦ <b>At-Will</b> (1/round)	
Effect: The paladin of Torm lays his hands on an adjacent creature reduced to 0 or less hit points and stabilizes them. The creature no longer makes death saving throws and cannot rise as a mob ghoul.	
<b>Escort</b> ♦ <b>At-Will</b>	
Effect: The Paladin of Torm grabs a bystander and slides them the paladin's speed. The paladin moves with the Bystander and maintains the grab.	
Str 15 (+3)	Dex 10 (+1) Wis 10 (+1)
Con 12 (+2)	Int 10 (+1) Cha 11 (+1)
<b>Alignment</b> Lawful Good <b>Languages</b> Common	
<b>Note:</b> Own design.	



# ENCOUNTER 5: GUMMING UP THE WORKS

## TILE SETS NEEDED

1x Dungeon Tile Master Set: The City



**B** = BYSTANDERS

**D** = RUPTURE DEMONS    **R** = RENCETI    **A** = ABYSSAL CLOCKWORK SPIDER SWARM (BOTH SWARMS START AT THE SAME SPOT)

Bystanders should be placed in a random fashion about the map

## CONCLUSION: ALBOM'S FATE

### IMPORTANT NPC

**Albom Fiendbourne:** Male human engineer

Albom is horrified by what he has seen, and even more so by what the PCs tell him of the events that have transpired. As he learns of the horrors that have been nearly unleashed, he addresses the party with great sadness:

***"I never would have imagined that the stolen parts were still being used in the construction, just in such a wildly twisted configuration. Whoever knew that such components were even on the materials list must surely be a part of the original design. But for what purpose? To what end? Who would wish such a foul fate upon the people of Elturel?"***

If the PCs ask about his garnet necklace, he admits in a small voice that he is unable to remove it, and that the gem has actually embedded itself in his flesh since the activation of the clock. There are angry red marks radiating from the gem into his chest, as if it were slowly poisoning him with demonic magic and taint. However, it seems that there are many who also need the PCs' aid and he asks that the PCs help the people of Elturel before aiding him.

**Arcana (Hard DC):** The gemstone is enchanted by a caster far more talented than themselves. It is unlikely that even the clergy of Torm can safely remove it without killing Albom at this time. More extensive research into the gem and its enchantments will need to be done.

Many citizens of Elturel stand around watching the spectacle and they all hastily rip off their necklaces and cast them on the ground if the PCs describe the effects. As soon as the necklaces hit the ground or contact another garnet, they crack, pop, and sizzle before dissolving into a fine dust. Once it is clear that the immediate danger has not spread to any of the local citizens, Albom entreats the PCs to investigate further.

The PCs must decide what to do with Albom. He has no further opinion on the matter, and readily states that he must be appropriately dealt with. He suggests disposing of his body on holy ground if the need arises, or asking the clergy of Torm to restrain him in a cell until such time as a cure can be.

If Bellavous was welcomed by the PCs, read the following:

***The quasit looks up at you with a toothy grin. "His stink floods the city. Vacacarian has his eyes upon us. His plans. His magics. Renceti knows this, and has been driven mad by it. Their day is coming.***

***Our job is not done, and my lot is cast with yours until Vacacarian can be finally dealt with. We shall be fast allies you and I."***

***If anything, the demon's grin grows wider.***

Bellavous offers himself as an arcane familiar (story award ELTU20). If no PC previously had him as a familiar before the start of the adventure, he can only be taken by a single arcane caster PC and they are the only PC that gains this story award. If there is a single PC who already has him as a familiar (ELTU08), they are automatically the PC who gains ELTU20. No other PC can gain ELTU20 in this case. The same applies if multiple PCs have ELTU08, except all such PCs gain ELTU20.

In addition, all of the PCs have attracted the attention of Vaccarrion and receive story award ELTU22.

### TREASURE

The PCs receive some rewards based on their actions in the adventure.

- Just PCs who are members of the Order of Torm, or all the PCs if the party did not allow any innocents to die in Encounters 1a or 5, may be blessed by the Order of Torm for their efforts and receive *Torm's Battle Acumen* (lvl. 3). This is a boon. Remember that PCs can only have one boon active at a time.
- Just PCs who are members of the Dusk Talons, or all the PCs if the party successfully freed Thumbs from jail, will find themselves gifted with a *sneak's cloak*.
- Just PCs who are members of the Lion's Den, or all the PCs if the party successfully convinced Saerlin to allying with or join the Lion's Den, will be gifted with an *ornament of alertness*.
- If any PC already had or takes Bellavous as a familiar (ELTU20 *Quasit-Keeper*), Bellavous will show them to a cache of potions and they receive access to a *potion of delusion* and some gold.

## 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

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.

### ADVENTURE LEVEL 2

**Minimum / Baseline Award**  
225 XP per PC

**Major Objective:** Stop Renceti's plans (Encounter 5)  
+ 125 XP (or +65 XP for a partial success)

**Minor Objective 1:** Help Thumbs get out of jail or enlist the aid of Fatemaker Breanna (Encounters 1a/1b/2)  
+ 25 XP

**Minor Objective 2:** Defeat the raiding party (Encounter 3)  
+ 25 XP

**Minor Objective 3:** Return to Elturel in time (Encounter 4)  
+ 25 XP

**Maximum Possible Experience**  
425 XP per PC

**Base Gold**  
75 gp per PC  
(Introduction; 15 gp, Encounter 3: 45 gp, Encounter 5: 15 gp)

### ADVENTURE LEVEL 4

**Minimum / Baseline Award**  
320 XP per PC

**Major Objective:** Stop Renceti's plans (Encounter 5)  
+ 175 XP (or +90 XP for a partial success)

**Minor Objective 1:** Help Thumbs get out of jail or enlist the aid of Fatemaker Breanna (Encounters 1a/1b/2)  
+ 35 XP

**Minor Objective 2:** Defeat the raiding party (Encounter 3)  
+ 35 XP

**Minor Objective 3:** Return to Elturel in time (Encounter 4)  
+ 35 XP

**Maximum Possible Experience**  
600 XP per PC

**Base Gold**  
125 gp per PC  
(Introduction; 25 gp, Encounter 3: 75 gp, Encounter 5: 25 gp)

### ADVENTURE LEVEL 6

**Minimum / Baseline Award**  
450 XP per PC

**Major Objective:** Stop Renceti's plans (Encounter 5)  
+ 250 XP (or +125 XP for a partial success)

**Minor Objective 1:** Help Thumbs get out of jail or enlist the aid of Fatemaker Breanna (Encounters 1a/1b/2)  
+ 50 XP

**Minor Objective 2:** Defeat the raiding party (Encounter 3)  
+ 50 XP

**Minor Objective 3:** Return to Elturel in time (Encounter 4)  
+ 50 XP

**Maximum Possible Experience**  
850 XP per PC

**Base Gold**  
225 gp per PC  
(Introduction; 45 gp, Encounter 3: 135 gp, Encounter 5: 45 gp)



## ADVENTURE LEVEL 8

### Minimum / Baseline Award

640 XP per PC

**Major Objective:** Stop Renceti's plans (Encounter 5)  
+ 350 XP (or +175 XP for a partial success)

**Minor Objective 1:** Help Thumbs get out of jail or enlist the aid of Fatemaker Breanna (Encounters 1a/1b/2)  
+ 70 XP

**Minor Objective 2:** Defeat the raiding party (Encounter 3)  
+ 70 XP

**Minor Objective 3:** Return to Elturel in time (Encounter 4)  
+ 70 XP

### Maximum Possible Experience

1200 XP per PC

### Base Gold

450 gp per PC

(Introduction; 90 gp, Encounter 3: 270 gp, Encounter 5: 90 gp)

## ADVENTURE LEVEL 10

### Minimum / Baseline Award

900 XP per PC

**Major Objective:** Stop Renceti's plans (Encounter 5)  
+ 500 XP (or +250 XP for a partial success)

**Minor Objective 1:** Help Thumbs get out of jail or enlist the aid of Fatemaker Breanna (Encounters 1a/1b/2)  
+ 100 XP

**Minor Objective 2:** Defeat the raiding party (Encounter 3)  
+ 100 XP

**Minor Objective 3:** Return to Elturel in time (Encounter 4)  
+ 100 XP

### Maximum Possible Experience

1700 XP per PC

### Base Gold

675 gp per PC

(Introduction; 135 gp, Encounter 3: 405 gp, Encounter 5: 135 gp)

## TREASURE

Each PC receives treasure in the form of gold pieces as well as one share from a treasure bundle. The treasure bundle 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; players may

choose the same treasure bundle. Note that it is possible (and likely) that some characters will not select a bundle for each session of play.

If characters buy or sell magic items or other gear during the adventure (or pay for services) add or subtract that amount from the total gold the PC receives at the end of the adventure. If a player selects an option that gives their character more gold, add that amount to that character's base gold award. It is possible and permissible for a character who spends more gold than he or she earns to have a negative total for the adventure. PCs receive 20% of the item's market price when they sell any magic item or consumable. They receive 50% of the market price for ritual books and alchemical formulas.

If a player selects a magic weapon or suit of armor for their PC that is not specific on the type of item listed, they must select the exact item at the time they choose that bundle. For example, if a *duelist's weapon +1* is listed as a choice in a bundle, 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.

An asterisk next to a magic item means that it is an item that appears in the **New Rules** section.

### EACH PC SELECTS ONE OF THE FOLLOWING:

**Treasure A:** *luckblade* (AL 2 and 4: +1; ALs 6-10: +2) (*Adventurer's Vault*); Encounter 2

**Treasure B:** *glowstone* (AL 8 and 10 only; *Adventurer's Vault*); Encounter 2

**Treasure C:** *symbol of unified defense* +2 (AL 8 and 10 only; *Adventurer's Vault* 2); Encounter 3

**Treasure D:** *armor of sacrifice* (available to all PCs if no innocents were killed in Encounter 1a or 5, also available to all PC members of the Order of Torm regardless of NPC deaths) (+1 at AL 2-6, +2 ALs 8-10; *Adventurer's Vault*); Conclusion

**Treasure E:** *sneak's cloak* +2 (available if the PCs if they successfully released Thumbs, also available to all PC members of the Dusk Talons) (AL 6 - 10; *Mordenkainen's Magical Emporium*); Conclusion

**Treasure F:** *Ornament of Alertness* (AL 2 and 4: +1; AL 6 - 10: +2) (available if the PC convinced Saerlin to consider allying with the Lion's Den, also available to all

PC members of the Lion's Den) (*Adventurer's Vault*); Conclusion

**Treasure X (Choose an Item):** A character may choose to find a Common or Uncommon permanent magic item of the player's choice from any player resource (as defined in the *LFR Campaign Guide*). This may be any Common magic item of the character's level + 2 or less, or any Uncommon magic item of the character's level or less. Only permanent magic items may be chosen with this option (no consumables, ammunition, etc.)

**Treasure Y (Consumable plus Gold):** A character may choose to find a consumable item plus additional gold instead of another Treasure. The player should write the consumable gained on their Adventure Log. Consumable items obtained in this fashion do not take up found magic item slots.

This bundle is only available if a PC already has or takes Bellavous as a familiar.

AL 2: *potion of delusion*

AL 4: *potion of delusion* plus 25 gp

AL 6: *potion of delusion* plus 100 gp

AL 8: *potion of delusion* plus 250 gp

AL 10: *potion of delusion* plus 400 gp

**Treasure Z (More Gold):** A character may choose to receive more gold (in addition to the Base Gold amount) instead of another Treasure.

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.

### ELTU20 Quasit-Keeper

*Requirements: A single PC that can cast Arcane spells may take this certificate. However, if multiple PCs already have the Story Award ELTU08, they may all take ELTU20.*

You managed to bind the quasit Bellavous to you. If you have the Arcane Familiar feat, you can take Bellavous as a familiar; he replaces your current familiar. If you do not have the feat, you can still bind Bellavous as your familiar, but 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 by the DM for comic relief), and he complains nonstop about your lack of devotion until you take the feat.

If you also have Story Award ELTU08 and take Bellavous as your familiar, the quasit's devotion to you increases even more. He no longer chafes under your control and instead openly mocks your companions for any opinions they may have that do not exactly match those of his "one, true Master" (i.e. you).

Bellavous gains the following power if you have both Story Awards ELTU08 and ELTU20:

#### STANDARD ACTION

##### C The Master's Desires (Charm) ♦ Daily

**Attack:** Close burst 5 (one creature in burst); your character level +3 vs. Will  
**Hit:** The target is dominated (save ends).

**Special:** When a creature dominated by this power attacks, Bellavous becomes visible.

**Effect:** You lose 1 healing surge. If you do not have any surges remaining, you take damage equal to your surge value.

If more than one PC at the table has Bellavous as a familiar, and it is important to the adventure, the players must choose one PC as having the "true" Bellavous for that adventure. The other PCs instead have "ordinary" quasits with their normal statistics as shown on the appropriate Story Awards. When choosing a PC to have the actual Bellavous, preference should be given to anyone that has earned both ELTU08 **Deal with a Demon** and ELTU20 **Quasit-Keeper**.

### ELTU21 The Comfort of the Void

*Requirements: Any PC reduced to 0 or fewer hit points by either the Decrepit Flesh Golem or the Abyssal clockwork spider swarm earns ELTU21.*

While you seem to have emerged from the demonic combat unscathed, something deep within you has grown cold and distant. Followers of Kelemvor regard you with suspicion and the church of Torm keeps you at arm's length at best. The demons spawned by Renceti's machine were not entirely infernal but some were tainted by undeath and something inside you died that day.

Once per day, you may spend a healing surge in order to be considered an undead creature until the end of your next turn. While this effect is active, your appearance changes, causing you to look as if you had recently died.

### ELTU22 Ancient Eyes

*Requirements: All PCs that successfully conclude this adventure earn this certificate.*

It would appear that Vacacarian has taken notice of your activities. This will most certainly not bring good fortune for you, and will likely prevent subtlety in future endeavors with agents of the spellcaster.

Furthermore, agents of Vacacarian have a -2 penalty to Bluff and Diplomacy when trying to interact with you and they will target you before your allies if you enter combat with them.

Just who or what Vacacarian truly is remains to be seen, and that day may not be far away.

## NEW RULES

### Armor of Sacrifice

Level 5 Uncommon

Lvl 5 +1 1,000 gp Lvl 10 +2 5,000 gp

**Armor:** Chain, scale or plate

**Enhancement Bonus:** AC

**Power ♦ (Minor Action):** Use this power when you are adjacent to an ally who is subject to an effect that a save can end. The ally is no longer affected, and you now have the effect. You cannot make a saving throw against this effect until the end of your next turn.

**Power (Healing) ♦ Daily (Minor Action):** Spend a healing surge. One ally within 5 squares of you regains hit points as though he or she had spent a healing surge.

**Source:** *Adventurer's Vault*.

### Augmenting Whetstone

Level 6 Uncommon

Lvl 6 75 gp

**Consumable:** Whetstones

**Power ♦ Consumable (Minor Action):** Touch this whetstone to a melee or ranged weapon you hold. The weapon gains a +2 enhancement bonus on attack rolls and damage rolls until the end of the encounter. This has no effect on the extra damage dice or other special effect applied when the weapon scores a critical hit.

**Source:** *Adventurer's Vault*

### Glowstone

Level 10 Uncommon

**Consumable:** 200gp

**Property:** A glowstone radiates dim light in a 2-square radius.

**Power (Radiant, Zone) ♦ Consumable:** Standard Action  
Use the glowstone to create a zone of bright illumination in an area burst 2 within 5 squares of you. Any undead creature that is vulnerable to radiant damage that enters or starts its turn within the zone is affected as if it had taken radiant damage. For example, a skeleton that has vulnerable 5 radiant takes 5 radiant damage if it enters or starts its turn in the zone. The zone remains until the end of the encounter or for 5 minutes, whichever comes first. Using this power turns the glowstone to dust.

**Source:** *Adventurer's Vault*.

### Holy Water

Level 1 Common

Lvl 1 20 gp

**Alchemical Item:** Volatile Formula

**Cost:** 50 gp

**Key Skill:** Religion

**Time:** 1 hour

**Attack Power (Radiant) ♦ Consumable (Minor Action):**

**Attack:** Ranged 3/6 (one undead creature or demon); the item's level + 3 vs. Reflex

**Hit:** 1d10 radiant damage.

Level 11 or 16: 2d10 radiant damage.

Level 21 or 26: 3d10 radiant damage.

**Source:** *Mordenkainen's Magnificent Emporium*.

### Luckblade

Level 3+ Uncommon

Lvl 3 +1 680 gp

Lvl 8 +2 3,400 gp

**Weapon:** Heavy blade or light blade

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d8 damage per plus of the enhancement bonus

**Power ♦ Daily:** Free Action

**Trigger:** You make an attack roll and don't like the result.  
**Effect:** Reroll the triggering attack roll and use the second result, even if it's lower.

**Source:** *Adventurer's Vault*

### Ornament of Alertness

Level 3, 8 Uncommon

Lvl 3 +1 680 gp Lvl 8 +2 3,400 gp

**Neck Slot**

**Enhancement Bonus:** Fortitude, Reflex and Will

**Property:** You gain an item bonus to Perception checks equal to the ornament's enhancement bonus.

**Power ♦ Daily:** Minor action

**Effect:** Until the end of the encounter, enemies do not gain the normal +2 attack roll bonus when you grant them combat advantage. They still gain any other benefit of combat advantage.

**Source:** *Adventurer's Vault*.

### Potion of Delusion

Level 5 Uncommon

**Consumable** 50gp

**Utility ♦ Consumable (Minor Action)**

**Effect:** You drink the potion and lose a healing surge. You gain 10 temporary hit points and you shift 1 square toward the closest enemy.

**Source:** *The Book of Vile Darkness*.

## Sneak's Cloak

Level 9 Uncommon

Lvl 9 +2 4,200 gp

### Neck Slot

**Enhancement Bonus:** Fortitude, Reflex and Will

**Property:** You gain an item bonus to Stealth checks equal to the cloak's enhancement bonus.

**Utility Power (Illusion) ♦ Daily:** No action

**Trigger:** You hit a creature with a melee or ranged attack while you have any cover or concealment.

**Effect:** The creature treats you as invisible (save ends).

**Source:** *Mordenkainen's Magnificent Emporium*.

## Symbol of Unified Defense

Level 9 Uncommon

Lvl 9 +2 4,200 gp

**Implement:** Holy symbol

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Power ♦ Daily:** Immediate Interrupt

**Trigger:** An enemy targets you and at least one ally with an attack.

**Effect:** You and your allies' defense against the triggering enemy's attack is the highest appropriate score among all of you being attacked. For example, if the attack is against Reflex and the highest Reflex among you and your targeted allies is 25, you all have Reflex 25 for the attack.

**Source:** *Adventurer's Vault 2*.

## APPENDIX 1: BELLAVOUS (AL 2)

It is encouraged to have one of the PCs - preferably a character that uses the Arcane power source or displays an affinity for demons and/ or knowledge - take control of Bellavous for the final encounter. The quasit is willful and constantly goads the PCs into proving their worth (i.e.: using their dailies and encounter powers in order to quickly and decisively resolve the situation). If a PC chooses to use Bellavous in this manner, the DM is encouraged to role-play interactions between Bellavous and the chosen PC while allowing Bellavous' new potential master to use the quasit as its own creature for the duration of the encounter.

Bellavous has a minor action, a move action, and a standard action each turn; he cannot gain action points.

Be sure to use the appropriate copy of Bellavous' stat block for the party's Adventure Level.

Bellavous		Level 1 Controller
Tiny elemental humanoid (demon)		XP -
HP 27; <b>Bloodied</b> 13		<b>Initiative</b> +5
AC 15, <b>Fortitude</b> 13, <b>Reflex</b> 13, <b>Will</b> 13		<b>Perception</b> +7
Speed 8, teleport 8		Darkvision
TRAITS		
<b>O Tempter's Influence</b> ♦ <b>Aura 2</b>		
Enemies in the aura take a -2 penalty to saving throws.		
STANDARD ACTIONS		
m <b>Bite</b> (poison) ♦ <b>At-Will</b>		
Attack: Melee 0 (one creature); +6 vs. AC		
Hit: 1d8 + 3 damage, and the target grants combat advantage (save ends).		
C <b>Cyric's Dictum</b> (charm) ♦ <b>Encounter</b>		
Attack: Close burst 5 (one creature in burst); +4 vs. Will		
Hit: The target is dominated (save ends). When a dominated target attacks, Bellavous becomes visible.		
MINOR ACTIONS		
C <b>Evil Temptation</b> ♦ <b>At-Will</b> (1/round)		
Attack: Close burst 3 (one creature in burst); +4 vs. Will		
Hit: The target is dazed (save ends). The effect also ends if the target makes an attack against one of its allies.		
Invisibility (illusion) ♦ <b>At-Will</b> (1/round)		
Effect: Bellavous becomes invisible until it makes an attack roll.		
Treachorous Escape (illusion, poison, teleportation, zone) ♦ <b>Encounter</b>		
Effect: Bellavous creates an illusory duplicate of itself in its current space, turns invisible until the end of the encounter or until it attacks, and teleports 5 squares. If any creature attacks the illusion, the illusion disappears and creates a zone in a burst 2 centered on the illusion. Any creature that enters the zone or starts its turn there takes 5 poison damage. The zone lasts until the end of the encounter.		
TRIGGERED ACTIONS		
<b>Variable Resistance</b> ♦ <b>Encounter</b>		
Trigger: Bellavous takes acid, cold, fire, lightning, or thunder damage.		
Effect (Free Action): Bellavous gains resist 10 to the triggering damage type until the end of the encounter.		
<b>Skills</b> Bluff +10		
<b>Str</b> 8 (-1)	<b>Dex</b> 21 (+5)	<b>Wis</b> 14 (+2)
<b>Con</b> 11 (+0)	<b>Int</b> 10 (+0)	<b>Cha</b> 16 (+3)
<b>Alignment</b> unaligned <b>Languages</b> Abyssal, Common		
<b>Note:</b> modified Bellavous: ELTU3-6 True Blue.		

## APPENDIX 1: BELLAVOUS (AL 4, 6)

Bellavous	Level 3 Controller
Tiny elemental humanoid (demon)	XP -
<b>HP</b> 43; <b>Bloodied</b> 21	<b>Initiative</b> +6
<b>AC</b> 17, <b>Fortitude</b> 15, <b>Reflex</b> 15, <b>Will</b> 15	<b>Perception</b> +8
<b>Speed</b> 8, teleport 8	Darkvision
<b>TRAITS</b>	
<b>O Tempter's Influence</b> ♦ <b>Aura 2</b>	
Enemies in the aura take a -2 penalty to saving throws.	
<b>STANDARD ACTIONS</b>	
m <b>Bite</b> (poison) ♦ <b>At-Will</b>	
Attack: Melee 0 (one creature); +8 vs. AC	
Hit: 1d8 + 5 damage, and the target grants combat advantage (save ends).	
C <b>Cyric's Dictum</b> (charm) ♦ <b>Encounter</b>	
Attack: Close burst 5 (one creature in burst); +6 vs. Will	
Hit: The target is dominated (save ends). When a dominated target attacks, Bellavous becomes visible.	
<b>MINOR ACTIONS</b>	
C <b>Evil Temptation</b> ♦ <b>At-Will</b> (1/round)	
Attack: Close burst 3 (one creature in burst); +6 vs. Will	
Hit: The target is dazed (save ends). The effect also ends if the target makes an attack against one of its allies.	
<b>Invisibility</b> (illusion) ♦ <b>At-Will</b> (1/round)	
Effect: Bellavous becomes invisible until it makes an attack roll.	
<b>Treacherous Escape</b> (illusion, poison, teleportation, zone) ♦ <b>Encounter</b>	
Effect: Bellavous creates an illusory duplicate of itself in its current space, turns invisible until the end of the encounter or until it attacks, and teleports 5 squares. If any creature attacks the illusion, the illusion disappears and creates a zone in a burst 2 centered on the illusion. Any creature that enters the zone or starts its turn there takes 5 poison damage. The zone lasts until the end of the encounter.	
<b>TRIGGERED ACTIONS</b>	
<b>Variable Resistance</b> ♦ <b>Encounter</b>	
Trigger: Bellavous takes acid, cold, fire, lightning, or thunder damage.	
Effect (Free Action): Bellavous gains resist 10 to the triggering damage type until the end of the encounter.	
<b>Skills</b> Bluff +11	
<b>Str</b> 8 (+0)	<b>Dex</b> 21 (+6)
<b>Con</b> 11 (+1)	<b>Int</b> 10 (+1)
	<b>Wis</b> 14 (+3)
	<b>Cha</b> 16 (+4)
<b>Alignment</b> unaligned <b>Languages</b> Abyssal, Common	
<b>Note:</b> modified Bellavous: ELTU3-6 True Blue.	

Bellavous	Level 5 Controller
Tiny elemental humanoid (demon)	XP -
<b>HP</b> 59; <b>Bloodied</b> 29	<b>Initiative</b> +7
<b>AC</b> 19, <b>Fortitude</b> 17, <b>Reflex</b> 17, <b>Will</b> 17	<b>Perception</b> +9
<b>Speed</b> 8, teleport 8	Darkvision
<b>TRAITS</b>	
<b>O Tempter's Influence</b> ♦ <b>Aura 2</b>	
Enemies in the aura take a -2 penalty to saving throws.	
<b>STANDARD ACTIONS</b>	
m <b>Bite</b> (poison) ♦ <b>At-Will</b>	
Attack: Melee 0 (one creature); +10 vs. AC	
Hit: 2d6 + 5 damage, and the target grants combat advantage (save ends).	
C <b>Cyric's Dictum</b> (charm) ♦ <b>Encounter</b>	
Attack: Close burst 5 (one creature in burst); +8 vs. Will	
Hit: The target is dominated (save ends). When a dominated target attacks, Bellavous becomes visible.	
<b>MINOR ACTIONS</b>	
C <b>Evil Temptation</b> ♦ <b>At-Will</b> (1/round)	
Attack: Close burst 3 (one creature in burst); +8 vs. Will	
Hit: The target is dazed (save ends). The effect also ends if the target makes an attack against one of its allies.	
<b>Invisibility</b> (illusion) ♦ <b>At-Will</b> (1/round)	
Effect: Bellavous becomes invisible until it makes an attack roll.	
<b>Treacherous Escape</b> (illusion, poison, teleportation, zone) ♦ <b>Encounter</b>	
Effect: Bellavous creates an illusory duplicate of itself in its current space, turns invisible until the end of the encounter or until it attacks, and teleports 5 squares. If any creature attacks the illusion, the illusion disappears and creates a zone in a burst 2 centered on the illusion. Any creature that enters the zone or starts its turn there takes 5 poison damage. The zone lasts until the end of the encounter.	
<b>TRIGGERED ACTIONS</b>	
<b>Variable Resistance</b> ♦ <b>Encounter</b>	
Trigger: Bellavous takes acid, cold, fire, lightning, or thunder damage.	
Effect (Free Action): Bellavous gains resist 10 to the triggering damage type until the end of the encounter.	
<b>Skills</b> Bluff +12	
<b>Str</b> 8 (+1)	<b>Dex</b> 22 (+7)
<b>Con</b> 11 (+2)	<b>Int</b> 11 (+2)
	<b>Wis</b> 14 (+4)
	<b>Cha</b> 16 (+5)
<b>Alignment</b> unaligned <b>Languages</b> Abyssal, Common	
<b>Note:</b> modified Bellavous: ELTU3-6 True Blue.	

## APPENDIX 1: BELLAVOUS (AL 8, 10)

Bellavous	Level 7 Controller
Tiny elemental humanoid (demon)	XP -
HP 75; Bloodied 37	Initiative +8
AC 21, Fortitude 19, Reflex 19, Will 19	Perception +10
Speed 8, teleport 8	Darkvision
TRAITS	
<b>O Tempter's Influence</b> ♦ Aura 2	
Enemies in the aura take a -2 penalty to saving throws.	
STANDARD ACTIONS	
m <b>Bite</b> (poison) ♦ <b>At-Will</b>	
Attack: Melee 0 (one creature); +12 vs. AC	
Hit: 2d8 + 5 damage, and the target grants combat advantage (save ends).	
C <b>Cyric's Dictum</b> (charm) ♦ <b>Encounter</b>	
Attack: Close burst 5 (one creature in burst); +10 vs. Will	
Hit: The target is dominated (save ends). When a dominated target attacks, Bellavous becomes visible.	
MINOR ACTIONS	
C <b>Evil Temptation</b> ♦ <b>At-Will</b> (1/round)	
Attack: Close burst 3 (one creature in burst); +10 vs. Will	
Hit: The target is dazed (save ends). The effect also ends if the target makes an attack against one of its allies.	
<b>Invisibility</b> (illusion) ♦ <b>At-Will</b> (1/round)	
Effect: Bellavous becomes invisible until it makes an attack roll.	
<b>Treacherous Escape</b> (illusion, poison, teleportation, zone) ♦ <b>Encounter</b>	
Effect: Bellavous creates an illusory duplicate of itself in its current space, turns invisible until the end of the encounter or until it attacks, and teleports 5 squares. If any creature attacks the illusion, the illusion disappears and creates a zone in a burst 2 centered on the illusion. Any creature that enters the zone or starts its turn there takes 5 poison damage. The zone lasts until the end of the encounter.	
TRIGGERED ACTIONS	
<b>Variable Resistance</b> ♦ <b>Encounter</b>	
Trigger: Bellavous takes acid, cold, fire, lightning, or thunder damage.	
Effect (Free Action): Bellavous gains resist 10 to the triggering damage type until the end of the encounter.	
Skills Bluff +13	
Str 8 (+2)	Dex 22 (+8) Wis 14 (+5)
Con 11 (+3)	Int 11 (+3) Cha 16 (+6)
Alignment unaligned Languages Abyssal, Common	
Note: modified Bellavous: ELTU3-6 True Blue.	

Bellavous	Level 9 Controller
Tiny elemental humanoid (demon)	XP -
HP 91; Bloodied 45	Initiative +9
AC 15, Fortitude 13, Reflex 13, Will 13	Perception +11
Speed 8, teleport 8	Darkvision
TRAITS	
<b>O Tempter's Influence</b> ♦ Aura 2	
Enemies in the aura take a -2 penalty to saving throws.	
STANDARD ACTIONS	
m <b>Bite</b> (poison) ♦ <b>At-Will</b>	
Attack: Melee 0 (one creature); +14 vs. AC	
Hit: 2d8 + 7 damage, and the target grants combat advantage (save ends).	
C <b>Cyric's Dictum</b> (charm) ♦ <b>Encounter</b>	
Attack: Close burst 5 (one creature in burst); +12 vs. Will	
Hit: The target is dominated (save ends). When a dominated target attacks, Bellavous becomes visible.	
MINOR ACTIONS	
C <b>Evil Temptation</b> ♦ <b>At-Will</b> (1/round)	
Attack: Close burst 3 (one creature in burst); +12 vs. Will	
Hit: The target is dazed (save ends). The effect also ends if the target makes an attack against one of its allies.	
<b>Invisibility</b> (illusion) ♦ <b>At-Will</b> (1/round)	
Effect: Bellavous becomes invisible until it makes an attack roll.	
<b>Treacherous Escape</b> (illusion, poison, teleportation, zone) ♦ <b>Encounter</b>	
Effect: Bellavous creates an illusory duplicate of itself in its current space, turns invisible until the end of the encounter or until it attacks, and teleports 5 squares. If any creature attacks the illusion, the illusion disappears and creates a zone in a burst 2 centered on the illusion. Any creature that enters the zone or starts its turn there takes 5 poison damage. The zone lasts until the end of the encounter.	
TRIGGERED ACTIONS	
<b>Variable Resistance</b> ♦ <b>Encounter</b>	
Trigger: Bellavous takes acid, cold, fire, lightning, or thunder damage.	
Effect (Free Action): Bellavous gains resist 10 to the triggering damage type until the end of the encounter.	
Skills Bluff +14	
Str 8 (+3)	Dex 23 (+8) Wis 14 (+5)
Con 11 (+4)	Int 12 (+5) Cha 16 (+6)
Alignment unaligned Languages Abyssal, Common	
Note: modified Bellavous: ELTU3-6 True Blue.	

## HANDOUT 1: ORDER OF TORM

A page bearing the colors and standard of the Church of Torm in Elturel has brought a letter to your attention.

***The Festival fast approaches, and the construction efforts for the celebration are not faring well. Our contractor from Iriaebor has met with several setbacks and as such outside assistance is now required.***

***Please ride to Elturel with haste and meet with Albom Fiendebourne. The completion of his assignment is paramount to the well-being of the community of Elturel. With the terrible tragedies of late it cannot be expressed fully how powerful the Festival can be for those that depend upon us for guidance and protection.***

***Discover the meaning behind the delays and give Albom the assistance he desires. Protect our people well in mind and body, and in turn our people will grant us a future and community.***

***Serve and protect always.***



## HANDOUT 2: DUSK TALONS

A heavily cowled rider approaches you, her face hidden deep within the folds of his hood. Her breath comes in short gasps, as if she rode hard to meet you before you disappeared down the road. Bowing her head, she hands you a crumpled envelope with a yellow wax seal imprinted with the symbol of a curved knife; she wastes no time in turning and walking away once the handoff is made. Had she handed it to anyone else on the street you would probably not have noticed that the exchange had occurred.

*One of our own has been compromised. A glorious man gifted  
with wonderful words and a nimble mind, Pennynworth  
Screechwhistle is nothing short of innocent.*

*This matter is to be treated delicately. While the Order of Torm  
has termed him a simple brigand he is indeed much more than  
that to us, and in turn to you.*

*As per our agreements, consider this a formal request.*

### HANDOUT 3: LION'S DEN

While making a purchase in a shop, the merchant grins widely and hands you a folded slip of crisp, yellowed paper. Upon opening it, it reads:

*Strange days have indeed befallen us. A man of the Red Robes has appeared in Elturel and Fatemaker Breanna of our organization would deign to know more of him and what he can offer us.*

*With history comes knowledge, and with knowledge power. Use this power to determine how best to help the robed one discover the freedom of choice that he has never truly had.*

*Be warned, however: a foul air has descended upon Elturel. Not everyone can be trusted, and even fewer people are to be kept close. Choose wisely your words, as you never know where the oppressors may stand.*

*Report to Elturel at once, and speak with Albom. He will lead you to Fatemaker Breanna.*

## HANDOUT 4: FREEDOM GUARD

When an adventurer or citizen bears no particular affinity for the various organizations of the nation of Elturel they can sometimes find themselves the targets of strangely forward requests. In your case, this is exactly what happened.

During a recent stay at a roadhouse a group of well-equipped and finely groomed gentlemen were seated next to you. Their conversation was not subtle - they spoke of ill omens and intricate machines and a wondrous festival to be celebrated in the city of Elturel. But they also spoke of dire tidings and bad omens, of dark things still to come and a need for strong arms and able minds to protect the calm of the city during this time. Even though their full conversation was not to be disclosed, the portions that you overheard, whether on accident or intentional, were enough to pique your interest. After the men left you saw that a flier remained, though crumpled and well-handled:

**Call to arms! Protect your nation from threats within and without!**

**During the coming Festival, strong arms will be needed to assist the Freedom Guard of Iriaebor. This year finds us blessed with the opportunity to employ one of our own as Chief Engineer of the Artifact, and with that honor comes a need for additional guardsmen.**

**The Festival will bring a large influx of people to Elturel, and with groups of people comes the threat of thievery, scoundrels, and worse. Protect the citizenry and earn a pouch of coin in the process!**

**Sign up today!**

Asking around about the Freedom Guard, you find out that they were formerly The Shield of Iriaebor and are the armed forces of that city. They act to both police the city and patrol the surrounding lands and are well armed. There is a distinct hierarchy of Freedom Guard soldiers. All soldiers wear crimson capes and the color of the trim denotes the hierarchy. Iriaebor is still an independent and strong city-state, despite the best efforts of Elturgard to bring it into the fold. The City of Thousand Spires is not free of Elturgard's influence, however. Where competing states might seek to overrun a rival through force of arms, Elturgard attempts to woo Iriaebor with gifts, largesse, and promises of safety, all delivered by sun-blazoned paladins. Some merchants of the city freely accept these gifts, even going so far as to allow small companies of Elturgard knights to stay in their guest towers. More than a few see this as a threat, but others say the resident paladins are gracious--and handy to have around when true evil is afoot.

## HANDOUT 5: ELTUREL AND THE DIVINE DEATH

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.

### 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.”

### THE DIVINE DEATH

**Religion DC 10:** The Festival of the Divine Death is known in the region for being a time of great song and celebration, with the largest gatherings at dawn and dusk. It is similar in feel to a community fair but is rumored to have its roots in a divine conflict of years gone by, though not many citizens even realize the true cause for celebration anymore.

The iconic event during the Festival is the construction of an elaborate construct, typically clockwork in nature, in which the artifact of ingenuity is revealed at dawn on the final day of the event and is destined to be ritually destroyed at dusk to end the Festival.

**Religion DC 15:** The Divine Death (13 Marpenoth) commemorates the day when Torm and Bane destroyed each other during the Time of Troubles; the True Resurrection two days later honors Torm's return to life, while Bane (at least temporarily) still lay dead.

The purpose of the construct is two-fold: during the time of troubles a human male named Finder Wyvernspur became a deity in his own right because of his ingenuity at the start of the conflict, and eventually helped the gods to reconsider their prejudices and tear down their blinding walls at the end of the conflict. Whether this is true or simply a bard’s interpretation of the events is highly questionable, as Finder is nowhere to be found for answers.



# DUNGEONS & DRAGONS

## LIVING FORGOTTEN REALMS

(character name)

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

*ELTU4~1 BORN BY FIENDS*

### ELTU20 Quasit-Keeper

You managed to bind the quasit Bellavous to you. If you have the Arcane Familiar feat, you can take Bellavous as a familiar; he replaces your current familiar. If you do not have the feat, you can still bind Bellavous as your familiar, but 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 by the DM for comic relief), and he complains nonstop about your lack of devotion until you take the feat.

If you also have Story Award ELTU08 and take Bellavous as your familiar, the quasit's devotion to you increases even more. He no longer chafes under your control and instead openly mocks your companions for any opinions they may have that do not exactly match those of his "one, true Master" (i.e. you).

Bellavous gains the following power if you have both Story Awards ELTU08 and ELTU20:

#### STANDARD ACTION

##### C The Master's Desires (Charm) ♦ Daily

**Attack:** Close burst 5 (one creature in burst); your character level +3 vs. Will

**Hit:** The target is dominated (save ends).

**Special:** When a creature dominated by this power attacks, Bellavous becomes visible.

**Effect:** You lose 1 healing surge. If you do not have any surges remaining, you take damage equal to your surge value.

If more than one PC at the table has Bellavous as a familiar, and it is important to the adventure, the players must choose one PC as having the "true" Bellavous for that adventure. The other PCs instead have "ordinary" quasits with their normal statistics as shown on the appropriate Story Awards. When choosing a PC to have the actual Bellavous, preference should be given to anyone that has earned both ELTU08 **Deal with a Demon** and ELTU20 **Quasit-Keeper**.

# DUNGEONS & DRAGONS

## LIVING FORGOTTEN REALMS

(character name)

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

*ELTU4~1 BORN BY FIENDS*

### ELTU20 Quasit-Keeper

You managed to bind the quasit Bellavous to you. If you have the Arcane Familiar feat, you can take Bellavous as a familiar; he replaces your current familiar. If you do not have the feat, you can still bind Bellavous as your familiar, but 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 by the DM for comic relief), and he complains nonstop about your lack of devotion until you take the feat.

If you also have Story Award ELTU08 and take Bellavous as your familiar, the quasit's devotion to you increases even more. He no longer chafes under your control and instead openly mocks your companions for any opinions they may have that do not exactly match those of his "one, true Master" (i.e. you).

Bellavous gains the following power if you have both Story Awards ELTU08 and ELTU20:

#### STANDARD ACTION

##### C The Master's Desires (Charm) ♦ Daily

**Attack:** Close burst 5 (one creature in burst); your character level +3 vs. Will

**Hit:** The target is dominated (save ends).

**Special:** When a creature dominated by this power attacks, Bellavous becomes visible.

**Effect:** You lose 1 healing surge. If you do not have any surges remaining, you take damage equal to your surge value.

If more than one PC at the table has Bellavous as a familiar, and it is important to the adventure, the players must choose one PC as having the "true" Bellavous for that adventure. The other PCs instead have "ordinary" quasits with their normal statistics as shown on the appropriate Story Awards. When choosing a PC to have the actual Bellavous, preference should be given to anyone that has earned both ELTU08 **Deal with a Demon** and ELTU20 **Quasit-Keeper**.

## **DUNGEONS & DRAGONS**

### **LIVING FORGOTTEN REALMS**

\_\_\_\_\_  
(character name)

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

***ELTU4~1 BORN BY FIENDS***

#### **ELTU21 The Comfort of the Void**

While you seem to have emerged from the demonic combat unscathed, something deep within you has grown cold and distant. Followers of Kelemvor regard you with suspicion and the church of Torm keeps you at arm's length at best. The demons spawned by Renceti's machine were not entirely infernal but some were tainted by undeath and something inside you died that day.

Once per day, you may spend a healing surge in order to be considered an undead creature until the end of your next turn. While this effect is active, your appearance changes, causing you to look as if you had recently died.

#### **ELTU22 Ancient Eyes**

It would appear that Vacacarian has taken notice of your activities. This will most certainly not bring good fortune for you, and will likely prevent subtlety in future endeavors with agents of the spellcaster.

Furthermore, agents of Vacacarian have a -2 penalty to Bluff and Diplomacy when trying to interact with you and they will target you before your allies if you enter combat with them.

Just who or what Vacacarian truly is remains to be seen, and that day may not be far away.

## **DUNGEONS & DRAGONS**

### **LIVING FORGOTTEN REALMS**

\_\_\_\_\_  
(character name)

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

***ELTU4~1 BORN BY FIENDS***

#### **ELTU21 The Comfort of the Void**

While you seem to have emerged from the demonic combat unscathed, something deep within you has grown cold and distant. Followers of Kelemvor regard you with suspicion and the church of Torm keeps you at arm's length at best. The demons spawned by Renceti's machine were not entirely infernal but some were tainted by undeath and something inside you died that day.

Once per day, you may spend a healing surge in order to be considered an undead creature until the end of your next turn. While this effect is active, your appearance changes, causing you to look as if you had recently died.

#### **ELTU22 Ancient Eyes**

It would appear that Vacacarian has taken notice of your activities. This will most certainly not bring good fortune for you, and will likely prevent subtlety in future endeavors with agents of the spellcaster.

Furthermore, agents of Vacacarian have a -2 penalty to Bluff and Diplomacy when trying to interact with you and they will target you before your allies if you enter combat with them.

Just who or what Vacacarian truly is remains to be seen, and that day may not be far away.

## **DUNGEONS & DRAGONS**

### **LIVING FORGOTTEN REALMS**

\_\_\_\_\_  
(character name)

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

***ELTU4~1 BORN BY FIENDS***

#### **ELTU21 The Comfort of the Void**

While you seem to have emerged from the demonic combat unscathed, something deep within you has grown cold and distant. Followers of Kelemvor regard you with suspicion and the church of Torm keeps you at arm's length at best. The demons spawned by Renceti's machine were not entirely infernal but some were tainted by undeath and something inside you died that day.

Once per day, you may spend a healing surge in order to be considered an undead creature until the end of your next turn. While this effect is active, your appearance changes, causing you to look as if you had recently died.

#### **ELTU22 Ancient Eyes**

It would appear that Vacacarian has taken notice of your activities. This will most certainly not bring good fortune for you, and will likely prevent subtlety in future endeavors with agents of the spellcaster.

Furthermore, agents of Vacacarian have a -2 penalty to Bluff and Diplomacy when trying to interact with you and they will target you before your allies if you enter combat with them.

Just who or what Vacacarian truly is remains to be seen, and that day may not be far away.

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"/>
----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------

Dungeons & Dragons is a trademark of Wizards of the Coast LLC. © 2011 Wizards of the Coast LLC

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"/>
----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------

Dungeons & Dragons is a trademark of Wizards of the Coast LLC. © 2011 Wizards of the Coast LLC