

WETWORK

A DUNGEONS & DRAGONS® *LIVING FORGOTTEN REALMS* ADVENTURE

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Impiltur has been plagued by goblins throughout its long history. Now, an army of spellscarred goblinoids organized into a formidable force by a powerful bugbear waits beneath the surface of Impiltur in the Underdark to crush all of Impiltur. Adventurers learned of this threat and now the Grand Council wants this beast taken out the old fashioned way, quickly and quietly with a dagger in the dark. A *Living Forgotten Realms* adventure set in Impiltur for characters levels 11-14. Second and final part of the *Blue Fire Goblins* quest started in IMPI2-1 *Goblins From Below*.

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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OFFICIAL D&D PLAY

Most likely you ordered this adventure as part of an event, or you received it from your organizer. To play this adventure and receive rewards for it, you must schedule it as an event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To schedule a game for public play, you must be enrolled in the Wizards Play Network. Information on enrolling in the program can be found at www.wizards.com/wpn. If you are scheduling the game for private play, you do not need to be enrolled in the Wizards Play Network. The person who schedules the event, called the organizer, is in charge of making sure the event is scheduled before play, runs smoothly on the date scheduled, and gets reported back to Wizards in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the organizer is also the table DM. You don't have to be enrolled in the Wizards Play Network to DM this adventure if you are not the organizer.

By scheduling and reporting this adventure you accomplish a couple of things. First, it is an official game, tracked under your play history. Second, DMs gain rewards for scheduled play if they are members of the DM REWARDS program. DMing this adventure is worth one (1) point.

To learn more about event scheduling and DM REWARDS, visit the D&D Events website at www.wizards.com/dnd and click on "Events."

PREPARING FOR PLAY

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

Throughout this adventure, text in bold italics provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear 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 an officially scheduled event, 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. A lower-case letter (used only in some 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 when you DM for a group:

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

To reinforce this golden rule, keep in mind the following:

- **You are empowered to make adjustments to the adventure and make decisions about how the group interacts with the world of this adventure.** This is especially important and applicable outside of combat encounters, but feel free to use the "scaling the encounter" advice (usually for adjusting to different-sized groups) to adjust combat encounters for groups that are having too easy or too hard of a time in an adventure.
- **Don't make the adventure too easy or too difficult for a group.** 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 ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Give everyone a "chance to shine."
- **Be mindful of pacing, and keep the game session moving along appropriately.** 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 within 3.5 - 4 hours; try to be very aware of running long or short. Adjust the pacing accordingly.

- **Give the players appropriate hints so they can make informed choices about how to interact with their environment.** Players should always know when enemies are affected by conditions and are bloodied. They should be given clues about how to interact with their surroundings so they can tackle skill challenges, combats, and puzzles without getting too frustrated over lack of information. This helps to encourage immersion in the adventure and gives players “little victories” for figuring out a good choice from a clue.

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

APPROPRIATE CHARACTER LEVELS

This adventure is designed for player characters (PCs) levels 11 - 14. Characters that fall outside of the level range may not participate in the adventure. Make certain to check the levels of the PCs before beginning play to ensure that they are the proper level.

Each adventure has a low-level version and a high-level version. The low level is meant for a group whose levels, on average, fall in the lower levels of the adventure's level spread. The high level is meant for a group whose levels, on average, fall in the higher levels of the adventure's level spread.

A group may decide to play the high level when their levels are more suited to the low level if everyone in the group agrees to do so; however, some of the rewards may not be available to them. Conversely, a group may decide to play the low level when their levels are more suited to the high level if everyone in the group agrees; however, some of the rewards may be less than what they'd ideally want from the adventure.

Reading the Numbers: Each encounter has a level and sometimes other values (such as XP or skill check DCs) listed with two numbers divided by a slash. The number before the slash is always the value for the low-level version of the adventure; the number after the slash is the value for the high-level version of the adventure.

FAILING TO DEFEAT AN ENCOUNTER

If a group fails to defeat an encounter - that is, if they have to flee from a combat because it's too tough or they reach the predetermined number of failures in a skill challenge before reaching success - they are only awarded half experience points (round down) for the encounter. If they manage to tackle the encounter later and defeat it, award them the other half of the experience points for the encounter.

CHARACTER DEATH

If a PC dies during the course of the adventure, the player of that character and the rest of the group have two options, provided that they have access to the Raise Dead ritual (either a PC has it and can use it or the characters return to civilization), they have access to the body, and it is possible to return the dead PC to life.

- **Pay the component cost for the ritual.** If the group chooses this option, the cost should be divided evenly among the group (500 gp for heroic tier, 5,000 gp for paragon tier, and 50,000 gp for epic tier). Using a source outside the group to cast the ritual costs 20% more than the component cost. Total cost when using an outside source is 600 gp for heroic tier, 6,000 gp for paragon tier, and 60,000 gp for epic tier. A PC that dies and chooses this method of return gains full (or half, if the party was defeated) experience points from the encounter in which the character died, but no experience points for any encounters that were missed while the character was dead. If there are encounters remaining, the PC continues to earn experience as normal, and receives a normal cut of the rewards at the end of the adventure.
- **Invoke the Death Charity clause.** If the group cannot afford to pay for the ritual (or doesn't desire to do so), the PC can choose to return to life at the end of the adventure. Doing so forfeits all rewards (including treasure and story rewards) earned for the adventure except experience points gained prior to the character's death (the character receives the experience point award for the encounter in which they died). The PC cannot participate in the same adventure a second time.

MILESTONES

No matter if the characters succeed or fail in an encounter, they reach a milestone if it is the second

encounter they've had since the start of the adventure or their last extended rest. **Encounters that do not give out experience points do not count for purposes of reaching a milestone.** Make certain to mention this information to the players when applicable, as it gives each PC another action point and affects how some magic item powers are used.

LASTING EFFECTS

Sometimes a PC suffers a lasting effect that isn't easily resolved before the end of the adventure. The two most common lasting effects are the death penalty and diseases.

Death Penalty: When a character dies and is brought back to life by the Raise Dead ritual, that character suffers a -1 penalty to all attack rolls, skill checks, saving throws, and ability checks until they have reached three milestones. The player should simply record the adventure where the character died on their adventure log, and then keep a running tally of milestones reached. Once the PC has reached the third milestone since coming back to life, they no longer suffer the penalty.

Diseases: Diseases take hold of a character and last until they are cured or they reach their 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 the adventure, any character suffering from a disease must resolve the disease to either its cure or final state, using the necessary number of extended rests to do so. Other characters adventuring with the PC may decide to 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. Any effects that last for a specific period of time (that end after a certain number of days or a certain number of extended rests) should be resolved at the end of the adventure in which the effect was obtained (unless otherwise specified). Effects that use some sort of adventuring benchmark of unknown duration (such as milestones) should be recorded on the character's logsheet and tracked across adventures.

ADVENTURE BACKGROUND

Impiltur has been plagued by goblins and their ilk for almost as long as the nation has existed. The goblins of Brikklext, an ancient city below Impiltur, terrorized the nation on a regular basis. When the Spellplague came,

the goblins were wracked by the arcane devastation and empowered at the same time. Weakened by the effects of the Spellplague and the civil war that followed, they remained below for generations. Over time the goblin nation recovered, with those empowered by the Spellplague ruling with an iron fist.

In the last few decades these goblins captured the occasional humanoid from the surface to experiment on, but they did not bother with organized raids, let alone forays of conquest. Recently things changed when a strong bugbear chieftain took control of the city and united all clans under his leadership. He seeks more than just an occasional test subject and has sent scouts forth to investigate the two remaining cities of Impiltur: Lyrabar and New Sarshel. With the scouts' reports he hopes to determine how difficult it might be to assault the cities and enslave the entire region.

Adventurers at the request of Lord Gultenov (*IMPI2-1*) discovered one of these scouting parties near the hamlet of Waldor's Hold near Lyrabar. So the Grand Council of Impiltur learned about Brikklext's bugbear chieftain, Ekrilliek. The presence of goblins with arcane powers is enough to worry the people of Impiltur by itself. When coupled with the presence of a chieftain, who has united all of the goblin clans of Brikklext, this has led to much discussion within Impiltur.

The Grand Council of Impiltur has had many discussions on what to do about Brikklext and its new chieftain. They have finally made a decision: they will send adventurers to cut off the head of Brikklext - to kill the bugbear chieftain and end the threat. However, a traitor on the council has sent warning to Brikklext that assassins are on the way.

DM's INTRODUCTION

The adventure uses NPCs from *IMPI1-7 Masquerade*, *IMPI1-2 Breaking Point*, and *IMPI2-1 Goblins from Below*. Before you start running the adventure, check whether the characters played these adventures and which story awards they earned.

PCs with the story award **IMPI04** rescued Lord van Deesbrock, a good friend of Lord Gultenov; as a result they have Gultenov's respect. If they have **IMPI14** they rescued Gultenov's daughter, and he is warm and grateful towards the PCs. If the PCs have **IMPI15**, **IMPI16**, or **IMPI17**, Lord Gultenov recognizes their efforts in trying to determine the extent of the goblin threat Impiltur now faces. PCs with **IMPI15** have some benefits in Encounter 4 due to the knowledge they gained here. PCs with **IMPI16** can gain a minor benefit in Encounter 4, while those with **IMPI17** have a more difficult time in Encounter 4 due to the enmity they

have gained with the goblins. If the PCs previously failed to rescue Lord Gultenov's daughter (for which there is no story object), he is cold and distant towards the characters even if they have any of the other story rewards.

The adventure begins with the PCs invited to New Sarshel by Lord Gultenov to an audience with the Grand Council of Impiltur. The nobles of Impiltur seem to be members of two different factions on the council. The PCs are told why the Grand Council wanted to see them and some of the background is explained.

In Encounter 2, the PCs meet a group of duergar in the Underdark. The PCs may be inclined to attack immediately. If the PCs pause for a moment and listen, they may gain valuable information about the goblins that can help them in the skill challenge in Encounter 4.

Encounter 3 is a combat between the PCs and an outpost of plague-changed goblinoids.

Encounter 4 is a skill challenge that details the methods the PCs might use to enter Brikklext. The PCs can use stealth or subterfuge tactics here.

Encounter 5 takes place in Ekrilliek's audience chamber where the PCs must face and defeat Ekrilliek to honor the terms of their agreement with the Grand Council.

In Encounter 6, the PCs must escape from Brikklext after killing its king. They have the choice to do one of two skill challenges.

PLAYER'S INTRODUCTION

Give the Players Handout 1. When they accept the invitation, read or paraphrase the following:

You are known in many realms as heroes. Even nobility has come to call upon your skills. You have come to the city of New Sarshel where the Grand Council of Impiltur is in search of adventurers for a delicate matter. With minor assistance from the locals, you make your way to the Hall of the Grand Council.

ENCOUNTER 1: COUNCIL DEBATE

SETUP

Important NPCs:

Lord Gultenov, proud businesslike human nobleman of Impiltur.

Lord Grigor, proud caring human nobleman who works for the good of Impiltur.

Lord Belgaros, a cunning and condescending nobleman who is also secretly a member of the Fraternity of Tharos.

Other Council Members, ruling nobility of Impiltur – two main factions exist secretly within the council; those who are members of the Fraternity of Tharos and those who are not.

The PCs are led into the audience chamber of the Grand Council of Impiltur. They stand in the center of a circular chamber. Sitting around the chamber are several members of the Council; some chairs are empty this day. The members mostly appear to be nobles, although some are merchants. Read or paraphrase the following:

You are led into the center of the circular Council Chambers. The heraldry of Impiltur adorns the center of the chamber, cast in marble and precious metals. Surrounding the chamber are several men and women seated in solid hardwood chairs emblazoned with their family crests.

Lord Gultenov speaks, "Welcome. As you can see by the presence of so many members of the Council, this is an important matter to us. A goblin army banded together by a chieftain in Brikklext threatens all of Impiltur."

At this statement, the council erupts in debate for several minutes before finally being brought to order by Lord Gultenov.

"You can see that we are still not of one mind on this matter. We ask for your council."

This encounter is meant as an opportunity for the players to be able to see that there are two factions vying for control of the Council.

Lord Gultenov's Faction has the floor and presents their position. They are old blood nobles of Impiltur.

LORD GULTENOV'S FACTION

- Assassination of Brikklext's king is the only reasonable option to prevent war.

- The army would suffer too many losses in a war against an Underdark city.
- Assassination is never a first option, but all weapons must be considered.
- Without a strong unifying leader, the goblins will go back to infighting amongst themselves.

Lord Grigor (and any PC who played *IMPI1-6 The Ancient Temple*) has suspicions about Lord Belgaros, but nothing he can yet prove. Lord Gultenov and Lord Grigor have the best interests of Impiltur at heart, but must tread carefully in the Council chambers, as they know there are members of the Fraternity of Tharos on the council, even though they do not know whom. You may need to remind PCs that it would be unwise to confront Lord Belgaros without stronger evidence.

LORD BELGAROS'S FACTION

After Lord Grigor presents his case to the PCs, Lord Belgaros takes the floor for his faction. Present Lord Belgaros as taking the moral high ground.

- Assassination should never be used as a means of defense no matter who the target is.
- The chieftain should be captured and tried.
- Assassination is a violation of the morals of Impiltur.
- Would you assassinate the leaders of Cormyr if they threatened our nation?
- Would you assassinate members of this council if they did not agree with you?

In truth, this faction consists of nobles who are led by a group that is secretly members of the Fraternity of Tharos. Their true purpose has nothing to do with what is moral or immoral, but deals with trying to make the other faction look bad in order to gain more power. They also do not want the Council to suddenly see assassination as a means to eliminate threats, since, if discovered, they could be the victims of the next murder.

PCs who played *IMPI1-6* may have reason to suspect Lord Belgaros of treason. If they bring this up, you should remind them that they do not yet have strong enough evidence to confront him at this time.

A CHOICE

Once the PCs recommend a course of action (assassinating the goblin chieftain or capturing him), the Council offers the PCs the job.

- Gain access to Brikklext's chieftain, Ekrilliek, and remove him from power.

- They pay 500/1000 gp each. Half up front now and half after the job is done, plus any treasure the PCs' find.
- The goblins must not know that the Council sends the PCs, for that would give them reason to unite against Impiltur.
- A map to the entrance to Brikklext is provided.
- A 'keystone' is provided to the PCs. When added to a ritual circle, it immediately activates it for a short period of time, and opens a portal for the PCs to return to New Sarshel. The council assumes that Brikklext's leader have a portal circle somewhere nearby.

The information in the adventure background can also be used to answer questions.

ENDING THE ENCOUNTER

The encounter ends at any point after the PCs have gotten the pertinent information to be able to continue in the adventure. Once the PCs have finished allow them to make any preparations they wish before making the week long journey to Brikklext. Once the PCs are ready, proceed to Encounter 2.

EXPERIENCE POINTS

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

TREASURE

Each PC receives 250/500 gp as advance payment for the job.

ENCOUNTER 2: SHADES OF GREY

SETUP

Gralkin, duergar leader (Insight +4)

As the PCs are making their way to Brikklext, they see a group of dwarves in the shadows ahead. Read or paraphrase the following:

After a week of travel through the Underdark, you round a bend to see four dwarves standing in the shadows ahead. They seem surprised to see you. Three of them are holding their weapons as they stand over several small bodies. One holds out his hands indicating he wishes to parley. You realize these are grey dwarves - duergar.

The duergar have just dealt with a goblin patrol and were examining the goblin corpses. The duergar are a scouting party that has been observing Brikklext. There are only four of them and they recognize they are no match for the PCs in a fight. They prefer to be left alone. They share information only if guaranteed safe passage.

The duergar leader's name is Gralkin - he is fearless, but wise and knows the difference between courage and foolhardiness. Gralkin is a little taller than most duergar and wears well-oiled black laminated chain mail. His warhammer is loosed in its strap and easily retrieved for combat. Gralkin speaks in a gruff manner, but only insults the PCs if they insult him. He has some honor and upholds any bargain he makes. Gralkin also has ulterior motives here - if the adventurers are headed into Brikklext, they may be planning to attack the goblins or cause problems. Either is good for Gralkin and his people.

If the PCs threaten violence to Gralkin and his compatriots, he offers the knowledge they have of Brikklext in exchange for their lives. For Gralkin, it is more vital that he and his party return home with the information than waste their lives fighting adventurers. Brikklext is becoming a threat to the entire region.

Some of the information Gralkin has can impact the skill challenge in Encounter 4. If Gralkin strikes a deal with the PCs, he tells them the following:

- The city is easily the size of New Sarshel.
- There are many tunnels that lead to Brikklext. However, most have several heavily guarded goblin outposts along the way.
- The path of least resistance goes through a spellplagued cavern. Only one group of goblins guards it, and the others don't go near it. This

would be the easiest and least conspicuous approach.

- Gralkin can provide directions.
- Gralkin and his band have seen emissaries of many races including humans enter the city, although they are questioned by the patrols they come in contact with.
- Something has the goblins on alert. They seem to attack anything that moves. He does not know what triggered this alarm. He and his men were definitely not responsible.

If the PCs show interest in the chieftain of Brikklext, Gralkin can provide the following information.

- The leader of Brikklext is a massive bugbear named Ekrilliek.
- Gralkin provides a rough map of the city indicating the approximate location of Erkillier's quarters.
- Gralkin can point out the tunnels that lead closest to Ekrilliek's quarters although the PCs still have to cross about 200 yards of open space to reach the structure.
- Since the coming of the Blue Flame (the Spellplague), the goblinoids in Brikklext fought among themselves more often than not; sometimes a strong leader would unite the tribes for a short time before falling to another.
- Ekrilliek has been consolidating power now for over ten years. No goblin chieftain in the past has ever held power for more than a year.

Gralkin does not reveal the location of the duergar's stronghold under any circumstances.

ENDING THE ENCOUNTER

Once the PCs have gained the information from Gralkin, the duergar move past the PCs and continue down the passage.

Should the PCs wish to attack the duergar, they slaughter the dwarves easily and find the labeled maps with the information.

EXPERIENCE POINTS

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

TREASURE

There is no treasure in this encounter.

ENCOUNTER 3: GUARDIANS OF BLUE FIRE

ENCOUNTER LEVEL 13/15 (4400/6400 XP)

SETUP

This encounter includes the following creatures at the low tier:

- 2 Brikklext spellscarred bravos (level 12) (B)
- 2 Brikklext spellscarred hunters (H)
- 2 Brikklext spellscarred stranglers (S)

This encounter includes the following creatures at the high tier:

- 2 Brikklext spellscarred bravos (level 14) (B)
- 2 Brikklext spellscarred hunters (level 14) (H)
- 2 Brikklext spellscarred stranglers (level 15) (S)

The first decision the PCs must make is whether to approach Brikklext through the less-defended spellplagued cavern, or take the more heavily defended route. This encounter assumes that the PCs take the spellplagued path.

Before the PCs arrived in New Sarshel, a message was sent by a traitor on the council to Ekrilliek has warning him that assassins were being hired to kill him. The outpost goblins are on high alert and attack the PCs on sight. If the PCs insist on going the tough route, describe many battles with low-level goblins, who occasionally land a lucky attack. Have each PC lose 2 healing surges, then run this encounter, but remove the blue fire terrain effects.

If the PCs chose to avoid the spellplagued area, modify the text below. As the adventurers enter the area, read or paraphrase:

Blue fire crackles around the immense cavern that opens before you. Pools of rippling energy are spread about the floor, walls, and ceiling. Spellscarred hobgoblins and bugbears emerge from the shadows, embracing the chaotic energy of this place. The blue fire dances around their bodies.

The nearest bugbear calls out, “Ekrilliek told us you would be coming. Unfortunately for you, you will die here before you get anywhere near Brikklext.”

The goblins attack immediately. If the PCs claim not to know what the goblins are talking about, the goblins

knock them unconscious (instead of killing them) to sort things out later.

FEATURES OF THE AREA

Illumination: This chamber is dimly illuminated by the pockets of blue fire.

Ledges: The ledges are 30 feet high. It requires a DC 15 Athletics check to climb them.

Rubble: The rubble areas are difficult terrain.

Blue Fire: The blue squares on the map represent ground warped by spellplague energy that constantly shifts and changes. These squares are difficult terrain. Spellscarred creatures and PCs with the story award **ADCP07 Fragment of the Monolith** from **ADCP2-1 The Paladin’s Plague**, **MINI27 Touch of the Dead Goddess** from **MINI2-2 Ravens Under the Midnight Sun** or similar story awards do not treat these squares as difficult terrain.

A creature starting its turn on one of these squares can tap into this energy as a minor action to store some of the energy in their body to enhance one of its attacks. When the creature declares an attack, it can decide to infuse it with this extra energy. The creature makes an Arcana (control the power), Dungeoneering (direct the power), or Endurance (contain the power) check as a free action to expend the energy and determine the effect on their attack. Spellscarred creatures get +4 to this check.

- 14 or less: Implosion. The PC loses hit points equal to his bloodied value.
- 15-19: The attack roll takes a -2 penalty to hit.
- 20-28: The attack roll gets a +2 bonus to hit.
- 29 or more: all damage dice rolled use the maximum value

If a creature does not expend the energy by the end of their next turn, it results in an implosion, and the creature takes damage equal to its bloodied value. These squares remain active for the entire encounter; they are not consumed when used.

TACTICS

The goblins take every opportunity to tap into the blue fire energy. They use Dungeoneering to make their check, with the additional +4 spellscarred bonus, and unleash it with their next attack.

The hunters use distracting shot from their ledges on targets near the stranglers, particularly leaders. The stranglers then use that combat advantage to *garrote* a PC and *drag to the feast* to pull the PC behind a wall and

out of line of sight and line of effect to the rest of the PCs.

The bravos move to get as many PCs in their aura as possible. They provoke opportunity attacks if necessary to accomplish this.

SCALING THE ENCOUNTER

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

Four PCs: Remove one Brikklext spellscarred strangler.

Six PCs: Add one Brikklext spellscarred strangler.

ENDING THE ENCOUNTER

This encounter ends when the outpost guards or the PCs are defeated.

EXPERIENCE POINTS

Each PC receives 880/1280 XP for defeating the goblins. This encounter counts towards a milestone.

TREASURE

Each PC finds 200/400 gp. The PCs also find an *elixir of speed*, a *ring of giants*, a *skullmask* (level 15), and a *symbol of divine force* +3 stashed in a sack partly buried behind one of the ledges.

ENCOUNTER 3: GUARDIANS OF BLUE FLAME STATISTICS (LOW LEVEL)

Brikklext Spellscarred Strangler	Level 13 Controller
Medium natural humanoid, bugbear (spellscarred)	XP 800
Initiative +11 Senses Perception +9; darkvision	
Wretched Curse of Brikklext Aura 1; an enemy that starts its turn within the aura is affected by the curse of Brikklext until the end of its next turn. While a creature is affected by the curse of Brikklext, it takes a -2 penalty to all defenses and gains vulnerable 5 to all damage. In addition, any ally of that creature that starts its turn adjacent to the cursed creature becomes affected by the curse of Brikklext until the end of its next turn. Multiple curses do not stack.	
HP 125; Bloodied 62	
AC 27; Fortitude 24, Reflex 26, Will 24	
Immune disease	
Speed 6	
m Short Sword (standard; at-will) ♦ Weapon	
+18 vs. AC; 2d6 + 10 damage.	
M Garrote (requires combat advantage; standard; at-will) ♦ Weapon	
Can only be used when the strangler does not already have a creature grabbed. +16 vs. Reflex; 1d10 + 5 damage, and the strangler grabs the target. <i>Sustain Standard:</i> The stranger sustains the grab, and the target takes 3d10 + 5 damage.	
M Blue Fire Touch (standard; encounter) ♦ Force	
+16 vs. Fortitude; 2d6 + 5 damage, and the target is blinded and takes ongoing 5 force damage (save ends both)	
Drag to the Feast (move; at-will)	
The strangler moves its speed, pulling a creature it has grabbed, and the strangler does not provoke opportunity attacks from the grabbed creature. Any opportunity attacks against the strangler for this movement that miss the strangler, instead hit the grabbed creature.	
Predatory Eye (minor; encounter)	
The strangler deals an extra +2d6 damage on the next attack it makes against a creature it has combat advantage against. It must apply this bonus before the end of its next turn.	
Spellscarred Susceptibility	
A spellscarred creature takes a -2 penalty to all defenses and saving throws against the Spellplague and the same penalty against plaguechanged or spellscarred creatures.	
Spellscarred Sense	
A spellscarred creature knows when an area of Spellplague, or a spellscarred creature, is within 5 squares of it.	
Alignment Evil	Languages Goblin
Skills Athletics +14, Stealth +16, Thievery +16	
Str 16 (+9)	Dex 20 (+11) Wis 16 (+9)
Con 13 (+7)	Int 11 (+6) Cha 11 (+6)
Equipment leather armor, short sword, garrote	

Note: Reflavored meazel strangler from MM3 as bugbear with a spellscar.

Brikklext Spellscarred Bravo (level 12)	Level 12 Brute
Medium natural humanoid, bugbear (spellscarred)	XP 700
Initiative +8 Senses Perception +8; darkvision	
Wretched Curse of Brikklext Aura 1; an enemy that starts its turn within the aura is affected by the curse of Brikklext until the end of its next turn. While a creature is affected by the curse of Brikklext, it takes a -2 penalty to all defenses and gains vulnerable 5 to all damage. In addition, any ally of that creature that starts its turn adjacent to the cursed creature becomes affected by the curse of Brikklext until the end of its next turn. Multiple curses do not stack.	
HP 146; Bloodied 73	
AC 24; Fortitude 25, Reflex 23, Will 23	
Immune disease	
Speed 6	
m Morning Star (standard; at-will) ♦ Weapon	
+17 vs. AC; 2d10 + 10 damage.	
M Gut Shot (standard; recharge 5-6) ♦ Weapon	
+15 vs. Fortitude; 2d10 + 6 damage and the target is weakened until the end of the bravo's next turn.	
Predatory Eye (minor; encounter)	
The bravo deals an extra +2d6 damage on the next attack it makes against a creature it has combat advantage against. It must apply this bonus before the end of its next turn.	
Spellscarred Susceptibility	
A spellscarred creature takes a -2 penalty to all defenses and saving throws against the Spellplague and the same penalty against plaguechanged or spellscarred creatures.	
Spellscarred Sense	
A spellscarred creature knows when an area of Spellplague, or a spellscarred creature, is within 5 squares of it.	
Alignment Evil	Languages Goblin
Skills Athletics +15, Stealth +13	
Str 19 (+10)	Dex 15 (+8) Wis 15 (+8)
Con 16 (+9)	Int 10 (+6) Cha 12 (+7)
Equipment leather armor, morning star	

Note: Reflavored meazel bravo from MM3 as bugbear with spellscar.

ENCOUNTER 3: GUARDIANS OF BLUE FLAME STATISTICS (LOW LEVEL)

Brikklext Spellscarred Hunter		Level 12 Artillery
Medium natural humanoid, hobgoblin (spellscarred)		XP 700
Initiative +11	Senses Perception +14; darkvision	
Wretched Curse of Brikklext Aura 1; an enemy that starts its turn within the aura is affected by the curse of Brikklext until the end of its next turn. While a creature is affected by the curse of Brikklext, it takes a -2 penalty to all defenses and gains vulnerable 5 to all damage. In addition, any ally of that creature that starts its turn adjacent to the cursed creature becomes affected by the curse of Brikklext until the end of its next turn. Multiple curses do not stack.		
HP 88; Bloodied 44		
AC 24; Fortitude 23, Reflex 25, Will 25		
Immune disease		
Speed 6, climb 6		
m	Spear (standard; at-will) ♦ Weapon	
	+17 vs. AC; 2d8 + 5 damage.	
r	Longbow (standard; at-will) ♦ Weapon, Poison	
	Ranged 20/40; +19 vs. AC; 2d8 + 5 poison damage, and the target is slowed until the end of the hunter's next turn.	
R	Distracting Shot (standard; at-will) ♦ Weapon	
	Ranged 20/40; +17 vs. Will; 2d8 + 5 damage, and the target grants combat advantage until the end of the hunter's next turn.	
R	Blue Fire Shot (standard; encounter) ♦ Weapon, Force	
	+17 vs. Fortitude; 2d8 + 5 damage, and ongoing 5 force damage (save ends). Until the target saves, any ally of the target that starts its turn adjacent to the target takes 10 force damage.	
Hobgoblin Resilience (immediate reaction; encounter)		
	When the hunter suffers an effect a save can end, it immediately makes a saving throw against the effect.	
Spellscarred Susceptibility		
	A spellscarred creature takes a -2 penalty to all defenses and saving throws against the Spellplague and the same penalty against plaguechanged or spellscarred creatures.	
Spellscarred Sense		
	A spellscarred creature knows when an area of Spellplague, or a spellscarred creature, is within 5 squares of it.	
Alignment Evil		Languages Goblin
Skills Stealth +16		
Str 15 (+8)	Dex 20 (+11)	Wis 17 (+9)
Con 10 (+6)	Int 11 (+6)	Cha 10 (+5)
Equipment leather armor, spear, longbow		

Note: Re-flavored meazel hunter from *MM3* as hobgoblin with spellscar.

ENCOUNTER 3: GUARDIANS OF BLUE FLAME STATISTICS (HIGH LEVEL)

Brikklext Spellscarred Strangler (level 15)	Level 15 Controller
Medium natural humanoid, bugbear (spellscarred)	XP 1200
Initiative +12 Senses Perception +10; darkvision	
Wretched Curse of Brikklext Aura 1; an enemy that starts its turn within the aura is affected by the curse of Brikklext until the end of its next turn. While a creature is affected by the curse of Brikklext, it takes a -2 penalty to all defenses and gains vulnerable 5 to all damage. In addition, any ally of that creature that starts its turn adjacent to the cursed creature becomes affected by the curse of Brikklext until the end of its next turn. Multiple curses do not stack.	
HP 141; Bloodied 70	
AC 29; Fortitude 26, Reflex 28, Will 26	
Immune disease	
Speed 6	
m Short Sword (standard; at-will) ♦ Weapon	
+20 vs. AC; 2d6 + 11 damage.	
M Garrote (requires combat advantage; standard; at-will) ♦ Weapon	
Can only be used when the strangler does not already have a creature grabbed. +18 vs. Reflex; 1d10 + 6 damage, and the strangler grabs the target. <i>Sustain Standard:</i> The stranger sustains the grab, and the target takes 3d10 + 6 damage.	
M Blue Fire Touch (standard; encounter) ♦ Force	
+18 vs. Fortitude; 2d6 + 6 damage, and the target is blinded and takes ongoing 5 force damage (save ends both)	
Drag to the Feast (move; at-will)	
The strangler moves its speed, pulling a creature it has grabbed, and the strangler does not provoke opportunity attacks from the grabbed creature. Any opportunity attacks against the strangler for this movement that miss the strangler, instead hit the grabbed creature.	
Predatory Eye (minor; encounter)	
The Brikklext Spellscarred Strangler deals an extra +2d6 damage on the next attack it makes against a creature it has combat advantage against. It must apply this bonus before the end of its next turn.	
Spellscarred Susceptibility	
A spellscarred creature takes a -2 penalty to all defenses and saving throws against the Spellplague and the same penalty against plaguechanged or spellscarred creatures.	
Spellscarred Sense	
A spellscarred creature knows when an area of Spellplague, or a spellscarred creature, is within 5 squares of it.	
Alignment Evil	Languages Goblin
Skills Athletics +15, Stealth +17, Thievery +17	
Str 16 (+10)	Dex 20 (+12) Wis 16 (+10)
Con 13 (+8)	Int 11 (+7) Cha 11 (+7)
Equipment leather armor, short sword, garrote	

Note: Reflavored meazel strangler from *MM3* as bugbear with spellscar.

Brikklext Spellscarred Bravo (level 14)	Level 14 Brute
Medium natural humanoid, bugbear (spellscarred)	XP 1000
Initiative +9 Senses Perception +9; darkvision	
Wretched Curse of Brikklext Aura 1; an enemy that starts its turn within the aura is affected by the curse of Brikklext until the end of its next turn. While a creature is affected by the curse of Brikklext, it takes a -2 penalty to all defenses and gains vulnerable 5 to all damage. In addition, any ally of that creature that starts its turn adjacent to the cursed creature becomes affected by the curse of Brikklext until the end of its next turn. Multiple curses do not stack.	
HP 166; Bloodied 83	
AC 26; Fortitude 27, Reflex 25, Will 25	
Immune disease	
Speed 6	
m Morning Star (standard; at-will) ♦ Weapon	
+19 vs. AC; 2d10 + 12 damage.	
M Gut Shot (standard; recharge 5-6) ♦ Weapon	
+17 vs. Fortitude; 2d10 + 8 damage and the target is weakened until the end of the bravo's next turn.	
Predatory Eye (minor; encounter)	
The Brikklext Spellscarred Strangler deals an extra +2d6 damage on the next attack it makes against a creature it has combat advantage against. It must apply this bonus before the end of its next turn.	
Spellscarred Susceptibility	
A spellscarred creature takes a -2 penalty to all defenses and saving throws against the Spellplague and the same penalty against plaguechanged or spellscarred creatures.	
Spellscarred Sense	
A spellscarred creature knows when an area of Spellplague, or a spellscarred creature, is within 5 squares of it.	
Alignment Evil	Languages Goblin
Skills Athletics +16, Stealth +14	
Str 19 (+11)	Dex 15 (+6) Wis 15 (+9)
Con 16 (+10)	Int 10 (+7) Cha 12 (+8)
Equipment leather armor, morning star	

Note: Reflavored meazel bravo from *MM3* as bugbear with spellscar.

ENCOUNTER 3: GUARDIANS OF BLUE FLAME STATISTICS (HIGH LEVEL)

Brikklext Spellscarred Hunter (level 14)			Level 14 Artillery
Medium natural humanoid, hobgoblin (spellscarred)			XP 1000
Initiative +12		Senses Perception +15; darkvision	
Wretched Curse of Brikklext Aura 1; an enemy that starts its turn within the aura is affected by the curse of Brikklext until the end of its next turn. While a creature is affected by the curse of Brikklext, it takes a -2 penalty to all defenses and gains vulnerable 5 to all damage. In addition, any ally of that creature that starts its turn adjacent to the cursed creature becomes affected by the curse of Brikklext until the end of its next turn. Multiple curses do not stack.			
HP 100; Bloodied 50			
AC 26; Fortitude 25, Reflex 27, Will 27			
Immune disease			
Speed 6, climb 6			
m	Spear (standard; at-will) ♦ Weapon		
+19 vs. AC; 2d8 + 6 damage.			
r	Longbow (standard; at-will) ♦ Weapon, Poison		
Ranged 20/40; +21 vs. AC; 2d8 + 6 poison damage, and the target is slowed until the end of the hunter's next turn.			
R	Distracting Shot (standard; at-will) ♦ Weapon		
Ranged 20/40; +19 vs. Will; 2d8 + 6 damage, and the target grants combat advantage until the end of the hunter's next turn			
R	Blue Fire Shot (standard; encounter) ♦ Force, Weapon		
+19 vs. Fortitude; 2d8 + 6 damage, and ongoing 5 force damage (save ends). Until the target saves, any ally of the target that starts its turn adjacent to the target takes 10 force damage.			
Hobgoblin Resilience (immediate reaction; encounter)			
When the Brikklext Spellscarred Hunter suffers an effect a save can end, it immediately makes a saving throw against the effect.			
Spellscarred Susceptibility			
A spellscarred creature takes a -2 penalty to all defenses and saving throws against the Spellplague and the same penalty against splaguechanged or spellscarred creatures.			
Spellscarred Sense			
A spellscarred creature knows when an area of Spellplague, or a spellscarred creature, is within 5 squares of it.			
Alignment Evil		Languages Goblin	
Skills Stealth +17			
Str 15 (+9)	Dex 20 (+12)	Wis 16 (+10)	
Con 10 (+7)	Int 11 (+7)	Cha 11 (+7)	
Equipment leather armor, spear, longbow			

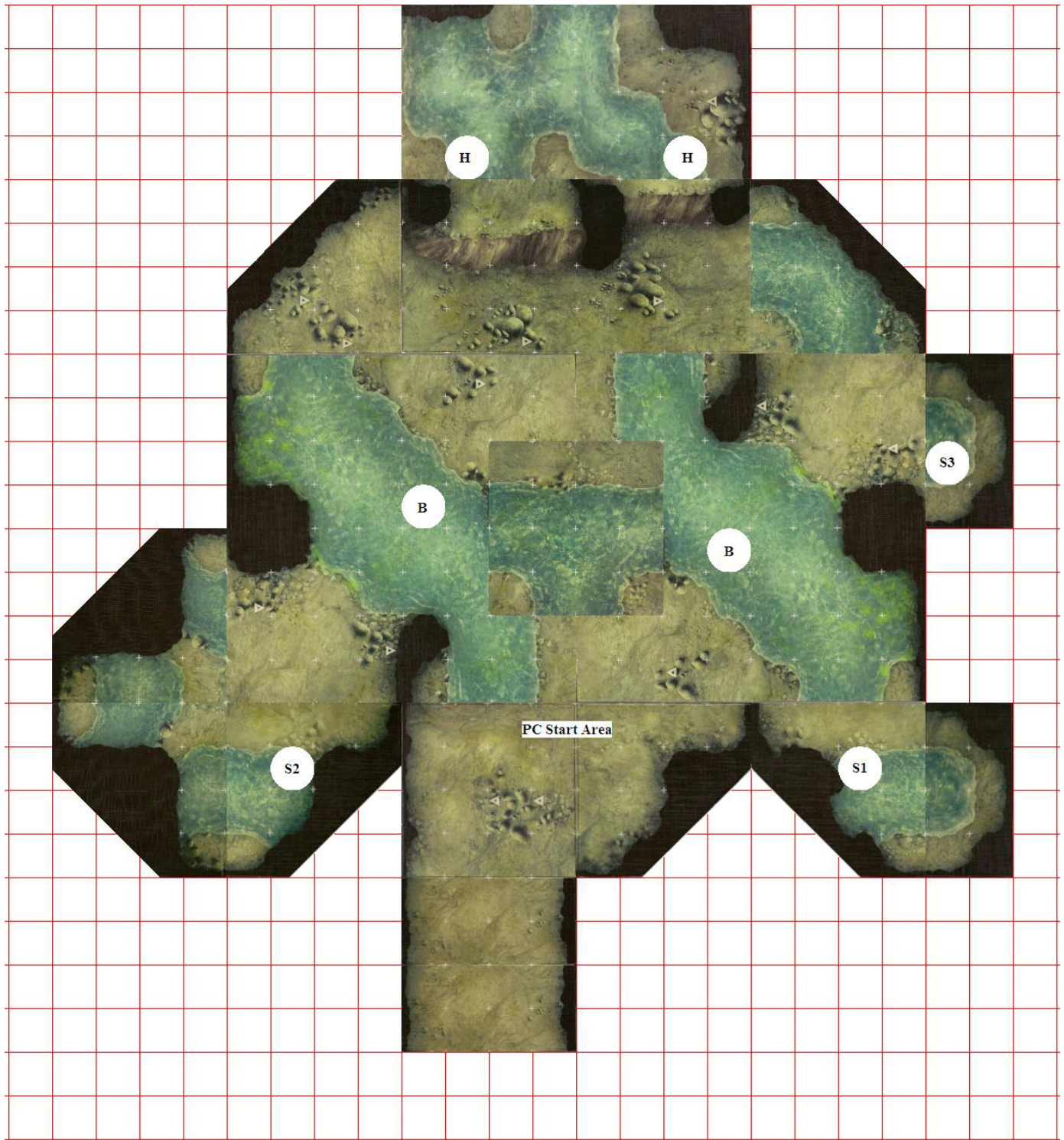
Note: Reflavored meazel hunter from *MM3* as hobgoblin with spellscar.

ENCOUNTER 3: GUARDIANS OF BLUE FLAME MAP

TILE SETS NEEDED

Caves of Carnage x2

H = Hunter; B = Bravo; S = Strangler



ENCOUNTER 4: GOBLIN SNEAKS

SKILL CHALLENGE LEVEL 12/14, COMPLEXITY 1 (700/1000 XP)

SETUP

The PCs reach Brikklext. Brikklext is made up of a huge cavern where several larger structures have been built haphazardly around the cavern. Some are little more than large stones and canvas forming makeshift structures, while others appear to have been built with planning and reasonable construction skills. There are several caves of varying depths dotting the walls of the great cavern, some of which become tunnels that form the “roads” leading to Brikklext proper. In a few places, there are disorganized fungal fields as well as fenced in “livestock” of giant insects, rothe, and sheep from the surface. The larger, more structurally sound buildings are in the area where Ekrilliek’s chambers are located. In several regions water flows through openings in the walls and form a haphazard flow of shallow streams and pools. There are torches set randomly throughout the city, providing dim light.

In this encounter, the PCs must gain entry into the city of Brikklext and make their way to Ekrilliek’s chambers. Although Ekrilliek alerted the guards, the general population of the city is not expecting anything out of the ordinary. If the PCs spoke with Gralkin and the duergar, they may realize they can pose as emissaries in order to enter Brikklext and gain admittance to Ekrilliek. The skill challenge takes place in two scenes: Infiltrating the City and Finding Ekrilliek’s Quarters. Read or paraphrase the following:

As you make your way past the outposts, you enter more populous areas. You will need to try something besides the direct approach, or you will surely draw the attention of the full force of the goblin city of Brikklext.

The PCs can use many methods to enter the city and make their way to Ekrilliek’s quarters. They might use stealth to sneak into the city or disguise themselves as emissaries and be escorted into the city. Should the PCs choose to fight their way into Brikklext, they automatically fail this skill challenge; proceed directly to Encounter 5.

SKILL CHALLENGE: GOBLIN SNEAKS

Goal: Infiltrate the city of Brikklext to reach Ekrilliek.
Complexity: 1 (4 successes before 3 failures)

Primary Skills: Bluff, Diplomacy, Insight, Intimidate, Perception, and Stealth.

Other Skills: Athletics and Dungeoneering

Victory: The PCs make it to Ekrilliek’s audience chamber without being recognized as enemies of Brikklext.

Defeat: A silent alarm has been passed through the city to Ekrilliek that the PCs have entered the city.

You can use the scenes provided below as guidelines, or improvise your own based on the PCs actions. Group checks require at least two PCs to succeed with 4 players, three successes with 5 players, and four successes with 6 players. The group checks count as one success or failure for the overall skill challenge.

Note: The DCs for the skill checks are from the *Rules Compendium*.

SCENE 1: INFILTRATING THE CITY

The PCs must be careful in moving through the caves.

Athletics DC 14/15 (1 success, group check)

PCs move rapidly through the area while the goblins are further down the tunnel, and are gone before the goblins hear the noise behind them.

Bluff DC 14/15 (1 success, group check)

Bluff can be used in a variety of purposes depending on what the PCs want to do, such as using it to convince the goblins they are emissaries. Although one PC may do the talking, the others must still look and act as though they belong.

The PCs might also use Bluff as a secondary skill to create a diversion to allow them to move past the guards unnoticed. When used in the latter fashion, Bluff does not result in a success, but instead adds +2 to the next Stealth roll or Athletics check.

Insight DC 20/21 (0 successes)

Insight can be used to “read” the goblins. This will give them an idea of what might work best on the goblins when talking to them. Insight will not produce a success, but a successful roll adds a +2 to the next Bluff or Diplomacy check by a PC.

Intimidate DC 14/15 (1 success, group check)

Goblins are easily intimidated by groups of powerful looking individuals.

Perception DC 20/21 (0 successes)

Perception can be used to determine the timing of the guards passing through the intersection as well as to see them coming. This does not count as a success, but adds

a +2 to Stealth or Athletics checks to get past the guard post.

Stealth DC 14/15 (1 success, group check)

Stealth must be made as a group check. A successful Stealth check indicates the PCs have moved through the area unnoticed by the goblins.

SCENE 2: FINDING EKRILLIEK'S QUARTERS

The PCs have traveled through Brikklext with very few citizens challenging their presence. This has brought them to one of the largest structures in the deepest section of the cavern. Any escort they have with them points to the door and knocks on it, stating, "Chief Ekrilliek inside." The building looks massive and Ekrilliek could be anywhere. Fighting their way in certainly raises an alarm, so they have to again resort to subterfuge to gain entry.

If the PCs gained the map to Ekrilliek's quarters in Encounter 2, they can use it to gain a +2 bonus to applicable checks in this scene.

Bluff DC 20/21 (1 success, 1 maximum)

Bluff can be used to convince the goblins that the PCs are friendly and deserve entrance to Ekrilliek. This also unlocks the use of the Diplomacy skill.

Diplomacy DC 20/21 (1 success, 1 maximum)

Diplomacy is opened by Bluff. Then a success can be used to convince the goblins to help the PCs; they already believe the PCs.

Intimidate DC 20/21 (1 success, 1 maximum)

Intimidate must be unlocked with Bluff. The guards respect strength and PCs can use their "strength" to indicate they should be respected.

Dungeoneering DC 28/29 (1 success, 1 maximum)

Based on the way the city is laid out in the caverns, the PC is able to discern the most likely spot for the chambers of a chieftain of Ekrilliek's status based on ease of defense and other factors.

Perception DC 20/21 (PC must speak Goblin; 1 success, 2 maximum)

The PC overhears some goblinoids discussing their schedule at Ekrilliek's quarters. The PC is able to follow them towards Ekrilliek's quarters.

ENDING THE ENCOUNTER

This encounter ends when the PCs have completed both Scene 1 and Scene 2. If the players are enjoying

exploring the goblin city and interacting with its citizens, feel free to expand the scenes and use skill checks to guide roleplaying.

Success: The PCs have successfully reached Ekrilliek's quarters without raising an alarm.

Failure: The goblinoids have raised an alarm and have warned Ekrilliek of the PCs imminent arrival. Ekrilliek has already completed two rounds of his ritual when the PCs arrive, gaining +2 to hit and +4 to damage with each of his attacks.

EXPERIENCE POINTS

Each PC receives 140/200 experience points. This encounter does not count towards a milestone.

TREASURE

There is no treasure from this encounter.

ENCOUNTER 5: KING OF THE BLUE FLAME

ENCOUNTER LEVEL 14/16 (5550/7700 XP)

SETUP

This encounter includes the following creature at the low tier:

Ekrilliek (level 11) (E)

1 blood amniote (level 10) (A)

2 Brikklext bodyguards (level 10) (B)

2+ Brikklext goblin minions (level 12) (M)

This encounter includes the following creature at the high tier:

Ekrilliek (level 13) (E)

1 blood amniote (level 11) (A)

2 Brikklext bodyguards (level 14) (B)

2+ Brikklext goblin minions (level 14) (M)

This encounter is particularly challenging, as it is the culmination of a major quest. It should be separated into two parts. When you set up the encounter, only display the outer room and the Brikklext bodyguards and minions.

As the adventurers enter the area, read or paraphrase the following:

Ekrilliek's antechamber is brightly lit with torches around the walls. On either side of the room are two cauldrons filled with blood. At the far end of the chamber, goblins and bugbears raise their weapons at your approach. From the other side of the doors at the far side of the chamber, you hear the chanting of someone with a deep baritone voice performing some sort of ritual.

Ekrilliek has warned his bodyguards that assassins were dispatched to kill him. The guards attack immediately.

If the PCs failed the skill challenge in Encounter 4, Ekrilliek has already completed 2 rounds of his empowering ritual. See Features of the Area for details.

FEATURES OF THE AREA

Minions: At the beginning of each round after the first, 2 minions join the combat. Place each minion at the end of an entry hallway of your choice. The minions continue to come until Ekrilliek is defeated.

Chanting: Ekrilliek knows assassins are on the way, and he is using a ritual to empower himself before they arrive. On each of his turns, before the doors are opened, he gains a cumulative +1 bonus to hit and +2 to all damage rolls (to a maximum of +4 to hit and +8 to damage). If the PCs failed the skill challenge in Encounter 4, Ekrilliek begins the encounter with 2 rounds of chanting complete. A PC who spends a minor action can make a DC 21/22 Arcana check to identify the ritual. If the PC does not understand Goblin, they take a -5 penalty to this check.

Rubble: The rubble is what remains of a ritual circle, the stones strewn around. It is difficult terrain.

Blood Cauldrons: The large bowls of blood are blocking terrain. They contain the remains of Ekrilliek's kills. One of them contains a blood amniote, which bursts forth when Ekrilliek joins the encounter. When Ekrilliek becomes bloodied, the cauldrons begin to boil and steam. A PC can make a minor action DC 21/22 Religion check to tell that the spirits of the dead seek vengeance! As a minor action, a PC adjacent to a cauldron can dip a weapon or implement into the blood. The PC's attacks with that weapon or implement do an extra 3d6 damage to Ekrilliek. The cauldron can be used only once during the combat this way.

Throne: Ekrilliek's throne is huge to reflect his own size and stature. It requires a DC 10 Athletics check to climb into or a DC 20 Athletics check to jump onto. It acts as blocking terrain otherwise.

Ceiling Height: The ceiling in this chamber is 30 feet, which allows Ekrilliek to hover above the PCs if necessary and attack them.

Doors: The doors at the end of the room can be thrown open by an adjacent creature with a minor action. When the doors are opened, Ekrilliek immediately stops chanting, and the blood amniote bursts forth from a cauldron of your choice. Read or paraphrase the following:

The chanting abruptly stops. The creature in front of you appears to be the result of a bugbear that has been bred with some massive giant, and it looks like he could crush a man's skull in one hand. The sound of an entire city engulfed in roaring flames emanates from him. This is certainly Ekrilliek!

As Ekrilliek lets out a primal war cry, an ooze bursts forth from a cauldron behind you!

TACTICS

The bodyguards buy as much time as they can for Ekrilliek to complete his ritual. Each round he spends chanting, Ekrilliek gains a cumulative +1 to hit and +2

to damage with all attacks. When Ekrilliek's bonuses reach +4 to hit/+8 damage, he completes the ritual and opens the doors on his next turn.

The minions position themselves to provide flanks for other combatants. New minions joining the combat move and charge the nearest enemy.

Ekrilliek fights to the death. He rose to power by killing the chieftains who ruled before him, and he will only be removed from power by his own death. Ekrilliek attempts to use *spellplague binding* on the first PC he recognizes as a leader type. Represent the *spellplague binding* by removing the PC's mini from the map until they escape. After this, he uses *steaming heat* or *fire storm* against the PCs whenever they bunch up. Otherwise, Ekrilliek uses *spellplague blitz* to hurt as many PCs as possible.

The PCs cannot detect and do not have line of effect to the blood amniotes until they burst from the cauldrons. The blood amniotes are unintelligent and attack the nearest creatures excluding Ekrilliek. Over the years, Ekrilliek has bonded with the amniotes and they recognize him by the aura of power emanating from him. An amniote begins with a *body snatch*, then *blood call*. When there is a non-grabbed PC in reach, it uses its action point to *blood call* again. If it has any targets grabbed, it finishes its turn with a *blood drain*.

SCALING THE ENCOUNTER

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

Four PCs: Remove the blood ambiote. On high tier, also remove the two minions that start on the map.

Six PCs: Add a blood ambiote. On high tier, also add an additional bodyguard.

ENDING THE ENCOUNTER

Ask the PC who reduces Ekrilliek to 0 hit points whether they want to kill him or knock him unconscious. This encounter ends when Ekrilliek is defeated. Read or paraphrase the following.

As Ekrilliek's body crumples to the ground, he lets out a great bellow. The remaining creatures flee. However, it will not be long before the full force of the goblin city comes to avenge their fallen leader.

Glancing about the room, you see two very large chests stuffed with various items, most of which look like goblin junk.

The rune-carved stones scattered about the floor look like they were once part of a portal circle. Next to the throne, a small window looks out over the city.

Whether you want to try to recreate the portal and use your key stone, or flee through the city with hordes of goblins on your heels, you'll need to decide soon! The sound of a horde of goblins is closing in on this room.

Detect magic does not locate the magic items in time, as all of the junk is also tainted with spellplagued energy. If the PCs want to repair the ritual circle, proceed to Encounter 6A. If they want to grab the large chests and flee through the streets of the city, proceed to Encounter 6B.

EXPERIENCE POINTS

Each PC receives 1,110/1,540 XP for defeating the goblins. This encounter counts towards a milestone.

TREASURE

See Encounter 6. Also, Ekrilliek has a letter that reads: "New Sarshel is sending assassins to kill you." It is signed "A friend from above."

ENCOUNTER 5: KING OF THE BLUE FLAME STATISTICS (LOW LEVEL)

Ekrilliek (Level 11)		Level 11 Solo Soldier	
Huge natural humanoid, bugbear		XP 3,000	
Initiative +12		Senses Perception +10; darkvision	
Plaguefire Storm aura 5; each enemy that starts its turn within the aura takes 10 fire and lightning damage			
HP 460; Bloodied 230			
AC 27; Fortitude 24, Reflex 23, Will 22			
Immune disease, petrification, poison; Resist 15 fire, 15 lightning			
Saving Throws +5			
Speed 6, fly 8 (hover)			
Action Points 2			
m Fire Trawl (standard; at-will) ♦ Fire, Lightning			
Reach 3; +18 vs. AC; 2d8 + 4 lightning and fire damage.			
M Lightning Strike (standard; at-will) ♦ Lightning			
Reach 3; +16 vs. Fortitude; 2d8 + 4 lightning damage.			
M Spellplague Blitz (standard; at-will)			
Ekrilliek makes a fire trawl attack against each enemy within reach. It also attacks one creature with a <i>lightning strike</i> .			
M Spellplague Binding (standard; recharges when no creature is affected by this power)			
Reach 3; +16 vs. Reflex; 2d8 + 4 damage, and a Medium or smaller target is bound. A bound target is grabbed and restrained by blue flames. A bound creature has line of sight and line of effect only to Ekrilliek, and no creature has line of sight or line of effect to it. A creature that escapes the grab is no longer bound and appears in a space adjacent to Ekrilliek. Ekrilliek can move normally while it has a target grabbed this way. When Ekrilliek is slain, the target can escape as a move action, appearing in Ekrilliek's former space.			
<i>Sustain Minor</i> : Ekrilliek sustains the grab, and the target takes 15 damage.			
C Steaming Heat (standard; at-will)			
Close blast 5; +16 vs. Fortitude; 2d8 +5 damage, and the target falls prone.			
C Fire Storm (standard; recharge 5, 6) ♦ Fire, Lightning			
Close blast 5; +16 vs. Reflex; 3d10 + 5 fire and lightning damage, and the target is dazed until the end of its next turn. Miss: Half damage.			
Alignment Evil		Languages Common, Goblin	
Str 22 (+11)	Dex 21 (+10)	Wis 20 (+10)	
Con 21 (+10)	Int 12 (+6)	Cha 12 (+6)	
Equipment leather armor, spear			
Note: Modified Avatar of Dkar.			

Brikklext Goblin Minion (level 12)		Level 12 Minion Brute	
Small natural humanoid, goblin		XP 175	
Initiative +10		Senses Perception +10; low-light vision	
HP 1; a missed attack never damages a minion			
AC 25; Fortitude 25, Reflex 22, Will 24			
Speed 6			
m Club (standard; at-will) ♦ Weapon			
+15 vs. AC; 10 damage			
Harassing Brute			
An enemy adjacent to the minion takes extra damage from the minion's allies' attacks equal to twice the number of minions adjacent to it.			
Goblin Tactics (immediate reaction; at-will)			
When the goblin is missed by a melee attack, it shifts 1 square.			
Alignment Evil		Languages Goblin	
Str 17 (+9)	Dex 19 (+10)	Wis 18 (+10)	
Con 23 (+12)	Int 6 (+4)	Cha 11 (+6)	
Equipment club			

Note: Reffavored norker grunt from *MM3* as a goblin.

Blood Amniote (Level 10)		Level 10 Elite Soldier	
Large natural animate (blind, ooze, undead)		XP 1,000	
Initiative +12		Senses Perception +7; blindsight	
HP 220; Bloodied 110			
AC 28; Fortitude 25, Reflex 23, Will 24			
Immune disease, gaze, poison			
Saving Throws +2			
Speed 6, Climb 4			
Action Points 1			
m Blood Call (standard; at-will) ♦ Necrotic			
Reach 3; +15 vs. Fortitude; 2d8 + 5 necrotic damage, and the target is grabbed. If the blood amniote scores a critical hit, the target loses a healing surge.			
C Body Snatch (minor; recharge 5, 6) ♦ Necrotic			
Close burst 3; targets enemies; +15 vs. Fortitude; the target is pulled to a space adjacent to the blood amniote and is grabbed.			
Blood Drain (minor 1/round; at-will)			
Targets each creature grabbed by the blood amniote; the target loses a healing surge (no attack roll required).			
Grasping Tendrils			
A blood amniote can sustain a grab as a free action.			
Alignment Unaligned		Languages --	
Str 24 (+12)	Dex 20 (+10)	Wis 15 (+7)	
Con 22 (+11)	Int 1 (+0)	Cha 1 (+0)	

Brikklext Spellscarred Bodyguard (level 11)		Level 11 Soldier
Medium natural humanoid, bugbear (spellscarred)		XP 600
Initiative +11 Senses Perception +7; low-light vision		
HP 116; Bloodied 58		
AC 27; Fortitude 24, Reflex 22, Will 22		
Speed 6		
m Club (standard; at-will) ♦ Weapon		
+16 vs. AC; 3d6 + 7 damage, and the target is marked until the end of the bodyguard's next turn.		
r Javelin (standard; at-will) ♦ Weapon		
Ranged 10/20; +16 vs. AC; 2d6 + 3 damage, and the target is marked until the end of the bodyguard's next turn.		
M Shield Slam (opportunity action; at-will)		
When an adjacent enemy marked by the bodyguard shifts; +14 vs. Fortitude; 2d6 + 3 damage, and the target falls prone		
Predatory Eye (minor; encounter)		
The bodyguard deals an extra +2d6 damage on the next attack it makes against a creature it has combat advantage against. It must apply this bonus before the end of its next turn.		
Spellscarred Susceptibility		
A spellscarred creature takes a -2 penalty to all defenses and saving throws against the Spellplague and the same penalty against plaguechanged or spellscarred creatures.		
Spellscarred Sense		
A spellscarred creature knows when an area of Spellplague, or a spellscarred creature, is within 5 squares of it.		
Alignment Evil		Languages Goblin
Str 19 (+9)	Dex 19 (+9)	Wis 15 (+7)
Con 20 (+10)	Int 8 (+4)	Cha 17 (+8)
Equipment light shield, club, 3 javelins		

Note: Reffavored norker stone shield from *MM3* as bugbear with spellscar.

ENCOUNTER 5: KING OF THE BLUE FLAME STATISTICS (HIGH LEVEL)

Ekrilliek (Level 13)		Level 13 Solo Soldier
Huge natural humanoid, bugbear		XP 4,000
Initiative +13	Senses Perception +11; darkvision	
Plaguefire Storm aura 5; each enemy that starts its turn within the aura takes 10 fire and lightning damage		
HP 528; Bloodied 264		
AC 29; Fortitude 26, Reflex 25, Will 24		
Immune disease, petrification, poison; Resist 15 fire, 15 lightning		
Saving Throws +5		
Speed 6, fly 8 (hover)		
Action Points 2		
m	Fire Trawl (standard; at-will) ♦ Fire, Lightning	
Reach 3; +20 vs. AC; 2d8 + 5 lightning and fire damage.		
M	Lightning Strike (standard; at-will) ♦ Lightning	
Reach 3; +18 vs. Fortitude; 2d8 + 5 lightning damage.		
M	Spellplague Blitz (standard; at-will)	
Ekrilliek makes a fire trawl attack against each enemy within reach. It also attacks one creature with a lightning strike.		
M	Spellplague Binding (standard; recharges when no creature is affected by this power)	
Reach 3; +18 vs. Reflex; 2d8 + 5 damage, and a Medium or smaller target is bound. A bound target is grabbed and restrained by blue flames. A bound creature has line of sight and line of effect only to Ekrilliek, and no creature has line of sight or line of effect to it. A creature that escapes the grab is no longer bound and appears in a space adjacent to Ekrilliek. Ekrilliek can move normally while it has a target grabbed this way. When Ekrilliek is slain, the target can escape as a move action, appearing in Ekrilliek's former space.		
Sustain Minor: Ekrilliek sustains the grab, and the target takes 15 damage.		
C	Steaming Heat (standard; at-will)	
Close blast 5; +18 vs. Fortitude; 2d8 + 6 damage, and the target falls prone.		
C	Fire Storm (standard; recharge 5, 6) ♦ Fire, Lightning	
Close blast 5; +18 vs. Reflex; 3d10 + 6 fire and lightning damage, and the target is dazed until the end of its next turn. Miss: Half damage.		
Alignment Evil		Languages Common, Goblin
Str 22 (+12)	Dex 21 (+11)	Wis 20 (+11)
Con 21 (+11)	Int 12 (+7)	Cha 12 (+7)
Equipment leather armor, spear		
Note: Modified Avatar of Dkar.		

Brikklext Goblin Minion (level 14)		Level 14 Minion Brute
Small natural humanoid, goblin		XP 250
Initiative +11 Senses Perception +11; low-light vision		
HP 1; a missed attack never damages a minion		
AC 27; Fortitude 27, Reflex 24, Will 26		
Speed 6		
m Club (standard; at-will) ♦ Weapon		
+17 vs. AC; 11 damage		
Harassing Brute		
An enemy adjacent to the minion takes extra damage from the minion's allies' attacks equal to twice the number of minions adjacent to it.		
Goblin Tactics (immediate reaction; at-will)		
When the goblin is missed by a melee attack, it shifts 1 square.		
Alignment Evil		Languages Goblin
Str 17 (+10)	Dex 19 (+11)	Wis 18 (+11)
Con 23 (+13)	Int 6 (+5)	Cha 11 (+7)
Equipment club		

Blood Amniote (Level 11)		Level 11 Elite Soldier
Large natural animate (blind, ooze, undead)		XP 1,200
Initiative +12	Senses Perception +7; blindsight	
HP 236; Bloodied 118		
AC 29; Fortitude 26, Reflex 24, Will 25		
Immune disease, gaze, poison		
Saving Throws +2		
Speed 6, Climb 4		
Action Points 1		
m Blood Call (standard; at-will) ♦ Necrotic		
Reach 3; +16 vs. Fortitude; 2d8 + 5 necrotic damage, and the target is grabbed. If the blood amniote scores a critical hit, the target loses a healing surge.		
C Body Snatch (minor; recharge 5, 6) ♦ Necrotic		
Close burst 3; targets enemies; +16 vs. Fortitude; the target is pulled to a space adjacent to the blood amniote and is grabbed.		
Blood Drain (minor 1/round; at-will)		
Targets each creature grabbed by the blood amniote; the target loses a healing surge (no attack roll required).		
Grasping Tendrils		
A blood amniote can sustain a grab as a free action.		
Alignment Unaligned		Languages --
Str 24 (+12)	Dex 20 (+10)	Wis 15 (+7)
Con 22 (+11)	Int 1 (+0)	Cha 1 (+0)

Brikklext Spellscarred Bodyguard (Level 14)		Level 14 Soldier
Medium natural humanoid, bugbear (spellscarred)		XP 1000
Initiative +13	Senses Perception +9; low-light vision	
HP 140; Bloodied 70		
AC 30; Fortitude 27, Reflex 25, Will 25		
Speed 6		
m Club (standard; at-will) ♦ Weapon		
+19 vs. AC; 3d6 + 9 damage, and the target is marked until the end of the bodyguard's next turn.		
r Javelin (standard; at-will) ♦ Weapon		
Ranged 10/20; +19 vs. AC; 2d6 + 5 damage, and the target is marked until the end of the bodyguard's next turn.		
M Shield Slam (opportunity action; at-will)		
When an adjacent enemy marked by the bodyguard shifts; +17 vs. Fortitude; 2d6 + 5 damage, and the target falls prone		
Predatory Eye (minor; encounter)		
The bodyguard deals an extra +2d6 damage on the next attack it makes against a creature it has combat advantage against. It must apply this bonus before the end of its next turn.		
Spellscarred Susceptibility		
A spellscarred creature takes a -2 penalty to all defenses and saving throws against the Spellplague and the same penalty against plaguechanged or spellscarred creatures.		
Spellscarred Sense		
A spellscarred creature knows when an area of Spellplague, or a spellscarred creature, is within 5 squares of it.		
Alignment Evil		Languages Goblin
Str 19 (+11)	Dex 19 (+11)	Wis 15 (+9)
Con 20 (+12)	Int 8 (+6)	Cha 17 (+10)
Equipment light shield, club, 3 javelins		

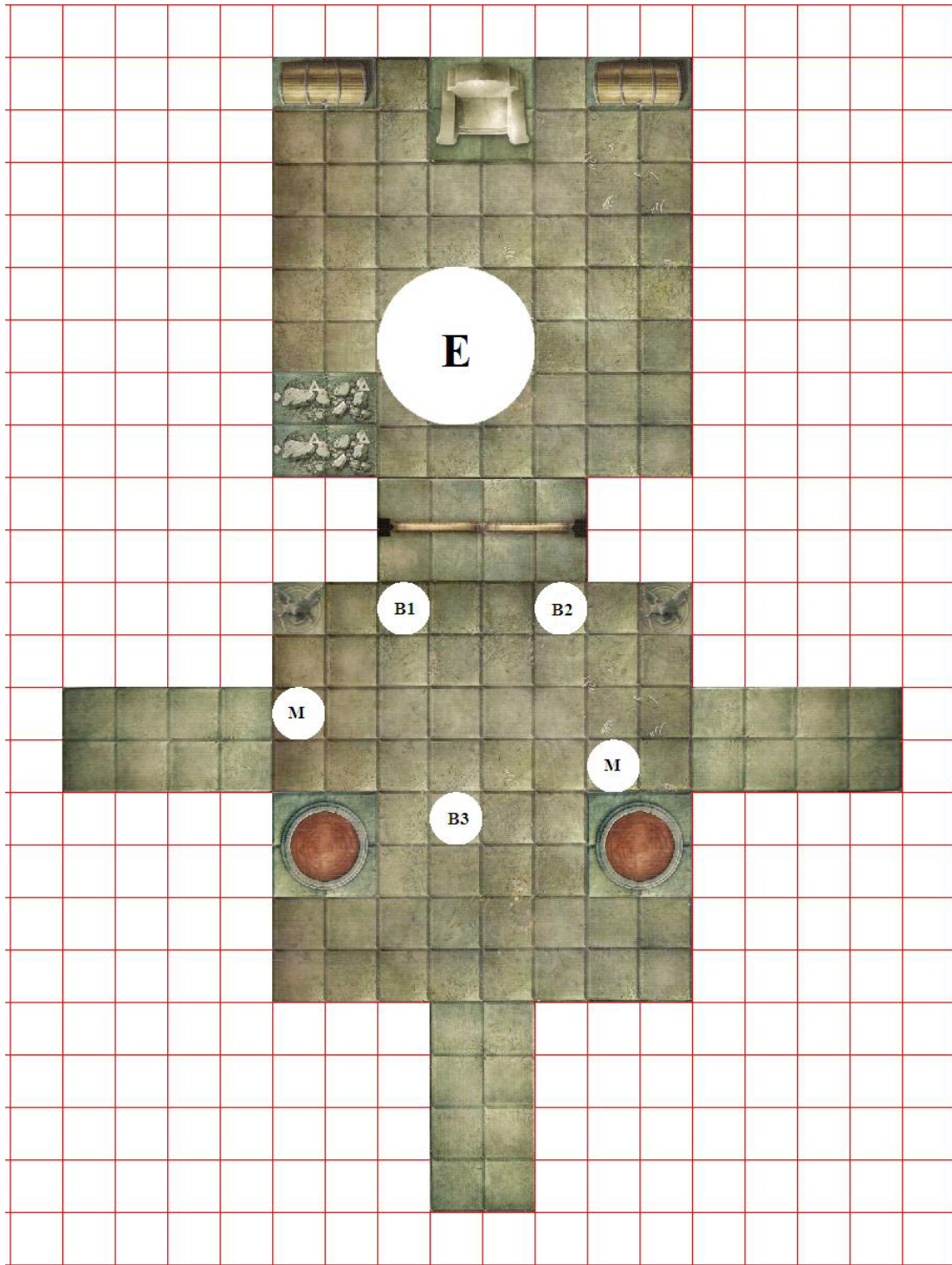
Note: Reblavored norker stone shield from *MM3* as bugbear with spellscar.

ENCOUNTER 5: KING OF THE BLUE FLAME MAP

TILE SETS NEEDED

Halls of the Giant Kings x2

Fane of the Forgotten Gods x2



ENCOUNTER 6A: ESCAPE THROUGH THE PORTAL

SKILL CHALLENGE LEVEL 12/14, COMPLEXITY 1 (700/1000 XP)

SETUP

In this encounter, the PCs must flee for their lives from Brikklext as the whole city figures out what just happened. Read or paraphrase the following:

Goblins stream into the antechamber just as you get the doors closed. You need to reassemble the scattered portal stones quickly to get out before you are swarmed by goblins. There is likely some valuable treasure mixed in with the junk in the large chests around the room.

Every goblin that can fight move to find/intercept the party. PCs may believe they can stand and fight - you should stress the impossibility of this, since they would be fighting an entire city of goblins and would fall from exhaustion if not from wounds.

SKILL CHALLENGE: THROUGH THE PORTAL

Goal: The goal of this skill challenge is for the PCs to safely escape with the treasure from the chests.

Complexity: 1 (4 successes before 3 failures)

Primary Skills: Athletics, Arcana, Thievery

Victory: If the PCs succeed at the skill challenge, they escape from the goblin horde with their treasure.

Defeat: The PCs do not locate the valuable treasure before they escape. They do not gain access to the treasure bundles in this encounter.

This skill challenge is run in rounds. After 6 rounds, the goblins break through the door, walls, and windows despite the PCs' best efforts.

Each round, each PC should declare one skill check, either an individual check or an aid another check. At least 1 PC must be assigned to attempt each of the three checks each round. If the PCs come up with reasonable ways to contribute directly to, or assist, in the skill challenge, you can use a moderate (20/21) or hard (28/29) DC. Do not run this encounter as a series of die rolls. Describe the progress made by the PCs after each round and the hordes of goblins closing in on them.

Note: The DCs for the skill checks are from the Rules Compendium.

Athletics DC 20/21 (special, see points below)

Athletics is used to hold the doors shut against the surging goblins. Each success earns 1 point for the round. Exceeding the DC by 10 or more earns 2 points.

Arcana DC 20/21 (special, see points below)

Arcana is used to rapidly rebuild enough of the portal circle to escape. A success earns 1 point for the round. Exceeding the DC by 10 or more earns 2 points.

Thievery DC 20/21 (special, see points below)

Thievery is used to unlock the chests and wiggle free valuable items. A success earns 1 point for the round. Exceeding the DC by 10 or more earns 2 points.

Score 5 Points (1 success per round)

If the PCs gain at least 5 points in a round, they earn a success in the skill challenge. If they gain less than 5 points, they earn a failure. Points reset to zero at the beginning of each round.

SCALING THE ENCOUNTER

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

Four PCs: The PCs only need to score 4 points per round to earn a success.

Six PCs: The PCs need to score 6 points per round to earn a success.

ENDING THE ENCOUNTER

Despite Ekrilliek's size he fits through the portal with some difficulty, so if the PCs knocked him unconscious, they can take him with them. The chests are too large though.

Success: The PCs manage to open a small portal, and they retrieve the valuable items from the chests. The PCs escape with their lives and the treasure.

Failure: The PCs escape, but were unable to locate and obtain the treasure in the chests. So they do not get the treasure from this encounter.

EXPERIENCE POINTS

Each PC receives 140 / 200 XP.

TREASURE

If the PCs succeed in the skill challenge, they find *mirrored plate* +3, a *bloodcut armor* +3, a *seed of war*, and jewelry worth 500/800 gp per PC. If the PCs failed the skill challenge, they do not get any treasure from this encounter.

ENCOUNTER 6B: ESCAPE THROUGH THE STREETS

SKILL CHALLENGE LEVEL 12/14, COMPLEXITY 1 (700/1000 XP)

SETUP

In this encounter, the PCs must flee for their lives from Brikklext as the whole city figures out what just happened. Read or paraphrase the following:

Squeezing through the windows with the large chests in tow is the least of your worries. Getting out of Brikklext alive while hordes of goblins hunt for you will be no easy task.

Every goblin that can fight move to find/intercept the party. PCs may believe they can stand and fight - you should stress the impossibility of this, since they would be fighting an entire city of goblins and would fall from exhaustion if not from wounds.

SKILL CHALLENGE: THROUGH THE STREETS

Goal: The goal of this skill challenge is for the PCs to safely escape from Brikklext with the chests of treasure and junk.

Complexity: 1 (4 successes before 3 failures)

Primary Skills: Athletics, Intimidate, Perception, Stealth

Other Skills: Dungeoneering, Acrobatics

Victory: If the PCs succeed at the skill challenge, they escape from the goblin horde with their treasure.

Defeat: The treasure chests are slowing them down and the PCs must leave the chests behind in order to escape. They do not gain access to the treasure bundles found in this encounter.

You can use the scenes below, or improvise your own based on the PCs actions. If the PCs come up with reasonable ways to contribute directly to, or assist, in the skill challenge, you can use a moderate (20/21) or hard (28/29) DC.

Note: The DCs for the skill checks are from the *Rules Compendium*.

Acrobatics DC 20/21 (1 success, 1 maximum)

On a successful Acrobatics check, the PC leaps, tumbles, and twists his way through a horde of goblins, killing a

few as he goes. On a failed Acrobatics check, the PC is tripped up as he tries to avoid the goblins' weapons. The PC loses one healing surge.

Athletics DC 14/15 (1 success, 2 maximum)

Athletics is a group check. Half of the party or more must succeed at the check for it to be considered a success. On a successful check, the PCs are able to outrun a group of goblinoids chasing them or fight their way through a group of goblinoids blocking the way.

On a failed check, the PCs are caught by a group of goblinoids. Each PC loses one healing surge.

Dungeoneering DC 20/21 (1 success, 1 maximum)

On a successful check, the PC recognizes a passage that will lead more directly to the surface. On a failed check, the passage loops the PCs back into the heart of the city.

Intimidate DC 20/21 (1 success, 1 maximum)

The PC rushes headlong into the goblin hordes screaming at the top of his lungs like a bloodthirsty barbarian. The goblins, nervous that the PC might be able to slaughter them all, scatter into different passages.

The PCs tactic fails completely as the goblin horde just raises their weapons and prepares to kill the crazy PC. The PC realizes this in time to turn and flee in another direction.

Perception DC 20/21 (1 success, 1 maximum)

The PC sees the signs of some advancing goblins before they notice the PCs, giving the party time to duck down another passage and go another direction. On a failed check, the PC pauses to look around but does not notice anything. This delay gives a group of goblins time to catch the PCs.

ENDING THE ENCOUNTER

Success: The PCs escape with the treasure.

Failure: The PCs escape, but had to drop the chests because the chests were slowing them down. The PCs do not get the treasure from this encounter.

EXPERIENCE POINTS

Each PC receives 140/200 XP.

TREASURE

If the PCs succeed the skill challenge, they find *mirrored plate* +3, a *bloodcut armor* +3, and a *seed of war* in the chests. The rest of the junk is worth 500/800 gp per PC. If the PCs failed the skill challenge, they do not get any treasure from this encounter.

ENCOUNTER 7: CONCLUSION

SETUP

Important NPCs:

Lord Gultenov, proud businesslike human nobleman of Impiltur.

Lord Grigor, proud human nobleman who works for the good of Impiltur

Lord Belgaros, cunning and condescending nobleman who is also secretly a member of the Fraternity of Tharos

Misc Council Members, ruling nobility of Impiltur - two main factions exist secretly within the council; those who are members of the Fraternity of Tharos and those who are not.

If any of the PCs were killed during the mission, Lord Gultenov covers the costs of a Raise Dead ritual for anyone with story reward **IMPI14**. Lord Grigor covers the costs for anyone with story reward **IMPI10**.

Use the ending below that best describes the outcome of the adventure, based on the PCs actions.

PCs KILLED/IMPRISONED EKRILLIEK AND ESCAPED BRIKKLEXT

You are given an audience with the Grand Council of Impiltur upon your return to New Sarshel. The Council is pleased to hear that the mission was a success. Even those who seemed to stand against the plan congratulate you on the results. You are awarded minor noble titles as well as the rest of your payment.

The PCs receive the story awards **IMPI18 Enmity of Brikklext** and **IMPI19 Minor Lord of Impiltur**.

The PCs receive the major quest XP if they have story award **IMPI15 An Enemy Known** from **IMPI2-1 Goblins From Below** and also earned **IMPI19 Minor Lord of Impiltur**.

TREASURE

Each PC receives 250/500 gp. In addition the PCs can select a neck slot item of their level +2 or lower.

PCs LEFT ERKRILLIEK ALIVE AND ESCAPED

You are given an audience with the Grand Council of Impiltur upon your return to New Sarshel. The Council is not pleased to hear of the failure to stop Ekrilliek, but those who opposed the plan from the beginning seem to take pride in gloating about how right they were. Their power and prestige seems to grow as some of the nobles favor their leadership.

The PCs are not paid their remaining fee. The PCs receive the story award **IMPI18 Enmity of Brikklext**.

TREASURE

None.

PCs FAILED TO ESCAPE BRIKKLEXT ALIVE

The PCs wake up, raised in a temple of Ilmater in New Sarshel. Lord Gultenov covers the costs of a Raise Dead ritual for anyone with story reward **IMPI14**. Lord Grigor covers the costs for anyone with story reward **IMPI10**.

Those PCs who do not have either favor are returned to life using the campaign rules for being raised.

The PCs receive neither story award.

TREASURE

None.

REWARDS SUMMARY

At the conclusion of the adventure, the PCs earn experience points, treasure, and possibly story awards. All totals listed here are per PC. A number before the slash is the low-tier value; after the slash is the high-tier value.

EXPERIENCE POINTS

Give PCs a full award for each encounter they successfully completed, and a half award if they were unsuccessful. Give no award if the characters did not play the encounter at all.

Encounter 3: Guardians of the Blue Flame

880 / 1,280 XP

Encounter 4: Goblin Sneaks

140 / 200 XP

Encounter 5: King of the Blue Flame

1,110 / 1,540 XP

Encounter 6A or 6B: Escape

140 / 200 XP

Major Quest: Blue Fire Goblins

670 / 980 XP

Maximum Possible Experience (without major quest)

2,240 / 3,200 XP*

(Total possible XP is respectively 2,270/3,220)

Maximum Possible Experience (with major quest)

2,940 / 4,200 XP

Base Gold per PC

1,200 / 2,200 gp

(Encounter 1: 250 / 500 gp, Encounter 4: 200 / 400 gp, Encounter 5: 500 / 800 gp Encounter 7: 250 / 500 gp)

TREASURE

Each PC receives treasure in the form of gold pieces as well as one treasure bundle. The treasure bundle may give the PC more gold, a magic item, or something else of value. Each player makes one and only one selection for their character; players may choose the same treasure bundle. Note that it is possible (and likely) that some characters will not select a bundle for each session of play.

If characters buy or sell magic items or other gear during the adventure (or pay for services) add or subtract that amount from the total gold the PC receives at the end of the adventure. If a player selects an option that gives their character more gold, add that amount to

that character's base gold award. It is possible and permissible for a character who spends more gold than he or she earns to have a negative total for the adventure. PCs receive 20% of the item's market price when they sell any magic item or consumable. They receive 50% of the market price for ritual books and alchemical formulas.

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

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

EACH PC SELECTS ONE OF THE FOLLOWING BUNDLES:

Bundle A: *skullmask** (level 15; *Adventurer's Vault*)

Found in Encounter 3

Bundle B: *mirrored plate +3** (level 13; *Adventurer's Vault* 2)

Found in Encounter 6

Bundle C: *ring of giants** (level 13; *Dragon Magazine* 378)

Found in Encounter 3

Bundle D: *symbol of divine force +3** (level 12; *Adventurer's Vault* 2)

Found in Encounter 3

Bundle E: *bloodcut armor +3* (level 14; *Player's Handbook*)

Found in Encounter 6

Bundle F: *seed of war** (level 15; *Adventurer's Vault* 2)

Found in Encounter 6

Bundle H: A neck slot item of the PC's level +2 at the time of acquiring this slot or lower from a player legal source.

Found in Encounter 7.

Consumable plus Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add an *elixir of speed** plus 950/1,750 gp to their rewards from this adventure. The player should write the consumable gained on their adventure log. That character (and only that character) then receives the consumable plus the listed amount of gold

(if any) instead of any other treasure bundle. Consumable items obtained in this fashion do not take up found magic item slots.

More Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add 1,300/2,100 gp to their rewards from this adventure. That character (and only that character) receives more gold instead of any other treasure bundle.

STORY AWARDS

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

IMPI18 Enmity of Brikklext

This PC is well known to goblins throughout Impiltur. Any time the PC encounters goblinoids in Impiltur, he is treated in a hostile and disdainful manner.

IMPI19 Minor Lord of Impiltur

This PC is recognized as a baronet of Impiltur due to personal efforts to halt the growing threat of the goblins of Brikklext. The PC may speak during meetings of the Grand Council of Impiltur, but does not have a vote. This story award does not affect any allegiance with any other nation.

Merchants and members of the Impiltur aristocracy treat the PC favorably. The PC may be allowed entry into noble functions and other prestigious events. How this story award manifests itself in any adventure is up to the DM.

NEW RULES

Elixir of Speed

Level 11

This sapphire brew crackles with energy and increases your speed.

Lvl 11 350 gp

Potion

Power (Consumable): Minor Action. Drink the elixir and gain a +2 power bonus to your speed for 1 hour.

Special: Consuming this elixir counts as a use of a magic item daily power.

Reference: *Adventurer's Vault*, page.

Mirrored Plate +3

Level 13+

This gleaming plate lends authority to your voice and can blind foes with its brilliance.

Lvl 13 +3 17,000 gp

Lvl 18 +4 85,000 gp

Lvl 23 +5 425,000 gp

Lvl 28 +6 2,125,000 gp

Armor: Plate

Enhancement: AC

Property: You gain an item bonus to Diplomacy checks equal to the armor's enhancement bonus.

Property: When an enemy scores a critical hit against you, it is blinded until the end of its next turn.

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

Ring of Giants

Level 13

Your limbs are infused with the strength of a creature much larger than yourself.

Lvl 13 17,000 gp

Item Slot: Ring

Property: Gain a +2 bonus to critical hit damage per enhancement bonus of the weapon you wield.

Power (Daily): Free Action. Use this power when you hit with a primal attack power. In addition to the power's normal effect, you also push the target 2 squares and knock it prone.

Reference: *Dragon Magazine 378*, page 57.

Seed of War

Level 15

When you release this black metal acorn, it grows into a fierce soldier.

Lvl 15 25,000 gp

Wondrous Item

Power (Daily): Standard Action. You conjure a medium metal soldier, equipped with sword and shield, by tossing this item into an unoccupied square within 5 squares of you. The soldier occupies its square and can be attacked. It shares your defenses with a +2 bonus to AC and Reflex. It has hit points equal to your healing surge value. When it takes damage, you can spend a healing surge as a free action to negate that damage.

The soldier is treated as one of your allies, can flank enemies, and deals 10 damage to an enemy adjacent to it that is hit by an ally's attack. As a move action, you can cause the soldier to shift 1 square or move 4 squares. When reduced to 0 hit points, or at the end of the encounter, the soldier disappears, and the seed of war reappears in its square.

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

Symbol of Divine Force +3

Level 2+

Through this symbol, you batter foes with your relentless conviction.

Lvl 2 +1 520 gp

Lvl 7 +2 2,600 gp

Lvl 12 +3 13,000 gp

Lvl 17 +4 65,000 gp

Lvl 22 +5 385,000 gp

Lvl 27 +6 1,625,000 gp

Implement (Holy Symbol)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 force damage per plus

Power (Daily): Free Action. *Trigger:* You hit an enemy with a divine attack power using this holy symbol. *Effect:* You push that enemy a number of squares equal to the symbol's enhancement bonus.

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

Skull Mask

Level 15

This rough iron visor is shaped in the likeness of a skull whose grim countenance saps your enemies' courage.

Lvl 15 25,000 gp

Item Slot: Head

Property: Enemies who can see you take a -2 penalty to saving throws against fear effects.

Property: Gain resist 10 necrotic, and a +2 item bonus to Intimidate checks.

Reference: *Adventurer's Vault 1*, page 144.

PLAYER'S HANDOUT 1: INVITATION FROM LORD GULTENOV

Dear [Your Name],

Impiltur has need of your unique skills and the skills of any of your companions who may wish to join you. We have determined that our goblin problem is much larger than it has ever been in the past, and your aid could prove vital in resolving this issue.

The Grand Council of Impiltur wishes you to come to New Sarshel where you will be given audience with the Council, where we will explain what you can do to serve Impiltur and prevent many young men and women from being killed needlessly. If you would hear the proposition of the Council, please come as quickly as possible to New Sarshel and present yourself at the Council Hall.

Your patron,

Lord Gultenov

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

(character name)

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

IMPI2~2 WETWORK

IMPI18 Enmity of Brikklext

This PC is well known to goblins throughout Impiltur. Any time the PC encounters goblinoids in Impiltur, he is treated in a hostile and disdainful manner.

IMPI19 Minor Lord of Impiltur

This PC is recognized as a baronet of Impiltur due to personal efforts to halt the growing threat of the goblins of Brikklext. The PC may speak during meetings of the Grand Council of Impiltur, but does not have a vote. This story award does not affect any allegiance with any other nation.

Merchants and members of the Impiltur aristocracy treat the PC favorably. The PC may be allowed entry into noble functions and other prestigious events. How this story award manifests itself in any adventure is up to the DM.

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

(character name)

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

IMPI2~2 WETWORK

IMPI18 Enmity of Brikklext

This PC is well known to goblins throughout Impiltur. Any time the PC encounters goblinoids in Impiltur, he is treated in a hostile and disdainful manner.

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

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

Date of Play: / /
Month Day Year

Start Time: :
Hour Minute

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

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

Player Name	RPGA/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: _____

<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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