

# MINUTES TO MIDNIGHT

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

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The clock strikes twelve. A crow screams. A traitor has been found! Yet this is no mysterious and unexpected turncoat - it is none other than Nualla a'Ashemmi, leader of the Dusk Talons, being paraded around by the city guard! What evidence has led to her arrest, and why is she being taken to the Dungeon of the Inquisitor? The difficulty of discovering what is truly going on here pales in comparison to the difficulty of the choices you must soon make. A Living Forgotten Realms adventure set in Elturgard for characters of the Heroic tier (levels 1-10). This adventure continues the story of ELTU4-1 and ELTU4-2; we recommend playing these three adventures 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.

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## PREPARING FOR PLAY

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

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

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

## READING MONSTER STAT BLOCKS

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

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

## IMPORTANT DM INFORMATION

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

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

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

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

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

## APPROPRIATE CHARACTER LEVELS

This adventure supports the entire Heroic tier of play (levels 1-10). Paragon-tier and Epic-tier characters may not play this adventure. The highest-level character in the party must be within three (3) levels of the lowest-level character in the party.

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

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

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

## FAILING TO DEFEAT AN ENCOUNTER

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

In the Rewards section, there is a baseline XP award (the minimum amount a PC can earn). There are also

one or more XP awards available for completing specific objectives as outlined by the adventure. Part of the DM's job is to decide if and when the PCs have fulfilled each objective, even if they failed at some of the individual encounters along the way.

## CHARACTER DEATH

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

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

adventure (including gold, Story Awards, and the opportunity to select a Treasure). The PC cannot participate in the same adventure a second time.

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

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

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

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

## MILESTONES

Whether the characters succeed or fail in an encounter, they generally reach a milestone after every second encounter following the start of the adventure or their last extended rest. Some encounters do not count toward a milestone, usually because they are pure roleplaying encounters or do not pose a meaningful challenge to the party. If an encounter is not intended to count toward a milestone, it says 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

A dark entity known to as Vacacarian has been making progress to slowly erode the power centers of Elturel. First the Companion's light went out and now whispers of traitors are heard in dark places. Enter Nualla A'Ashemmi, leader of the Dusk Talons. No stranger to plots or machinations, she is hatching her own scheme to identify the traitor who has infiltrated the upper echelons of Elturel.

In the meantime, Vacacarian has set his gaze on new operations, taking over and destroying the economy of Elturel by hiring caravans owned by Lord Krieger to transport creatures that infect the land and water to a nefarious end. This is the final plot before all is in place for the hammer to fall. However, Lord Krieger is no fool and has launched an investigation into the reports of plagued grains and spoiled water.

## DM'S INTRODUCTION

Before the game starts, check with the players whether they played ELTU4-1 and ELTU4-2 and the outcomes at their tables. In particular, check to see if any of the PCs have Story Award ELTU22 from ELTU4-1 and/or ELTU25 from ELTU4-2. All of the monsters that the PCs fight in this adventure are considered agents of Vacacarian, so these Story Awards may give some or all

of the monsters bonuses to attack and damage against some PCs (and may also give those PCs an attack bonus against those monsters if they have both awards).

In addition, check whether any PCs have Story Award ELTU02 from ELTU3-1, or ELTU14 or ELTU16 from ELTU3-5. Finally, check if any PCs have encountered the NPCs Nualla A'Ashemmi, Lord Krieger, and/or Everyn Cadwy in previous adventures.

Nualla A'Ashemmi, leader of the Dusk Talons, has come out into the open for the first time since her rescue from Darkhold. Her goal is to ferret out a traitor. She has turned herself over willingly to the Order of Torm and is to be held for trial. The adventure starts with Nualla having been incarcerated for several days. During her imprisonment she is to be paraded through the streets of Elturel before she is sent to the Dungeon of the Inquisitor. The heroes are able to meet her before the transfer is complete. At the meeting they are informed that she is using herself as bait to lure out a Zhentarim operative hired by whoever is the traitor.

The truth is far more sinister than what Nualla has been assuming. Jalden Cadwy, the younger brother of Everyn Cadwy, was captured by minions of Vacacarian. He was implanted with a Bhaal devourer, one of the fiercest creatures at Vacacarian's command. Since that time, he has been Vacacarian's unwilling but devoted spy, using information gathered from his brother to advance Vacacarian's plans. He has begun to poison the population of Scornubel, secretly infecting them with the Essence of Bhaal, to build an army of taken for his new master.

During this time, Lord Krieger (one of the rulers of the city of Iriaebor) witnessed Bhaalspawn coming out of one of his caravans during the night. Having seen the horrible creatures, and realizing he has been used, Krieger canceled all appointments and traveled via Linked Portal to Scornubel. There he retreated to one of his fortified homes. Because Lord Krieger was in the wrong place at the wrong time, Vacacarian has ordered his immediate execution.

## PLAYER'S INTRODUCTION

Vary the introduction to this adventure based on whether or not some or all of the PCs are actively following the Elturgard Year 4 story arc. Some characters might be coming to this adventure immediately after playing ELTU4-2; others might have played ELTU4-1 and/or 4-2 but it was not their most recent adventure, and still others might not have played this season's previous Elturgard adventures at all.

For PCs who have not played either ELTU4-2 or ELTU4-1, read or paraphrase the following:

*You have received a request from Nualla A'Ashemmi, the rarely-seen leader of the Dusk Talons. The letter reads: "Elturel protected a free people from the unending war against undead and their followers, while the powerful light of the Companion worked in concert with the Order of Torm to provide safety for all it shone upon. I request your presence in the city's Great Yard a day hence, at high noon, to brief you upon what now threatens our once-great realm."*

*However, finding your way to Elturel was strange. The once-mighty Companion, the divine beacon that would have been your guide to the city, has gone out, its power depleted completely.*

For PCs who played ELTU4-2 at some point but have played other adventures since, read or paraphrase the following:

*After securing the Zhentarim camp in the Old City of Iriaebor you were able to leave knowing that once again you delivered a decisive victory over the Zhentarim and whoever hired them.*

*Nualla A'Ashemmi, the rarely seen leader of the Dusk Talons, has contacted you, as the search for the traitor has come to a head. Finding your way to Elturel was easy, but strange, as the once-mighty Companion that was often your guide to the city has since gone out, its power depleted completely.*

*Once in the city, you have no trouble finding the Great Yard, the central location appointed for your meeting. However, as you approach, things are not as you expected from Nualla's letter. The once proud Talon leader is not as you left her.*

For PCs whose last adventure was ELTU4-2 The Iriaebor Gambit, read or paraphrase the following:

*You have been enjoying the hospitality of the Dusk Talons for the last few days, your reward for a job well done in Iriaebor. The changing of the day from night to dawn, once a unique thing in Elturel, is now commonplace since the Companion went out. While sitting in an open-air restaurant in Elturel, you are approached by a masked individual.*

*"With a heavy heart I greet you, my friends. I am afraid we must ask your assistance in the affairs of Elturgard once more. Nualla A'Ashemmi requests your presence in the Great Yard a day hence, at high noon, to brief you upon what now threatens our great realm."*

The messenger is a member of the Dusk Talons and does not know the PCs from previous adventures, nor does he have any additional information. The PCs should also introduce themselves to each other at this point, especially if they have different backgrounds.

If the PCs have questions about Nualla A'Ashemmi, they can learn the following with a History or Streetwise check:

- **DC 10:** Nualla A'Ashemmi is a relatively unknown rogue. She has a reputation of being honorable.
- **DC 15:** Nualla has committed many of her personal resources to sheltering and aiding victims of Zhentarim attacks and is rumored to have ties to organizations opposed to the Zhentarim in the region. Some say she leads a group of rogues known as the Dusk Talons.
- **DC 20:** Rumors tell that Nualla was once a slave herself in the city of Darkhold, captured trying to help other slaves escape. When she was rescued, she vowed to devote her life to the destruction of all Zhentarim and to bringing freedom for all those under the yoke of slavery.

When the adventurers are ready to meet Nualla and have her brief them, continue with Encounter 1.

# ENCOUNTER 1: "THE LITTLE THINGS GIVE YOU AWAY"

## IMPORTANT NPCs

**Ghanek Iswald**, human male; Elturgardan magistrate.

**Kesra Aldara**: female gnome, Dusk Talon.

**Nualla A'Ashemmi**: female half-elf, leader of the Dusk Talons of Iriaebor.

When the adventurers arrive at the Great Yard, a huge courtyard at the center of the city used for mustering troops and other public spectacles, read or paraphrase the following:

*The center of Elturel is busy. Men at arms, bearing the insignia of Torm, parade out a group of prisoners that will soon find themselves in the dungeon of the High Inquisitor. Among them is your contact Nualla! It appears they are in the middle of a public trial!*

*Right as you arrive, the judge proclaims with a loud stern voice: "Nualla A'Ashemmi, not only do we find you in contempt of this court, but we also find you guilty of treason for conspiring to undermine Elturgard with the aid of the Zhentarim, and we sentence you to ten years in the Dungeon of the Inquisitor! Take her away!"*

*Nualla is brought to the edge of the viewing area with the other prisoners and allowed a few brief moments to say her goodbyes before being taken to the prison. This may be your only chance to speak with her.*

Allow the PCs a chance to move up and speak with her. Some PCs may be afraid to associate with her in public, but the crowd is thick and few beyond the guards are paying close attention. The magistrate, Ghanek Iswald (who some PCs may have met in *ELTU4-1 Born By Fiends* where he was handling the case of the rogue Pennyworth "Thumbs" Screechwhistle), has moved on to another case, which he handles politely and fairly.

If any of the PCs question the crowd about what happened, they are told that the wanted criminal Nualla A'Ashemmi just turned herself in! Because of that, her sentence was light. While this magistrate is particularly fair, the Dusk Talons have been openly seditious, and there is ample evidence of their thieving ways.

When any of the PCs move to speak with her, proceed:

*"Ah, excellent, you received my summons. I do not have much time. I have recently learned that the person we seek for hiring the Zhentarim monsters is somewhere in the area. I know he has been looking for me due to the*

*assistance that my band has given to the people of Elturgard and so with this final subterfuge we can draw him out into the open.*

*"My good friend Kesra will give you all the information you need. Find her and please see my plan through. I leave my life now in your hands. Hands that I hope will work for the greater good of Elturel. Always follow the crows, for they will lead you home."*

*With that final strange goodbye, Nualla is led away with the other prisoners toward the Dungeon of the Inquisitor. She shoots you a knowing wink and a wry smile.*

*A moment later you hear a polite cough from a petite gnome woman... tiny even for one of her race. "Hi! I'm Kesra Aldara! My bos... erm I mean Nualla wanted me to help you guys out. So ask away, but know that we may not be alone out here so we probably shouldn't stand around all day."*

Kesra (last met in *ELTU3-5 It's In the Blood*) was looking for the PCs in order to pass on Nualla's plan. She is a bit nervous to discuss it in public, particularly within earshot of the Order of Torm and the magistrate. If the PCs want a more private place to talk, she diverts them into a nearby alleyway or inn.

She passes along the following information while constantly looking over her shoulder and using the PCs to hide from passing guards.

## BACKGROUND FROM ELTU4~1 AND ELTU4~2

- Since the incidents with the Freedom Guard of Iriaebor and the cursed garnet necklaces, as well as lack of assistance when the Dusk Talons were framed for the murders of several Lion's Den members, it seems clear that someone is destabilizing the region and making the Dusk Talons out to be the bad guys. The Talons also believe that people in positions of power may be traitors and even Zhent spies!
- The Dusk Talons' primary goal is to lead an investigation into Elturgard to expose Zhentarim operatives that are planted in positions of power.
- In order to accomplish this, the Talons need to recover information as well as evidence of Zhentarim agents. The uncovering of the Zhent camp in Iriaebor was a good start, but not everyone believes that the Dusk Talons are innocent.
- Information from the raided Zhentarim camp (*ELTU4-2*) pointed to someone in high levels of leadership of either Scornubel or Elturel working with the information broker and slaver Scyllira (*ELTU3-5*).

## THE MISSION

- The PCs need to find out who the traitor is before he has Nualla killed.
- The Dungeon of the Inquisitor is a large maze-like structure. It is guarded by powerful clerics and paladins of Torm. It is believed that teleportation and similar effects in and out of the Dungeon are blocked. Nualla has bought the PCs as much time as possible while remaining 'out in the open.'
- Nualla has pinned all her hopes on the PCs' investigation, as her plan has been put into motion and can no longer be stopped. Every minute is vitally important. If the PCs say no, Nualla's life is likely forfeit for nothing.
- Kesra offers the PCs a generous payment when they deliver the evidence needed or when handing over the head of the traitor.
- Kesra can provide a map of the Elturgard area with a few notable landmarks. She also provides a way for the PCs to contact her again via a system of dead drops, when they complete their task.
- Kesra does not have any good ideas where to begin the search.

See Appendix I for more regional information if the PCs have additional questions.

## ENDING THE ENCOUNTER

Once the PCs are briefed and accept the mission, Kesra notices the group is being watched. Continue with Encounter 2.

## MILESTONE

This encounter does not count towards a milestone.

## TREASURE

As soon as they agree, Kesra gives each PC 35 / 60 / 110 / 225 / 335 gp for accepting the mission upfront.



## ENCOUNTER 2: IN BETWEEN

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

The PCs have been observed during their talk with Nualla and Kesra, and even now the Bhaalspawn watcher attempts to flee. Each PC needs to participate in order to keep track of the spy. If a PC doesn't interact with the challenge remember to record it, as the Dusk Talons do not forgive people who offer nothing during times of need.

Once the spy flees, the PCs can track it by watching for "infection points." The Bhaalspawn watcher leaves behind a faint mist wherever it goes and this fog is potentially infectious. PCs accrue infection points by failing in the skill challenge. PCs that obtain multiple infection points not only contract the Essence of Bhaal, but have it increase in its intensity. PCs that have ELTU16 (from ELTU3-5) who accrue any infection points during the module have their infection return, beginning at stage one. At the end of any encounter where a PC gained 5 or more infection points, that PC must make an Easy DC Endurance check or contract the Essence of Bhaal disease. This Endurance check takes a -1 penalty for each infection point above 5 that the PC gained (-1 for 6 infection points, -2 for 7 infection points, etc...). See Appendix II for more details on contracting the Essence of Bhaal and its effects.

Read or paraphrase when the PCs are ready to begin the chase of "the Watcher" (if the PCs are indoors, modify the text to mention seeing the watcher through a window or door):

*As Kesra finishes briefing you, she looks up with a grim look on her normally cherubic face. Catching her gaze, you follow it upward to a rooftop where a man seems to be watching your group. Realizing he has been made, the dark figure turns and bolts, jumping rooftop to rooftop to make good his escape.*

*"Well?" Kesra questions your group excitedly. "What are you waiting for?" She grins wickedly, her street mannerisms kicking in. "Go get him and 'axe' him a few questions while I get help!"*

This skill challenge represents the entire chase of 'the Watcher' across bustling rooftops, city streets, and alleyways. Throughout the skill challenge, portray the extremely crowded conditions and the sense of urgency to catch and capture the figure that had been watching the PCs.

You should run all of the scenes, even if the PCs accrue more than three failures, since the PCs have to hunt down the spy no matter whether they succeed or fail on the overall skill challenge.

### SKILL CHALLENGE: BLEED IT OUT!

**Goal:** Overcome the crowded walkways, rooftops and back alleys to hunt down the watcher and capture him.

**Complexity:** 2 (special; 5 scenes)

**Primary Skills:** Varies by scene

**Victory:** The PCs reach the watcher shortly after he is killed by his erstwhile allies, and can reach the assassins' targets before they are severely injured.

**Defeat:** The assassins locate their targets ahead of the PCs, and are able to inflict major damage to each NPC before the PCs arrive on scene.

This skill challenge is very straightforward. Each scene presents an objective that the PCs must complete to keep up the chase; otherwise they lose track of their target and must find a new trail. With each individual failure, the chance for infection and the amount of physical damage increases on the NPCs, while at the same time potentially infecting the PC that failed the check as well. In most of the scenes, all PCs must attempt a skill check using one of the listed skills. Remember that in a group skill check, not every individual skill check failure counts as a failure towards infection or the overall skill challenge! This is very important. You must compare the DC achieved for against the Easy/Moderate/Hard DCs for the player's AL to determine the effect on the PC and that scene.

At the end of each scene, if more than two PCs earned an infection point (three or more when playing with six PCs), that entire scene counts as one failure in the overall skill challenge. If they accrue two or more total failed scenes, they succeed at the skill challenge with moderate damage to the NPCs. If they have three or more failed scenes, then the overall skill challenge is a failure and each PC is infected with the Essence of Bhaal as described in Appendix II. Those PCs who already have been Infected (Story Award ELTU16) have their infection begin at stage two.

If a PC does not willingly participate in the skill challenge two or more times it counts as one failure (per PC who refuses to participate). If a PC with a membership in the Dusk Talon Meta-Organization refuses to join, they are considered to be acting against the organization and have their membership revoked. Treat that PC as if they left the meta-org with all that entails. The DM should warn any non-participating PC

before they suffer any penalty and do as much as possible to find ways to include all PCs and players.

Keep track of the success to failure ratio of the skill challenge, as the health and defenses of both Nualla A'Asheemmi and Lord Krieger are affected by the failures in future encounters.

#### SCENE 1: IT'S A RACE!

*The strange man is pushing himself to make haste away from the area, but you're lucky that the smell of him gives away his direction. Make your choice quickly because it is only a matter of moments before you lose him completely in the chaos that is a normal city day.*

PCs should decide individually whether they want to try to follow through the crowd or take up a rooftop pursuit.

**Acrobatics, Athletics, Intimidate or Streetwise** (individual; each PC must attempt one of these skills)

Each PC can try to determine the direction the Bhaalspawn has gone, tracking it by vision, scent or sheer luck as long as they can push through the heavy midday crowd of people.

- **Hard DC Success:** The PC needs to make an Easy DC Endurance check or gain an Infection point.
- **Moderate DC Success:** The PC needs to make a Moderate DC Endurance check or gain an Infection point.
- **Easy DC Success:** The PC needs to make a Hard DC Endurance check or gain an Infection point.
- **Failure:** If a PC fails to make an Easy DC check, they lose track of the Bhaalspawn until it reappears. The PC must still attempt an Easy DC Endurance check or gain an Infection point.

If at least one of the PCs is successful, proceed with Scene 2. If the entire party fails the scene, proceed to Scene 3.

#### SCENE 2: DEFTLY MANEUVERING ATOP AN EMPTY TANK

*The man runs like no human should be able to, but you're hot on his tail. Coming to a chain fence that blocks his escape, the man twists and morphs into a fine red mist, passes through the fence, and races into a building.*

*By the time you get into the building there is no sign of the man, but a legion of squatters stare at you with wide eyes.*

Each PC has the opportunity to interact with the area, as there are plenty of squatters who have witnessed the chase and are more than willing to help. However, gleaning the truth from the squatters is the true challenge. Feel free to role-play this interaction (with many of the squatters willing to say anything in return for some food or coin).

The beggars and street urchins ask what that creature was, with the younger members complaining of not feeling good as it went past them. The PCs may be able to get aid on their mission to track down the Bhaalspawn. PCs who part with at least one gold gain a +2 bonus to interact with the street folk, and those who give 10 gp or more increase this bonus to +4.

Treat any PC with the story award **ELTU02 Reputation "The Dusk Talons"** or **ELTU14 Elturgardan Favors (Dusk Talons)** as automatically succeeding at the Hard DC in this scene.

**Arcana (ignore the urchins and detect magic), Bluff, Diplomacy, Intimidate or Heal** (individual; each PC must attempt one of these skills)

Each PC can try to persuade the urchins to help them. The street folk react to each PC individually.

- **Hard DC Success:** The PC convinces one of the street folk to part with a significant amount of information about safe houses and local bolt holes used to escape the local constabulary. The PC does not need to make an Endurance check.
- **Moderate DC Success:** The PC coaxes the street folk to share a little information about where to head if you need to transfer information or go to ground. The PC must make an Easy DC Endurance check or gain one Infection point.
- **Easy DC Success:** The PC gains the use of a local guide for ways in and out of the local area as well as call signs needed to gain access to various safe houses, but the guide is cautious and moves slowly. The PC must make a Moderate DC Endurance check or gain one Infection point.
- **Failure:** If a PC fails to make an Easy DC check, the street folk believe them to be allied with the Guards and they don't rat anyone out. With angry shouts, the street folk run the PC out of the immediate area. The PC must make a Hard DC Endurance check or gain one Infection point.

If at least half of the PCs are successful in this scene then skip Scene 3 and proceed with Scene 4. If more than half of the party fails the scene proceed to Scene 3.

### SCENE 3: BLEEDING OUT!

At this point in the skill challenge, the PCs have lost track of the Bhaalspawn. While this would normally be the end of things, the Dusk Talons help the PCs and locate him for the group, at great personal cost.

*After almost twenty minutes of sheer frustration since losing sight of the man, you are 'bumped into.' The cloaked, yet visibly perturbed, Dusk Talon agent motions for your group to head down an alleyway.*

*It smells as if something has died here and looks even worse. It appears the Dusk Talons tried to attack the man themselves and failed. Numerous agents lie in pools of their own blood and filth, the taint of the creature spreading through their veins.*

The alleyway is the scene of an ambush gone horribly wrong. The Talons were definitely not prepared for whatever the man really was. Bodies lie bitten, clawed, and nearly cleaved in twain from an oversized greatsword. Without healing, several of the Dusk Talons will perish within the hour. Thankfully, a ritual circle seems to be in place and a caster has his hands out for the party to join the circle. Kesra urges the PCs to join in helping so they can wake the injured Talons and gain information about where the man went.

Whether the PCs are members of the Dusk Talons or not, they are welcome to participate in the ritual. Those that refuse to help are regarded poorly.

**Arcana, Heal, Insight, Nature or Religion** (individual; each PC must attempt one of these skills)

Each PC must determine the level of aid, if any, that they wish to contribute to the circle.

PCs with the Ritual Caster feat can use Arcana (Easy DC) to determine that the Ritual Circle is a modified higher level version of Comrade's Succor. It allows participants to use their own healing surges as raw healing for the wounded in the area, but with a unique side effect. **Anyone who participates in the ritual may not transfer surges to other PCs, or participate in another Comrade's Succor, for at least 48 hours.**

Each PC uses one healing surge by participating in the ritual. Should PCs want to assist and donate more surges, they may do so. These surges give the donator a +2 bonus per surge to the check.

- **Hard DC Success:** The PC can tell which Talon members have sustained life threatening wounds or Talons that have reached the mutation point of the infection and are able to treat them. The PC does not need to make an Endurance check.

- **Moderate DC Success:** The PC occasionally sees something moving around inside some of the Talon members, as the Infection has reached its mutation stage, and are able to call in help to stop further progression in some of them. The PC must make an Easy DC Endurance check or gain one Infection point.
- **Easy DC Success:** The PC spots moderate signs of infection as well as easily treatable wounds and can help assist or bandage them themselves. The PC must make a Moderate DC Endurance check or gain one Infection point.
- **Failure:** If a PC fails to make an Easy DC check, they must make a Hard DC Endurance check or gain two Infection points.

After tending to the wounded, one of the Talons comes around to show the PCs a greenish trail of pus-like blood that ends at a warehouse. Proceed to Scene 4.

### SCENE 4: MURDER, MURDER, LITTLE SPAWN...

*A huge dilapidated building sits ahead with the front door torn open. You hear a horrible growling noise from somewhere within.*

*You seem to have three choices: a frontal assault, which would be the fastest but may give away your position; the side windows, which would take some skill to scale; or the back door, a stealthy route that takes more time. As you ponder your decision, another ear rending shriek escapes from the building. This time the creature sounds as if it is in pain.*

PCs should decide as a group whether they want to take the frontal assault, travel to the sides, or take the rear entrance. Since it is not clear which way the shrieks came from, let them know it is unwise to split up, but it is their choice, should they still wish to do so.

**Frontal Assault:** If they make a frontal charge, they go through the creature's blood trail and must make a **Moderate DC Endurance** (or whatever skill they may volunteer to avoid the blood) check or gain one Infection point. Then proceed to Scene 5 (skip over the back / side door section).

**Back / Side door:** If they choose to take either the side or back door, they must step carefully. Both doors have been trapped with an obvious trap to let the creature know when it has company.

**Athletics (climbing the side), Dungeoneering (avoiding the rocks over the back door), Thievery or**

**Stealth** (individual; each PC must attempt one of these skills)

Each PC must step carefully or trigger the various alarms, causing blood-covered rocks (back door) or mutated insects (side window) to fall from the ceiling above. If one PC succeeds in a Thievery check to disable the trap, the others gain a +2 bonus to Stealth or Dungeoneering checks to sneak through.

- **Hard DC Success:** The PC doesn't cause anything to fall on them. The PC does not need to make an Endurance check.
- **Moderate DC Success:** The PC causes a small collapse. The PC must make an Easy DC Endurance check or gain one Infection point.
- **Easy DC Success:** The PC causes several collapses. He/she must make a Moderate DC Endurance check or gain one Infection point.
- **Failure:** If a PC fails to make an Easy DC check, they lose a healing surge and must make a Hard DC Endurance check or gain one Infection point.

Continue onto Scene 5.

#### SCENE 5: THE JIG IS... DEAD?

*With your target nearly in your grasp, the way to the center of the warehouse is blocked... by the corpse of the very creature you have been looking for.*

The watcher has been killed by one of the Zhent operatives. The PCs need to find the evidence to make sense of it.

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

The creature is apparently a unique type of undead, perhaps created by some sort of disease or poison.

**Intelligence, Heal or Perception [Moderate DC]** (group check, each PC may use one of the listed skills)

Each PC must either try to interpret the area or spot things out of place. A successful Heal check can determine that the man/creature was slain by surprise after arriving here.

The assailant has ripped up a note the watcher was carrying. There are six scraps of paper the PCs can find with successful Perception checks. They must put together 4+ scraps in order to figure out what is going on with a successful Intelligence check. If they find all six, no Intelligence check is needed. These pieces of paper can be hidden in barrels, pools of blood, or the dead creature itself. If a PC succeeds at a Hard DC, he/she can cancel a failure from one other PC. If more than half the PCs fail, they burn through precious

remaining time and they each gain one Infection point from digging through the debris and offal of the beast.

If the PCs complete this scene with no failures (or cancel all failures), they cancel 1 failure in the overall skill challenge.

If the PCs fail this part of the skill challenge, they still find the letter, but waste valuable time in the process.

Once the PCs have gathered the various paper scraps scattered all over the area, they can begin to put them together. This requires a single Moderate DC Intelligence check. Success yields **Player Handout 1**.

Each PC must then each make an Easy DC Endurance check, or gain one Infection point.

## ENDING THE ENCOUNTER

*With note in hand, your group faces a quandary. Two lives, both vital leaders to their causes, hang in the balance. Will you save Lord Krieger, whose efforts to bring peace is key to the region in Scornubel, or Nualla A'Ashemmi who tasked your group with this mission in the Dungeon of the Inquisitor?*

*There won't be time to save both ... or will there? Three choices, threads of fate to be plucked. Save Krieger, save Nualla, or perhaps do the unthinkable: split the group and attempt to save them both.*

At the end of the skill challenge, the PCs have put together the plot to assassinate both Nualla A'Ashemmi, and Lord Krieger. Their degree of success and failure on the overall skill challenge indicates both how much time the thugs have to move into their ambush positions as well as the conditions of the NPCs when the PCs arrive. If Scene 3 was skipped, it does not count as a failure.

- If the PCs failed 0 scenes, they have caught up with the Bhaalspawn mere seconds after the assassin made his getaway. The PCs gain a surprise round in Encounter 3A (Nualla), Encounter 4A (Krieger). or both.
- If the PCs failed 1 or 2 scenes, run Encounter 3A and/or 3B with the key NPC injured as explained in the encounter, having just used his or her second wind as the PCs arrive.
- If the PCs failed 3 or more scenes, their chase was slow and the assassins have had time to nearly finish off the key NPCs. The NPCs are currently unconscious and dying in Encounter 3A and/or 4A.
- If this isn't a time sensitive environment, and the players are adequately warned that the following encounters will not be scaled down, they can split the party and attempt to save both NPCs.

This is not recommended for time constrained environments or weak to average strength parties. This is the party's decision, as the upcoming fights are very dangerous, and this should only be attempted by the most courageous of groups.

Once the PCs have completed all the scenes of the skill challenge and you have determined their overall success or failure, proceed to either **Encounter 3A** (Nualla) or **Encounter 4A** (Krieger).

However, before the PCs get very far away from the warehouse, they encounter a strange man with a strange cargo. Run Encounter 2B now, then proceed to either 3A or 4A based on the players' choice.

#### MILESTONE

The encounter counts towards a milestone.

#### TREASURE

The PCs do not gain any treasure in this encounter.

## ENCOUNTER 2B: WILL YOU DENY ME THREE TIMES?

### ROLEPLAYING ENCOUNTER

Things are looking grim for the city of Elturel. The Companion's light has been extinguished, and the Order of Torm is crippled by enemies from within and without. However, all hope is not yet lost, and unexpected allies may return in the darkest times.

In this encounter, the PCs have the opportunity to acquire a powerful artifact, *Loyalty's Sacrifice*. This item, sacred to Torm, first appeared in the adventure SPEC2-1 (H3) *The Morninglord's Laughter*. It was recovered by a group of adventurers from the cursed fortress called Fort Morninglord, and subsequently played a significant role in helping the heroes of Elturel during the Battle Interactive ADCP2-1 *The Paladins' Plague*.

In the previous adventures, it took the form of a gauntlet, but as an intelligent artifact, *Loyalty's Sacrifice* is able to change its form. At the moment, it appears as an unassuming holy symbol of Torm, in the possession of an unkempt seller of fake relics and other worthless protections against the evil that threatens to overtake Elturel.

The artifact senses that a terrible injustice is taking place in the city, and it wants to return to the fight, but it only wants to travel with a hero who shares Torm's ideals and can be trusted to do the right thing. In this

encounter, the artifact tests the PCs, and if they pass the test, it comes with them.

Read or paraphrase the following when the PCs leave the warehouse en route to their chosen destination (either Encounter 3A or 4A).

The street outside the warehouse is deserted and silent, perhaps not surprising considering the horrors that have so recently taken place nearby. Suddenly, a loud screeching noise echoes from around the corner of the building. Has another of the bizarre spawn come to claim the corpse of its fellow?

Assuming the PCs investigate:

*You round the corner to discover that the source of the noise is a rickety wagon with crooked metal wheels. It is adorned with the holy symbols of dozens of gods and goddesses, bundles of incense, herbal poultices, strings of tiny bones threaded with gold and silver foil, pin-stuck ragdolls and other mystic fetishes, cheap tarnished pendants with obviously fake gemstones, vaguely shaped clay idols, and other seemingly worthless junk. A ratty awning hangs suspended over the top of the cart, painted with obviously meaningless ritualistic symbols.*

*The cart is pushed down the street, ever so slowly, its rusty wheels screeching in protest, by a middle-aged man. He has the build of someone who might once have been a knight, but he walks with a pronounced limp. He calls out every few steps, seemingly oblivious to the fact that the street is deserted and there are no potential customers:*

*"Get your charms! Get your blessings! Get your saint's knucklebones! Get your holy water! In dark times like these, you need all the protections you can get, and I've got 'em! Isn't it worth a few silver pieces for the peace of mind that only a sacred relic can bring? The gods may have abandoned you, but Sagramor is here to save the day! Get your charms! Get your blessings..."*

If the PCs do nothing, the man simply continues down the street, calling out his sales pitch to everyone and no one. A few slow, laborious minutes later, he rounds the corner and disappears from view. If the PCs then pursue him, he seems to have vanished into thin air, taking his cart and its contents with him. Proceed to either Encounter 3A or 4A as appropriate.

Assuming the PCs interact with the man in some fashion, he turns to them and smiles. *"Greetings, good people! You look like just the sort of folks who could use some of Sir Sagramor's blessed items. Why, I can*

*practically smell the stench of death upon you right now! Better stock up before things fall completely apart in this poor, doomed city."*

**The Good Knight:** "Sir" Sagramor is a fallen paladin of Torm. He was once a member of the Order, but recent events (starting with the near-destruction of the city at the hands of a plaguechanged army, then the darkening of the Companion, and now the general corruption and decay that he sees growing all around him) have caused him to fall into despair and begin questioning both his faith and the dictates of his superiors. He has become very disillusioned and cynical, convinced that the gods have abandoned the city and its people. He takes a small amount of comfort from selling what he knows to be worthless trinkets and items of hedge magic to the common folk of Elturel, spreading his message that worse times are sure to come.

A PC member of the Order who succeeds on a Hard DC Intelligence check might remember seeing Sagramor's name on a list of those who were recently drummed out of the Order for failing to uphold the tenets of the Knighthood (the equivalent of a dishonorable discharge). Such a PC would know that being expelled from the order would be a major disgrace, but it does not make the individual a criminal or require him or her to leave the city; if Sagramor had committed any actual crimes or acts of treason, he would have been imprisoned or executed.

**The Knight's Goods:** Sagramor will gladly part with anything on his cart, at a cost of 5 silver pieces per item, or three for a gold piece. The PCs may wish to examine the contents of his cart more carefully to make sure that there is nothing of value hidden amongst the dross. An Easy DC Arcana, Nature, or Religion check suggests that none of the items on the cart have any magic aura or evident power. A character who specifically asks about the holy symbols, or who makes a Moderate DC Religion or Perception check while examining the cart in general, can tell that all of the holy symbols are real (they belong to actual gods and goddesses) and have been treated with more reverence than the other bric-a-brac on the cart. The set of holy symbols includes all of the major lawful good, good, and unaligned deities, with the exception of Amaunator and Torm.

If the PCs ask why he describes the city as "doomed", he laughs and says: *"Look around you! Things just keep getting worse and worse. First the Companion goes dark, and now the city itself is spiraling into chaos and lawlessness. No, Elturel has been abandoned by the gods. Maybe we deserved it; I don't know what*

*happened to the Companion, but it was a gift from Amaunator, so I suppose we can't be surprised if he has turned his face away from us. And as for Torm, well, just look around. Do you think that Elturel is a city of justice any longer, if indeed it ever was? No, the gods are not going to save us, and we've clearly decided not to save ourselves. I'd say the best any of us can hope for is a quick death, when the end comes, and it won't be long."*

If the PCs ask where the holy symbols of Amaunator and Torm are, or ask to buy relics of either of those gods, Sagramor grows silent for a moment and then says, *"I don't carry false relics of false gods."*

If the PCs press the issue, Sagramor admits that he does have holy symbols for Amaunator and Torm, but says that they are not for sale. An Easy DC Insight check (passive or active) reveals that he is ashamed of something. Further questioning, or a thorough search of the cart, reveals that there is a holy symbol of Amaunator hanging at the very top inside the awning, where only Sagramor can see it, and one of the wheels has a holy symbol of Torm pressed into the metal rim (so that it gets rolled over against the cobblestones every time the cart moves; this is the source of the screeching noise). Sagramor says that these items are not for sale and refuses to budge on this, until the PCs challenge his lack of faith (see below).

It's unlikely, but if any character at the table has Story Award **ADCP06 Spark of Torm** (indicating that the PC was raised from the dead by Loyalty's Sacrifice during the last Battle of Elturel) then the artifact immediately recognizes that character. Even if the PCs do not discover the holy symbols on their own, a flash of light draws the attention of the PC with ADCP06 and he or she notices the battered holy symbol of Torm affixed to the wagon wheel.

Once the PCs have discovered the hidden holy symbols, Loyalty's Sacrifice wants to push them into a theological debate with Sagramor to test their faith and see if they are worthy bearers. Sagramor continues to make disparaging comments about Torm abandoning the people of Elturel until a PC challenges Sagramor's cynicism, or until a PC speaks about the ideals of justice and vengeance that are found in the tenets of Torm. Sagramor vigorously debates any character who argues that the gods have not abandoned Elturel. For example, if a PC says that Torm will surely bring justice back to Elturel, Sagramor scoffs and points out that the Order of Torm is hardly acting in a just fashion these days. If Torm's own representatives don't uphold his most

cherished principle, how can anyone believe that Torm himself still cares about Elturel? Don't let this take up too much of the game session, but as long as you and the players are having fun, improvise as needed to keep the scene going.

As the PCs engage Sagramor in a philosophical debate, it becomes clear how conflicted and saddened the knight is. He is a true believer whose faith has been shaken to the core. This is not a skill challenge (but you can allow the PCs to make skill checks as needed to buttress their arguments). Good roleplaying is the objective here. The PCs can't bring Sagramor completely back around in a single conversation, but they can get him to admit that perhaps Torm has chosen to work through other agents (such as the PCs) and all hope is not yet lost.

## ENDING THE ENCOUNTER

If the PCs make a convincing argument that Torm and Amaunator have not abandoned the people of Elturel, and if they are truly sincere (remember, they are being watched by a sentient artifact, so call that +30 Insight against the PCs lying to Sagramor about what they truly believe) then he finally concedes the point. Note that this should not take more than a few minutes of game time (remember, the PCs are on the clock to save lives). Read the following:

***Sagramor raises his hands in a gesture of surrender. "Enough, enough! I can see that your faith is stronger than mine was. That's the one thing that can save us, people who still believe and are willing to act on those beliefs. Please, take these - [he hands the PCs the holy symbols of Amaunator and Torm] - I'm not worthy of them, but maybe you are. I get the sense that you have important work to do, and standing here arguing with a pathetic, broken man isn't going to save the city. Go, and if you truly believe everything you have said to me, then may Torm strengthen your sword to shatter any injustice, and may Amaunator's light guide you to the path of righteous vengeance."***

If the PCs try to pay him for the holy symbols, he refuses all offers. ***"Gifts such as this, I return to the giver. Please, just take them as a reminder of what, and who, you're fighting for."***

## MILESTONE

The encounter does not count towards a milestone.

## TREASURE

If the PCs demonstrate to the satisfaction of Loyalty's Sacrifice that they would be worthy bearers of the artifact, it allows Sagramor to give them the holy symbols of Amaunator and Torm. If they are unworthy in the artifact's opinion, the knight does not offer these items at any price.

Proceed to whichever encounter you were about to run (3A or 4A).

## LOYALTY'S SACRIFICE

The artifact still does not reveal itself to the PCs even once they have obtained the holy symbols. It continues to observe them for the rest of the adventure. If they act in an unjust fashion or blaspheme the name of Torm or other lawful good gods, the artifact can disappear at any time (leaving behind just an inert holy symbol with no special properties). The artifact does not communicate with the PCs, or reveal its powers or presence in any other way. It is able to conceal itself from Arcana checks to detect auras, and the like. You should note who is carrying both holy symbols (the symbol of Amaunator is a bit of a red herring; it's the symbol of Torm that is the artifact, but having both symbols makes that a little bit less obvious).

As long as the PCs retain the artifact's favor, from this point forward, if a character dies during the adventure, the artifact can raise that PC from the dead during a short rest (not in the middle of a battle). The dead character finds him or herself standing on a featureless gray plane, infinite in all directions, facing a knight clad in full plate (including a visor, so the knight's face cannot be seen). The holy symbol of Torm is prominent on the knight's breastplate. The PC hears a deep, masculine voice asking if he or she wishes to return to the battle. If the PC says yes, the knight asks why. As long as the PC mentions something about loyalty, justice, sacrifice, or vengeance, that's good enough; the PC returns to life. To the other characters, this all happens in an instant; one moment the dead character is a corpse, the next moment he or she lurches back to life. The PC still suffers the death penalty for the next three milestones, but does not have to pay any component or spellcasting cost. Even if the artifact raises a PC from the dead, it does not specifically reveal itself to the PCs, although they will surely make the connection between the mysterious holy symbol of Torm and the fact that their friend just came back to life.

## ENCOUNTER 3A: IN PIECES (NUALLA)

### ENCOUNTER LEVEL 3/5/7/9/11

#### CREATURES

1 Khem Mesh (M)  
8 Bhaalspawn soldiers (S)  
1 Nualla A'Ashemmi (N)

#### SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present. If the group has chosen to split itself, run the encounter for the amount of PCs at the table and do not scale it down. Heroic choices oftentimes require heroic sacrifice.

**Four PCs:** Remove 2 Bhaalspawn soldiers and reduce Khem Mesh's health by 25%.

**Six PCs:** Add one Bhaalspawn soldier and increase Khem Mesh's health by 25%. If your party is particularly strong, increase Khem Mesh's defenses by 2.

**First-level or weak parties:** Reduce Khem Mesh's defenses by 2 and remove his *dual brain* and *dominating gaze* abilities.

#### SETUP

The PCs are trying to save Nualla A'Ashemmi. Make it clear to the players that the primary objective is to reach Nualla and extract her to safety by removing her from the map. Fighting the assassins is an *optional* objective.

*After leaving the battered warehouse, your group makes good speed toward the entrance of the Dungeon of the Inquisitor. Coming upon a simple stone building that protects the entrance, you notice things aren't quite right. Normally, there would be guards patrolling and people around, but now the only thing you can see are blood pools littering the courtyard. From the footprints, it seems as if whatever died causing those pools of blood somehow rose back up and headed inside. You can only hope you aren't too late and will be able to save Nualla.*

*As you make your way down into the Dungeon, the bloody trail that has been your guide splits in three directions.*

The PCs need to decide which way to go.

## SKILL CHALLENGE: FOLLOW THE CROW WHEREVER IT GOES

**Goal:** The goal of this skill challenge is to find the way to where Nualla is being assaulted. If running this game in a time sensitive environment or if the group has chosen to split itself, you should consider bypassing this skill challenge, as it simply sets the atmosphere for finding Nualla.

**Complexity:** 1 (3 successes; 2 successes for 4 PCs or 4 successes for 6 PCs)

**Primary Skills:** Arcana, Diplomacy, Dungeoneering, Intimidate, Perception, and Thievery.

**Victory:** The PCs find Nualla in time.

**Defeat:** If the PCs do not complete the skill challenge, they fail to their way through the dungeons in time and they need to be helped by a dying member of the guard. The Bhaalspawn and Khem Mesh receive a +4 bonus to their initiative checks in the combat.

**Arcana, Hard DC** (1 success, 2 maximum)

The Dungeon of the Inquisitor has multiple rituals that misdirect people on purpose, in order to keep out unwanted foes. With a success the PC temporarily reverses the ritual, briefly illuminating the path.

**Diplomacy or Intimidate, Moderate DC** (1 success, 2 maximum)

The Dungeon of the Inquisitor is a packed place and has more than just a few criminals or monsters inside it. A successful Diplomacy check will get a 'friendly' inmate to help show the heroes around, pointing them in the direction of Nualla.

**Dungeoneering, Easy DC** (1 success, 2 maximum)

Following their instincts, the PC easily navigates past several false corridors, bypassing people and things, and leading the party closer to Nualla.

**Perception, Moderate DC** (2 success, 4 maximum)

*"Following the crow rings heavily in your ears."* With a success the PC is easily able to spot the markings of a crow in flight, a Dusk Talon symbol, showing the way.

**Thievery, Moderate DC** (1 success, 2 maximum)

The cant of thieves is easily read by someone who knows what to look for. With a success the PC is able to glean from signs strewn on the walls which way Nualla was heading.

*The trail of blood extends down a long corridor. In the distance, you can see a small room ahead, with no other exits visible. This appears to be the end of the line.*



*Something large - perhaps a troll? - is surrounded by a group of humanoids. As you draw closer, their purpose becomes clear. The humanoids are forming a ring around the troll as it toys with... Nualla A'Ashemmi!*

## FEATURES OF THE AREA

**Illumination:** Unless the PCs bring light, the area is considered dim lighting.

**Gore:** The bloody rune on the map marks a spot where there is substantial blood and gore. Anyone moving through this area must treat the area as difficult terrain. A PC may attempt a Moderate DC Acrobatics check to ignore this effect, but falls prone on a failure.

**Infection:** PCs who have contracted the Essence of Bhaal and those with more than 5 infection points react strongly to the taint of Bhaal in the presence of a powerful Bhaalspawn. The infection attempts to overtake and control the PCs on even numbered rounds, at the start of their turns.

### Sleep of Bhaal

*Attack:* Melee 0 (one infected creature); +AL vs. Will

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

*Special:* The target suffers a -2 penalty to save against this effect when he or she is within 3 squares of Khem Mesh.

When a PC becomes bloodied or is reduced to 0 hit points, that PC gains 1 infection point. A PC only gains an infection point the first time each of these happens in the encounter.

If Khem Mesh is killed, the PC who kills him gains 1 infection point.

**Lava:** Once anyone enters through the southern door, a magical alarm goes off causing surviving guards elsewhere in the complex to trigger a death trap. Once triggered, the doors slowly begin to close, taking 10 rounds to do so. The chamber fills with lava. Anyone inside the room on the 11<sup>th</sup> round is slain. A successful Hard DC Thievery check as a minor action or Moderate DC as a standard action delays or speeds up the doors by one round, allowing the PCs a way to escape, or trap foes inside.

**Nualla:** Depending upon the previous skill challenge (Encounter 2), Nualla may or may not be conscious during the encounter.

- If the PCs succeeded with no failures during Encounter 2 Nualla is engaging Khem Mesh in melee combat with few wounds. She falls prone as the PCs enter due to Khem Mesh's aura.
- If the PCs had one failure, Nualla starts combat bloodied. She falls prone as the PCs enter due to Khem Mesh's aura.

- If the PCs had two failures, Nualla has 1 hp and is infected with the taint. She falls prone as the PCs enter due to Khem Mesh's aura.
- If the PCs had three or more failures during Encounter 2, Nualla is unconscious at the feet of Khem Mesh, and is currently taken over by the infection. PCs can pick her up as a move action.
- If the PCs are having a rough time with the combat and Nualla is conscious, she aids them as the DM deems appropriate.
- Nualla follows the PC rules for dying (i.e. failing three death saving throws or being reduced to her negative bloodied value in hit points).

**Stairs:** The stairs descend steeply to the floor. Creatures can jump off the side with an Easy DC Athletics check. Those that fail fall prone. Charging up the stairs is not possible.

**Teleportation:** There are wards in place to block certain teleportation effects. No being can teleport in or out of the Dungeons. In addition, no one can teleport into or out of any room (treat all doors as impassable via teleportation). Should a PC attempt to use one of these abilities, they realize the effect before they spend their action attempting to teleport. It can also be detected with an Easy DC Arcana check made as a minor action.

**Walls:** The rough walls are 20 feet high and require a DC 15 Athletics check to climb.

## TACTICS

**AL 2/4/6:** The infection attempts to dominate infected PCs once every two rounds. Khem Mesh attempts to kill Nualla if she is bloodied or lower, while using its dominating gaze when possible on PCs that interfere. Khem Mesh's ultimate goal is to kill Nualla. He ignores PCs unless they mark him or make it impossible to attack Nualla.

The Bhaalspawn soldiers use *claw* to slow PCs. They position themselves so that PCs have to provoke to move past them and towards Nualla.

**AL 8/10:** The infection activates every two rounds, attempting to dominate the infected PCs. Khem Mesh engages the lightest armored heroes first, knowing that as soon as the heroes are dead, he can turn or kill Nualla at will. Khem Mesh attempts to dominate whenever dominating gaze has recharged (and no other creature is dominated by it). However, Khem Mesh changes tactics to focus on any person healing, going so far as to ignore marks to attack a healer that attempts to give aid to Nualla or any PC that tries to help remove her from the field.

The Bhaalspawn soldiers form a line in front of the PCs, trying to block the way. They fight to the death, attempting to pull the PCs back to stop them from

advancing on Khem Mesh's primary target, or to pull away Nualla if she has nearly escaped.

## ENDING THE ENCOUNTER

The encounter ends when all of the creatures have been defeated or when Nualla A'Ashemmi has been removed from the map. The encounter also ends if Nualla is killed. If Nualla is slain, but the PCs retrieve her body, the Dusk Talons have her raised from the dead. The PCs proceed to Encounter 3B as normal.

If the PCs fail to save Nualla and leave her body to the lava, the PCs can still meet with Kesra who takes Nualla's place in Encounter 3B. She doesn't know what to do, but suggests they try to find Everyn Cadwy in at the Citadel of Light, as he has always been a helpful paladin.

After the encounter, the PCs can take as many short rests as they need before members of the Talons find them. Proceed to Encounter 3B where the PCs can talk with Nualla.

## TROUBLESHOOTING

Remember, the PCs' primary objective is to recover Nualla A'Ashemmi alive and safely remove her from the map, putting her out of play. Killing the Bhaalspawn or its soldiers is optional.

The PCs cannot use diplomatic means to bypass this encounter. The bubbling sounds of the encroaching lava, as well as the bloodthirsty nature of the Bhaalspawn make negotiations impossible.

## MILESTONE

This encounter counts towards a milestone.

## TREASURE

As they leave the dungeons, the PCs find the skeletal remains of a human prisoner. Clutched tightly in his hand is a *healer's brooch* +1 (+2 at AL 8-10). By his side is a tattered pouch filled with gems worth 40 / 65 / 115 / 225 / 340 gp per PC.

## ENCOUNTER 3A: IN PIECES (ADVENTURE LEVEL 2)

<b>Khem Mesh</b>	<b>Level 4 Elite Soldier</b>
Large natural humanoid (troll, undead, vampire)	XP 350
HP 124; Bloodied 62	Initiative +4
AC 20, Fortitude 17, Reflex 15, Will 16	Perception +4
Speed 6	Darkvision
Immune disease; Resist 5 radiant, 5 poison; Vulnerable 10 fire, 10 acid	
Saving Throws +2, +5 vs. charm, poison, unconscious; Action Points 1	
TRAITS	
Double Actions	
Khem Mesh rolls initiative twice, gets two turns during a round, and has a full set of actions (standard, move, minor) on each turn.	
Each set of actions corresponds to a different head. Khem Mesh's ability to take immediate actions refreshes on each of his turns.	
Dual Brain	
At the end of its turn, Khem Mesh automatically succeeds on all saving throws against the dazed and stunned conditions and against charm effects that a save can end.	
Regeneration	
Khem Mesh regains 10 hit points whenever he starts its turn and has at least 1 hit point. Whenever Khem Mesh takes acid or fire damage, regeneration does not function on his next turn.	
Khem Mesh Healing (healing)	
Whenever an attack that doesn't deal acid or fire damage reduces Khem Mesh to 0 hit points, he does not die and instead falls unconscious until the start of his next turn, when he regains 15 hit points. If an attack deals acid or fire damage to Khem Mesh while he is at 0 hit points, he is destroyed.	
O Kneel to Bhaal • Aura 1	
Each enemy that ends its turn in the aura must make a saving throw or fall prone.	
STANDARD ACTIONS	
m Greatsword (weapon) • At-Will	
Attack: Melee 2 (one creature); +9 vs. AC	
Hit: 2d6 + 1 damage and the target falls prone.	
M Double Attack • At-Will	
Effect: Khem Mesh makes two <i>greatsword</i> attacks. If both attacks hit a single target, Khem Mesh can immediately use his <i>blood drain</i> attack, even if the target isn't granting combat advantage.	
M Blood Drain (healing) • Recharge when an adjacent creature becomes bloodied	
Attack: Melee 2 (one creature granting combat advantage to Khem Mesh); +7 vs. Fortitude.	
Hit: 2d12 + 2 damage, and the target is weakened (save ends), and Khem Mesh regains 15 hit points and 1 action point.	
MINOR ACTIONS	
R Dominating Gaze (charm) • Recharge 6	
Requirement: No creature is dominated by Khem Mesh.	
Attack: Ranged 5 (one creature); +7 vs. Will	
Hit: The target is dominated (save ends). <i>Special:</i> The target takes a -2 penalty on the saving throw.	
<i>Aftereffect:</i> The target is dazed (save ends).	
TRIGGERED ACTIONS	
M Smackdown • At-Will	
Trigger: An enemy moves into a square where it flanks Khem Mesh.	
Attack ( <i>Immediate Reaction</i> ): Melee 1 (one creature flanking it); +7 vs. Fortitude	
Hit: The target is knocked prone.	
Str 24 (+9)	Dex 10 (+2)
Con 22 (+8)	Int 6 (+0)
Wis 14 (+4)	Cha 10 (+2)
Alignment chaotic evil	Languages Common, Giant
Equipment "Bloodthirst" greatsword, plate armor	

**Note:** Re-flavored two headed war troll with Bhaal template.

<b>Bhaalspawn Soldier</b>	<b>Level 3 Minion Soldier</b>
Medium natural humanoid (undead)	XP 38
HP 1; a missed attack never damages a minion	Initiative +5
AC 19, Fortitude 14, Reflex 16, Will 15	Perception +6
Speed 7, climb 7	Darkvision
STANDARD ACTIONS	
m Longsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 5 damage.	
M Seize Prey (necrotic) • At-Will	
Effect: The Bhaalspawn soldier moves its speed and makes the following attack at any point during the move.	
Attack: Melee 1 (one creature); +6 vs. Fortitude	
Hit: 5 necrotic damage. If the Bhaalspawn continues the move after the attack, it pulls the target with it and does not provoke opportunity attacks from the target.	
TRIGGERED ACTIONS	
Bhaal's Fury • Encounter	
Trigger: Khem Mesh is bloodied for the first time in the encounter.	
Effect ( <i>Free Action</i> ): The Bhaalspawn uses longsword.	
Grasping Rage • At-Will	
Trigger: The Bhaalspawn drops to 0 hit points.	
Effect ( <i>Immediate Interrupt</i> ): The Bhaalspawn uses longsword.	
Str 15 (+3)	Dex 14 (+3)
Con 14 (+3)	Int 10 (+1)
Wis 10 (+1)	Cha 12 (+2)
Alignment chaotic evil	Languages Common
Equipment longsword, breastplate	

<b>Nualla</b>	<b>Level 3 Skirmisher</b>
Medium natural humanoid (half-elf)	
Max HP 64; Bloodied 32 (0 surges remaining)	
AC 16, Fortitude 16, Reflex 15, Will 14	Perception +9
Speed 6	Low-light vision
Skills Diplomacy +9, Insight +9, Intimidate +13 Streetwise +11	
Alignment unaligned	Languages Common, Elven

## ENCOUNTER 3A: IN PIECES (ADVENTURE LEVEL 4)

Khem Mesh	Level 6 Elite Soldier
Large natural humanoid (troll, undead, vampire)	XP 500
HP 156; Bloodied 78	Initiative +5
AC 22, Fortitude 19, Reflex 17, Will 18	Perception +55
Speed 6	Darkvision
Immune disease; Resist 5 radiant, 5 poison; Vulnerable 10 fire, 10 acid	
Saving Throws +2, +5 vs. charm, poison, unconscious; Action Points 1	
TRAITS	
Double Actions	
Khem Mesh rolls initiative twice, gets two turns during a round, and has a full set of actions (standard, move, minor) on each turn.	
Each set of actions corresponds to a different head. Khem Mesh's ability to take immediate actions refreshes on each of his turns.	
Dual Brain	
At the end of its turn, Khem Mesh automatically succeeds on all saving throws against the dazed and stunned conditions and against charm effects that a save can end.	
Regeneration	
Khem Mesh regains 10 hit points whenever he starts its turn and has at least 1 hit point. Whenever Khem Mesh takes acid or fire damage, regeneration does not function on his next turn.	
Khem Mesh Healing (healing)	
Whenever an attack that doesn't deal acid or fire damage reduces Khem Mesh to 0 hit points, he does not die and instead falls unconscious until the start of his next turn, when he regains 20 hit points. If an attack deals acid or fire damage to Khem Mesh while he is at 0 hit points, he is destroyed.	
O Kneel to Bhaal • Aura 1	
Each enemy that ends its turn in the aura must make a saving throw or fall prone.	
STANDARD ACTIONS	
m Greatsword (weapon) • At-Will	
Attack: Melee 2 (one creature); +11 vs. AC	
Hit: 2d6 + 3 damage and the target falls prone.	
M Double Attack • At-Will	
Effect: Khem Mesh makes two <i>greatsword</i> attacks. If both attacks hit a single target, Khem Mesh can immediately use his <i>blood drain</i> attack, even if the target isn't granting combat advantage.	
M Blood Drain (healing) • Recharge when an adjacent creature becomes bloodied	
Attack: Melee 2 (one creature granting combat advantage to Khem Mesh); +9 vs. Fortitude.	
Hit: 2d12 + 4 damage, and the target is weakened (save ends), and Khem Mesh regains 20 hit points and 1 action point.	
MINOR ACTIONS	
R Dominating Gaze (charm) • Recharge 6	
Requirement: No creature is dominated by Khem Mesh.	
Attack: Ranged 5 (one creature); +9 vs. Will	
Hit: The target is dominated (save ends). <i>Special:</i> The target takes a -2 penalty on the saving throw.	
<i>Aftereffect:</i> The target is dazed (save ends).	
TRIGGERED ACTIONS	
M Smackdown • At-Will	
Trigger: An enemy moves into a square where it flanks Khem Mesh.	
Attack ( <i>Immediate Reaction</i> ): Melee 1 (one creature flanking it); +9 vs. Fortitude	
Hit: The target is knocked prone.	
Str 24 (+10)	Dex 10 (+3)
Con 22 (+9)	Int 6 (+1)
	Wis 14 (+5)
	Cha 10 (+3)
Alignment chaotic evil	
Languages Common, Giant	
Equipment "Bloodthirst" greatsword, plate armor	

**Note:** Reflavored two headed war troll with Bhaal template.

Bhaalspawn Soldier	Level 5 Minion Soldier
Medium natural humanoid (undead)	XP 50
HP 1; a missed attack never damages a minion	Initiative +6
AC 21, Fortitude 16, Reflex 18, Will 17	Perception +7
Speed 7, climb 7	Darkvision
STANDARD ACTIONS	
m Longsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 6 damage.	
M Seize Prey (necrotic) • At-Will	
Effect: The Bhaalspawn soldier moves its speed and makes the following attack at any point during the move.	
Attack: Melee 1 (one creature); +8 vs. Fortitude	
Hit: 6 necrotic damage. If the Bhaalspawn continues the move after the attack, it pulls the target with it and does not provoke opportunity attacks from the target.	
TRIGGERED ACTIONS	
Bhaal's Fury • Encounter	
Trigger: Khem Mesh is bloodied for the first time in the encounter.	
Effect ( <i>Free Action</i> ): The Bhaalspawn uses longsword.	
Grasping Rage • At-Will	
Trigger: The Bhaalspawn drops to 0 hit points.	
Effect ( <i>Immediate Interrupt</i> ): The Bhaalspawn uses longsword.	
Str 15 (+4)	Dex 14 (+4)
Con 14 (+4)	Int 10 (+2)
	Wis 10 (+2)
	Cha 12 (+3)
Alignment chaotic evil	
Languages Common	
Equipment longsword, breastplate	

Nualla	Level 5 Skirmisher
Medium natural humanoid (half-elf)	
Max HP 80; Bloodied 40 (0 surges remaining)	
AC 18, Fortitude 18, Reflex 17, Will 16	Perception +10
Speed 6	Low-light vision
Skills Diplomacy +10, Insight +10, Intimidate +14, Streetwise +12	
Alignment unaligned	
Languages Common, Elven	

## ENCOUNTER 3A: IN PIECES (ADVENTURE LEVEL 6)

<b>Khem Mesh</b>	<b>Level 8 Elite Soldier</b>
Large natural humanoid (troll, undead, vampire)	XP 700
HP 188; Bloodied 94	Initiative +6
AC 24, Fortitude 21, Reflex 19, Will 20	Perception +65
Speed 6	Darkvision
Immune disease; Resist 5 radiant, 5 poison; Vulnerable 10 fire, 10 acid	
Saving Throws +2, +5 vs. charm, poison, unconscious; Action Points 1	
TRAITS	
Double Actions	
Khem Mesh rolls initiative twice, gets two turns during a round, and has a full set of actions (standard, move, minor) on each turn.	
Each set of actions corresponds to a different head. Khem Mesh's ability to take immediate actions refreshes on each of his turns.	
Dual Brain	
At the end of its turn, Khem Mesh automatically succeeds on all saving throws against the dazed and stunned conditions and against charm effects that a save can end.	
Regeneration	
Khem Mesh regains 10 hit points whenever he starts its turn and has at least 1 hit point. Whenever Khem Mesh takes acid or fire damage, regeneration does not function on his next turn.	
Khem Mesh Healing (healing)	
Whenever an attack that doesn't deal acid or fire damage reduces Khem Mesh to 0 hit points, he does not die and instead falls unconscious until the start of his next turn, when he regains 25 hit points. If an attack deals acid or fire damage to Khem Mesh while he is at 0 hit points, he is destroyed.	
O Kneel to Bhaal • Aura 1	
Each enemy that ends its turn in the aura must make a saving throw or fall prone.	
STANDARD ACTIONS	
m Greatsword (weapon) • At-Will	
Attack: Melee 2 (one creature); +13 vs. AC	
Hit: 2d6 + 5 damage and the target falls prone.	
M Double Attack • At-Will	
Effect: Khem Mesh makes two <i>greatsword</i> attacks. If both attacks hit a single target, Khem Mesh can immediately use his <i>blood drain</i> attack, even if the target isn't granting combat advantage.	
M Blood Drain (healing) • Recharge when an adjacent creature becomes bloodied	
Attack: Melee 2 (one creature granting combat advantage to Khem Mesh); +11 vs. Fortitude.	
Hit: 2d12 + 6 damage, and the target is weakened (save ends), and Khem Mesh regains 25 hit points and 1 action point.	
MINOR ACTIONS	
R Dominating Gaze (charm) • Recharge 6	
Requirement: No creature is dominated by Khem Mesh.	
Attack: Ranged 5 (one creature); +11 vs. Will	
Hit: The target is dominated (save ends). <i>Special:</i> The target takes a -2 penalty on the saving throw.	
<i>Aftereffect:</i> The target is dazed (save ends).	
TRIGGERED ACTIONS	
M Smackdown • At-Will	
Trigger: An enemy moves into a square where it flanks Khem Mesh.	
Attack ( <i>Immediate Reaction</i> ): Melee 1 (one creature flanking it); +11 vs. Fortitude	
Hit: The target is knocked prone.	
Str 24 (+11)	Dex 10 (+4)
Con 22 (+10)	Int 6 (+2)
	Wis 14 (+6)
	Cha 10 (+4)
Alignment chaotic evil	
Languages Common, Giant	
Equipment "Bloodthirst" greatsword, plate armor	

**Note:** Re-flavored two headed war troll with Bhaal template.

<b>Bhaalspawn Soldier</b>	<b>Level 7 Minion Soldier</b>
Medium natural humanoid (undead)	XP 75
HP 1; a missed attack never damages a minion	Initiative +7
AC 23, Fortitude 18, Reflex 20, Will 19	Perception +8
Speed 7, climb 7	Darkvision
STANDARD ACTIONS	
m Longsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 7 damage.	
M Seize Prey (necrotic) • At-Will	
Effect: The Bhaalspawn soldier moves its speed and makes the following attack at any point during the move.	
Attack: Melee 1 (one creature); +10 vs. Fortitude	
Hit: 7 necrotic damage. If the Bhaalspawn continues the move after the attack, it pulls the target with it and does not provoke opportunity attacks from the target.	
TRIGGERED ACTIONS	
Bhaal's Fury • Encounter	
Trigger: Khem Mesh is bloodied for the first time in the encounter.	
Effect ( <i>Free Action</i> ): The Bhaalspawn uses longsword.	
Grasping Rage • At-Will	
Trigger: The Bhaalspawn drops to 0 hit points.	
Effect ( <i>Immediate Interrupt</i> ): The Bhaalspawn uses longsword.	
Str 15 (+5)	Dex 14 (+5)
Con 14 (+5)	Int 10 (+3)
	Wis 10 (+3)
	Cha 12 (+4)
Alignment chaotic evil	
Languages Common	
Equipment longsword, breastplate	

<b>Nualla</b>	<b>Level 7 Skirmisher</b>
Medium natural humanoid (half-elf)	
Max HP 96; Bloodied 48 (0 surges remaining)	
AC 20, Fortitude 20, Reflex 19, Will 18	Perception +11
Speed 6	Low-light vision
Skills Diplomacy +11, Insight +11, Intimidate +15, Streetwise +13	
Alignment unaligned	
Languages Common, Elven	



## ENCOUNTER 3A: IN PIECES (ADVENTURE LEVEL 8)

Khem Mesh	Level 10 Elite Soldier
Large natural humanoid (troll, undead, vampire)	XP 1000
HP 220; Bloodied 110	Initiative +7
AC 26, Fortitude 23, Reflex 21, Will 22	Perception +75
Speed 6	Darkvision
Immune disease; Resist 5 radiant, 5 poison; Vulnerable 10 fire, 10 acid	
Saving Throws +2, +5 vs. charm, poison, unconscious; Action Points 1	
TRAITS	
Double Actions	
Khem Mesh rolls initiative twice, gets two turns during a round, and has a full set of actions (standard, move, minor) on each turn.	
Each set of actions corresponds to a different head. Khem Mesh's ability to take immediate actions refreshes on each of his turns.	
Dual Brain	
At the end of its turn, Khem Mesh automatically succeeds on all saving throws against the dazed and stunned conditions and against charm effects that a save can end.	
Regeneration	
Khem Mesh regains 10 hit points whenever he starts its turn and has at least 1 hit point. Whenever Khem Mesh takes acid or fire damage, regeneration does not function on his next turn.	
Khem Mesh Healing (healing)	
Whenever an attack that doesn't deal acid or fire damage reduces Khem Mesh to 0 hit points, he does not die and instead falls unconscious until the start of his next turn, when he regains 30 hit points. If an attack deals acid or fire damage to Khem Mesh while he is at 0 hit points, he is destroyed.	
O Kneel to Bhaal • Aura 1	
Each enemy that ends its turn in the aura must make a saving throw or fall prone.	
STANDARD ACTIONS	
m Greatsword (weapon) • At-Will	
Attack: Melee 2 (one creature); +15 vs. AC	
Hit: 2d6 + 7 damage and the target falls prone.	
M Double Attack • At-Will	
Effect: Khem Mesh makes two <i>greatsword</i> attacks. If both attacks hit a single target, Khem Mesh can immediately use his <i>blood drain</i> attack, even if the target isn't granting combat advantage.	
M Blood Drain (healing) • Recharge when an adjacent creature becomes bloodied	
Attack: Melee 2 (one creature granting combat advantage to Khem Mesh); +13 vs. Fortitude.	
Hit: 4d6 + 7 damage, and the target is weakened (save ends), and Khem Mesh regains 30 hit points and 1 action point.	
MINOR ACTIONS	
R Dominating Gaze (charm) • Recharge 6	
Requirement: No creature is dominated by Khem Mesh.	
Attack: Ranged 5 (one creature); +13 vs. Will	
Hit: The target is dominated (save ends). <i>Special:</i> The target takes a -2 penalty on the saving throw.	
<i>Aftereffect:</i> The target is dazed (save ends).	
TRIGGERED ACTIONS	
M Smackdown • At-Will	
Trigger: An enemy moves into a square where it flanks Khem Mesh.	
Attack ( <i>Immediate Reaction</i> ): Melee 1 (one creature flanking it); +13 vs. Fortitude	
Hit: The target is knocked prone.	
Str 24 (+12) Dex 10 (+5) Wis 14 (+7)	
Con 22 (+11) Int 6 (+3) Cha 10 (+5)	
Alignment chaotic evil Languages Common, Giant	
Equipment "Bloodthirst" greatsword, plate armor	

**Note:** Reflavored two headed war troll with Bhaal template.

Bhaalspawn Soldier	Level 9 Minion Soldier
Medium natural humanoid (undead)	XP 100
HP 1; a missed attack never damages a minion	Initiative +8
AC 25, Fortitude 20, Reflex 22, Will 21	Perception +9
Speed 7, climb 7	Darkvision
STANDARD ACTIONS	
m Longsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 8 damage.	
M Seize Prey (necrotic) • At-Will	
Effect: The Bhaalspawn soldier moves its speed and makes the following attack at any point during the move.	
Attack: Melee 1 (one creature); +12 vs. Fortitude	
Hit: 8 necrotic damage. If the Bhaalspawn continues the move after the attack, it pulls the target with it and does not provoke opportunity attacks from the target.	
TRIGGERED ACTIONS	
Bhaal's Fury • Encounter	
Trigger: Khem Mesh is bloodied for the first time in the encounter.	
Effect ( <i>Free Action</i> ): The Bhaalspawn uses longsword.	
Grasping Rage • At-Will	
Trigger: The Bhaalspawn drops to 0 hit points.	
Effect ( <i>Immediate Interrupt</i> ): The Bhaalspawn uses longsword.	
Str 15 (+6) Dex 14 (+6) Wis 10 (+4)	
Con 14 (+6) Int 10 (+4) Cha 12 (+5)	
Alignment chaotic evil Languages Common	
Equipment longsword, breastplate	

Nualla	Level 9 Skirmisher
Medium natural humanoid (half-elf)	
Max HP 112; Bloodied 56 (0 surges remaining)	
AC 22, Fortitude 22, Reflex 21, Will 20	Perception +12
Speed 6	Low-light vision
Skills Diplomacy +12, Insight +12, Intimidate +16, Streetwise +14	
Alignment unaligned Languages Common, Elven	

## ENCOUNTER 3A: IN PIECES (ADVENTURE LEVEL 10)

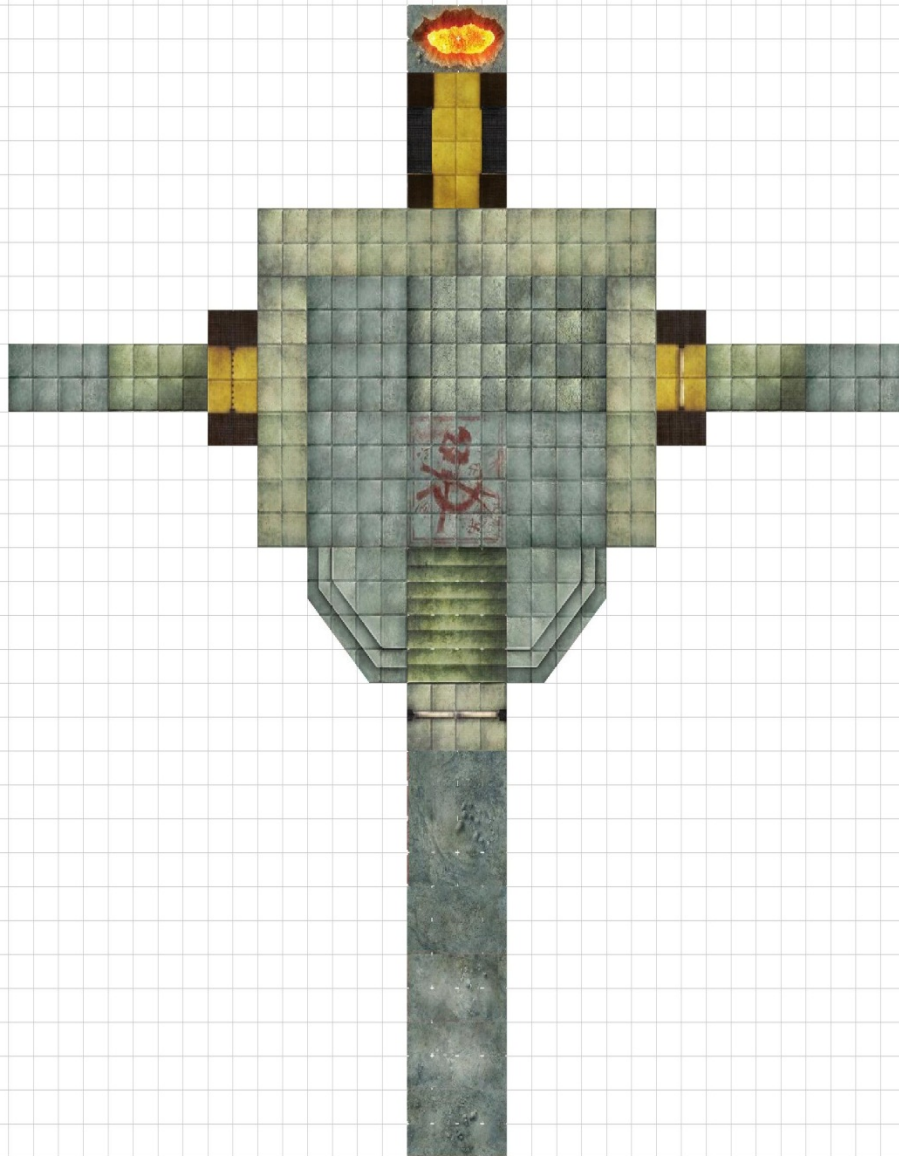
<b>Khem Mesh</b>	<b>Level 12 Elite Soldier</b>
Large natural humanoid (troll, undead, vampire)	XP 1400
<b>HP</b> 252; <b>Bloodied</b> 126	<b>Initiative</b> +8
<b>AC</b> 28, <b>Fortitude</b> 25, <b>Reflex</b> 23, <b>Will</b> 24	<b>Perception</b> +85
<b>Speed</b> 6	Darkvision
<b>Immune</b> disease; <b>Resist</b> 5 radiant, 5 poison; <b>Vulnerable</b> 10 fire, 10 acid	
<b>Saving Throws</b> +2, +5 vs. charm, poison, unconscious; <b>Action Points</b> 1	
TRAITS	
Double Actions	
Khem Mesh rolls initiative twice, gets two turns during a round, and has a full set of actions (standard, move, minor) on each turn.	
Each set of actions corresponds to a different head. Khem Mesh's ability to take immediate actions refreshes on each of his turns.	
Dual Brain	
At the end of its turn, Khem Mesh automatically succeeds on all saving throws against the dazed and stunned conditions and against charm effects that a save can end.	
Regeneration	
Khem Mesh regains 10 hit points whenever he starts its turn and has at least 1 hit point. Whenever Khem Mesh takes acid or fire damage, regeneration does not function on his next turn.	
Khem Mesh Healing (healing)	
Whenever an attack that doesn't deal acid or fire damage reduces Khem Mesh to 0 hit points, he does not die and instead falls unconscious until the start of his next turn, when he regains 35 hit points. If an attack deals acid or fire damage to Khem Mesh while he is at 0 hit points, he is destroyed.	
O Kneel to Bhaal • Aura 1	
Each enemy that ends its turn in the aura must make a saving throw or fall prone.	
STANDARD ACTIONS	
m Greatsword (weapon) • At-Will	
Attack: Melee 2 (one creature); +17 vs. AC	
Hit: 2d6 + 9 damage and the target falls prone.	
M Double Attack • At-Will	
Effect: Khem Mesh makes two <i>greatsword</i> attacks. If both attacks hit a single target, Khem Mesh can immediately use his <i>blood drain</i> attack, even if the target isn't granting combat advantage.	
M Blood Drain (healing) • Recharge when an adjacent creature becomes bloodied	
Attack: Melee 2 (one creature granting combat advantage to Khem Mesh); +15 vs. Fortitude.	
Hit: 4d6 + 9 damage, and the target is weakened (save ends), and Khem Mesh regains 35 hit points and 1 action point.	
MINOR ACTIONS	
R Dominating Gaze (charm) • Recharge 6	
Requirement: No creature is dominated by Khem Mesh.	
Attack: Ranged 5 (one creature); +15 vs. Will	
Hit: The target is dominated (save ends). <i>Special:</i> The target takes a -2 penalty on the saving throw.	
<i>Aftereffect:</i> The target is dazed (save ends).	
TRIGGERED ACTIONS	
M Smackdown • At-Will	
Trigger: An enemy moves into a square where it flanks Khem Mesh.	
Attack ( <i>Immediate Reaction</i> ): Melee 1 (one creature flanking it); +15 vs. Fortitude	
Hit: The target is knocked prone.	
<b>Str</b> 24 (+13)	<b>Dex</b> 10 (+6)
<b>Con</b> 22 (+12)	<b>Int</b> 6 (+4)
<b>Wis</b> 14 (+8)	<b>Cha</b> 10 (+6)
<b>Alignment</b> chaotic evil	
<b>Languages</b> Common, Giant	
<b>Equipment</b> "Bloodthirst" greatsword, plate armor	

**Note:** Re-flavored two headed war troll with Bhaal template.

<b>Bhaalspawn Soldier</b>	<b>Level 11 Minion Soldier</b>
Medium natural humanoid (undead)	XP 150
<b>HP</b> 1; a missed attack never damages a minion	<b>Initiative</b> +9
<b>AC</b> 27, <b>Fortitude</b> 22, <b>Reflex</b> 24, <b>Will</b> 23	<b>Perception</b> +10
<b>Speed</b> 7, climb 7	Darkvision
STANDARD ACTIONS	
m Longsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +16 vs. AC	
Hit: 9 damage.	
M Seize Prey (necrotic) • At-Will	
Effect: The Bhaalspawn soldier moves its speed and makes the following attack at any point during the move.	
Attack: Melee 1 (one creature); +14 vs. Fortitude	
Hit: 9 necrotic damage. If the Bhaalspawn continues the move after the attack, it pulls the target with it and does not provoke opportunity attacks from the target.	
TRIGGERED ACTIONS	
Bhaal's Fury • Encounter	
Trigger: Khem Mesh is bloodied for the first time in the encounter.	
Effect ( <i>Free Action</i> ): The Bhaalspawn uses longsword.	
Grasping Rage • At-Will	
Trigger: The Bhaalspawn drops to 0 hit points.	
Effect ( <i>Immediate Interrupt</i> ): The Bhaalspawn uses longsword.	
<b>Str</b> 15 (+7)	<b>Dex</b> 14 (+7)
<b>Con</b> 14 (+7)	<b>Int</b> 10 (+5)
	<b>Wis</b> 10 (+5)
	<b>Cha</b> 12 (+6)
<b>Alignment</b> chaotic evil	
<b>Languages</b> Common	
<b>Equipment</b> longsword, breastplate	

<b>Nualla</b>	<b>Level 11 Skirmisher</b>
Medium natural humanoid (half-elf)	
<b>Max HP</b> 128; <b>Bloodied</b> 64 (0 surges remaining)	
<b>AC</b> 24, <b>Fortitude</b> 24, <b>Reflex</b> 23, <b>Will</b> 22	<b>Perception</b> +13
<b>Speed</b> 6	Low-light vision
<b>Skills</b> Diplomacy +13, Insight +13, Intimidate +17, Streetwise +15	
<b>Alignment</b> unaligned	
<b>Languages</b> Common, Elven	

## ENCOUNTER 3A: IN PIECES MAP



The PCs approach from the south, the lava bubbles up from the north and Nualla and Khem are within three squares of the door to that hallway. The Bhaalspawn soldiers are spread throughout the center of the room, screening the PCs from Khem.



## ENCOUNTER 3B: CAN WE KEEP HER?

### SETUP

**Important NPC:** Nualla A'Ashemmi. female half elf

Run this encounter if the PCs successfully rescue. If the Dusk Talons are forced to raise her from the dead, modify this encounter such that Nualla is less thankful for the "rescue."

*As you help Nualla with her wounds she sighs almost giddy from being saved from certain death. The pretty half-elf regards your group with mirth filled eyes. "They bought it! Well... I almost bought it, but they bought it! Thank you first and foremost for rescuing me, should any of you wish to, you may call my organization home." Gesturing with a battered hand at a darkened corridor she continues, "Let's get out of here. I've discovered much by fighting off the twin-headed half-wit. I'm also sure you're wondering just what in the name of the hells this is all about and why I would bother to get involved with those diseased vermin."*

Nualla is a young adult woman with a thirst for vengeance upon the Zhentarim. She is proud and also more than a bit cocky. She is incredibly grateful to the PCs for saving her life. She offers the PCs the following information:

- Ever curious about the goings on with the Zhentarim in the area, she went undercover to discover who or what was paying them.
- The old epithet "sometimes you get what you want" however came back to haunt her, as she thinks she overheard or saw the traitor in the Tormite Citadel of Light in Scornubel. At the same time, someone or some "thing" noticed her. It set its attention on her and it was all she could do to escape with her sanity. During that conversation she recalls hearing a name, but the thing confused her mind and she cannot remember it.
- Nualla is more than a bit shocked over the creatures sent after her and says that she vastly underestimated the abilities, as well as the military prowess of whomever is behind the Zhentarim.
- Nualla doesn't know why or what the creature would have done had they captured or killed her.

Nualla never saw the traitor or who he was talking to. All she remembers is the searing pain in her mind from *whatever* it was watching her, a lot of screaming, running and then waking up in the river that runs underneath Scornubel.

- Nualla is still greatly irritated about not remembering who or what the traitor looks like. However, she does firmly remember they are based out of the Citadel of the Light in Scornubel. That would be the first place to take up investigation and she is more than willing to help the PCs get quick access there by a Linked Portal located at the Lion's Den guild house. She pays any fees the Lion's Den might demand for to the trip.

### Benefits for Rescuing Nualla

The PCs gain the following mechanical benefits for successfully rescuing Nualla:

- In appreciation for saving her life, Nualla offers membership into the Dusk Talons to any PC that is interested in joining. For any current member she offers the ability to become one of her trusted lieutenants allowing oversight of an area of their choice for the Meta Org.
- The party gains a group action point should enough PCs join to become a (Dusk Talons) meta-organization table.
- Nualla is currently weakened and unable to assist with combat any further, but will see about gathering up some other Dusk Talons and follow behind the party as soon as possible.

## ENDING THE ENCOUNTER

When the PCs arrive at the Lion's Den Guild House in Elturel, they are warned that there seems to be some sort of civil disobedience happening in Scornubel and are told to be careful, as the City Guard may be tied up with the trouble going on. The Lion's Den members do not know the cause, but some of their Scornubel members have fled to the Elturel Chapter House.

Proceed with Encounter 5.

### MILESTONE

This encounter does not count towards a milestone.

### TREASURE

The PCs do not gain any treasure in this encounter.

## ENCOUNTER 4: GIVEN UP (LORD KRIEGER)

### ENCOUNTER LEVEL 3/5/7/9/11

#### CREATURES

This encounter includes the following creatures at all ALs:

**8 Bone Nagalings**

**1 Bhaalspawn Ravager**

**1 Lord Krieger**

#### SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present. Reminder - if the group decided to split and save both NPCs, run the encounter as written for the amount of players at the table. Heroics are, after all, *heroic* and not to be watered down.

**Four PCs:** Remove 2 bone nagalings.

**Six PCs:** Add 2 bone nagalings and increase the Bhaalspawn ravager's HP by 25%. For particularly strong parties, increase the Bhaalspawn ravager's defenses by 2.

**First-level or weak parties:** Reduce the Bhaalspawn ravager's defenses by 2 and remove *Threatening Reach*. Its *anesthetic spray* cannot recharge.

#### SETUP

The PCs have chosen to go to the aid of Lord Krieger, who is currently residing in a safehouse in Scornubel. In order to get there in time, the PCs have to find a portal. Luckily they can go through the Linked Portal that the Lion's Den currently has set up in their Elturel headquarters.

For this encounter, the PCs need to navigate the riot while they try to arrive at Lord Krieger's safehouse, which is under siege. The guards that were there to protect Krieger have all been wounded or killed and are incapable of rendering aid. Depending on the previous skill challenge (Encounter 2) Lord Krieger's condition will either help or hinder the group.

The overall objective is to defend Lord Krieger until the City Guard arrives; defeating the Bhaalspawn is an optional objective.

When the PCs decide to head towards this encounter, read or paraphrase the following:

*The decision is made to head Scornubel quickly! But... How? Your group is able to ascertain how Lord Krieger made his exit so quickly. The Lion's Den Guild House has a Linked Portal to its sister headquarters in*

*Scornubel. With a bit of luck and fast talking hopefully you'll be able to use the portal.*

The challenge starts with the PCs at the door of the Lion's Den Guild House in Elturel.

#### SKILL CHALLENGE, COMPLEXITY 1: THE ROOF, THE ROOF, THE ROOF IS ON FIRE.

**Goal:** The goal is to get access to the portal, then navigate the small riot going on to get to Lord Krieger's estate. If running this adventure in a time sensitive environment or for a split party, you can bypass this skill challenge, as it simply sets the atmosphere.

**Complexity:** 1 (1 success in each scene)

**Primary Skills:** Bluff, Diplomacy, Intimidate, Perception, Streetwise, Stealth, Thievery.

**Victory:** The PCs find Lord Krieger in time.

**Defeat:** If the PCs do not complete the skill challenge, they fail to either gain access to the portal or find Lord Krieger's estate themselves and they need to be helped by a prominent member of the Lion's Den. All enemies get a +4 bonus to their initiative checks in the combat.

**Note:** If at least half of the group is a member of the Lion's Den Meta-Org, the group automatically succeeds at this skill challenge, and the results can be narrated.

#### SCENE 1: HI, MY NAME IS...

*Opening the door at the Lion's Roar, the local Guild House for the Lion's Den, is a butler who looks down his nose at you. With a look over at your group he raises an eyebrow and asks, "Yes? Whatever may I help you... fellows with?"*

##### Bluff, Hard DC (1 success)

There are multiple members of the Lion's Den that have access; the PC can attempt to play themselves off as one of the members that butler doesn't recognize with a successful Bluff check.

##### Diplomacy, Easy DC (1 success)

The Lion's Den often entertains adventurers and has employed them for whatever needs they may have.

**Special:** A member of the Lion's Den Meta-Org automatically succeeds on this skill check.

##### Intimidate, Moderate DC (1 success)

With a success, the doorman lets the PC through with a quick apology and only some of his dignity left intact.

##### Stealth, Moderate DC (1 success)

By creating a distraction, the PC sneaks the group past the oblivious doorman.

**Scene Success:** The PCs have found their way to the portal room. Upon arrival, a young and naive ritual caster activates the portal, but warns the PCs that Scornubel is currently having some small “civil unrest”. He also gives them the address to Lord Krieger’s current estate, adding that it might not be easy to get in. He refuses to say anything further.

## SCENE 2: SCORNUBEL, THE HECK?

*As you travel through the portal, your senses are briefly assailed and you find yourself in a large room filled with men packing to leave for Elturel. There are mobs of people massing from every direction. It seems the term ‘civil unrest’ was an understatement, because this isn’t just disobedience - it is a full-out riot.*

*As you look for a clear path, you smell a familiar foul odor on a breeze. A miasma similar to that emitted by the mutated creature is heavy in the air. If you are caught up in the riot you’ll surely fail to make it to Lord Krieger’s in time!*

### Heal, Moderate DC (0 successes, 1 maximum)

The rioters appear to be tainted by the same disease as the creature you recently fought in Elturel. Indeed the very air seems to be contaminated with the sickness. While none of the people have yet become monsters or undead, they are clearly ill.

### Intimidate, Hard DC (1 success)

As the PC shouts his or her way through the crowd, the rioters shrink away from the PC’s commanding presence.

### Perception, Moderate DC (1 success)

With quick thinking, the PC successfully finds a path through the rioters.

### Stealth, Easy DC (1 success)

The PC blend in with the other rioters.

### Streetwise, Easy DC (1 success)

The PC is able to duck down a side road and make their way past a majority of the rioters.

Read or paraphrase the following:

*As you make your way through the streets, people cry for salvation and safety. Worse yet horrifying monsters begin to intermingle with the population further adding to the chaos. You quickly note that the monsters are not*

*coming from just anywhere, the citizens of Scornubel are turning into them!*

*Just as the mutated rioters begin notice you, the city watch rushes past you, a lone paladin of Torm leading the charge. They engage the mutated creatures, forcing them into submission, pushing them back and corralling them together. They are gaining the upper hand, but the fight is not over.*

*The grizzled old paladin of Torm looks to your group with a nod of determination. “We can handle this... Let Torm guide you to others in need. We’re right behind you. For now... Go!”*

*With the old paladin’s words spurring your group on, you make it to the home of Lord Krieger or what is left of it. The gates of his home have been ripped open. Bodies strewn about the courtyard as a group of guards lead by Lord Krieger hold back several trolls and some type of multi-headed reptilian creature.*

If the PCs failed the skill challenge in Encounter 2, read the following:

*As your group sallies forth, Lord Krieger’s face is bolstered by the hope of reinforcements, but the moment his attention turns, the multi-headed creature lashes out, striking several blows, crumpling the Lord. It now turns its large frame towards your group and lets out a hissing roar.*

## FEATURES OF THE AREA

**Illumination:** It is day.

**Infection:** PCs who have contracted the Essence of Bhaal and those with more than 5 infection points react strongly to the taint of Bhaal in the presence of a powerful Bhaalspawn. The infection attempts to overtake and control the PCs on even numbered rounds, at the start of their turns.

### Sleep of Bhaal

**Attack:** Melee 0 (one infected creature); +AL vs. Will

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

**Special:** The target suffers a -2 penalty to save against this effect when he or she is within 3 squares of the Bhaalspawn ravager.

When a PC becomes bloodied or is reduced to 0 hit points, that PC gains 1 infection point. A PC only gains an infection point the first time each of these happens in the encounter.

If the Bhaalspawn ravager is killed, the PC who kills him gains 1 infection point.

**Lord Krieger:** Lord Krieger’s condition depends on how successful the PCs were in Encounter 2.

- If the PCs succeeded in Encounter 2 with no failures, Lord Krieger will still be at full hit points.

- If the PCs had one failure in Encounter 2, Lord Krieger begins the combat bloodied.
- If the PCs had two failures in Encounter 2, Lord Krieger begins the combat with 1 hit point.
- If the PCs failed Encounter 1, Lord Krieger is at 0 hit points and is dying.
- While Lord Krieger is conscious, he attempts to defend himself with the total defense action. Use the stat block for Lord Krieger, but remember he isn't a combatant now that the PCs are here. The PCs can benefit from his aura as long as he is conscious.
- Have at least one of the monsters attack Lord Krieger each round, whether or not he is conscious or unconscious, with one exception. **If he starts unconscious and the monsters have a higher initiative than the PCs, the monsters do not execute him before the PCs can act and instead spend a round on the PCs.**
- Lord Krieger has been infected with the Essence of Bhaal due to the bite of the Bhaalspawn ravager.

**Surrounding Area:** All the area outside the map is currently a riot zone, and moving into that area is too dangerous for Lord Krieger in his severely wounded state. It should be clear that the safest place to move Lord Krieger would be inside his mansion. The entrance to Krieger's home is difficult terrain.

## TACTICS

The PCs need to hold off the ravager and keep Lord Krieger alive for six rounds in order to succeed.

The Bhaalspawn ravager's job is to kill Lord Krieger, but it is an intelligent creature and targets other creatures that prove a threat.

When it can, the Bhaalspawn will use *anesthetic spray* targeting the most PCs possible. When it recharges, the Bhaalspawn will target the hardest-hitting PC and proceed to use *anesthetic spray* on that character, even if it doesn't include anyone else.

The Bone Nagalings try to run interference whenever they can, counting on their Restless Grave to keep bringing them back from the dead. If any PC deals radiant damage, they will go berserk and target that PC until they are dead.

The Bhaalspawn are following orders as fanatics, attacking until their primary target (Lord Krieger) is dead. They will not attack to kill the PCs preferring to infect them. After the target is dead, the monsters will attempt to escape off the board.

## ENDING THE ENCOUNTER

Fleeing into the city is not a good option for the PCs. If they try, remind them that there is currently a riot full of

mutated people going on. The City Watch will show up to help clean up the remaining Bhaalspawn for the PCs after the end of the sixth round.

After they save Lord Krieger, the PCs can take a short rest and proceed to Encounter 4B.

### MILESTONE

This encounter counts towards a milestone.

### TREASURE

The PCs do not gain any treasure in this encounter.

## ENCOUNTER 4A: GIVEN UP (ADVENTURE LEVEL 2)

Bhaalspawn Ravager	Level 5 Elite Soldier
Large aberrant animate (reptile, undead)	XP 400
<b>HP 132; Bloodied 66</b>	<b>Initiative +6</b>
<b>AC 21, Fortitude 18, Reflex 17, Will 17 Perception +6</b>	
<b>Speed 8, climb 8</b>	<b>Darkvision</b>
<b>Immune</b> disease; <b>Resist 10</b> radiant, 10 poison	
<b>Saving Throws +2; +5 vs. charm, poison, unconscious</b>	<b>Action Points 1</b>
TRAITS	
<b>Many-Headed</b>	
Each time the Bhaalspawn Ravager would become dazed or stunned, it instead loses one attack with its fierce lashing power on its next turn.	
Multiple such effects stack.	
<b>Threatening Reach</b>	
The Bhaalspawn Ravager can make opportunity attacks against all enemies within its reach (2 squares).	
STANDARD ACTIONS	
<b>m Tongue Lash • At-Will</b>	
Attack: Melee 2 (one creature); +10 vs. AC	
Hit: 1d10 + 5 damage.	
<b>m Tail Whip • At-Will</b>	
Attack: Melee 2 (one creature); +10 vs. AC	
Hit: 1d8 + 9 damage, and you may slide the target 2 squares.	
<b>M Fierce Lashing • At-Will</b>	
Effect: The Bhaalspawn Ravager makes three tongue lash attacks. If the Bhaalspawn Ravager is bloodied, it instead makes four tongue lash attacks.	
<b>C Anesthetic Spray • Recharge</b> when bloodied	
Attack: Close blast 4 (creatures in the blast); +8 vs. Fortitude	
Hit: The target is dazed and slowed (save ends both).	
First Failed Saving Throw: The target is stunned (save ends).	
Second Failed Saving Throw: The target falls unconscious (save ends).	
<b>Skills</b> Stealth +9	
<b>Str 23 (+8)</b>	<b>Dex 14 (+4)</b>
<b>Con 18 (+6)</b>	<b>Int 11 (+2)</b>
	<b>Wis 19 (+6)</b>
	<b>Cha 7 (+0)</b>
<b>Alignment</b> chaotic evil	
<b>Languages</b> understands Common, Draconic	
<b>Note:</b> Re flavored hydra, resized to large, Bhaalspawn template added.	

Bone Nagaling	Level 3 Minion Brute
Medium natural humanoid (reptile, undead)	XP 38
<b>HP 1; a missed attack never damages a minion</b>	<b>Initiative +3</b>
<b>AC 15, Fortitude 16, Reflex 15, Will 14</b>	<b>Perception +2</b>
<b>Speed 8</b>	
<b>Immune</b> disease; <b>Resist 5</b> poison	
TRAITS	
<b>Restless Grave</b> (healing)	
When the bone nagaling is reduced to 0 hit points or fewer by an attack that does not deal radiant damage, it makes a saving throw. If it succeeds, it regains 1 hit point at the start of its next turn and stands as a free action. If it takes radiant damage before its next turn, it remains dead.	
STANDARD ACTIONS	
<b>m Dread Fang • At-Will</b>	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 7 damage.	
TRIGGERED ACTIONS	
<b>Spiny Grasp • Encounter</b>	
Trigger: The bone nagaling hits with dread fang.	
Effect (Free Action): The target is grabbed (escape DC 9) and takes ongoing 5 damage until the grab ends.	
<b>Str 17 (+4)</b>	<b>Dex 15 (+3)</b>
<b>Con 15 (+3)</b>	<b>Int 8 (+0)</b>
	<b>Wis 13 (+2)</b>
	<b>Cha 9 (+0)</b>
<b>Alignment</b> chaotic evil	
<b>Languages</b> Common, Draconic	

Lord Krieger	Level 2 Skirmisher (Leader)
Medium natural humanoid (human)	
<b>Max HP 44; Bloodied 22</b> (current dependent; 0 surges remaining)	
<b>AC 16, Fortitude 14, Reflex 15, Will 16</b>	
<b>Skills</b> Diplomacy +10, Insight +10, Intimidate +14, <b>Perception +10</b> , Streetwise +12	
<b>Speed 6</b>	
TRAITS	
<b>O Step Lively • Aura 2</b>	
Allies in the aura gain a +2 bonus to all defenses against opportunity attacks.	
<b>Alignment</b> unaligned	<b>Languages</b> Common

## ENCOUNTER 4A: GIVEN UP (ADVENTURE LEVEL 4)

Bhaalspawn Ravager	Level 7 Elite Soldier
Large aberrant animate (reptile, undead)	XP 600
<b>HP</b> 164; <b>Bloodied</b> 82	<b>Initiative</b> +7
<b>AC</b> 23, <b>Fortitude</b> 20, <b>Reflex</b> 19, <b>Will</b> 19 <b>Perception</b> +7	
<b>Speed</b> 8, climb 8	<b>Darkvision</b>
<b>Immune</b> disease; <b>Resist</b> 10 radiant, 10 poison	
<b>Saving Throws</b> +2; +5 vs. charm, poison, unconscious	<b>Action Points</b> 1
TRAITS	
Many-Headed	
Each time the Bhaalspawn ravager would become dazed or stunned, it instead loses one attack with its fierce lashing power on its next turn. Multiple such effects stack.	
Threatening Reach	
The Bhaalspawn ravager can make opportunity attacks against all enemies within its reach (2 squares).	
STANDARD ACTIONS	
m Tongue Lash • At-Will	
<b>Attack:</b> Melee 2 (one creature); +12 vs. AC	
<b>Hit:</b> 2d6 + 4 damage.	
m Tail Whip • At-Will	
<b>Attack:</b> Melee 2 (one creature); +12 vs. AC	
<b>Hit:</b> 1d8 + 11 damage, and you may slide the target 2 squares.	
M Fierce Lashing • At-Will	
<b>Effect:</b> The Bhaalspawn ravager makes three tongue lash attacks. If the Bhaalspawn ravager is bloodied, it instead makes four tongue lash attacks.	
C Anesthetic Spray • Recharge when bloodied	
<b>Attack:</b> Close blast 4 (creatures in the blast); +10 vs. Fortitude	
<b>Hit:</b> The target is dazed and slowed (save ends both).	
<i>First Failed Saving Throw:</i> The target is stunned (save ends).	
<i>Second Failed Saving Throw:</i> The target falls unconscious (save ends).	
Skills Stealth +10	
<b>Str</b> 23 (+9)	<b>Dex</b> 14 (+5) <b>Wis</b> 19 (+7)
<b>Con</b> 20 (+8)	<b>Int</b> 11 (+3) <b>Cha</b> 7 (+1)
<b>Alignment</b> chaotic evil <b>Languages</b> understands Common, Draconic	
<b>Note:</b> Re flavored hydra, resized to large, Bhaalspawn template added.	

Bone Nagaling	Level 5 Minion Brute
Medium natural humanoid (reptile, undead)	XP 50
<b>HP</b> 1; a missed attack never damages a minion	<b>Initiative</b> +4
<b>AC</b> 17, <b>Fortitude</b> 18, <b>Reflex</b> 17, <b>Will</b> 16	<b>Perception</b> +3
<b>Speed</b> 8	
<b>Immune</b> disease; <b>Resist</b> 5 poison	
TRAITS	
Restless Grave (healing)	
When the bone nagaling is reduced to 0 hit points or fewer by an attack that does not deal radiant damage, it makes a saving throw. If it succeeds, it regains 1 hit point at the start of its next turn and stands as a free action. If it takes radiant damage before its next turn, it remains dead.	
STANDARD ACTIONS	
m Dread Fang • At-Will	
<b>Attack:</b> Melee 1 (one creature); +10 vs. AC	
<b>Hit:</b> 8 damage.	
TRIGGERED ACTIONS	
Spiny Grasp • Encounter	
<b>Trigger:</b> The bone nagaling hits with dread fang.	
<b>Effect (Free Action):</b> The target is grabbed (escape DC 10) and takes ongoing 5 damage until the grab ends.	
<b>Str</b> 17 (+5)	<b>Dex</b> 15 (+4) <b>Wis</b> 13 (+3)
<b>Con</b> 15 (+4)	<b>Int</b> 8 (+1) <b>Cha</b> 9 (+1)
<b>Alignment</b> chaotic evil <b>Languages</b> Common, Draconic	

Lord Krieger	Level 4 Skirmisher (Leader)
Medium natural humanoid (human)	
<b>Max HP</b> 60; <b>Bloodied</b> 30 (current dependent; 0 surges remaining)	
<b>AC</b> 18, <b>Fortitude</b> 16, <b>Reflex</b> 17, <b>Will</b> 18	
<b>Skills</b> Diplomacy +11, Insight +11, Intimidate +15, <b>Perception</b> +11, Streetwise +13	
<b>Speed</b> 6	
TRAITS	
O Step Lively • Aura 2	
Allies in the aura gain a +2 bonus to all defenses against opportunity attacks.	
<b>Alignment</b> unaligned	<b>Languages</b> Common

## ENCOUNTER 4A: GIVEN UP (ADVENTURE LEVEL 6)

Bhaalspawn Ravager	Level 9 Elite Soldier
Large aberrant animate (reptile, undead)	XP 800
<b>HP</b> 196; <b>Bloodied</b> 98	<b>Initiative</b> +8
<b>AC</b> 25, <b>Fortitude</b> 22, <b>Reflex</b> 21, <b>Will</b> 21 <b>Perception</b> +8	
<b>Speed</b> 8, climb 8	<b>Darkvision</b>
<b>Immune</b> disease; <b>Resist</b> 10 radiant, 10 poison	
<b>Saving Throws</b> +2; +5 vs. charm, poison, unconscious	<b>Action Points</b> 1
TRAITS	
Many-Headed	
Each time the Bhaalspawn ravager would become dazed or stunned, it instead loses one attack with its fierce lashing power on its next turn. Multiple such effects stack.	
Threatening Reach	
The Bhaalspawn ravager can make opportunity attacks against all enemies within its reach (2 squares).	
STANDARD ACTIONS	
m Tongue Lash • At-Will	
<b>Attack:</b> Melee 2 (one creature); +14 vs. AC	
<b>Hit:</b> 2d6 + 6 damage.	
m Tail Whip • At-Will	
<b>Attack:</b> Melee 2 (one creature); +14 vs. AC	
<b>Hit:</b> 2d8 + 8 damage, and you may slide the target 2 squares.	
M Fierce Lashing • At-Will	
<b>Effect:</b> The Bhaalspawn ravager makes three tongue lash attacks. If the Bhaalspawn ravager is bloodied, it instead makes four tongue lash attacks.	
C Anesthetic Spray • Recharge when bloodied	
<b>Attack:</b> Close blast 4 (creatures in the blast); +12 vs. Fortitude	
<b>Hit:</b> The target is dazed and slowed (save ends both).	
<i>First Failed Saving Throw:</i> The target is stunned (save ends).	
<i>Second Failed Saving Throw:</i> The target falls unconscious (save ends).	
Skills Stealth +11	
<b>Str</b> 23 (+10)	<b>Dex</b> 14 (+6) <b>Wis</b> 19 (+8)
<b>Con</b> 20 (+9)	<b>Int</b> 11 (+4) <b>Cha</b> 7 (+2)
<b>Alignment</b> chaotic evil <b>Languages</b> understands Common, Draconic	
<b>Note:</b> Re flavored hydra, resized to large, Bhaalspawn template added.	

Bone Nagaling	Level 7 Minion Brute
Medium natural humanoid (reptile, undead)	XP 75
<b>HP</b> 1; a missed attack never damages a minion	<b>Initiative</b> +5
<b>AC</b> 19, <b>Fortitude</b> 20, <b>Reflex</b> 19, <b>Will</b> 18	<b>Perception</b> +4
<b>Speed</b> 8	
<b>Immune</b> disease; <b>Resist</b> 5 poison	
TRAITS	
Restless Grave (healing)	
When the bone nagaling is reduced to 0 hit points or fewer by an attack that does not deal radiant damage, it makes a saving throw. If it succeeds, it regains 1 hit point at the start of its next turn and stands as a free action. If it takes radiant damage before its next turn, it remains dead.	
STANDARD ACTIONS	
m Dread Fang • At-Will	
<b>Attack:</b> Melee 1 (one creature); +12 vs. AC	
<b>Hit:</b> 10 damage.	
TRIGGERED ACTIONS	
Spiny Grasp • Encounter	
<b>Trigger:</b> The bone nagaling hits with dread fang.	
<b>Effect (Free Action):</b> The target is grabbed (escape DC 11) and takes ongoing 5 damage until the grab ends.	
<b>Str</b> 17 (+6)	<b>Dex</b> 15 (+5) <b>Wis</b> 13 (+4)
<b>Con</b> 15 (+5)	<b>Int</b> 8 (+2) <b>Cha</b> 9 (+2)
<b>Alignment</b> chaotic evil <b>Languages</b> Common, Draconic	

Lord Krieger	Level 6 Skirmisher (Leader)
Medium natural humanoid (human)	
<b>Max HP</b> 76; <b>Bloodied</b> 38 (current dependent; 0 surges remaining)	
<b>AC</b> 20, <b>Fortitude</b> 18, <b>Reflex</b> 19, <b>Will</b> 20	
<b>Skills</b> Diplomacy +12, Insight +12, Intimidate +16, <b>Perception</b> +12, Streetwise +14	
<b>Speed</b> 6	
TRAITS	
O Step Lively • Aura 2	
Allies in the aura gain a +2 bonus to all defenses against opportunity attacks.	
<b>Alignment</b> unaligned <b>Languages</b> Common	



## ENCOUNTER 4A: GIVEN UP (ADVENTURE LEVEL 8)

Bhaalspawn Ravager	Level 11 Elite Soldier
Large aberrant animate (reptile, undead)	XP 1200
<b>HP 228; Bloodied 114</b>	<b>Initiative +9</b>
<b>AC 27, Fortitude 24, Reflex 23, Will 23 Perception +9</b>	
<b>Speed 8, climb 8</b>	<b>Darkvision</b>
<b>Immune</b> disease; <b>Resist 10</b> radiant, 10 poison	
<b>Saving Throws +2; +5</b> vs. charm, poison, unconscious	<b>Action Points 1</b>
TRAITS	
Many-Headed	
Each time the Bhaalspawn ravager would become dazed or stunned, it instead loses one attack with its fierce lashing power on its next turn. Multiple such effects stack.	
Threatening Reach	
The Bhaalspawn ravager can make opportunity attacks against all enemies within its reach (2 squares).	
STANDARD ACTIONS	
m Tongue Lash • At-Will	
Attack: Melee 2 (one creature); +16 vs. AC	
Hit: 2d6 + 7 damage.	
m Tail Whip • At-Will	
Attack: Melee 2 (one creature); +16 vs. AC	
Hit: 2d10 + 8 damage, and you may slide the target 2 squares.	
M Fierce Lashing • At-Will	
Effect: The Bhaalspawn ravager makes three tongue lash attacks. If the Bhaalspawn ravager is bloodied, it instead makes four tongue lash attacks.	
C Anesthetic Spray • Recharge when bloodied	
Attack: Close blast 4 (creatures in the blast); +14 vs. Fortitude	
Hit: The target is dazed and slowed (save ends both).	
First Failed Saving Throw: The target is stunned (save ends).	
Second Failed Saving Throw: The target falls unconscious (save ends).	
Skills Stealth +12	
<b>Str 23 (+11)</b>	<b>Dex 14 (+7)</b>
<b>Con 20 (+10)</b>	<b>Int 11 (+5)</b>
<b>Wis 19 (+9)</b>	<b>Cha 7 (+3)</b>
<b>Alignment</b> chaotic evil	<b>Languages</b> understands Common, Draconic
Note: Re-flavored hydra, resized to large, Bhaalspawn template added.	

Bone Nagaling	Level 9 Minion Brute
Medium natural humanoid (reptile, undead)	XP 100
<b>HP 1; a missed attack never damages a minion</b>	<b>Initiative +6</b>
<b>AC 21, Fortitude 22, Reflex 21, Will 20</b>	<b>Perception +5</b>
<b>Speed 8</b>	
<b>Immune</b> disease; <b>Resist 5</b> poison	
TRAITS	
Restless Grave (healing)	
When the bone nagaling is reduced to 0 hit points or fewer by an attack that does not deal radiant damage, it makes a saving throw. If it succeeds, it regains 1 hit point at the start of its next turn and stands as a free action. If it takes radiant damage before its next turn, it remains dead.	
STANDARD ACTIONS	
m Dread Fang • At-Will	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 11 damage.	
TRIGGERED ACTIONS	
Spiny Grasp • Encounter	
Trigger: The bone nagaling hits with dread fang.	
Effect (Free Action): The target is grabbed (escape DC 12) and takes ongoing 5 damage until the grab ends.	
<b>Str 17 (+7)</b>	<b>Dex 15 (+6)</b>
<b>Con 15 (+6)</b>	<b>Int 8 (+3)</b>
<b>Wis 13 (+5)</b>	<b>Cha 9 (+3)</b>
<b>Alignment</b> chaotic evil	<b>Languages</b> Common, Draconic

Lord Krieger	Level 8 Skirmisher (Leader)
Medium natural humanoid (human)	
<b>Max HP 92; Bloodied 46</b> (current dependent; 0 surges remaining)	
<b>AC 22, Fortitude 20, Reflex 21, Will 22</b>	
<b>Skills</b> Diplomacy +13, Insight +13, Intimidate +17, <b>Perception +13</b> , Streetwise +15	
<b>Speed 6</b>	
TRAITS	
O Step Lively • Aura 2	
Allies in the aura gain a +2 bonus to all defenses against opportunity attacks.	
<b>Alignment</b> unaligned	<b>Languages</b> Common



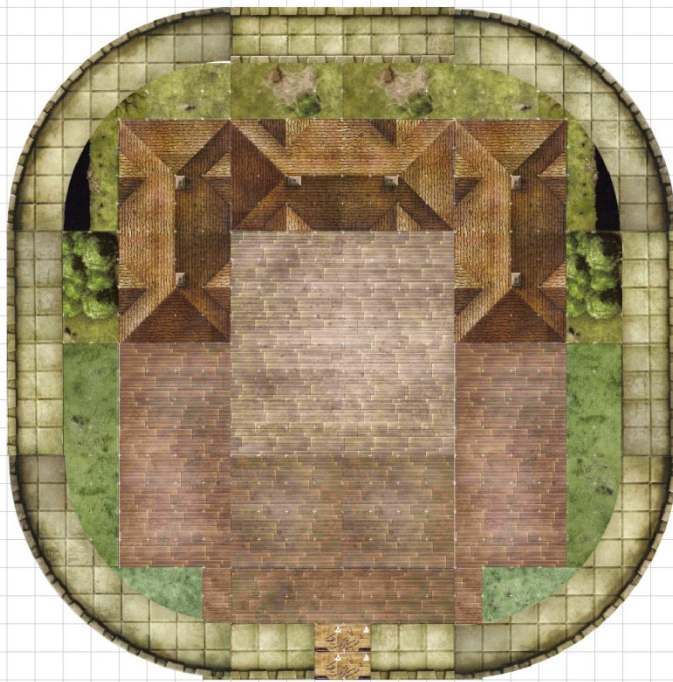
## ENCOUNTER 4A: GIVEN UP (ADVENTURE LEVEL 10)

Bhaalspawn Ravager	Level 13 Elite Soldier
Large aberrant animate (reptile, undead)	XP 1600
<b>HP 260; Bloodied 130</b>	<b>Initiative +10</b>
<b>AC 29, Fortitude 26, Reflex 25, Will 25 Perception +10</b>	
<b>Speed 8, climb 8</b>	<b>Darkvision</b>
<b>Immune</b> disease; <b>Resist 10</b> radiant, 10 poison	
<b>Saving Throws +2; +5</b> vs. charm, poison, unconscious	<b>Action Points 1</b>
TRAITS	
Many-Headed	
Each time the Bhaalspawn ravager would become dazed or stunned, it instead loses one attack with its fierce lashing power on its next turn. Multiple such effects stack.	
Threatening Reach	
The Bhaalspawn ravager can make opportunity attacks against all enemies within its reach (2 squares).	
STANDARD ACTIONS	
m Tongue Lash • At-Will	
Attack: Melee 2 (one creature); +18 vs. AC	
Hit: 2d6 + 8 damage.	
m Tail Whip • At-Will	
Attack: Melee 2 (one creature); +18 vs. AC	
Hit: 2d10 + 10 damage, and you may slide the target 2 squares.	
M Fierce Lashing • At-Will	
Effect: The Bhaalspawn ravager makes three tongue lash attacks. If the Bhaalspawn ravager is bloodied, it instead makes four tongue lash attacks.	
C Anesthetic Spray • Recharge when bloodied	
Attack: Close blast 4 (creatures in the blast); +16 vs. Fortitude	
Hit: The target is dazed and slowed (save ends both).	
First Failed Saving Throw: The target is stunned (save ends).	
Second Failed Saving Throw: The target falls unconscious (save ends).	
Skills Stealth +12	
<b>Str 23 (+12)</b>	<b>Dex 14 (+8)</b>
<b>Con 20 (+11)</b>	<b>Int 11 (+6)</b>
<b>Wis 19 (+10)</b>	<b>Cha 7 (+4)</b>
<b>Alignment</b> chaotic evil	<b>Languages</b> understands Common, Draconic
Note: Re-flavored hydra, resized to large, Bhaalspawn template added.	

Bone Nagaling	Level 11 Minion Brute
Medium natural humanoid (reptile, undead)	XP 150
<b>HP 1; a missed attack never damages a minion</b>	<b>Initiative +7</b>
<b>AC 23, Fortitude 24, Reflex 23, Will 22</b>	<b>Perception +6</b>
<b>Speed 8</b>	
<b>Immune</b> disease; <b>Resist 5</b> poison	
TRAITS	
Restless Grave (healing)	
When the bone nagaling is reduced to 0 hit points or fewer by an attack that does not deal radiant damage, it makes a saving throw. If it succeeds, it regains 1 hit point at the start of its next turn and stands as a free action. If it takes radiant damage before its next turn, it remains dead.	
STANDARD ACTIONS	
m Dread Fang • At-Will	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 13 damage.	
TRIGGERED ACTIONS	
Spiny Grasp • Encounter	
Trigger: The bone nagaling hits with dread fang.	
Effect (Free Action): The target is grabbed (escape DC 13) and takes ongoing 5 damage until the grab ends.	
<b>Str 17 (+8)</b>	<b>Dex 15 (+7)</b>
<b>Con 15 (+7)</b>	<b>Int 8 (+4)</b>
<b>Wis 13 (+6)</b>	<b>Cha 9 (+4)</b>
<b>Alignment</b> chaotic evil	<b>Languages</b> Common, Draconic

Lord Krieger	Level 10 Skirmisher (Leader)
Medium natural humanoid (human)	
<b>Max HP 108; Bloodied 54</b> (current dependent; 0 surges remaining)	
<b>AC 24, Fortitude 22, Reflex 23, Will 24</b>	
<b>Skills</b> Diplomacy +14, Insight +14, Intimidate +18, <b>Perception +14</b> , Streetwise +16	
<b>Speed 6</b>	
TRAITS	
O Step Lively • Aura 2	
Allies in the aura gain a +2 bonus to all defenses against opportunity attacks.	
<b>Alignment</b> unaligned	<b>Languages</b> Common

## ENCOUNTER 4: GIVEN UP



The PCs are entering through the gate and Lord Krieger is the center of the light colored tile adjacent to the Bhaalspawn ravager. The bone nagalings are spread throughout the grounds feasting on the remains of his guards.

## ENCOUNTER 4B: CAN WE KEEP HIM?

### SETUP

**Important NPC: Lord Krieger.** Male, Human, Iriaebor Council Leader

Run this encounter if the PCs successfully rescue Lord Krieger from imminent death. Note that some characters may have met Lord Krieger in several different Elturgard adventures including *ELTU4-2 The Iriaebor Gambit*.

*As you help Lord Krieger set his wounds, the man looks at you with piercing dark eyes. He speaks softly, with a deep voice containing a powerful resonance.*

*"I have to thank you all. I know that without your aid I would be dead right now. Your group is truly what Iriaebor, nay, what all of Elturgard needs in this dark time." He turns his gaze toward the gates of his ruined home, watching the ongoing riots just past the Guard who even now hold off throngs of diseased people.*

*"As heroes of the hour, I must ask something of you. Go to the Citadel of the Light and urge the Paladins of Torm into action, they are needed now more than ever if Scornubel is to survive the night. I am sure you have questions, but please be quick with them, then be on your way and remember your work here will not be forgotten".*

Lord Krieger has dark black hair, dark skin, and eyes that seem haunted in their own shadows.

- The other night he went to check up on a caravan because the caravan master hadn't reported back to him. He found the bodies of his men being consumed by monstrous humanoid creatures that were supposed to be the "farm animals" he was transporting. There were also many barrels that were labeled as water and stamped with the symbol of the Order of Torm, but were leaking a foul, thick fluid. He was spotted by the creatures so he immediately fled back to his Scornubel mansion, expecting that the people who hired his caravans were going to kill him.
- Back at his home, even his servants seemed to be glassy-eyed, except for the few drunks he managed to keep on as semi-retired guardsmen.
- Before the attack, one of his gatekeepers hailed an "old man" with an entourage in tow. When the two met the "old man" said something to the gatekeeper. What happened next was quite

shocking. A brute that was with the old man threw back his cloak revealing some sort of serpentine creature that may have once been a man. As Lord Krieger's guards got closer to the serpentine brute it absorbed them, making it grow larger, and grow multiple heads.

- All Lord Krieger knows is that he hasn't eaten or slept since the night of his flight. He has kept with the old, semi-retired drunks who have seemingly not been infected like the other guards - likely because they have not had any of the tainted water to drink.
- Lord Krieger has no information about any traitor in Elturel and will be quite surprised to be informed that there may be one.
- Lord Krieger suggests that the PCs would make good agents of the Lion's Den and recommends them to that organization.
- Those searching Lord Krieger's home can determine that the water from his house well is contaminated with something. Drinking the water gives an infection point.

### Benefits for Rescuing Lord Krieger

The PCs gain the following mechanical benefits for successfully rescuing Lord Krieger:

- In appreciation for saving his life, Lord Krieger offers membership into the Lion's Den to any PC that is interested in joining. For any current member he offers the ability to become one of his trusted lieutenants allowing oversight of a merchant complex in the area of their choice for the Meta-Org.
- The party gains a group action point should enough PCs join to become a Lion's Den meta-organization table.
- Lord Krieger is currently weakened and unable to assist with combat any further, but will help oversee the rescue of any plagued person the PCs send his way while working to set up a safe zone in the ruins of his mansion.

## ENDING THE ENCOUNTER

Proceed with Encounter 5.

### MILESTONE

This encounter does not count towards a milestone.

### TREASURE

The PCs will be lavishly rewarded by Lord Krieger or his estate with 40/65/115/225/340 gp per PC and *gloves of recovery*. At AL 8+, he also offers *strikebacks*.

## ENCOUNTER 5: SHADOW OF THE DAY

### SKILL CHALLENGE, COMPLEXITY SPECIAL

**Goal:** The PCs' goal is to get to the Citadel of the Light. Each scene will have options for the PCs to stay and help the populace or push forward to the citadel. Forging ahead is easier (decrease Hard DC to Moderate DC, Moderate DC to Easy DC, Easy DC is halved), at the cost of multiple innocents being slaughtered.

**Complexity:** The complexity of the skill challenge depends on the number of players. . A table with 4 PCs needs a total of 6 successes across the four scenes, while 5 PCs require 8 successes and 6 PCs require 10 successes. The number of successes needed in each scene is noted at the start of the scene description.

**Scene Resolution:** If the PCs fail twice in any scene before achieving the required number of successes, each PC loses one healing surge before proceeding to the next scene.

**Skill Challenge Resolution:** The PCs succeed in this skill challenge if they succeed in at least two of the three scenes.

**Primary Skills:** Acrobatics, Arcana, Athletics, Bluff, Diplomacy, Intimidate, Perception, Religion, Stealth, Streetwise, Thievery

Remember, if a PC wants to use a skill not listed below and has a good idea, or wants to use a skill below in a different manner than described - let them. Reward creativity.

**Victory:** The PCs make it to the Citadel of the Light before the Bhaalspawn can gather reinforcements.

**Defeat:** The PCs waste time gaining entry to the Citadel of Light, leaving Everyn Cadwy in a weakened state and the Bhaalspawn prepared for the final assault.

### SETUP

The city of Scornubel is burning; innocent people are being mutated by something and all of this chaos stands in the PCs' way as they try to get to the Citadel of Light.

If the PCs only completed Encounter 3, read or paraphrase the following:

*Nualla has gotten you access to a portal to Scornubel, but what wasn't mentioned was the fact that the city is currently burning! No one else bothered to mention that it seems like the current population is transforming into monsters either! Now the question remains - how will*

*you get to the Citadel of Light without being burned, eaten, or mutated?*

Go to Scene 1.

If the PCs completed only Encounter 4, read or paraphrase the following:

*Multiple blocks of burning, monster infested city lay between your group and the Citadel of Light. Looks like it's time to go to work.*

Go to Scene 1.

If the PCs completed Encounter 3 and Encounter 4 with one or both Encounters failed, read or paraphrase the following:

*Through the burning streets of Scornubel, you spot something. Perhaps it is the glint of chainmail or the flash of a spell that does it, but you make out your other party members pushing their way towards you. You were not able to save both Nualla and Krieger, but it was a long shot anyway. As your party reunites, you soon steel yourselves as there still remains work to be done, a traitor to discover and a city to save.*

Go to Scene 1.

If the PCs completed both Encounter 3 and Encounter 4 successfully, read or paraphrase the following:

*Through the burning streets of Scornubel, you spot something. Perhaps it is the glint of chainmail or the flash of a spell that does it, but you make out your other party members pushing their way towards you. You soon discover that your risks were rewarded, and both Nualla and Lord Krieger have been saved! You soon steel yourselves as there still remains work to be done, a traitor to discover, and a city to save.*

The PCs may each recover one daily power. As an alternative, the party may gain a group action point.

This action point may be spent by any PC, even if that PC has already spent an action point in the encounter (though not in the same round as the first action point). Heroic actions deserve heroic rewards.

### EXAMINING THE MUTATION

Some PCs may wish to examine the mutating citizens to better understand the disease. Use the following skill (not part of the skill challenge) for these checks.

- **Arcana DC 15:** The disease is magical in nature and is causing the victims to mutate rapidly,

almost like they have been exposed to raw Spellplague.

- **Heal DC 10:** The illness seems to be too rapid to be mundane. Some of the infected no longer seem to be alive, though they continue to function.
- **Heal DC 15 (PC has played ELTU3-5 It's in the Blood):** The disease is very similar to the Essence of Bhaal disease, but more rapid. This mutation also seems to allow multiple victims to combine into larger creatures. (If the PC has ELTU16 Diseased, the DC is Easy).
- **Nature DC 10:** Many of the victims seem to be developing scales, fangs, or claws, becoming reptilian in nature.
- **Religion DC 10:** Some of the victims are becoming undead.

#### SCENE 1: PAPER CUT (2/3/4 SUCCESSES REQUIRED)

*The swath of bodies before you is immense. Flesh combines with dead and living and creatures twist in pain as the infection begins to run rampant. The City Watch is at its finest form: soldiers clash with the monsters as multiple paladins of Torm lead the resistance. The cleansing light of Torm turns the creatures back for a brief moment.*

*Nearby a female paladin of Torm holds off the onrushing tainted, defending a group of young children by sheer determination and grit.*

*Do you stay and help, sacrificing precious time you don't have while the streets become even more impassable? Or do you forge forward and hope that the points of light provided by Torm can hold off the encroaching darkness?*

If the players wish to abandon the paladin of Torm to fend for herself and the children, they can forge ahead and force their way through the ravaging hordes. The group must make its decision on whether they are all staying or all forging ahead. Make it clear that this time it is not possible to split the party because of the overwhelming odds.

#### **Arcana, Hard DC** (1 success, 2 maximum)

The PC gathers mystical energies around the area, providing a magical barrier, to keep the tainted out.

#### **Bluff, Easy DC** (1 success, 2 maximum)

The PC confuses the taken, allowing the PCs quick passage around a small group of tainted.

#### **Intimidate, Moderate DC** (1 success, 2 maximum)

The PC scatters the tainted that were heading for the group.

#### **Streetwise, Moderate DC** (1 success, 2 maximum)

The PC finds a way through the crowd, whether to escape themselves or find a safe path for the children.

#### **Special: Channel Divinity** (1 success, 2 maximum)

If a PC has a Channel Divinity power that targets undead and uses it, it holds some of the creatures back and grants an automatic success.

#### SCENE 2: PORTRAITS OF BHAAL (2/3/3 SUCCESSES REQUIRED)

*A few hundred yards before the gates of the Citadel of the Light, a lone human dressed in finely embroidered clothing lies a few feet from the base of a fountain, his body mutilated. His face is contorted into a feral, silent snarl and his tunic is wet with water. Around the fountain stand seven large, unnatural stalagmites in an oddly perfect formation pushing up from below the cobblestones. They have begun to secrete a blackish ooze out of their tops, further spurring on their unnatural growth. In contrast, the fountain water looks crisp and clear.*

*A vast group of tainted shambling towards you from a distance.*

#### **Forge Ahead**

If the PCs choose to forge ahead, the following skills are available: Acrobatics, Arcana, Athletics, and Streetwise. The DCs for the forge ahead skill checks have already been reduced.

#### **Acrobatics or Athletics, Easy DC** (1 success, 2 maximum)

Either through brute force or fleet-footedness, the PC is able to easily overpower or outmaneuver the tainted, easily bypassing a group of them.

#### **Arcana, Easy DC** (1 success, 2 maximum)

Pooling magical energy together, the PC blasts a path through the horde of taken that begins to rush toward the fountain area.

#### **Streetwise, Moderate DC** (1 success, 2 maximum)

The PC guides the party through a back alley to bypass the fountain and the legion of tainted that are beginning to head toward the fountain area.

## Stay and Help

If the PCs stay and investigate, the following skills are available: Dungeoneering, Nature, Perception, and Religion.

### **Dungeoneering, Hard DC** (1 success, 2 maximum)

The PC investigates the stalagmites and determines they would be natural for large caverns in the area. It is possible they originate from a cavern below the square and the Citadel of Light.

When both Dungeoneering and Nature are made successfully, the PCs remember that there is a large underground lake beneath the Citadel of the Light in Scornubel. The city uses this lake as its primary aquifer.

### **Nature, Moderate DC** (1 success, 2 maximum)

The PC can tell that the water from the fountain comes from a natural source, maybe an underground river or lake.

When both Dungeoneering and Nature are made successfully, the PCs remember that there is a large underground lake beneath the Citadel of the Light in Scornubel.

### **Perception, Hard DC** (1 success, 2 maximum)

The PC notices that there is something very odd with the symmetry of the stalagmites. By getting to higher ground and looking down the body, they see that the discoloring of the floor all around the fountain makes it look like a skull: the fountain being the centerpiece of the mouth that opens wide and the stalagmites dripping the black ichor counterclockwise.

A successful Perception check unlocks the use of the Religion skill to determine the origin of the symbol.

### **Religion, Moderate DC** (1 success, 1 maximum)

Unlocked by Perception: The symbol looks like it may be the holy symbol of the dead god Bhaal.

## **SCENE 3: WHAT I'VE DONE (2/2/3 SUCCESSES REQUIRED)**

Checks for Scene 3 are made as group checks. If half or more of the party succeeds for a skill, it counts as one success.

*A unit of paladins stands at the gateway to the Citadel of Light, three deep, holding the lines against shambling hordes of infected. A handful of refugees huddle behind the defenders near a group of clerics who seem to be attempting a ritual to protect the temple. A young paladin looks up, spotting your group from across the sea of monsters and shouts out. "We need help holding them off until the ritual is complete!"*

The Citadel of Light is currently being besieged. If the party stays to help, a group of paladins notices and pushes ahead to meet the PCs midway. The PCs also spot the same grizzled paladin they may have met in Encounter 4, Scene 2. By staying and fighting, they are effectively buying time for the ritual to be completed.

Should the PCs wish to forge ahead, let them know that they can see a small side entrance that they could get to.

### **Arcana, Moderate DC** (1 success, 2 maximum)

The PCs create a passage of arcane energy, disrupting the tainted's ranks momentarily.

### **Athletics Easy DC** (1 success, 2 maximum)

With overwhelming strength, the PCs clear a path by barreling over tainted in their way.

### **Intimidate, Moderate DC** (1 success, 2 maximum)

The PCs manage to awe the infected that are around them, enough to allow them to get past.

### **Religion, Moderate DC** (1 success, 2 maximum)

The PCs call upon the power of the gods, keeping the tainted at bay.

*Special:* At least one PC must be trained in Religion to make this check.

### **Stealth, Moderate DC** (1 success, 2 maximum)

The PCs sneak through another back-alley, avoiding the group heading towards the paladins. (*Forge only*)

### **Special: Channel Divinity** (1 success, 2 maximum)

If a PC has a Channel Divinity power that targets undead and uses it, it holds some of the creatures back and grants an automatic success.

## **ENDING THE ENCOUNTER**

If the PCs succeeded in the skill challenge, read Part One. If they failed, read Part Two.

### **PART ONE: JORDYNE**

*As you move behind the lines of the paladins you hear them whispering "It's Jordyne." The old, grizzled paladin finishes the ritual without a moment to spare and pure white light begins falling from the heavens. An instant later, everything is bathed in a reassuring warm light and the cacophony of the rioting turns to silence in your ears. For a moment, Torm himself stands before your group speaking a single pure syllable of Supernal.*

(If a PC speaks Supernal, the translation to Common is "Be clean.")

*A pulse of energy shoots out in every direction, cleansing the tainted and returning them to their normal, unmutated form. The god then disappears in another rain of white light.*

#### **PART TWO: THE DYING LIGHT.**

*Turning back one moment to look over the front of the Citadel, you see the defenders falling one by one, holding out, before the grizzled paladin of Torm finishes the ritual. But wait, something is wrong. You can see it on the old paladin's face: the look of confusion and then terror as something must have gone wrong! He meets your eyes across the battlefield, and shouts a single word, lost in the din of combat before raising his sword in salute to your group, just as hordes of taken overwhelm him. Hopefully the sacrifices are worth it to stop this menace.*

Begin with Encounter 6.

#### **TREASURE**

There is no treasure for this encounter.

#### **MILESTONE**

This encounter counts towards a milestone.

## ENCOUNTER 6: NO MORE SORROW

### ENCOUNTER LEVEL 5/7/9/11/13

#### CREATURES

This encounter includes the following creatures at all ALs

**6 Bhaal Cultists (B)**

**Jalden Cadwy (S)**

**1 Bhaalspawn Devourer** (See note below)

**2 Yuan-ti Infiltrator (Y)**

If the PCs failed the skill challenge in Encounter 5, 2 Bhaal cultists come down the stairs behind the PCs at the beginning of each round, beginning in the second round.

**SPECIAL:** The Bhaalspawn devourer does not appear unless the PCs kill Jalden Cadwy. Should that occur, it erupts from Jalden Cadwy's square, pushing PCs back until it has enough room to be on the map. It enters initiative on the next available count.

#### Important NPCs:

**Tylen**, human male, squire

**Everyn Cadwy**, human male, paladin of Torm whom the PCs may have met in previous ELTU adventures

**Jalden Cadwy**, possessed human male, paladin of Torm

#### SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present. Be sure also to check the 'Forged Ahead' or 'Stayed Behind' section for further encounter scaling.

**Four PCs:** Remove 2 Bhaalspawn cultists and reduce the devourer's hit points by 25%.

**Six PCs:** Add 2 Bhaalspawn cultists and increase the devourer's hit points by 25%.

**First-level or weak parties:** The Bhaalspawn devourer takes an entire round to come out of Jalden Cadwy's corpse (if he is slain). The yuan-ti infiltrator does not use *force implosion*.

**Strong parties:** The Bhaalspawn devourer appears from Jalden Cadwy when Jalden is bloodied. When the devourer is defeated, have Jalden Cadwy reappear bloodied in one of the squares that the devourer occupied.

#### INFECTION

If the PCs forged ahead in encounter 5, treat them as having 5 more infection points for the purpose of these effects. These effects are cumulative, and are based on the total number of infection points possessed by the party. If the PCs gain more infection points during this encounter, the effect may worsen:

- If the PCs have 10 or more infection points, when a PC with at least one infection point is hit by a critical hit, that PC is dazed until the end of his or her next turn.
- If the PCs have 15 or more infection points, PCs with at least one infection point gain vulnerable 5 all until the end of the encounter.
- If the PCs have 20 or more infection points, PCs with at least one infection point grant combat advantage until the end of the encounter.
- If the PCs have 25 or more infection points, the vulnerability increases to vulnerable 10 all. This effect only applies to groups which chose to forge ahead.

#### SETUP

This encounter begins as the PCs enter the Citadel of Light. No matter which way the PCs enter the Citadel of Light, they will be approached by Tylen and told that the Citadel itself is under attack from the dungeons and directed that way.

*Entering into the halls of the Citadel you're met by a squire. "Torm be praised! Monsters are streaming up from inside the Citadel! We're holding them off, but you are needed down that passageway. My friend Everyn Cadwy went to investigate, but he hasn't returned. Please, bring him back alive. I'll hold the monsters off your back for as long as I can. Now go!" With that the young man shakily grabs his sword, then rushes down the hallway into the oncoming monsters with a mighty yell. "For Torm! FOR ELTURGARD!"*

Give the PCs a chance to make any necessary preparations before proceeding down the stairs.

*The path ends before an underground lake where multiple reptilian and mutated creatures dump barrels of noxious goo into the lake.*

*An agonized cry echoes through the cavern, drawing your attention to two figures kneeling beside a third person bound in chains at their feet. One is shrouded, but the other two appear to be paladins of Torm. The shrouded figure notes your approach and stands. The paladin at its side glances up and nods in*



reply to some unheard command. With that, the shrouded figure simply falls apart.

*The chained paladin looks up at you, and you can see that the two paladins bear a resemblance. (If any PC has met Everyn Cadwy before, let them know that this is him). He shouts, "Ignore me; save my brother!"*

*With those words, the other paladin kicks him as he stands, and the chained paladin falls limp. With a crack of his neck, something slithers beneath his skin, and he speaks with an inhuman voice.*

*"He was right about one thing. You should ignore him. There's nothing to save," he says as he and his allies move to attack.*

## FEATURES OF THE AREA

**Illumination:** The cultists have posted torches around the landing providing bright light, but the torches only extend so far and the water is considered dim light.

**Boxes:** Creatures can scamper up the stacked boxes. With a Moderate DC Acrobatics or Athletics check, each square counts as normal terrain, but if the check is failed by 5 or more, the PC falls prone. Otherwise, each square counts as difficult terrain.

**Carts:** Several carts have been left here filled with barrels full of some type of toxic goo. These are high enough to provide cover and prevent movement unless characters go over them. A DC 10 Athletics check allows passage through these. Anyone touching the goo gains an infection point.

**Disease:** At the start of each round (or every other round if there are only four PCs), make the following attack against each PC with **ELTU16 Diseased: Essence of Bhaal** and those who contracted Essence of Bhaal in this adventure.

### Bhaal's Touch

Attack: Melee 0 (one infected creature); +AL vs. Will

Hit: The target is dominated (save ends).

At AL 2/4/6, dominated PCs take no action on their turns. At AL 8/10, dominated PCs try to attack the PC with the fewest infection points.

**Pipes:** The pipes lead from the aquifer to feed the public fountain. These squares are difficult terrain and do not provide cover.

**Water:** The water around the dock is currently filled full of infectious disease. Any PC that enters the water or starts his or her turn in the water gains 1 infection point.

## TACTICS

The Bhaal cultists are moving between the carts and the waterfront, contaminating the city's water. Jalden is in the middle directing them. The yuan-ti infiltrators are swimming 4 squares out from the dock.

The NPCs are direct and attack the closest PC en masse. The cultists will attempt to hit the strikers to weaken them, allowing Jalden Cadwy to attack the leaders. Jalden is willing to ignore marks if he can drop a leader to unconsciousness.

The infiltrator stays in the water away from the dock attacking from range. Cadwy is controlled and the cultists are fanatics and attack until defeated. The infiltrators fight until Cadwy (or the devourer) is defeated, at which point they will attack until they are bloodied and then try to flee.

## ENDING THE ENCOUNTER

If the PCs lose the combat, a contingent of paladins will show up to reinforce the group, recovering any bodies.

If the devourer is released, it fights until the PCs are slain or flee.

If the PCs defeat all the enemies, read or paraphrase the following:

*Now that the fight is over, you have time to look to Everyn Cadwy. He is bound and bloodied, but still lives. As you move in closer, he stirs and begins to wake.*

*"What..." he says as he blinks unsteadily. "I see you won. Were you able to save Jalden?"*

If the PCs killed Jalden, read or paraphrase the following:

*Everyn's face freezes, and then he takes a slow breath.*

*"It was not long ago that I spoke of how it is harder to be just than to be kind. The words are ashes in my mouth now," he says, looking at each of you in turn.*

*"I do not blame you for doing what needed to be done. I only wish you could have saved him as you saved me," he says sincerely. "I will purify the remains... but what news from above?"*

If the PCs saved Jalden, read or paraphrase the following:

*Everyn, who paid no heed to whatever tortures his brother and the mysterious masked figure inflicted upon him, begins to tear up, and his voice is unsteady.*

*"I dared to hope you might find a way. I... it's selfish, with all those who lost their lives above, but Jalden is the only family I have left. There's still hope that he might be saved. We should take him to the clerics before he re-awakes," he says.*

Everyn will accompany the PCs upstairs once he is freed from the chains. Jalden does not wake if he still lives. A Hard DC Heal check can tell the PCs that whatever seemed to be controlling him has done severe damage to his body. Jalden is effectively in a coma.

The PCs may have questions for Everyn. Everyn prefers to speak while traveling back to the surface, but will answer the PCs' questions as best he can. He knows the following information:

- Jalden had a reputation for being lazy and making mistakes in his position as a paladin. Evidently, the truth was more sinister.
- Everyn doesn't know how long Jalden had been possessed. Jalden was invested with Torm's power three years ago, and Everyn believes that wouldn't have worked if he had been possessed by the creature. That puts an upper limit on the time.
- Everyn regularly met with his brother whenever they were in the same city, and Jalden always showed an interest in what Everyn was doing. Despite that, he insisted that he wanted to be his own man and not live in his brother's shadow, so they were not stationed together.
- Everyn thinks that Jalden and the mysterious figure were trying to infect him with something. He never got a good look at the robed figure. If the PCs check over Everyn, they find that he has not been infected by the Essence of Bhaal.

The PCs can make the following connections with Insight checks.

- **Easy DC:** Jalden's connection to Everyn would make him an ideal spy for any enemies of the Order of Torm.
- **Moderate DC:** Jalden's desire to stay away from his brother might have been to keep from being discovered as possessed, or it may have been to gather information from across Elturgard.
- **Hard DC:** The plans for the attack on Scornubel had to have been laid over a long period of time. If Jalden managed to hide his possession for at least that long, he would have needed help. Other paladins might also be compromised.

Continue with Encounter 7.

#### TREASURE

The PCs are able to recover some gear from the cultists including a *polyglot gem* and *iron armbands of power (heroic tier)* (AL 4+).

#### MILESTONE

This encounter counts towards a milestone.

## ENCOUNTER 6: NO MORE SORROW (ADVENTURE LEVEL 2)

Bhaalspawn Devourer	Level 5 Elite Brute
Large natural beast (undead)	XP 400
<b>HP</b> 168; <b>Bloodied</b> 84	<b>Initiative</b> +5
<b>AC</b> 17, <b>Fortitude</b> 18, <b>Reflex</b> 15, <b>Will</b> 17	<b>Perception</b> +7
<b>Speed</b> 8, climb 8	Low-light vision
<b>Resist</b> 10 radiant, 10 poison	
<b>Saving Throws</b> +2, +5 vs. charm, poison, unconscious; <b>Action Points</b> 1	
STANDARD ACTIONS	
<b>m Bite (poison) • At-Will</b>	
<b>Attack:</b> Melee 2 (one creature); +10 vs. AC	
<b>Hit:</b> 2d8 + 3 damage plus 1d8 poison damage.	
<b>C Legs of the Devourer (weapon) • At-Will</b>	
<b>Attack:</b> Close burst 2 (enemies in the burst); +10 vs. AC	
<b>Hit:</b> 2d8 + 3 damage.	
<b>C Devourer's Erosion (poison) • Encounter</b>	
<b>Attack:</b> Close blast 5 (enemies in the blast); +8 vs. Fortitude	
<b>Hit:</b> 2d10 + 4 poison damage, and ongoing 5 poison damage (save ends).	
<b>Miss:</b> Half damage.	
MINOR ACTIONS	
<b>M Lashing Body • Recharge 4 5 6</b>	
<b>Attack:</b> Melee 2 (one creature); +10 vs. AC	
<b>Hit:</b> 3d6 + 4 damage, and you slide the target 2 squares.	
TRIGGERED ACTIONS	
<b>Bhaal's Augmentation (acid) • Recharge when first bloodied</b>	
<b>Trigger:</b> The Bhaalspawn devourer hits with a melee attack.	
<b>Effect (Free Action):</b> The triggering attack deals 2d6 extra acid damage.	
<b>Str</b> 20 (+7)	<b>Dex</b> 17 (+5) <b>Wis</b> 21 (+7)
<b>Con</b> 24 (+9)	<b>Int</b> 11 (+2) <b>Cha</b> 15 (+4)
<b>Alignment</b> chaotic evil <b>Languages</b> Common	

**Note:** Adapted Megapede with Bhaalspawn template added.

Jalden Cadwy	Level 4 Soldier
Medium natural humanoid, human	XP 175
<b>HP</b> 54; <b>Bloodied</b> 27	<b>Initiative</b> +6
<b>AC</b> 20, <b>Fortitude</b> 17, <b>Reflex</b> 16, <b>Will</b> 15	<b>Perception</b> +1
<b>Speed</b> 6	
STANDARD ACTIONS	
<b>m Greataxe (weapon) • At-Will</b>	
<b>Attack:</b> Melee 1 (one creature); +9 vs. AC	
<b>Hit:</b> 2d6 + 5 damage, and the target's marks on Jalden's allies end.	
<b>M Leg Strike (weapon) • At-Will</b>	
<b>Attack:</b> Melee 1 (one creature); +7 vs. Fortitude	
<b>Hit:</b> 2d6 + 5 damage, and the target is slowed and cannot shift until the end of Jalden's turn.	
<b>M Skull Cleaver (weapon) • Recharge if the power misses</b>	
<b>Attack:</b> Melee 1 (one creature); +9 vs. AC	
<b>Hit:</b> 4d8 + 2 damage, and the target is dazed and takes a -2 penalty to saving throws (save ends both).	
<b>Aftereffect:</b> The target grants combat advantage (save ends).	
MINOR ACTIONS	
<b>Offensive Form • At-Will (1/round)</b>	
<b>Effect:</b> Each enemy adjacent to Jalden is marked until the end of his next turn.	
<b>Bhaal's Endurance • Encounter</b>	
<b>Effect:</b> Jalden gains resist 10 all until the end of his next turn.	
<b>Skills</b> Athletics +11, Bluff +11	
<b>Str</b> 18 (+6)	<b>Dex</b> 14 (+4) <b>Wis</b> 9 (+1)
<b>Con</b> 14 (+4)	<b>Int</b> 9 (+1) <b>Cha</b> 13 (+3)
<b>Alignment</b> chaotic evil <b>Languages</b> Common, Draconic	
<b>Equipment</b> plate armor, greataxe	

**Note:** Adapted Goliath Gladiator

Bhaal Cultist		Level 3 Minion Soldier	
Medium natural humanoid, human		XP 38	
HP 1; a missed attack never damages a minion		Initiative +5	
AC 19, Fortitude 15, Reflex 14, Will 15		Perception +7	
Speed 7		Darkvision	
STANDARD ACTIONS			
m <b>Spiked Chain</b> (weapon) • <b>At-Will</b>			
Attack: Reach 2; +8 vs. AC			
Hit: 6 damage, and the target is marked until the end of the cultist's next turn.			
TRIGGERED ACTIONS			
<b>Martyr's Madness</b> • <b>At-Will</b>			
Trigger: A creature marked by the cultist makes an attack which does not include the cultist.			
Effect (Immediate Interrupt): The triggering creature is weakened until the end of its next turn.			
Str 19 (+5)	Dex 14 (+3)	Wis 10 (+1)	
Con 12 (+2)	Int 7 (-1)	Cha 12 (+2)	
Alignment chaotic evil		Languages Common	
Equipment spiked chain			

**Note:** Adapted Elemental Eye Cultist from Underdark

Yuan-ti Infiltrator	Level 3 Artillery
Medium natural humanoid (aquatic, reptile)	XP 150
HP 34; Bloodied 17	Initiative +6
AC 15, Fortitude 15, Reflex 16, Will 14	Perception +8
Resist 5 poison	
Speed 6, swim 4	
STANDARD ACTIONS	
m <b>Spear</b> (weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 1d8 + 5 damage	
r <b>Magic Missile</b> (force) • <b>At-Will</b>	
Attack: Range 20 (one creature); +8 vs. Reflex	
Hit: 2d4 + 2 force damage	
R <b>Missile Barrage</b> (force) • <b>At-Will</b>	
Effect: The infiltrator makes two <i>magic missile</i> attacks.	
A <b>Force Implosion</b> (force) • <b>Encounter</b>	
Attack: Area burst 2 within 20 squares (each creature in the burst); +8 vs. Reflex	
Hit: 2d6 + 5 force damage	
Miss: Half damage.	
MINOR ACTIONS	
<b>Change Shape</b> (polymorph) • <b>At-Will</b>	
Effect: The infiltrator can alter his physical form to appear as a Medium humanoid of any race or gender.	
Skills Bluff +11, Insight +7	
Str 15(+3)	Dex 18 (+5) Wis 12 (+2)
Con 16(+4)	Int 14 (+3) Cha 20 (+6)
Alignment evil	Languages Common, Draconic
Equipment leather armor, spear	

**Note:** Issiel, Yuan-ti Infiltrator from Fortress of the Yuan-ti; removed elite and adapted for water.

## ENCOUNTER 6: NO MORE SORROW (ADVENTURE LEVEL 4)

Bhaalspawn Devourer	Level 7 Elite Brute
Large natural beast (undead)	XP 600
HP 208; Bloodied 104	Initiative +6
AC 19, Fortitude 20, Reflex 17, Will 19	Perception +8
Speed 8, climb 8	Low-light vision
Resist 10 radiant, 10 poison	
Saving Throws +2, +5 vs. charm, poison, unconscious; Action Points 1	
STANDARD ACTIONS	
m <b>Bite (poison) • At-Will</b>	
Attack: Melee 2 (one creature); +12 vs. AC	
Hit: 2d8 + 5 damage plus 1d8 poison damage.	
C <b>Legs of the Devourer (weapon) • At-Will</b>	
Attack: Close burst 2 (enemies in the burst); +12 vs. AC	
Hit: 2d8 + 5 damage.	
C <b>Devourer's Erosion (poison) • Encounter</b>	
Attack: Close blast 5 (enemies in the blast); +10 vs. Fortitude	
Hit: 2d10 + 6 poison damage, and ongoing 5 poison damage (save ends).	
Miss: Half damage.	
MINOR ACTIONS	
M <b>Lashing Body • Recharge 4 5 6</b>	
Attack: Melee 2 (one creature); +12 vs. AC	
Hit: 3d6 + 6 damage, and you slide the target 2 squares.	
TRIGGERED ACTIONS	
Bhaal's Augmentation (acid) • Recharge when first bloodied	
Trigger: The Bhaalspawn devourer hits with a melee attack.	
Effect (Free Action): The triggering attack deals 2d6 extra acid damage.	
Str 20 (+8)	Dex 17 (+6) Wis 21 (+8)
Con 24 (+10)	Int 11 (+3) Cha 15 (+5)
Alignment chaotic evil	Languages Common

**Note:** Adapted Megapede with Bhaalspawn template added.

Jalden Cadwy	Level 6 Soldier
Medium natural humanoid, human	XP 250
HP 70; Bloodied 35	Initiative +7
AC 22, Fortitude 19, Reflex 18, Will 17	Perception +2
Speed 6	
STANDARD ACTIONS	
m <b>Greataxe (weapon) • At-Will</b>	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 2d6 + 7 damage, and the target's marks on Jalden's allies end.	
M <b>Leg Strike (weapon) • At-Will</b>	
Attack: Melee 1 (one creature); +9 vs. Fortitude	
Hit: 2d6 + 7 damage, and the target is slowed and cannot shift until the end of Jalden's turn.	
M <b>Skull Cleaver (weapon) • Recharge if the power misses</b>	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 4d6 + 4 damage, and the target is dazed and takes a -2 penalty to saving throws (save ends both).	
Aftereffect: The target grants combat advantage (save ends).	
MINOR ACTIONS	
Offensive Form • At-Will (1/round)	
Effect: Each enemy adjacent to Jalden is marked until the end of his next turn.	
Bhaal's Endurance • Encounter	
Effect: Jalden gains resist 10 all until the end of his next turn.	
Skills Athletics +12, Bluff +12	
Str 18 (+7)	Dex 14 (+5) Wis 9 (+2)
Con 14 (+5)	Int 9 (+2) Cha 13 (+4)
Alignment chaotic evil	Languages Common, Draconic
Equipment plate armor, greataxe	

**Note:** Adapted Goliath Gladiator

Bhaal Cultist		Level 5 Minion Soldier	
Medium natural humanoid, human		XP 50	
HP 1; a missed attack never damages a minion		Initiative +6	
AC 21, Fortitude 17, Reflex 16, Will 17		Perception +2	
Speed 7		Darkvision	
STANDARD ACTIONS			
m <b>Spiked Chain</b> (weapon) • <b>At-Will</b>			
Attack: Reach 2; +10 vs. AC			
Hit: 7 damage, and the target is marked until the end of the cultist's next turn.			
TRIGGERED ACTIONS			
<b>Martyr's Madness</b> • <b>At-Will</b>			
Trigger: A creature marked by the cultist makes an attack which does not include the cultist.			
Effect (Immediate Interrupt): The triggering creature is weakened until the end of its next turn.			
<b>Str</b> 19 (+6)	<b>Dex</b> 14 (+4)	<b>Wis</b> 10 (+2)	
<b>Con</b> 12 (+3)	<b>Int</b> 7 (+0)	<b>Cha</b> 12 (+3)	
<b>Alignment</b> chaotic evil		<b>Languages</b> Common	
<b>Equipment</b> spiked chain			

**Note:** Adapted Elemental Eye Cultist from Underdark

Yuan-ti Infiltrator	Level 5 Artillery
Medium natural humanoid (aquatic, reptile)	XP 200
HP 46; Bloodied 23	Initiative +6
AC 17, Fortitude 16, Reflex 18, Will 17	Perception +8
Resist 5 poison	
Speed 6, swim 4	
STANDARD ACTIONS	
m <b>Spear</b> (weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 1d8 + 6 damage	
r <b>Magic Missile</b> (force) • <b>At-Will</b>	
Attack: Ranged 20 (one creature); +10 vs. Reflex	
Hit: 2d4 + 3 force damage	
R <b>Missile Barrage</b> (force) • <b>At-Will</b>	
Effect: The infiltrator makes two <i>magic missile</i> attacks.	
A <b>Force Implosion</b> (force) • <b>Encounter</b>	
Attack: Area burst 2 within 20 squares (each creature in the burst); +10 vs. Reflex	
Hit: 2d6 + 7 force damage	
Miss: Half damage.	
MINOR ACTIONS	
<b>Change Shape</b> (polymorph) • <b>At-Will</b>	
Effect: The infiltrator can alter his physical form to appear as a Medium humanoid of any race or gender.	
<b>Skills</b> Bluff +12, Insight +8	
<b>Str</b> 15(+4)	<b>Dex</b> 18 (+6) <b>Wis</b> 12 (+3)
<b>Con</b> 16(+5)	<b>Int</b> 14 (+4) <b>Cha</b> 20 (+7)
<b>Alignment</b> evil	<b>Languages</b> Common, Draconic
<b>Equipment</b> leather armor, spear	

**Note:** Issiel, Yuan-ti Infiltrator from Fortress of the Yuan-ti; removed elite and adapted for water.

## ENCOUNTER 6: NO MORE SORROW (ADVENTURE LEVEL 6)

Bhaalspawn Devourer	Level 9 Elite Brute
Large natural beast (undead)	XP 800
HP 248; Bloodied 124	Initiative +7
AC 21, Fortitude 22, Reflex 19, Will 21	Perception +9
Speed 8, climb 8	Low-light vision
Resist 10 radiant, 10 poison	
Saving Throws +2, +5 vs. charm, poison, unconscious; Action Points 1	
STANDARD ACTIONS	
m <b>Bite (poison) • At-Will</b>	
Attack: Melee 2 (one creature); +14 vs. AC	
Hit: 2d8 + 7 damage plus 1d8 poison damage.	
C <b>Legs of the Devourer (weapon) • At-Will</b>	
Attack: Close burst 2 (enemies in the burst); +14 vs. AC	
Hit: 2d8 + 7 damage.	
C <b>Devourer's Erosion (poison) • Encounter</b>	
Attack: Close blast 5 (enemies in the blast); +12 vs. Fortitude	
Hit: 2d10 + 8 poison damage, and ongoing 5 poison damage (save ends).	
Miss: Half damage.	
MINOR ACTIONS	
M <b>Lashing Body • Recharge 4 5 6</b>	
Attack: Melee 2 (one creature); +14 vs. AC	
Hit: 3d6 + 8 damage, and you slide the target 2 squares.	
TRIGGERED ACTIONS	
Bhaal's Augmentation (acid) • Recharge when first bloodied	
Trigger: The Bhaalspawn devourer hits with a melee attack.	
Effect (Free Action): The triggering attack deals 2d6 extra acid damage.	
Str 20 (+9)	Dex 17 (+7) Wis 21 (+9)
Con 24 (+11)	Int 11 (+4) Cha 15 (+6)
Alignment chaotic evil	Languages Common

**Note:** Adapted Megapede with Bhaalspawn template added.

Jalden Cadwy	Level 8 Soldier
Medium natural humanoid, human	XP 350
HP 86; Bloodied 43	Initiative +8
AC 24, Fortitude 21, Reflex 20, Will 19	Perception +3
Speed 6	
STANDARD ACTIONS	
m <b>Greataxe (weapon) • At-Will</b>	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 3d6 + 6 damage, and the target's marks on Jalden's allies end.	
M <b>Leg Strike (weapon) • At-Will</b>	
Attack: Melee 1 (one creature); +11 vs. Fortitude	
Hit: 3d6 + 6 damage, and the target is slowed and cannot shift until the end of Jalden's turn.	
M <b>Skull Cleaver (weapon) • Recharge if the power misses</b>	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 4d8 + 6 damage, and the target is dazed and takes a -2 penalty to saving throws (save ends both).	
Aftereffect: The target grants combat advantage (save ends).	
MINOR ACTIONS	
Offensive Form • At-Will (1/round)	
Effect: Each enemy adjacent to Jalden is marked until the end of his next turn.	
Bhaal's Endurance • Encounter	
Effect: Jalden gains resist 10 all until the end of his next turn.	
Skills Athletics +13, Bluff +13	
Str 18 (+8)	Dex 14 (+6) Wis 9 (+3)
Con 14 (+6)	Int 9 (+3) Cha 13 (+5)
Alignment chaotic evil	Languages Common, Draconic
Equipment plate armor, greataxe	

**Note:** Adapted Goliath Gladiator

Bhaal Cultist		Level 7 Minion Soldier	
Medium natural humanoid, human		XP 75	
HP 1; a missed attack never damages a minion		Initiative +7	
AC 23, Fortitude 19, Reflex 18, Will 19		Perception +2	
Speed 7		Darkvision	
STANDARD ACTIONS			
m <b>Spiked Chain</b> (weapon) • <b>At-Will</b>			
Attack: Reach 2; +12 vs. AC			
Hit: 8 damage, and the target is marked until the end of the cultist's next turn.			
TRIGGERED ACTIONS			
<b>Martyr's Madness</b> • <b>At-Will</b>			
Trigger: A creature marked by the cultist makes an attack which does not include the cultist.			
Effect (Immediate Interrupt): The triggering creature is weakened until the end of its next turn.			
<b>Str</b> 19 (+7)	<b>Dex</b> 14 (+5)	<b>Wis</b> 10 (+3)	
<b>Con</b> 12 (+4)	<b>Int</b> 7 (+1)	<b>Cha</b> 12 (+4)	
<b>Alignment</b> chaotic evil		<b>Languages</b> Common	
<b>Equipment</b> spiked chain			

**Note:** Adapted Elemental Eye Cultist from Underdark

Yuan-ti Infiltrator	Level 7 Artillery
Medium natural humanoid (aquatic, reptile)	XP 300
HP 58; Bloodied 29	Initiative +7
AC 19, Fortitude 18, Reflex 20, Will 19	Perception +9
Resist 5 poison	
Speed 6, swim 4	
STANDARD ACTIONS	
m <b>Spear</b> (weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 2d8 + 6 damage	
r <b>Magic Missile</b> (force) • <b>At-Will</b>	
Attack: Ranged 20 (one creature); +12 vs. Reflex	
Hit: 2d4 + 4 force damage	
R <b>Missile Barrage</b> (force) • <b>At-Will</b>	
Effect: The infiltrator makes two <i>magic missile</i> attacks.	
A <b>Force Implosion</b> (force) • <b>Encounter</b>	
Attack: Area burst 2 within 20 squares (each creature in the burst); +12 vs. Reflex	
Hit: 3d6 + 5 force damage	
Miss: Half damage.	
MINOR ACTIONS	
<b>Change Shape</b> (polymorph) • <b>At-Will</b>	
Effect: The infiltrator can alter his physical form to appear as a Medium humanoid of any race or gender.	
Skills Bluff +13, Insight +9	
Str 15(+5)	Dex 18 (+7) Wis 12 (+4)
Con 16(+6)	Int 14 (+5) Cha 20 (+8)
Alignment evil	Languages Common, Draconic
Equipment leather armor, spear	

**Note:** Issiel, Yuan-ti Infiltrator from Fortress of the Yuan-ti; removed elite and adapted for water.



## ENCOUNTER 6: NO MORE SORROW (ADVENTURE LEVEL 8)

Bhaalspawn Devourer	Level 11 Elite Brute
Large natural beast (undead)	XP 1,200
<b>HP 288; Bloodied 144</b>	<b>Initiative +8</b>
<b>AC 23, Fortitude 24, Reflex 21, Will 23</b>	<b>Perception +10</b>
<b>Speed 8, climb 8</b>	<b>Low-light vision</b>
<b>Resist 10 radiant, 10 poison</b>	
<b>Saving Throws +2, +5 vs. charm, poison, unconscious; Action Points 1</b>	
STANDARD ACTIONS	
<b>m Bite (poison) • At-Will</b>	
Attack: Melee 2 (one creature); +16 vs. AC	
Hit: 3d8 + 5 damage plus 1d8 poison damage.	
<b>C Legs of the Devourer (weapon) • At-Will</b>	
Attack: Close burst 2 (enemies in the burst); +16 vs. AC	
Hit: 3d8 + 5 damage.	
<b>C Devourer's Erosion (poison) • Encounter</b>	
Attack: Close blast 5 (enemies in the blast); +14 vs. Fortitude	
Hit: 2d12 + 8 poison damage, and ongoing 5 poison damage (save ends).	
Miss: Half damage.	
MINOR ACTIONS	
<b>M Lashing Body • Recharge 4 5 6</b>	
Attack: Melee 2 (one creature); +16 vs. AC	
Hit: 3d8+8 damage, and you slide the target 2 squares.	
TRIGGERED ACTIONS	
<b>Bhaal's Augmentation (acid) • Recharge when first bloodied</b>	
Trigger: The Bhaalspawn devourer hits with a melee attack.	
Effect (Free Action): The triggering attack deals 2d6 extra acid damage.	
<b>Str 20 (+10)</b>	<b>Dex 17 (+8)</b>
<b>Con 24 (+12)</b>	<b>Int 11 (+5)</b>
	<b>Wis 21 (+10)</b>
	<b>Cha 15 (+7)</b>
<b>Alignment</b> chaotic evil <b>Languages</b> Common	

**Note:** Adapted Megapede with Bhaalspawn template added.

Jalden Cadwy	Level 10 Soldier
Medium natural humanoid, human	XP 500
<b>HP 102; Bloodied 51</b>	<b>Initiative +9</b>
<b>AC 26, Fortitude 23, Reflex 22, Will 21</b>	<b>Perception +4</b>
<b>Speed 6</b>	
STANDARD ACTIONS	
<b>m Greataxe (weapon) • At-Will</b>	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 4d6 + 4 damage, and the target's marks on Jalden's allies end.	
<b>M Leg Strike (weapon) • At-Will</b>	
Attack: Melee 1 (one creature); +13 vs. Fortitude	
Hit: 4d6 + 4 damage, and the target is slowed and cannot shift until the end of Jalden's turn.	
<b>M Skull Cleaver (weapon) • Recharge if the power misses</b>	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 4d8 + 8 damage, and the target is dazed and takes a -2 penalty to saving throws (save ends both).	
Aftereffect: The target grants combat advantage (save ends).	
MINOR ACTIONS	
<b>Offensive Form • At-Will (1/round)</b>	
Effect: Each enemy adjacent to Jalden is marked until the end of his next turn.	
<b>Bhaal's Endurance • Encounter</b>	
Effect: Jalden gains resist 10 all until the end of his next turn.	
<b>Skills</b> Athletics +14, Bluff +14	
<b>Str 18 (+9)</b>	<b>Dex 14 (+7)</b>
<b>Con 14 (+7)</b>	<b>Int 9 (+4)</b>
	<b>Wis 9 (+4)</b>
	<b>Cha 13 (+6)</b>
<b>Alignment</b> chaotic evil <b>Languages</b> Common, Draconic	
<b>Equipment</b> plate armor, greataxe	

**Note:** Adapted Goliath Gladiator

Bhaal Cultist		Level 9 Minion Soldier	
Medium natural humanoid, human		XP 100	
HP 1; a missed attack never damages a minion		Initiative +8	
AC 25, Fortitude 21, Reflex 20, Will 21		Perception +9	
Speed 7		Darkvision	
STANDARD ACTIONS			
m <b>Spiked Chain</b> (weapon) • <b>At-Will</b>			
Attack: Reach 2; +14 vs. AC			
Hit: 9 damage, and the target is marked until the end of the cultist's next turn.			
TRIGGERED ACTIONS			
<b>Martyr's Madness</b> • <b>At-Will</b>			
Trigger: A creature marked by the cultist makes an attack which does not include the cultist.			
Effect (Immediate Interrupt): The triggering creature is weakened until the end of its next turn.			
Str 19 (+8)	Dex 14 (+6)	Wis 10 (+4)	
Con 12 (+5)	Int 7 (+2)	Cha 12 (+5)	
Alignment chaotic evil		Languages Common	
Equipment spiked chain			

**Note:** Adapted Elemental Eye Cultist from Underdark

Yuan-ti Infiltrator	Level 9 Artillery
Medium natural humanoid (aquatic, reptile)	XP 400
HP 70; Bloodied 35	Initiative +8
AC 21, Fortitude 20, Reflex 22, Will 21	Perception +10
Resist 5 poison	
Speed 6, swim 4	
STANDARD ACTIONS	
m <b>Spear</b> (weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 2d8 + 8 damage	
r <b>Magic Missile</b> (force) • <b>At-Will</b>	
Attack: Ranged 20 (one creature); +14 vs. Reflex	
Hit: 2d4 + 5 force damage	
R <b>Missile Barrage</b> (force) • <b>At-Will</b>	
Effect: The infiltrator makes two <i>magic missile</i> attacks.	
A <b>Force Implosion</b> (force) • <b>Encounter</b>	
Attack: Area burst 2 within 20 squares (each creature in the burst); +14 vs. Reflex	
Hit: 3d6 + 7 force damage	
Miss: Half damage.	
MINOR ACTIONS	
<b>Change Shape</b> (polymorph) • <b>At-Will</b>	
Effect: The infiltrator can alter his physical form to appear as a Medium humanoid of any race or gender.	
Skills Bluff +14, Insight +10	
Str 15(+6)	Dex 18 (+8) Wis 12 (+5)
Con 16(+7)	Int 14 (+6) Cha 20 (+9)
Alignment evil	Languages Common, Draconic
Equipment leather armor, spear	

**Note:** Issiel, Yuan-ti Infiltrator from Fortress of the Yuan-ti; removed elite and adapted for water.

## ENCOUNTER 6: NO MORE SORROW (ADVENTURE LEVEL 10)

Bhaalspawn Devourer	Level 13 Elite Brute
Large natural beast (undead)	XP 1,600
HP 328; Bloodied 164	Initiative +9
AC 25, Fortitude 26, Reflex 23, Will 25	Perception +11
Speed 8, climb 8	Low-light vision
Resist 10 radiant, 10 poison	
Saving Throws +2, +5 vs. charm, poison, unconscious; Action Points 1	
STANDARD ACTIONS	
m <b>Bite (poison)</b> • At-Will	
Attack: Melee 2 (one creature); +16 vs. AC	
Hit: 3d8 + 7 damage plus 1d8 poison damage.	
C <b>Legs of the Devourer (weapon)</b> • At-Will	
Attack: Close burst 2 (enemies in the burst); +16 vs. AC	
Hit: 3d8 + 7 damage.	
C <b>Devourer's Erosion (poison)</b> • Encounter	
Attack: Close blast 5 (enemies in the blast); +14 vs. Fortitude	
Hit: 2d12 + 10 poison damage, and ongoing 5 poison damage (save ends).	
Miss: Half damage.	
MINOR ACTIONS	
M <b>Lashing Body</b> • Recharge 4 5 6	
Attack: Melee 2 (one creature); +18 vs. AC	
Hit: 3d8 + 10 damage, and you slide the target 2 squares.	
TRIGGERED ACTIONS	
Bhaal's Augmentation (acid) • Recharge when first bloodied	
Trigger: The Bhaalspawn devourer hits with a melee attack.	
Effect (Free Action): The triggering attack deals 2d6 extra acid damage.	
Str 20 (+11)	Dex 17 (+9) Wis 21 (+11)
Con 24 (+13)	Int 11 (+6) Cha 15 (+8)
Alignment chaotic evil Languages Common	

**Note:** Adapted Megapede with Bhaalspawn template added.

Jalden Cadwy	Level 12 Soldier
Medium natural humanoid, human	XP 700
HP 118; Bloodied 59	Initiative +10
AC 27, Fortitude 25, Reflex 24, Will 23	Perception +5
Speed 6	
STANDARD ACTIONS	
m <b>Greataxe (weapon)</b> • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 4d6 + 6 damage, and the target's marks on Jalden's allies end.	
M <b>Leg Strike (weapon)</b> • At-Will	
Attack: Melee 1 (one creature); +15 vs. Fortitude	
Hit: 4d6 + 6 damage, and the target is slowed and cannot shift until the end of Jalden's turn.	
M <b>Skull Cleaver (weapon)</b> • Recharge if the power misses	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 4d8 + 10 damage, and the target is dazed and takes a -2 penalty to saving throws (save ends both).	
Aftereffect: The target grants combat advantage (save ends).	
MINOR ACTIONS	
Offensive Form • At-Will (1/round)	
Effect: Each enemy adjacent to Jalden is marked until the end of his next turn.	
Bhaal's Endurance • Encounter	
Effect: Jalden gains resist 10 all until the end of his next turn.	
Skills Athletics +15, Bluff +15	
Str 18 (+10)	Dex 14 (+8) Wis 9 (+5)
Con 14 (+8)	Int 9 (+5) Cha 13 (+7)
Alignment chaotic evil Languages Common, Draconic	
Equipment plate armor, greataxe	

**Note:** Adapted Goliath Gladiator

Bhaal Cultist		Level 11 Minion Soldier	
Medium natural humanoid, human		XP 150	
HP 1; a missed attack never damages a minion		Initiative +9	
AC 27, Fortitude 23, Reflex 22, Will 23		Perception +10	
Speed 7		Darkvision	
STANDARD ACTIONS			
m <b>Spiked Chain</b> (weapon) • <b>At-Will</b>			
Attack: Reach 2; +16 vs. AC			
Hit: 10 damage, and the target is marked until the end of the cultist's next turn.			
TRIGGERED ACTIONS			
<b>Martyr's Madness</b> • <b>At-Will</b>			
Trigger: A creature marked by the cultist makes an attack which does not include the cultist.			
Effect (Immediate Interrupt): The triggering creature is weakened until the end of its next turn.			
Str 19 (+9)	Dex 14 (+7)	Wis 10 (+5)	
Con 12 (+6)	Int 7 (+3)	Cha 12 (+6)	
Alignment chaotic evil		Languages Common	
Equipment spiked chain			

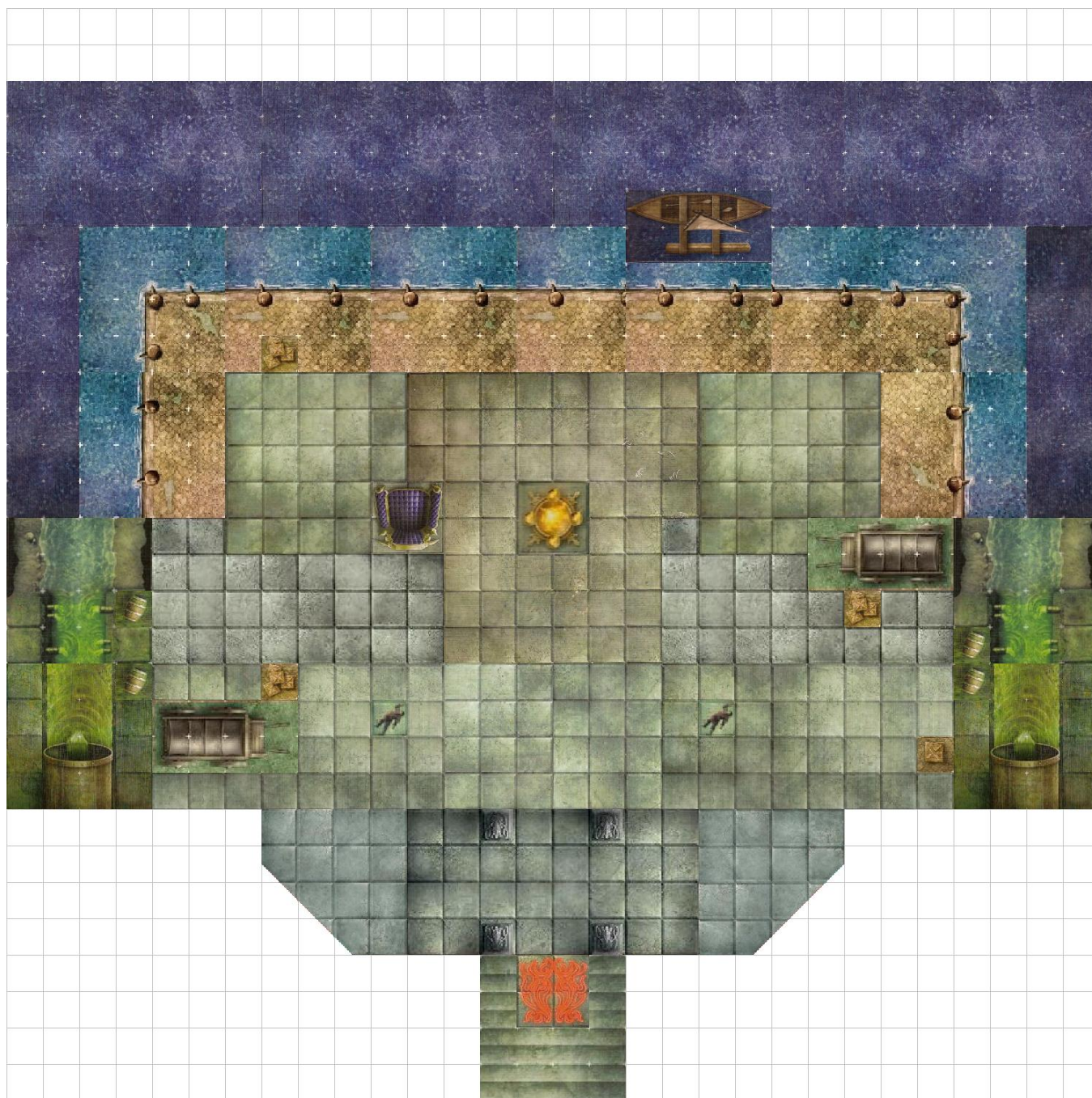
**Note:** Adapted Elemental Eye Cultist from Underdark

Yuan-ti Infiltrator	Level 11 Artillery
Medium natural humanoid (aquatic, reptile)	XP 600
HP 82; Bloodied 41	Initiative +9
AC 23, Fortitude 22, Reflex 24, Will 23	Perception +11
Resist 5 poison	
Speed 6, swim 4	
STANDARD ACTIONS	
m <b>Spear</b> (weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +16 vs. AC	
Hit: 2d8 + 10 damage	
r <b>Magic Missile</b> (force) • <b>At-Will</b>	
Attack: Ranged 20 (one creature); +16 vs. Reflex	
Hit: 2d4 + 6 force damage	
R <b>Missile Barrage</b> (force) • <b>At-Will</b>	
Effect: The infiltrator makes two <i>magic missile</i> attacks.	
A <b>Force Implosion</b> (force) • <b>Encounter</b>	
Attack: Area burst 2 within 20 squares (each creature in the burst); +14 vs. Reflex	
Hit: 3d6 + 9 force damage	
Miss: Half damage.	
MINOR ACTIONS	
<b>Change Shape</b> (polymorph) • <b>At-Will</b>	
Effect: The infiltrator can alter his physical form to appear as a Medium humanoid of any race or gender.	
Skills Bluff +15, Insight +11	
Str 15(+7)	Dex 18 (+9) Wis 12 (+6)
Con 16(+8)	Int 14 (+7) Cha 20 (+10)
Alignment evil	Languages Common, Draconic
Equipment leather armor, spear	

**Note:** Issiel, Yuan-ti Infiltrator from Fortress of the Yuan-ti; removed elite and adapted for water.



## ENCOUNTER 6: NO MORE SORROW



The Bhaal cultists are moving between the carts and the waterfront, contaminating the city's water. Jalden is in the middle directing them. The yuan-ti infiltrators are swimming 3 squares out from the dock.

## ENCOUNTER 7: BREAKING THE HABIT

### IMPORTANT NPCs

**Lord Krieger.** Male human, Iriaebor Council Leader

**Nualla A'Ashemmi:** Female half-elf, leader of the Dusk Talons

**Everyn Cadwy,** Male human, paladin of the Order of Torm

Read or paraphrase the following

*As you return aboveground, Everyn speaks musingly.*

*"I don't suppose you know where I could find Lord Krieger and Nualla A'Ashemmi, do you?"*

If one or both of them were killed, read the following:

*Everyn frowns and shakes his head. "Inconvenient. Not just inconvenient, but almost certainly planned. Our foe seeks to throw Elturgard into chaos. We will need everyone working together, and we need it now. Loyalty's Sacrifice might have been able to bring them back - but the artifact has not been seen in some time."*

If the PCs have never heard of *Loyalty's Sacrifice*, Everyn explains that it is a powerful artifact of Torm that was recovered from the cursed Fort Morninglord and used during the first Battle of Elturel. The artifact's full power is unknown, but in the past it was able to bring back the dead much more rapidly than a normal Raise Dead ritual, as long as the deceased was involved in a just and righteous cause.

If the PCs have the holy symbol of Torm from the optional encounter, it's likely that they will suggest that it might be the artifact. When brought forth and given to Everyn, the holy symbol transforms into a gleaming silver gauntlet. Read the following:

*"Truly you are the chosen of the Loyal Fury! This is a sign from Torm that our cause is just."*

Using the artifact, Everyn is successful in raising Nualla or Lord Krieger (as well as any PC who may have died) in 20 minutes, rather than eight hours. If the PCs did not bring *Loyalty's Sacrifice* back with them, then the ritual can still be performed, but it takes the full time and drains the resources of the resistance. Either way, proceed with the conclusion.

The remaining paladins of the Order of Torm, including the squire who sent you to find Everyn, fan out across the city to watch for any other attacks while you and Everyn begin to hold an impromptu war council.

Lord Krieger and Nualla approach you, and Nualla addresses the group, "My friends, it seems like you've done the impossible. Lord Krieger and I are both alive, and you discovered the traitor responsible for this." Everyn bristles slightly, but remains silent as Nualla continues.

"This is dangerous indeed. If our enemy has more of these creatures, then who knows the damage that can be done?"

Everyn Cadwy interjects, "I agree. Though we have not seen eye-to-eye on many things, it is clear that the threat to Elturgard is as grave as the Spellplague incursion of two years ago. Perhaps worse."

Nualla snorts, "If you had your way, I'd be in a dungeon. I was surprised you didn't try to arrest me when you..." Everyn cuts her off.

"I will go to Ghanek Iswald myself and plead your case. I believe your actions today would earn you a pardon. We need to follow the example set by these adventurers and work together in order to protect the people of this realm," Everyn says. Nualla is momentarily stunned into silence.

Lord Krieger makes a polite noise, as if clearing his throat, "A worthy cause. I speak for the Lion's Den in saying that we will help out however we can."

He makes a pointed nod toward you, "The Lion's Den extends its gratitude toward you."

Nualla chimes in a moment later, "And... my group also extends its gratitude to you. Without every one of you, what happened here would have been so much worse. The paladin has a point. Much work needs be done, and we can't afford to fight each other. The exact details can come later. For now," she says, looking at you, "keep your blades ready for when we call on you again. It will not be long."

### CONCLUDING THE ADVENTURE

As the adventure draws to a close, the PCs can help take the possessed Jalden Cadwy into custody, or gather up his body if he was slain. If he lives, the clergy of Torm will eventually be able to force the Bhaalspawn from his body and restore him. He has sketchy memories of the last two years, during which he was only rarely in control of his own actions.

He does know, however, that this attempt to convert the entire city of Scornubel into a ravaging horde of undead and reptilian monstrosities was ordered by

someone called Vacacarian, though he can't remember anything further.

If either of the yuan-ti were been captured, they try to resist interrogation as long as possible, but eventually crack and admit that they were acting as emissaries from the serpent nation of Najara to Vacacarian's people as part of an alliance that he is gathering. Sserile has never met Vacacarian, but has been working with his agent Jalden Cadwy to combine the research that had been performed by the lich Arbosus for Vacacarian into the use of the Blood of Bhaal with yuan-ti mutagenic "science." The goal was to deploy it in Scornubel and if successful use it to destabilize the entire region.

The Order of Torm confiscates the remaining barrels of the modified Blood of Bhaal. The concern that the order has been infiltrated by monstrous parasites and spies has everyone on edge, even if it finally begins to answer some questions about the odd behavior of some paladins over the recent years.

*Mournful calls and cries are heard throughout the well-lit night. Scornubel burns, but the riots are being squelched. The watchful eye of Torm seems to rest over the city, allowing the tainted to slowly fight off the infection, even as paladins and priests continue to heal those brought to them.*

*The damage done to Scornubel is terrible. It will take years of hard work to rebuild the city to its former glory and yet even now a creature is watching the city burn, knowing its plans have been foiled. A slow smile slowly splits its lips. Its plans may have been spoiled, but the damage done to Scornubel pleases it to no end...*

The Elturgard Story Arc continues in *ELTU4-4 The Fall of Elturgard*.

#### TREASURE

If the PCs successfully stopped the attempt to destroy the city, the Order of Torm offers the party a *disrupting weapon* +2 (AL 6+) and a *rod of divine retribution* (AL 6+) in thanks.

Nualla and Lord Krieger offer to reward the PCs with a magic tattoo of their choice to commemorate the events of the past day.

The PCs are unable to keep *Loyalty's Sacrifice* (it chooses to remain with Everyn for now) but they still have the battered holy symbol of Amaunator, which might have unrevealed divine blessings upon it (see Story Award ELTU28). Any PC that was raised from the dead by the artifact also earns Story Award ADCP06 (unless he or she already has ADCP06).



## 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.

### EXPERIENCE POINTS AND BASE GOLD

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

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

#### ADVENTURE LEVEL 2

**Minimum Possible XP: 225 XP**

- Outrun the Bhaalspawn messenger: +25 XP
- Save Nualla or Krieger +25 XP
- Navigate the Riots: +25 XP
- Capture or Kill the Traitor +125 XP

**Maximum Possible XP: 425 XP****Base Gold per PC: 75 gp**

(Encounter 1: 35 gp, Encounter 3A or 4A: 40 gp)

#### ADVENTURE LEVEL 4

**Minimum Possible XP: 320 XP**

- Outrun the Bhaalspawn messenger: +35 XP
- Save Nualla or Krieger +35 XP
- Navigate the Riots: +35 XP
- Capture or Kill the Traitor +175 XP

**Maximum Possible XP: 600 XP****Base Gold per PC: 125 gp**

(Encounter 1: 60 gp, Encounter 3A or 4A: 65 gp)

#### ADVENTURE LEVEL 6

**Minimum Possible XP: 450 XP**

- Outrun the Bhaalspawn messenger: +50 XP
- Save Nualla or Krieger +50 XP
- Navigate the Riots: +50 XP
- Capture or Kill the Traitor +250 XP

**Maximum Possible XP: 850 XP****Base Gold per PC: 225 gp**

(Encounter 1: 110 gp, Encounter 3A or 4A: 115 gp)

#### ADVENTURE LEVEL 8

**Minimum Possible XP: 640 XP**

- Outrun the Bhaalspawn messenger: +70 XP
- Save Nualla or Krieger +70 XP
- Navigate the Riots: +70 XP
- Capture or Kill the Traitor +350 XP

**Maximum Possible XP: 1200 XP****Base Gold per PC: 450 gp**

(Encounter 1: 225 gp, Encounter 3A or 4A: 225 gp)

#### ADVENTURE LEVEL 10

**Minimum Possible XP: 900 XP**

- Outrun the Bhaalspawn messenger: +100 XP
- Save Nualla or Krieger +100 XP
- Navigate the Riots: +100 XP
- Capture or Kill the Traitor +500 XP

**Maximum Possible XP: 1700 XP****Gold per PC: 675 gp**

(Encounter 1: 335 gp, Encounter 3A or 4A: 340 gp)

## TREASURE

Each PC receives treasure in the form of gold pieces (the “Base Gold” listed above) as well as the option to select from a list of Treasures. A Treasure may give the PC more gold, a magic item, or something else of value. Each player makes one and only one selection for their character; multiple players may choose the same Treasure. Some of the listed Treasures may not be available if the PCs did not complete the objective specified in the adventure to unlock that Treasure.

If a character buys or sells gear during the adventure (or pays for services, such as NPC ritual casting) add or subtract the amount from the base gold. If a player selects a Treasure that gives their character more gold, add that amount to that character’s base gold award. It is possible and permissible for a character to spend more gold than he or she earns during an adventure, but characters may not spend gold that they

do not have. For details on selling items, see the *Living Forgotten Realms Campaign Guide*.

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

Certain Treasures have a minimum adventure level listed. That Treasure is not available if the group played below the minimum adventure level. However, those who played at a higher adventure level can always choose from the lower-level options.

#### **EACH PC SELECTS ONE OF THE FOLLOWING:**

##### **AL 2+:**

**Treasure A:** *healer's brooch +1* (level 4; *Adventurer's Vault*); Found in Encounter 3A.

**Treasure B:** *gloves of recovery* (level 5; *Adventurer's Vault* 2); Found in Encounter 4A.

**Treasure C:** *polyglot gem* (level 6; *Adventurer's Vault*); Encounter 6.

**Treasure D:** Any Common or Uncommon magical tattoo from an LFR player resource of your character level + 2 or lower; Encounter 7.

##### **AL 4+, add:**

**Treasure E:** *iron armbands of power* (level 6, *Adventurer's Vault*); Encounter 6

##### **AL 6+, add:**

**Treasure F:** *healer's brooch +2* (level 9; *Adventurer's Vault*); Found in Encounter 3A

**Treasure G:** *disrupting weapon +2* (level 8; *Dragon Magazine Annual*); Encounter 7.

**Treasure H:** *rod of divine retribution +2* (level 9; *Dragon Magazine* 381); Encounter 7.

##### **AL 8+, add:**

**Treasure I:** *strikebacks* (level 10; *Adventurer's Vault*); Found in Encounter 4A.

Treasures X, Y, and Z are available at all ALs.

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

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

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

AL 2: *potion of cure light wounds* plus 30 gp

AL 4: *potion of cure light wounds* plus 55 gp

AL 6: *potion of cure light wounds* plus 130 gp

AL 8: *potion of cure moderate wounds* plus 100 gp

AL 10: *potion of cure moderate wounds* plus 250 gp

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

AL 2: 50 gp

AL 4: 75 gp

AL 6: 150 gp

AL 8: 300 gp

AL 10: 450 gp

## **STORY AWARDS**

Award these if the PC completes the condition for the award in the adventure. It is possible for a character to earn all three of the listed Story Awards in this adventure. Pass out certificates to the players for their Story Awards.

PCs who contracted *Essence of Bhaal* during this adventure earn ELTU16 (originally from *ELTU3-5*).

### **ELTU16 Diseased: Essence of Bhaal**

You have been exposed to the vile Blood of Bhaal. While the immediate symptoms have been remedied, there may be lasting effects that have yet to appear.

PCs who helped rescue Nualla A'Ashemmi in Encounter 3A, Lord Krieger in Encounter 4A, and Jalden Cadwy in Encounter 6 earn ELTU26.

### ELTU26 Gratitude of the Living

You saved one or more people from the depredations of Vacacarian's minions. Each of these people will recommend you to their respective meta-organizations (or in Jalden's case, Everyn Cadwy will provide a recommendation). Check all that apply:

- ☐ Nualla A'Ashemmi of the Dusk Talons
- ☐ Lord Krieger of the Lion's Den
- ☐ Jalden Cadwy of the Order of Torm

PCs who defeat the possessed Jalden Cadwy and disrupt the plot in Encounter 7 earn ELTU27.

### ELTU27 Ancient Hatred

You have become extremely annoying and the mysterious Vacacarian has targeted you for death. He sends reports of your activities and location to his minions. You take a -1 penalty to initiative checks when fighting against minions of Vacacarian as they have studied your strategies and tactics.

If you also have either Story Award ELTU22 Ancient Eyes or ELTU25 Ancient Plans, you can make preparations of your own. You gain the following power.

#### Your Hate Makes Me Strong ♦ Consumable

*Trigger:* You are damaged by Vacacarian or one of his followers or allies.

*Effect (Free Action):* Until the end of your next turn, you gain a power bonus to damage rolls equal to your level against the triggering enemy.

If the PCs received the holy symbols of Torm and Amaunator from Sir Sagramor, they earn ELTU28. (The symbol of Torm is gone, since it was actually the artifact, but the symbol of Amaunator remains.)

### ELTU28 Tarnished Holy Symbol

You were given this battered icon of Amaunator by Sagramor, a fallen paladin of Torm and former member of the Order in Elturel. Although it has no obvious magical power, there does seem to be something special about this sunburst medallion, as if it has been divinely touched. Perhaps you will discover more about its true nature in a future adventure.

Any character raised from the dead by *Loyalty's Sacrifice* receives ADCP06 (unless he or she already has it from the adventure ADCP2-1 *The Paladins' Plague*).

### ADCP06 Spark of Torm

You were raised from the dead by the artifact *Loyalty's Sacrifice*. A small measure of the item's overwhelming sense of honor has been burned into your soul. Whenever you see injustice or disloyalty, you feel a strong urge to make sure that justice is done. How you choose to interpret this when roleplaying your character is up to you.

# MAGIC ITEMS AND MOUNTS

## DISRUPTING WEAPON

LEVEL 8+ UNCOMMON

Lvl 8 +2 3,400 gp

**Weapon:** Flail, hammer or mace

**Enhancement Bonus:** attack rolls and damage rolls

**Critical:** +1d6 radiant damage per plus; 1d10 radiant damage per plus against undead.

**Properties:** This weapon can be used as a holy symbol. It adds its enhancement bonus to attack rolls and damage rolls, and attacks can be augmented by this weapon's power when it is used as an implement. You do not gain your weapon proficiency to an attack roll when using a disrupting weapon as an implement.

**Power (Radiant) ♦ Daily (Free Action):** Use this power when you hit an undead creature with this weapon. Deal +2d10 radiant damage.

**Reference:** *Dragon Magazine Annual*.

## GLOVES OF RECOVERY

LEVEL 5 UNCOMMON

**Hands Slot**

**Cost:** 1,000 gp

**Power ♦ Daily (Free Action):** *Trigger:* You miss an enemy with a melee attack power.

*Effect:* Make a melee basic attack against that enemy.

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

## HEALER'S BROOCH

LEVEL 4+ UNCOMMON

Lvl 4 +1 840 gp

Lvl 9 +2 4,200 gp

**Neck Slot**

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

**Property:** When you use a power that enables you or an ally to regain hit points, add the brooch's enhancement bonus to the hit points gained.

**Reference:** *Adventurer's Vault*.

## IRON ARMBANDS OF POWER

LEVEL 6 UNCOMMON

Lvl 6 1,800 gp

**Arms Slot**

**Property:** Gain a +2 item bonus to melee damage rolls.

**Reference:** *Adventurer's Vault*.

## POTION OF CURE LIGHT WOUNDS

LEVEL 1 UNCOMMON

**Consumable:** Potion

**Cost:** 20 gp

**Utility Power (Healing) ♦ Consumable (Minor Action):** *Effect:* You drink the potion. If you have a healing surge, you must spend one. Instead of the hit points you would normally regain, you regain 1d8 + 1 hit points. If you are bloodied and don't have any healing surges, you still regain the hit points. If neither of these things is true, there is no effect.

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

## POTION OF CURE MODERATE WOUNDS

LEVEL 10 UNCOMMON

**Consumable:** Potion

**Cost:** 200 gp

**Utility Power (Healing) ♦ Consumable (Minor Action):** *Effect:* You drink the potion. If you have a healing surge, you must spend one. Instead of the hit points you would normally regain, you regain 2d8 + 10 hit points. If you are bloodied and don't have any healing surges, you still regain the hit points. If neither of these things is true, there is no effect.

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

## POLYGLOT GEM

LEVEL 6 COMMON

Lvl 6 1,800 gp

**Wondrous Item**

**Property:** Each polyglot gem contains the knowledge of one language, chosen when the item is created. As long as you carry the gem on your person, you are able to speak, read, and write that language fluently.

If you carry more than one polyglot gem on your person, none of them function.

**Reference:** *Adventurer's Vault*.

## ROD OF DIVINE RETRIBUTION

LEVEL 9+ UNCOMMON

Lvl 9 +2 4,200 gp

**Implement:** Rod

**Enhancement Bonus:** attack rolls and damage rolls

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

**Property:** You gain a +1 item bonus to attack rolls using this implement against a target that hit you since the end of your last turn.

Level 14 or 19: Gain a +2 item bonus to attack  
Level 24 or 29: Gain a +3 item bonus to attack

**Power ♦ Daily (Free Action):** *Trigger:* You hit a target that has attacked you since the end of your last turn.

*Effect:* The target is stunned until the end of your next turn.

**Reference:** *Dragon Magazine 381*.

## STRIKEBACKS

LEVEL 10 UNCOMMON

**Hands Slot**

**Cost:** 5,000 gp

**Property:** Gain a +1 item bonus to opportunity attacks.

**Power ♦ Encounter (Immediate Reaction):** *Trigger:* An adjacent enemy hits you.

*Effect:* Make a melee basic attack against the triggering enemy.

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

## APPENDIX I: FACTIONS IN ELTURGARD

Since the war over a year ago Elturgard has been struggling to rise from the ashes and in that struggle, various groups have been trying to determine the direction of the region's development.

There are many of these groups, but three factions have a real chance to influence and lead the region to greatness - though each has very different ideas...

### THE ORDER OF TORM

The Order has been ruling Elturgard for the past decades. The Order is formed with a mix of paladins and other devotees of Torm, supported by the faith of Amaunator. The Order of Torm desires a strict, orderly region devoted to the edicts of their god.

While they bring safety and stability, their rule is seen as too restrictive by some. This is especially true for those of other faiths, who feel they do not have freedom to spread the word of their God. Also, merchants feel hampered in their trade and especially now the safety of the region is no longer assured.

The Order of Torm is strongest in and around Elturel.

### THE LION'S DEN

The Merchant's Guild in Elturgard seeks to bring prosperity to the region. They desire free trade and freedom of choice.

The Merchant's Guild support a separate organization of adventurers to deal with local problems this group is known as the Lion's Den. 'The Den' is composed of mostly well-meaning adventurers - though some prefer to call them mercenaries.

While the guild has means to bring prosperity to the region, some feel that only money motivates the guild. During the war, the guild master himself fell victim to corruption. However, the guild assures that this is a thing of the past and that they keep tabs on all their members.

People of many different faiths in Elturgard support the Lion's Den. Most of these are unaligned or good-aligned faiths, including the faiths of Sune, Tymora, and of course Waukeen.

The Lion's Den is strongest in Scornubel, though they can be found anywhere that there is trade and indeed have started making inroads into Iriaebor.

### THE DUSK TALONS

The Dusk Talons are a group of thieves and brigands from Iriaebor, a town that has not fallen to the sway of the Order of Torm. The Talons style themselves as 'retainers for hire', apparently serving those who spend the coin to hire them, though they seem to have several unknown criteria for their would-be employers.

The Talons are a major influence in Iriaebor. They desire freedom and oppose the restrictive rule of the paladins, having no issue with using some unconventional means to achieve it.

Under the leadership of Nualla A'Ashemmi, the Talons actively oppose and strike at the Zhentarim who reside in Darkhold. The fight is primarily due to a personal vendetta by Nualla. The few successes in this struggle, especially when preventing attacks on trade caravans on the Dusk Road, have gained them some popularity in the region.

## APPENDIX II: THE ESSENCE OF BHAAL

<b>Essence of Bhaal</b>	<b>Level 2 / 4 / 6 / 8 / 10</b>
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**Stage 0:** The target recovers from the disease.

**Stage 1 (Initial Stage):** While affected by stage 1, the target loses a healing surge.

**Stage 2:** While affected by stage 2, the target loses a healing surge. The target also takes a -2 penalty to AC, Fortitude, and Reflex.

**Stage 3:** While affected by stage 3, the target loses all healing surges and also takes a -2 penalty to AC, Fortitude, and Reflex.

**Check:** At the end of each extended rest, the target makes an Endurance check if it is at stage 1 or 2.

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

### Sources of Infection Points

Failing certain skill checks in Encounter 2

Killing a non-minion in Encounter 3A or 4A

Becoming bloodied or being reduced to 0 hit points or fewer in encounter 3A or 4A

Drinking the water in Encounter 4B

Touching contaminated items or falling in the water in Encounter 6

At the end of any encounter where a PC gained 5 or more infection points, that PC must make an Easy DC Endurance check or contract the Essence of Bhaal disease. This Endurance check takes a -1 penalty for each infection point above 5 that the PC gained (-1 for 6 infection points, -2 for 7 infection points, etc...).

## ELTU4~3 EVENT SUMMARY

THE RESULTS OF THIS ADVENTURE MAY HAVE AN IMPACT ON THE FUTURE DEVELOPMENT OF THE ELTURGARD STORYLINE. Please fill this survey out and return it to your Event Organizer or Senior DM. You may also fill out the survey online.

<https://www.surveymonkey.com/s/ELTU0403LFR>

**Question 1. Did the PCs contract the Essence of Bhaal in this adventure during Encounter 2?**

- a. Yes.
- b. No.

**Question 2. During encounters 3 and 4, who did the PCs successfully rescue?**

- a. Nualla A'Ashemmi.
- b. Lord Krieger.
- c. Both Nualla A'Ashemmi and Lord Krieger.
- d. The PCs did not successfully rescue either NPC.

**Question 3. Was Nualla A'Ashemmi infected by the taint of Bhaal?**

- a. Yes.
- b. No.

**Question 4. Did any of the PCs change their Meta-Organization during this adventure?**

- a. At least one PC became a Dusk Talon.
- b. At least one PC became a member of the Lion's Den.
- c. At least one PC became a member of the Order of Torm.
- d. No PC changed their Meta-Organization.

**Question 5. Did Jordyne complete the ritual at the end of Encounter 5?**

- a. Yes.
- b. No.

**Question 6. Did the PCs kill Jalden Cadwy or knock him unconscious?**

- a. Jalden Cadwy was killed.
- b. Jalden Cadwy was knocked unconscious.
- c. The PCs failed in this fight or did not make it this far.

**Question 7. Did the PCs obtain the holy symbols of Torm and Amaunator from Sir Sagramor?**

- a. Yes
- b. No

**Question 8. How many total PC deaths were there during the adventure? \_\_\_\_**

**Questions 9-10 (Optional). How do the DM and the players rate this adventure?**

**DM's Rating:**

- a. 1 star (worst possible rating)
- b. 2 stars (below expectations)
- c. 3 stars (met expectations / average)
- d. 4 stars (above expectations)
- e. 5 stars (exceeded expectations / best rating)

**Players' Rating:**

- a. 1 star (worst possible rating)
- b. 2 stars (below expectations)
- c. 3 stars (met expectations / average)
- d. 4 stars (above expectations)
- e. 5 stars (exceeded expectations / best rating)



## HANDOUT I: TORN UP LETTER

*The Ashemmi woman is vulnerable. The paladins have her in the Dungeon of the Inquisitor and our operatives that have infiltrated the Order should be able to make certain she is lightly guarded and unable to gain the assistance of the damnable paladins still free of our control. I know that your assassins have tracked Lord Krieger to his mansion in Scornubel and plan their attack within the hour, but we cannot pass up this opportunity to destroy the leader of another foe. While you silence Krieger and end the threat of what he witnessed, I have dispatched Khem Mesh to murder her immediately. Have our operatives within the Order cover his escape. By the rise of the moon, we will have greatly crippled both the Lion's Den and the Dusk Talons, prevented Iriaebor from allying with Esturel, reduced Scornubel to ashes and implemented the penultimate phase of the Master's plan. Finally does the hammer fall.*

## DUNGEONS & DRAGONS

### LIVING FORGOTTEN REALMS

(character name)

HAS RECEIVED STORY AWARDS FROM:

*ELTU4~ 3 MINUTES TO MIDNIGHT*

#### ELTU16 Diseased: Essence of Bhaal

You have been exposed to the vile Blood of Bhaal. While the immediate symptoms have been remedied, there may be lasting effects that have yet to appear.

#### ELTU26 Gratitude of the Living

You saved one or more people from the depredations of Vacacarian's minions. Each of these people will recommend you to their respective meta-organizations (or in Jalden's case, Everyn Cadwy will provide a recommendation). Check all that apply:

- ☐ Nualla A'Ashemmi of the Dusk Talons
- ☐ Lord Krieger of the Lion's Den
- ☐ Jalden Cadwy of the Order of Torm

#### ELTU27 Ancient Hatred

You have become extremely annoying and the mysterious Vacacarian has targeted you for death. He sends reports of your activities and location to his minions. You take a -1 penalty to initiative checks when fighting against minions of Vacacarian as they have studied your strategies and tactics.

If you also have either Story Award ELTU22 Ancient Eyes or ELTU25 Ancient Plans, you can make preparations of your own. You gain the following power.

#### Your Hate Makes Me Strong ♦ Consumable

*Trigger:* You are damaged by Vacacarian or one of his followers or allies.

*Effect (Free Action):* Until the end of your next turn, you gain a power bonus to damage rolls equal to your level against the triggering enemy.

#### ELTU28 Tarnished Holy Symbol

You were given this battered icon of Amaunator by Sagramor, a fallen paladin of Torm and former member of the Order in Elturel. Although it has no obvious magical power, there does seem to be something special about this sunburst medallion, as if it has been divinely touched. Perhaps you will discover more about its true nature in a future adventure.

#### ADCP06 Spark of Torm

You were raised from the dead by the artifact *Loyalty's Sacrifice*. A small measure of the item's overwhelming sense of honor has been burned into your soul. Whenever you see injustice or disloyalty, you feel a strong urge to make sure that justice is done. How you choose to interpret this when roleplaying your character is up to you.

## DUNGEONS & DRAGONS

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(This number was given to the organizer when the event was scheduled)

Adventure Title: \_\_\_\_\_ Session Number: \_\_\_\_\_  
(For administrative use only)

Date of Play:   /   /    
Month Day Year

Start Time:   :    
Hour Minute

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

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

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

## SESSION TRACKING

### DUNGEON MASTER

DM Name: \_\_\_\_\_

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