

SILENT STREETS AND VANISHED SOULS

A DUNGEONS & DRAGONS® *LIVING
FORGOTTEN REALMS* ADVENTURE

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A distraught father has gotten no satisfaction from the city authorities of Baldur's Gate, so he turns to sellswords in hopes of finding his lost daughter. The truth of her disappearance may reveal dark secrets from the city's past - secrets that those on both sides of the law would kill to protect. A *Living Forgotten Realms* adventure set in Baldur's Gate for characters levels 1-4.

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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This adventure retires from RPGA-sanctioned play on December 31, 2011.

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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 RPGA Session Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned 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 1-4. 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

Decades ago, Baldur's Gate nearly fell to Grand Duke Valarken and a force of lycanthropes called the Band of the Red Moon. Grand Duke Valarken and his army of ravening lycanthropes were defeated; the survivors were driven into hiding in the Werewoods. The surviving

Grand Duke Portyr and the parliament of Scepter Lords have been in charge of city government ever since.

Valarken still harbors ambitions to rule Baldur's Gate, and his plans are once again coming to fruition. He has subverted key members of the Watch in several districts (including Little Calimshan), recruited agents in various wards, and has nearly completed research into a ritual that could be used to transmit the curse of lycanthropy, potentially allowing his followers to infect and subvert hundreds of innocents to his cause.

To that end, Ikhal, one of Valarken's lieutenants, has been gathering components and subjects for the first attempt at the ritual. These kidnappings had gone unremarked until the child of a Scepter Lord was snatched, drawing the attention and wrath of those powerful enough to oppose Valarken's plans. The PCs are asked to investigate this disappearance; in the course of doing so, one important goal of this adventure is to introduce the lurking menace of former Grand Duke Valarken.

DM'S INTRODUCTION

The action starts in Baldur's Gate in the middle of a Calishite celebration of justice mourning the death of the god Tyr. The streets are full of people in joyous celebration and in solemn processions.

Meanwhile, the PCs are looking for work with the Flaming Fist. (This might occur because some or all of the characters have worked with the organization in the past, but it isn't necessary for any characters to have an existing connection to the Fist.) The Flaming Fist headquarters is chaotic, as their troops are stretched thin trying to keep order in Little Calimshan during the celebration.

Additionally, Flaming Fist Lieutenant Hart Stonefield has been hassled by a local Scepter Lord (Mazak al'Azeem) about the Fist's failure to deal with a missing persons case. Stonefield doesn't have time to deal with the Scepter Lord and the unruly inhabitants of Little Calimshan at the same time, so he asks the PCs to talk to al'Azeem and try to help him out (which happily gets both al'Azeem and the PCs out of Stonefield's hair). The PCs work with al'Azeem directly, but Stonefield and the Flaming Fist can still claim some of the credit if the PCs actually do solve the mystery. (On the other hand, Stonefield can also point out that the PCs weren't actually working directly for the Flaming Fist if something goes horribly awry).

There has been a rash of disappearances in Little Calimshan. Mazak al'Azeem has been trying to look into the disappearances himself, but corrupt members of the Watch have been frustrating his efforts, and he believes

that is why his own daughter has now been targeted as a victim. He can't go to the Watch for help, and the Flaming Fist is too busy maintaining civil order in Little Calimshan to help him.

Mazak has asked Lieutenant Stonefield to find him some adventurers to help locate his daughter, his only child, Ameerah. She was kidnapped yesterday afternoon near a soup kitchen where she was engaging in charity work, as she is a very loyal follower of Ilmater. However, Ameerah is a woman of prodigious strength and formidable skill at unarmed combat, and managed to kill one of her attackers and raise enough of a ruckus to attract attention. While she was ultimately subdued and hustled away, a few witnesses recognized her and ran off to alert al'Azeem, while others managed to keep an eye on the crime scene in time for al'Azeem's men to secure it. Mazak al'Azeem directs the adventurers to the crime scene in Manticore's Sting.

As payment for their services, al'Azeem states that he will gift the PCs with magical items that his family took from Calimshan when they fled, as well as a handsome sum of gold upon Ameerah's return.

PLAYER'S INTRODUCTION

The player characters, for reasons of their own, have come to Baldur's Gate. While they are in the city, they find themselves looking for work. It is a well-known fact that the Flaming Fist mercenary company often has a need for sellswords and adventurers due to the overcrowded and ever-chaotic nature of the city, which presents new challenges and opportunities on a constant basis. Read or paraphrase the following:

There is a feeling of excitement in the air this afternoon. Today is the first day of a Calishite festival mourning the death and celebrating the life of Tyr, the dead God of Justice. Many of Tyr's former worshippers now follow the faith of Ilmater, but continue to pay their respects to Tyr. The streets of Little Calimshan are full of both solemn processions of flagellants and joyful groups of revelers.

Making your way through the crowds and crossing the city to the Flaming Fist headquarters, you arrive at a great building, where two huge pennants depicting fists wreathed in flames cascade down the walls to the sides of a well guarded entryway. There is a buzz of activity in the air. Scores of armed and armored soldiers are entering and leaving. All of them wear the same sigil as the pennants.

Identifying yourselves as seekers of employment, you are taken into the building and told to wait in a side room where you will be interviewed by a Fist officer.

It does not matter if the PCs traveled here together or separately. They are all shown into the same room and told to wait. This is a good opportunity to let everyone introduce their characters.

The Flaming Fist headquarters is chaotic, as the mercenaries are stretched thin trying to keep order in Little Calimshan during the celebration. A few minutes after the PCs arrive, a very harried Lieutenant Hart Stonefield enters the room. The Lieutenant is a grizzled veteran of the Flaming Fist and is obviously accustomed to giving orders and having those orders obeyed (think of him as a military drill sergeant).

He warmly greets anyone with the story object **BALD01 Flaming Fist Apprenticeship** from **BALD1-1 Flames of Initiation** (or any similar story object from other Baldur's Gate adventures). He introduces himself to those that don't know him, quickly getting down to business.

If at least one of the PCs has the BALD01 story object (or another appropriate story object):

"I imagine you're here looking for work. I don't have any time right now to start processing the necessary writs and paperwork to get subcontracts to you, despite what you've done for the Flaming Fist in the past." Stonefield looks tired and overwhelmed, though pleased to see you. "But I know you're reliable... so I'm going to try to slide this to you outside of normal channels. There's someone I know who needs some help, and he's willing to pay. Plus, if you just do a little poking around for him, he'll get off my back. I'd regard it as a personal favor."

If none of the PCs have an appropriate story object:

"Look, I don't have any work for unproven mercenaries right now. There's too much that could go wrong if I put you on the streets at a time like this. Still, you look at least marginally competent. I do know someone who is looking for adventurers. Maybe he can toss some gold your way."

Regardless, Stonefield continues.

"Scepter Lord Mazak al'Azeem has been very insistent that we help him with a missing persons case. I'm told that nobody has heard from his daughter in a few days, and he's worried. I would love to be able to help him, but the Flaming Fist is stretched thin trying to keep order in Little Calimshan during the celebration. I just don't have enough bodies in this area to run an investigation at the same time." The grizzled Lieutenant rubs his brow tiredly.

“Why don't you go talk to him? If it's something simple, go ahead and handle the situation. If it's complicated, come back to me once the celebration's over, the day after tomorrow, and I'll see what I can do to help.”

“Regardless, I expect you to conduct yourselves appropriately, and if, Gods forbid, any swords come out, try to take prisoners. You have no reason to be going around adding to the chaos by killing lawful and legal residents of the city. Even if this is a legitimate case rather than just some lovestruck girl escaping for a romantic weekend without telling her father first, any criminals you find are probably still citizens and have some rights. I don't want anyone antagonizing the residents of Little Calimshan by accidentally killing someone in that community. They are riled up enough already.”

Stonefield pulls a small scrap of paper from a nearby duty roster, and scratches something on it with a bedraggled quill. “Here's how you get to Mazak al'Azeem's estate. This guy is a Scepter Lord, a respectable gentleman, so keep a civil tongue around him. Remember, dead men tell no tales... at least not for less than the cost of a Speak with Dead ritual. Good luck, and I look forward to hearing your report. If you do a good job on this for me, I might see my way clear to finding some more work for you in the future.”

Hart Stonefield doesn't know any more about Mazak al'Azeem's problems. If asked, he can tell the PCs what's going on with the religious celebrations. Hart's knowledge is equivalent to a Religion check at DC 25.

If none of the players have ever participated in a Baldur's Gate regional adventure, a brief description of the city is provided in **Appendix 1**. None of the information is needed for this adventure, however.

If the PCs want to know more specifically about what's going on in the city and how it might relate to the current situation, they can make appropriate checks as detailed below.

HISTORY CHECKS

History DC 10: Baldur's Gate has seen a recent restructuring of its government. After the city nearly fell to Grand Duke Valarken and an external force of lycanthropes called the Band of the Red Moon, surviving Grand Duke Portyr instituted a parliament to better balance city power. The members of that parliament are known as Scepter Lords.

History DC 20: Many humans in Calimshan became slaves, and many others have emigrated elsewhere rather than live in servitude. A very high

number of Calishite refugees have ended up in Baldur's Gate in the years since the Spellplague.

History DC 25: One of the famous human leaders who led much of the Calishite population to Baldur's Gate about fifty years ago was Mazak al'Azeem's grandmother. Thus, his family is highly respected.

RELIGION CHECKS

Religion DC 10: Ilmater is a good-aligned god. He is the embodiment of compassion and an opponent of suffering.

Religion DC 15: The current festival celebrates the life of Tyr, the former God of Justice. Tyr perished long ago while defending the Astral realms against an overwhelming demonic incursion.

Religion DC 25: There are several temples to Ilmater in the area of Little Calimshan. He is one of the more widely worshipped gods among the Calishites. Many former adherents of Tyr now follow Ilmater.

STREETWISE CHECKS

Streetwise DC 10: Many ethnic districts and neighborhoods exist in and around Baldur's Gate, providing local color and character that helps refugees and expatriates from across the world feel more at home in the massive city. The Calishite population is one of the largest, and many of them live in a district that has come to be known as “Little Calimshan.”

Streetwise DC 20: Mazak al'Azeem is a Scepter Lord, a member of the parliament that Grand Duke Portyr instituted to better balance the city's politics. He wields a respectable amount of power, but his influence is mostly within the district that he represents, which includes Little Calimshan.

Streetwise DC 25: al'Azeem has a reputation for being a good man, one very dedicated to the welfare of his people. He is popular and charismatic, a loyal follower of Ilmater, and devoted to his family. Word on the street is that his household has been in an uproar for a day or so - and that he's in some sort of argument with the City Watch in Little Calimshan. (Note that the City Watch is distinct from the Flaming Fist, which is technically a mercenary company despite its quasi-official status. The two organizations often compete for power and influence in the city.)

ENCOUNTER 1: LITTLE CALIMSHAN

SETUP

Important NPC: Mazak al'Azeem (Diplomacy +8, Insight +7, Perception +3, Streetwise +12)

In this encounter, Mazak al'Azeem recounts the story of his daughter's kidnapping, as well as a number of other suspicious disappearances in Little Calimshan, and directs the adventurers to the crime scene in Manticore's Sting.

Far from the city's main gates, you enter a distinctive neighborhood featuring ostentatious cupola-domed towers and other noticeable Calishite architectural accents. This area, which most people refer to as Little Calimshan, is the gathering place for the many humans and few genasi that fled their desert homeland to escape slavery and war.

In Little Calimshan the wealthy and the poor live side by side. Be sure to emphasize the Calashite influence and flavor of the neighborhood. Swarthy men and women in brilliant silk turbans and caftans stride through the streets. There are a lot of people dressed in festival clothes for the celebration as well as people dressed in religious vestments and plenty of Ilmatari priests. The streets are rich with the smells of people, animals, and exotic spices from street vendors. Merchants sell a variety of Calishite goods.

The PCs arrive at a large, well-kept mansion with a beautiful garden and are met by attentive servants who lead them to Mazak al'Azeem. They don't have to wait for long until he appears.

"Welcome to my home. My name is Mazak al'Azeem. I am most grateful you are here. Please, sit with me and let us discuss a matter of great personal importance to me, and perhaps to Baldur's Gate as well."

Scepter Lord Mazak al'Azeem should be played as a sympathetic figure who is very concerned about his people and his daughter. He is trying to do the right thing for everyone in his district, but the disappearance of his only child has hit him very hard. Lord al'Azeem has the following information to impart:

- He is a Scepter Lord, representing this district in the city's parliament. As such, he does have a certain amount of power and influence. However, he explains that this is a personal matter, not an official request of the city.

- At least a dozen people have disappeared in the last three weeks in and around Little Calimshan. The number is somewhat uncertain because not all disappearances get reported. There are probably also legitimate cases of people going out of town for various business or personal reasons.
- Lord al'Azeem was alerted to the disappearances by the people of Little Calimshan, not by the City Watch. He bitterly emphasizes that the Watch should have briefed him about the disappearances, but they did not.
- The Watch has been notified when people are kidnapped, as they are the proper civil authority, but they have not been particularly helpful. At best, one or two members of the Watch show up and conduct a perfunctory investigation.
- The families of the missing have gotten the runaround from the Watch. Even when Lord al'Azeem himself went to the local Watch headquarters to inquire, he got nowhere and was stymied by apathy and red tape.
- Mazak's daughter (and only child) Ameerah was kidnapped yesterday evening near a soup kitchen where she was engaging in charity work. She is a very loyal follower of Ilmater and spends a great deal of time helping the poor in Little Calimshan, particularly in the destitute neighborhood known as Manticore's Sting.
- Ameerah is a woman of prodigious strength and formidable skill at unarmed combat. She managed to kill one of her attackers and raise enough of a ruckus to attract attention. While she was ultimately subdued and hustled away, a few witnesses recognized her and ran off to alert al'Azeem that his daughter was in danger.
- Some of the locals kept an eye on the crime scene in time for al'Azeem's personal guard to secure it. Even now, al'Azeem's guards are there and are trying to stall the Watch so that the Watch doesn't mess up the crime scene.
- If the PCs ask about the other victims, Mazak is insistent that he wants the PCs to find his daughter, and if they find her, they may also learn what happened to the other victims. All he will say is that all of the victims have been young, healthy members of the lower classes. (This is significant because it indicates that the kidnappers are not preying on children or the infirm - perhaps there is a reason why they want young, healthy victims.)

When the subject of payment comes up, as it almost invariably does in these situations, Mazak has the following to say:

“If Hart Stonefield, whom I regard with the utmost respect, has sent you to me, then I trust that you can find my daughter, the delight of my eyes, and return her to me alive. If you can do this, then I will esteem you as if you were my own kin.” The Scepter Lord's proud face is overcome with emotion. “I will give you gold and open my vaults so that you may have the pick of items that my family took from Calimshan when we fled.”

If the PCs want to know the exact terms of their employment, then Mazak says that he will pay them each 50 gold pieces and give them a magic item from his family vault for the safe return of the Lady Ameerah. (If she has met with an unfortunate end, a possibility that Mazak will concede only reluctantly, he still requires the PCs to return as much of her remains as possible so that the appropriate rituals may be enacted.)

On a successful Diplomacy check (DC 15/16) Mazak is willing to give the PCs half of their payment now for “operating expenses” if they ask. He is extremely polite, but he will make it clear that he views anyone who tries to extort him for more money as very rude and mercenary. They would be wise not to push too hard on this subject with a grieving and outraged father.

ENDING THE ENCOUNTER

Most likely the PCs will agree to look for the missing girl; the obvious place to start is for them to investigate Manticore’s Sting. Lord al’Azeem gives the PCs a signet ring to show his guards and gives them directions to the crime scene. He tells the PCs that his guardsmen wear distinctive sea-green tabards with gold flowing script identifying them as servants of House al’Azeem.

If for some reason the PCs go out of their way to alienate the Scepter Lord, then Hart Stonefield will have to send one of his own men to get the information from the Scepter Lord and then subcontract the job back out to the PCs so that the adventure can continue. The Scepter Lord, however, is highly offended when he finds out. The PCs will lose out on a substantial portion of their rewards in this case.

EXPERIENCE POINTS

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

TREASURE

The PCs might receive up to 25 gp each as an advance payment. This sum counts against their total reward from the Scepter Lord of 50 gp per PC, as detailed in the Treasure Summary.

ENCOUNTER 2: MANTICORE'S STING

**SKILL CHALLENGE LEVEL 1/3,
COMPLEXITY 2 (200/300 XP)**

SETUP

Important NPCs:

Markesha: One of Lord al'Azeem's guards.

Watch Sergeant Brandower: meddlesome city investigator who is here to slow things down.

Nulkarash: A beggar boy.

Ehsan: An aging, half-deaf cleric of Ilmater.

Overall, this is a Complexity 2 skill challenge, meaning that the PCs need a total of 6 successes before 3 failures. This encounter is presented as a series of smaller scenes that together make up the overall challenge. Each scene only needs two successful skill checks to complete; however, let the roleplaying go on as long as you feel is appropriate. In each scene, the PCs can use their skills to learn more information for as long as the players are making headway and having fun.

If the PCs get more than two successes in any individual scene, only the first two count. They also cannot suffer any more failures after earning two successes in a scene. In other words, once they meet their goal, although the roleplaying may continue, you should stop counting successes and failures. Each scene requires 2 successes before the PCs can move to the next scene. Any failures that the PCs accumulate carry over from scene to scene.

Even if the PCs fail the overall skill challenge by accumulating a total of 3 failures before completing all three scenes, run the rest of the encounter because they will need the information. The price of failure is that the PCs take too long and the opponents in the next combat encounter will be ready for them.

Please bear in mind that use of powers and items is perfectly acceptable and encouraged in skill challenges. Feel free to grant bonuses or even automatic successes for appropriate use of powers or items.

You can smell Manticore's Sting long before you actually get there. This tangle of warren-like houses, crude stalls, and dingy shops has no proper sanitation, and the streets and alleys are overflowing with people.

SCENE 1: SMOOTHING THINGS OVER

Goal: Find a way to get Watch Sergeant Brandower to leave the area so that the PCs can look over the crime scene without his interference.

Primary Skills: Bluff, Diplomacy, Intimidate, Religion

Other Skills: Heal, History, Insight, Streetwise

Victory: The PCs convince Watch Sergeant Brandower rapidly, within a few minutes.

Defeat: The Watch Sergeant gets suspicious and recalcitrant, and argues with them for nearly an hour before grudgingly leaving.

This area houses a small carpentry shop and a soup kitchen run by the followers of Ilmater. It lacks the happy yet reverent buzz that permeates most of Little Calimshan today. You see several local residents, armed with rough clubs, looking around alertly. They seem to be led by an elderly man clad in priestly vestments.

Standing defiantly outside the soup kitchen is a strong-looking woman wearing a longsword at her hip. Her scale mail is covered by a tabard in the colors of House al'Azeem. She is engaged in a heated argument with a man wearing the uniform of the City Watch.

From what little you can overhear, the City Watch wants to see the body of the man Ameerah killed when she was abducted, but the Scepter Lord's guards won't permit the Watch to enter the crime scene. This bitter argument will need to be resolved so you can do your work.

Assuming the PCs produce the signet ring they were given by Lord al'Azeem, the woman introduces herself as Markesha, member of the house guard. She is very glad to have Lord al'Azeem's investigators finally on the scene. The City Watchman (who Markesha politely introduces as Watch Sergeant Brandower) is unhappy that al'Azeem's guards won't let the Watch do their job. The locals standing by are concerned citizens who support the church of Ilmater and know Ameerah well. They are led by an aging, half-deaf cleric named Ehsan.

The primary skills for this scene are the social skills. The PCs will probably choose one of the three obvious approaches (subterfuge, diplomacy, or intimidation) and must succeed on two skill checks in order to convince the Watch Sergeant not to impede their investigation. They might also bring the followers of Ilmater into the conversation to help bolster their case, although this alone is not sufficient to complete the scene.

Note that Sergeant Brandower is not one of the corrupt members of the City Watch. Or, at least, his particular brand of corruption has nothing to do with

the people who attacked Ameerah. However, he has little respect for the Calishite refugees and does not intend to conduct a thorough investigation. He just wants to look around and get this crossed off his docket so that he can get back to his other duties. His superiors, some of whom *are* involved with the conspiracy, have made it clear that he is expected not to find anything here, just like none of the other investigators who've come to Little Calimshan found anything.

Bluff (DC 10/11, 2 successes maximum): The PC comes up with an elaborate half-truth, or even outright lie, to explain why this particular incident doesn't need the Watch's attention right now.

Diplomacy (DC 10/11, 2 successes maximum): The PC starts smoothing over Watch Sergeant Brandower's suspicions, and is generally so ingratiating that Brandower says that he can come back later this afternoon, perhaps, if it isn't too much trouble.

Intimidate (DC 10/11, 2 successes maximum): Through sheer bluster, the PC browbeats the Watch Sergeant until he decides to leave, perhaps to spare himself some unfortunate repercussions.

Religion (DC 10/11, 1 success maximum): The PC brings the elderly cleric Ehsan into the conversation, calling upon the faith of Ilmater, and explains how any perceived miscarriage of justice will certainly be an insult to the already agitated Calishite community. This excites the locals, who thump their clubs menacingly, and helps persuade Watch Sergeant Brandower to back down regardless of which other approaches the PCs have taken.

The following secondary skills can be used to grant bonuses to characters making primary skill checks. A success with a secondary skill grants a +2 bonus to another character's primary skill check, and might have other effects, as you see fit. A failure on a secondary skill check does not count as a failure towards the overall skill challenge.

Heal (DC 10/11, not a success or failure): The PC spouts of a technical string of medical jargon, baffling yet impressing the Watch Sergeant with his or her credentials as a healer and therefore the most qualified to examine the body.

History (DC 15/16, not a success or failure): The PC recalls a law permitting the private retainers of an aggrieved party to investigate a crime even when the Watch is already involved. Although a legal gaffe might have already occurred, the PC has found an elegant legal precedent that legitimizes the Scepter Lord's actions. A great success with this skill (beating the listed DC by 10 or more) cancels out one failed check in this

portion of the skill challenge, but this can only be done once.

Insight (DC 10/11, not a success or failure): By studying the Watch Sergeant, the PC notices something that makes him nervous and will give a friend an edge in the negotiations.

Streetwise (DC 10/11, not a success or failure): The PC recognizes some of the peasants around here as "friends of a friend." By talking to them about Watch Sergeant Brandower, the PC learns a little bit about how to handle him.

Ending the Scene: Once the PCs have achieved two successes, Watch Sergeant Brandower leaves. Describe his departure in a fashion appropriate to the primary skill that was used (scratching his head in confusion if they bluffed him, grumbling under his breath if they intimidated him, smiling if they were diplomatic, and so forth). In this case the scene only lasts for a few brief minutes.

If they accrue three failures, then Markesha grows frustrated. She argues with the Watch Sergeant for an hour before finally bullying him into leaving.

Regardless, once the Watch Sergeant leaves, Markesha leads the PCs into the carpentry shop next door to the soup kitchen. She explains that the church of Ilmater works to feed the poor as well as to proselytize. Ameerah al'Azeem is well liked as a devout follower of Ilmater who works tirelessly to help the unfortunates here. She is popular for her charitable works as well as for the high-energy calisthenics and wrestling classes which she teaches for free. She has often exhorted the peasants here that they can improve their lot in life if they start by improving their bodies.

SCENE 2: INVESTIGATING

Goal: Look over the area where Ameerah was attacked to learn more about her attackers.

Primary Skills: Arcana, Diplomacy, Heal, Perception

Other Skills: Insight, Religion, Streetwise

Victory: The PCs learn that one of the people who attacked Ameerah was spellscarred.

Defeat: The PCs will be missing vital information about who attacked Ameerah, and will waste time trying to pick up what clues they can find.

Markesha leads you to a carpentry shop next to the soup kitchen, where you find two more of Lord al'Azeem's personal troops in their sea-green tabards guarding a sheet-covered body. Markesha points out the area of the street where Ameerah fought her attackers. It's up to you to make sense of whatever clues might be left here.

The primary skills for this scene involve revealing more information about the attacker's body or the area where the battle took place. Even after the PCs have earned the two successes that they need to complete this scene, you should allow them to roll the other skill checks and get all of the available information if they are able to do so. Two out of the three primary clues are needed for this scene to be a success.

Arcana (DC 15/16, 1 success maximum): The PC realizes that the faint residual glimmer around the corpse's left eye indicates that he is, or rather was, a spellscarred. This distinctive feature will help the PCs figure out where in the city the attackers might be based, because although spellscarred people are not completely unheard of, they are quite rare and their spellscars are usually unique.

Diplomacy (DC 10/11, 1 success maximum): The PC starts chatting up some of the locals and befriends a young, skinny boy named Nulkarash. Nulkarash saw the whole thing happen and is more than happy to retell the tale of how four, or maybe five, big strong guys started attacking poor Ameerah. She put up a fight, knocking one into that wall and breaking another one's neck. But they hit her on the back of the head and put her in a cart, still moaning. (In other words, she was still alive when she was taken, an indication that perhaps she might still be alive, and some or all of the other kidnap victims might still be alive as well.)

Heal (DC 10/11, 1 success maximum): The PC inspects the body and realizes that the man died by having his neck broken. The PC realizes that Ameerah is a tough young lady if she's capable of this sort of self defense. She's not some delicate flower even if she is a Scepter Lord's daughter. A second successful check with this skill allows the character to recognize that there's something strange about the corpse's left eye; someone trained in Arcana should look into that.

Perception (DC 10/11, 1 success maximum): The PC notices a smear of blood and hair on a wall. Perhaps this can be used to magically track Ameerah's attackers with an appropriate ritual. Certainly it shows that Ameerah fought back against the people who took her. A second successful check with this skill allows the character to notice that there's something strange about the corpse's left eye; someone trained in Arcana should look into that.

The following secondary skills can be used in this scene:

Insight (DC 10/11, not a success or failure): After studying the area, the PC realizes that Ameerah would have never fit in with these people and made as

many friends as she did if she was dressed like the daughter of a Scepter Lord. A quick word with the locals confirms this. She dressed in rough peasant's clothing and her attackers would have had no way to know that that she was not a peasant girl. In other words, it's quite unlikely that she was targeted because of who she was.

Religion (DC 10/11, not a success or failure): Ehsan, the cleric of Ilmater, follows the PCs into this area. A character who talks with him can learn about the current religious festival and about Ameerah's work with the church. She is quite devout and views herself as a defender of the common people. She probably would have jumped into the fight to save someone else, even if the attackers hadn't picked her out as their target.

Streetwise (DC 10/11, not a success or failure): The PC starts talking to some of the local shopkeepers and street people, who might point out something that the PCs missed as they were looking around. This skill can be used to replace one of the primary skills. Alternatively, a great success with this skill (beating the listed DC by 10 or more) cancels out one failed check in this portion of the skill challenge, but this can only be done once.

Ending the Scene: Once the PCs get to two successes (or reach a total of three cumulative failures), this scene can end. Ehsan, the priest of Ilmater, gets Markesha's attention, and she leads him over to the PCs. The cleric explains that the locals want to talk about the recent spate of disappearances. They're very agitated about the whole situation and they believe that the PCs are far more trustworthy than the City Watch.

SCENE 3: WORD ON THE STREET

Goal: Talk to the residents of Manticore's Sting and discover the location of the spellscarred attacker's base of operations.

Primary Skills: Diplomacy, Insight, Streetwise

Other Skills: Acrobatics, Arcana, Intimidate, Religion

Victory: The PCs learn that the person who attacked Ameerah used to live in an abandoned mission in Scarred Alley.

Defeat: The PCs waste time trying to talk to everyone at once.

At this point, quite a crowd of Calishites has gathered to watch you looking into things. A skinny boy named Nulkarash is apparently the ringleader of the beggars around here. A group of young ladies from the nearby market are watching you and giggling as they whisper to one another. Everyone seems to have something to say, whether it is offering advice, pointing out details

about the crime scene, or just urging you to find whoever did this and bring them to justice.

Ehsan, the aging, half-deaf cleric of Ilmater, has stepped in to try and maintain order so everyone isn't talking to you at once, but he's not doing so well. Together, these people probably have information you need. The difficulty is trying to sort it all out, and quickly, before something happens to Ameerah!

The following primary skills can be used to elicit information from the crowd. The two critical pieces of information are listed under Insight and Streetwise, so try to find a way for the PCs to get the information with other skills if nobody is trained in these two skills.

Diplomacy (DC 10/11, 1 success maximum): The PC praises the greatness of the spirit of the Calishite people and thanks everyone for trying to help. The assembled crowd is pleased with the PC's pleasant and courteous manner and calms down, making it easier to find out what they know.

Insight (DC 10/11, 1 success maximum): The PCs notice that several members of the crowd seem very glad that the thug that Ameerah killed is dead (spitting on the corpse and making rude gestures). Their anger is far greater than just because of the kidnapping. Once the PCs start asking why people are so mad at the dead thug, they find that the thug, known locally as "Cyclops" because of his one spellscarred eye, had been extorting them for protection money since before the kidnappings started.

Recently, Cyclops stopped demanding cash. Instead, he wanted all sorts of strange magical components instead of money. Almost all of the merchants in this area are out of various kinds of herbs and other ritual components (eye of newt, tongue of bat, and so forth). The only place that has any ritual components left anywhere in this part of the city is a small enclave of Red Wizards not far from the boundary of Little Calimshan. Not even Cyclops was brave enough to tangle with the wicked necromancers over there! (This unlocks the use of Arcana as a secondary skill.)

Streetwise (DC 10/11, 1 success maximum): Baldur's Gate was largely untouched by the Spellplague, so spellscarred are feared. Those who bear such marks are unofficially quarantined in a neighborhood known as Scarred Alley, right on the edge of Little Calimshan. Several onlookers agree that Cyclops lived in an old abandoned mission in Scarred Alley that was once operated by the Order of Blue Fire but has been abandoned for some time. (Ideally, this is the final clue and the final successful skill check, ending the encounter.)

The following secondary skills can be used in this scene:

Acrobatics (DC 10/11, not a success or failure): With this skill, a PC dances or juggles or tumbles out in the street to entertain some of the crowd while the rest of the PCs are talking to other people.

Arcana (DC 15/16, not a success or failure): Once the PCs learn that Cyclops was extorting people for ritual components, they will probably ask exactly what components he wanted. The locals can give the PCs a pretty good idea of the particular components the thug was looking for. With a successful Arcana check, the character concludes that Cyclops (or his master) was interested in rituals that involve creating and spreading curses and plagues.

Intimidate (DC 10/11): The PC attempts to quiet the crowd by out-shouting them all. If the PC fails this check, it doesn't count as a failure for the challenge, but the next primary skill check attempted suffers a -5 penalty because the people of Little Calimshan are offended by all the yelling.

Religion (DC 15/16): The PC joins the celebration of Tyr's life and death and manages to pull it off, impressing the locals with his or her piety. Even though the PCs might have stepped on a few toes while talking to the people around here, this act soothes people's hurt feelings, canceling out one failed check in this portion of the skill challenge, but it can only be done once.

ENDING THE ENCOUNTER

If they befriend him, Ehsan of the temple of Ilmater can be a useful ally if the PCs need a Raise Dead or Cure Disease ritual at some point later in the adventure.

Success: The PCs have plenty of time to get to Scarred Alley and surprise their opponents. Additionally, Nulkarash the beggar tells them that there is a poorly secured iron gate sealing off a side alley next to the abandoned mission that the PCs can use to enter quietly.

Failure: If the PCs are unable to complete the skill challenge and do not know what to do next, then Ehsan will talk to the residents of Manticore's Sting. However, he's nearly deaf, and everyone is talking at once, so it takes him several hours to sort it out. He eventually informs the PCs that Ameerah's attacker used to live in the abandoned mission in Scarred Alley.

EXPERIENCE POINTS

The PCs receive 40/60 XP each for succeeding at this skill challenge, or half that amount if they failed.

TREASURE

There is no treasure in this encounter.

ENCOUNTER 3: SCARRED ALLEY

ENCOUNTER LEVEL 3/5 (750/1,000 XP)

SETUP

This encounter includes the following creatures at the low tier:

- 1 **spellplague adept** (SA)
- 1 **spellscarred dwarf bolter** (DB)
- 1 **spellscarred halfling thief** (PH)
- 2 **wererat minions** (Valarken's agents) (WM)
- 2 **human guards** (members of the City Watch) (HG)

This encounter includes the following creatures at the high tier:

- 1 **spellplague adept** (Level 5) (SA)
- 1 **spellscarred dwarf bolter** (Level 4) (DB)
- 1 **spellscarred halfling thief** (Level 4) (PH)
- 2 **wererat minions** (Valarken's agents) (WM)
- 2 **human guards** (Level 5) (members of the City Watch) (HG)

If the PCs want to know more about Scarred Alley they can make the following skill checks:

History DC 15: Baldur's Gate was largely untouched by the Spellplague. Therefore, people with spellscars are generally immigrants from other places that weren't so lucky.

Streetwise DC 10: The spellscarred in Baldur's Gate are unofficially forced to live in Scarred Alley. The Order of Blue Fire is a kindly organization dedicated to helping the spellscarred become productive members of society. The Order provides counseling, housing, and job training for the spellscarred.

Streetwise DC 15: Several months ago, the leader of the local chapter of the Order of Blue Fire and all of his devoted followers disappeared. The mission house has been abandoned since then, but it's likely that people are squatting in it, given the poverty here.

Streetwise DC 20: There is a rumor that some of the spellscarred in Scarred Alley are starting to band together and are making noises about grand changes coming to Baldur's Gate, but no one takes that seriously because half of them are insane anyway.

The Order of Blue Fire once operated out of this small compound, which they cobbled together from several neighboring buildings. They installed a teleportation circle, which allowed them to transfer people and supplies to other chapter houses in various cities. Grand Duke Valarken is very interested in spellscarred

individuals, seeing them as excellent candidates for his plan to convert people into lyncathropes by means of a new ritual. After all, their bodies have already demonstrated a capacity for withstanding extreme changes. Valarken subverted those members of the Order who he could. The rest saw the handwriting on the wall and departed through the portal for parts unknown. The spellscarred who remained behind now serve Valarken, who has promised them a much better life when he returns to power in Baldur's Gate. Valarken has also bought the loyalty of a significant portion of the membership of the City Watch in certain districts, including Little Calimshan. So, the guards here are a mixture of spellscarred, lyncathropes, and City Watch members, all in Valarken's service.

Scarred Alley drowns in the orange light of the setting sun. Though you can hear the hymns and crowds and raucous celebrations of Little Calimshan just a few blocks away, the festival atmosphere does not penetrate the misery of this neighborhood. A few locals enjoy a drink in front of a seedy tavern down the block, and a small mongrel dog with strangely oversized paws naps in the back of a rickety wagon, but there is no sign of anything living in the boarded-up storefront that once housed the mission run by the Order of Blue Fire.

If the party succeeded on the skill challenge and state their intention to approach quietly, the thugs in the abandoned mission are unaware of their approach and the PCs can learn some interesting things by eavesdropping. They can also have a surprise round against the inhabitants of the mission. Additionally, the people here are more likely to actually talk to the PCs.

If the party failed the skill challenge or does not even attempt to approach the abandoned mission quietly, the thugs in the abandoned mission are aware of the PCs' approach and prepare to fight them.

Breaking down the boarded-over front doors (Strength check DC 18) would immediately attract a great deal of hostile attention from the locals. On the other hand, a few minutes of searching reveals that an iron gate sealing off a side alley is poorly secured (Strength or Thievery check DC 20 to open).

If the party approaches quietly, they may have a chance to overhear some snatches of conversation between several thugs lounging in the courtyard. Because the mercenaries are distracted, a Stealth check (DC 10) from each PC is sufficient to allow the party to reach the end of the alley and overhear their talk.

As you stealthily make your way down the alley, you hear voices and laughter ahead. A small group of people seem to be discussing the same disappearances you have been investigating.

The PCs may overhear the following snippets of conversation:

- “Too bad about Cyclops getting killed, but he should have been more careful with a girl that big. Oh well, that leaves more money for us!”
- “If Ikhal’s ritual works like it’s supposed to tonight, then come the next full moon I think I might take Lord Valarken up on his offer. But I don’t want to be one of the first ones. You never know what could go wrong.”
- (Voice 1) “You guys from the Watch work closely with His Lordship, right?” (Voice 2) “Right. His Lordship has the Watch Commander of Little Calimshan in his pocket, so that’s how he got jobs for us in the Watch. Lately, we get paid a lot to hide the disappearances.”
- “I don’t care what kind of furry critter you turn into, growing a few sharp teeth is nothing next to the power of the plague. No offense, but I’m not letting any of you freaks bite me anytime soon.”
- “Just think, soon His Lordship will be back in power, and we’ll be the ones calling the shots. I’m gonna make that idiot Sergeant Brandower into my personal slave!”

If a PC can get close enough to see the people in the abandoned mission, read the following:

A couple of City Watchmen chat with a wild-haired woman wearing tattered robes near a wide well that shines with a sickly blue light. Open doors and windows let the early evening air into the surrounding buildings. You see that there are two humans and a dwarf up on a balcony overlooking the broad courtyard, looking at the moon.

As the moon rises over the horizon, the humans shiver and shake like they’re having some sort of fit. It passes after a few heartbeats, but the humans have changed - they now have long bare tails, hunched postures, and are covered in hair. Their faces are elongated, with large square front teeth and quivering noses. The dwarf next to them continues painting her fingernails and one of the Watch guards regards the change with mild curiosity, but no apprehension.

A DC 15 Nature check recognizes the changed creatures as wererats. The character also knows that lycanthropy is hereditary, passed on from parent to

offspring - but based on the overheard conversation, it sounds like this Ikhal person might be working on some sort of ritual to change that.

The only way to learn anything more from these thugs is to beat it out of them. If the adventurers broke down the gate or the front doors or failed the skill challenge, the thugs are ready for their arrival. If the PCs are circumspect in their approach and succeeded at the skill challenge, then they might have a chance to gain a surprise round.

Spellscarred creatures can sense one another within 5 squares, so if a spellscarred PC gets too close, the thugs automatically notice that character.

FEATURES OF THE AREA

The center of the compound is a large, irregular courtyard surrounded by several buildings. A number of doors and windows open onto the area. If the PCs want to go inside the buildings then improvise the layout. The doors, windows, and balconies allow the thugs inside to enter the combat or snipe from within.

In the middle of the courtyard is a broad well. The bottom of the well contains a magical portal; the portal shines with blue light that can readily be seen, although only a character adjacent to the well or on a balcony can see down into the well to spot the portal itself.

Illumination: The area is brightly lit by the light coming from the portal and the full moon.

Balconies: Creatures on a balcony enjoy cover against attacks originating on the ground, or improved cover if prone. Each balcony is 15 feet off the ground, and may be reached by jumping, climbing, or using the stairs. (Athletics DC 35 for a six-foot-tall character to jump from the ground to a balcony with a running start; Athletics DC 15 to climb the trellises; no check needed to use the stairs.)

Well: The well is 10 feet deep. A creature that falls into the well suffers 1d10 points of falling damage, but does not pass through the portal (it glows, but is not open, and nobody here knows how to activate it). A DC 10 Athletics check is sufficient to climb out of the well.

TACTICS

Remember that spellscarred PCs suffer a -2 penalty to defenses and saves against the powers of spellscarred monsters, and vice versa.

The spellplague adept maneuvers around the well in order to use *call of the plague* to try to force enemies into the pit, and to draw as many enemies as possible within range of her *plague pulse* power.

The wererat minions climb down the walls (using their climb speed) and attempt to provide a flank.

The halfling thief starts inside the building bordering the courtyard. He attempts to use Stealth to enter the battlefield unnoticed, gaining combat advantage if he can catch someone unawares.

The spellscarred dwarf bolters use the balconies to best advantage, dropping prone after taking their shots to gain superior cover. (Their typical sequence would be: move action to stand, standard action to attack, minor action to fall prone; unless someone is on the balcony in melee range.)

The human guards stay away from the spellplague adept to avoid being caught in her bursts and blasts, while trying to give combat advantage to the halfling thief and wererats.

The NPCs here will not chase the PCs if they leave, but will be alert for more attacks. The spellscarred and lycanthropes are loyal to their master unto death and will not surrender. The members of the Watch are not so eager to die. Their commitment to Valarken's cause is only as strong as the gold in their pouches.

SCALING THE ENCOUNTER

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

Four PCs: Remove one human guard.

Six PCs: Add another dwarf bolter and two wererat minions.

ENDING THE ENCOUNTER

If the PCs are defeated, the thugs run away from the mission without looting or finishing off the PCs because they are concerned that Mazak al'Azeem's guards are probably following the PCs. Markesha arrives about 10 minutes later with reinforcements and revives any unconscious PCs, or recovers the bodies if all the characters are dead. She takes them to the temple of Ilmater for Ehsan to cast the Raise Dead ritual on them (to be clear, this does not change any of the rules or costs listed in the "Character Death" section at the beginning of the adventure).

Any prisoners taken are willing to talk if someone makes a DC 15 Intimidate check or if the PCs promise to let them live (requiring a DC 15 Bluff check if the PC making that promise is lying).

- These guards work for someone named Lord Valarken. He's more powerful than Grand Duke Portyr and he is going to conquer Baldur's Gate.
- Lord Valarken has some powerful members of the City Watch in his pocket. He doesn't control the entire Watch yet, but he's getting close.
- The Watch has been covering up the disappearances from Little Calimshan. They

were specifically told to hide the disappearances from Mazak al'Azeem and prevent any attempts at investigation.

- Lord Valarken has been gathering magical components and young, fit, strong humans for some kind of ritual that he hopes will grant them the "blessing" of lycanthropy. The ritual is tonight, during the full moon.
- A woman matching Ameerah's description was captured yesterday. She killed one of the spellscarred that was helping the lycanthropes. The kidnappers did not know that Ameerah was al'Azeem's daughter. She was just a tough girl that looked strong enough to survive the ritual.
- The ritual is taking place somewhere in the Werewoods, about a hundred miles from Baldur's Gate. Valarken's people use the teleportation circle at the bottom of the well to go to the site. That's where the prisoners from Little Calimshan (including Ameerah) were taken earlier today.
- One of Valarken's trusted lieutenants, a powerful werewolf named Ikhal, is in charge of this operation. Ikhal knows how to open the portal; none of the thugs here have been trusted with that information. Their job is just to guard it.
- The spellscarred believe that they are part of a grand new order where Lord Valarken has promised to turn them into powerful lycanthropes, make them mighty warriors, and conquer Baldur's Gate with their help.

The PCs can easily locate the portal in the bottom of the well. It seems to have recently been modified. A character succeeding on a DC 15 Arcana check recognizes that the style of the modifications matches that of the Red Wizards. The circle is "signed" with an Arcane Mark ritual, indicating that it was a commissioned job. Ikhal paid a local Red Wizard named Amoth to reconfigure the portal about a month ago. Amoth is part of an enclave called the Red Curtain, which is near Little Calimshan. The Calishites are afraid of the Red Wizards because of Thay's association with necromancy and other dark magic. If the PCs want to use that portal, they're going to have to find a way to get the information from the Red Wizard who created it.

EXPERIENCE POINTS

The PCs receive 150/200 XP each for defeating the inhabitants of the abandoned mission.

TREASURE

The guards carry a total of 25/50 gold pieces per PC. The spellscarred halfling thief wields a *subtle weapon* +1.

ENCOUNTER 3: “SCARRED ALLEY” STATISTICS (LOW LEVEL)

Spellscarred Dwarf Bolter	Level 2 Artillery
Medium natural humanoid	XP 125
Initiative +5 Senses Perception +7; low-light vision	
HP 34; Bloodied 17	
AC 15; Fortitude 14, Reflex 14, Will 12	
Saving Throws +5 against poison effects	
Speed 5	
m Warhammer (standard; at-will) ♦ Weapon	
+6 vs. AC; 1d10 + 1 damage.	
R Crossbow (standard; at-will) ♦ Weapon	
Ranged 15/30; +8 vs. AC; 1d8 + 2 damage.	
R Plague Lash (standard; encounter) ♦ Necrotic, Psychic	
Ranged 10; +6 vs. Fortitude; 1d6 + 1 psychic damage. Each time the target attacks on its next turn, it also coughs up sickly blue-black blood, taking 5 necrotic damage.	
Aimed Shot	
The dwarf bolter gains a +2 bonus to attack rolls and deals an extra 1d6 damage with ranged attacks against creatures that don't have cover.	
Stand Your Ground	
When an effect forces a dwarf to move – through a push, a pull, or a slide – the dwarf moves 1 square less than the effect specifies.	
When an attack would knock the dwarf prone, the dwarf gains an immediate saving throw to avoid falling prone.	
Alignment Unaligned Languages Common, Dwarven	
Skills Dungeoneering +10, Endurance +7	
Str 14 (+3)	Dex 16 (+4) Wis 12 (+2)
Con 16 (+4)	Int 11 (+1) Cha 10 (+1)
Equipment chainmail, crossbow, crossbow bolts (20), warhammer	

Spellplague Adept	Level 3 Controller (Leader)
Medium natural humanoid, spellscarred	XP 150
Initiative +5 Senses Perception +4; low-light vision	
HP 46; Bloodied 23	
AC 17; Fortitude 13, Reflex 15, Will 14	
Speed 6	
m Quarterstaff (standard; at-will) ♦ Weapon	
+8 vs. AC; 1d8 + 1 damage.	
M Withering Staff (standard; recharge 4 5 6) ♦ Necrotic, Weapon	
Requires quarterstaff; +8 vs. AC; 2d10 + 4 necrotic damage, and the target is dazed until the end of the spellplague adept's next turn.	
R Call of the Plague (standard; recharge 5 6) ♦ Necrotic	
Ranged 5; +7 vs. Fortitude; 2d6 + 4 necrotic damage, and the target slides 3 squares.	
C Plague Pulse (standard; recharge 6) ♦ Necrotic	
Close blast 5; +7 vs. Reflex; 2d8 + 4 necrotic damage, and the target is pushed 1 square and knocked prone. <i>Miss</i> : Half damage, and the target is neither pushed nor knocked prone.	
Spellplague Resilience (immediate reaction; when the spellplague adept suffers an effect that a save can end; encounter)	
The spellplague adept makes a saving throw against the triggering effect.	
Alignment Evil Languages Common	
Skills Arcana +10, Athletics +4, History +12	
Str 13 (+2)	Dex 14 (+3) Wis 16 (+4)
Con 14 (+3)	Int 19 (+5) Cha 13 (+2)
Equipment robes, quarterstaff	

Spellscarred Halfling Thief	Level 2 Skirmisher
Small natural humanoid	XP 125
Initiative +6 Senses Perception +1	
HP 34; Bloodied 17	
AC 16; Fortitude 13, Reflex 15, Will 14; see also <i>nimble reaction</i>	
Saving Throws +5 against fear effects	
Speed 6; see also <i>mobile melee attack</i>	
m Dagger (standard; at-will) ♦ Weapon	
+7 vs. AC; 1d4 + 3 damage.	
r Dagger (standard; at-will) ♦ Weapon	
Ranged 5/10; +7 vs. AC; 1d4 + 3 damage.	
M Mobile Melee Attack (standard; at-will) ♦ Weapon	
The halfling thief can move up to 3 squares and make one melee basic attack at any point during that movement. The halfling thief doesn't provoke opportunity attacks when moving away from the target of its attack.	
Combat Advantage	
The halfling thief deals an extra 1d6 damage on melee attacks against any target it has combat advantage against.	
Nimble Reaction	
Halflings gain a +2 racial bonus to AC against opportunity attacks.	
Spellmirror (immediate reaction; when a creature misses the spellscarred halfling thief with an attack; encounter)	
Targets the creature that missed the spellscarred halfling thief; +5 vs. Reflex; 2d10 + 2 damage. This damage is of the same type (or types) as the attack that missed. The target also gains any effect (and its duration) that its attack would have inflicted on the spellscarred halfling thief. <i>Miss</i> : Half damage, and the attack does not produce any effects.	
Alignment Unaligned Languages Common, Dwarven	
Skills Acrobatics +11, Stealth +9, Thievery +11	
Str 12 (+2)	Dex 16 (+4) Wis 11 (+1)
Con 10 (+1)	Int 10 (+1) Cha 14 (+3)
Equipment leather armor, 4 daggers, thieves' tools	

Wererat Minions		Level 1 Minion
Small natural humanoid (shapechanger)		XP 25
Initiative +9	Senses Perception +1; low-light vision	
HP 1; a missed attack never damages a minion.		
AC 17; Fortitude 15, Reflex 16, Will 13		
Speed 6, climb 4		
m Bite (standard; at-will) ♦ Disease		
+5 vs. AC; 2 damage, and the target contracts filth fever.		
Change Shape (minor; at-will) ♦ Polymorph		
A wererat minion can alter its physical form to appear as a dire rat or a unique halfling. It loses its bite attack in halfling form.		
Combat Advantage		
The wererat minion deals 2 extra damage on melee attacks against any target it has combat advantage against.		
Alignment Evil		Languages Common
Skills Stealth +9, Thievery +9		
Str 10 (+0)	Dex 18 (+4)	Wis 12 (+1)
Con 16 (+3)	Int 10 (+0)	Cha 11 (+0)

Human Guard		Level 3 Soldier	
Medium natural humanoid		XP 150	
Initiative +5		Senses Perception +6	
HP 47; Bloodied 23			
AC 18; Fortitude 16, Reflex 15, Will 14			
Speed 5			
m Halberd (standard; at-will) ♦ Weapon			
Reach 2; +10 vs. AC; 1d10 + 3 damage, and the target is marked until the end of the human guard's next turn.			
M Powerful Strike (standard; recharge 5 6) ♦ Weapon			
Requires halberd; reach 2; +10 vs. AC; 1d10 + 7 damage, and the target is knocked prone.			
r Crossbow (standard; at-will) ♦ Weapon			
Ranged 15/30; +9 vs. AC; 1d8 + 2 damage.			
Alignment Unaligned		Languages Common	
Skills Streetwise +7			
Str 16 (+4)	Dex 14 (+3)	Wis 11 (+1)	
Con 15 (+3)	Int 10 (+1)	Cha 12 (+2)	
Equipment chainmail, halberd, crossbow, crossbow bolts (20)			

ENCOUNTER 3: “SCARRED ALLEY” STATISTICS (HIGH LEVEL)

Spellscarred Dwarf Bolter (Level 4)	Level 4 Artillery
Medium natural humanoid, spellscarred	XP 175
Initiative +6 Senses Perception +8; low-light vision	
HP 46; Bloodied 23	
AC 17; Fortitude 16, Reflex 16, Will 14	
Saving Throws +5 against poison effects	
Speed 5	
m Warhammer (standard; at-will) ♦ Weapon	
+8 vs. AC; 1d10 + 2 damage.	
R Crossbow (standard; at-will) ♦ Weapon	
Ranged 15/30; +10 vs. AC; 1d8 + 3 damage.	
R Plague Lash (standard; encounter) ♦ Necrotic, Psychic	
Ranged 10; +8 vs. Fortitude; 1d6 + 2 psychic damage. Each time the target attacks on its next turn, it also coughs up sickly blue-black blood, taking 5 necrotic damage.	
Aimed Shot	
The dwarf bolter gains a +2 bonus to attack rolls and deals an extra 1d6 damage with ranged attacks against creatures that don't have cover.	
Stand Your Ground	
When an effect forces a dwarf to move – through a push, a pull, or a slide – the dwarf moves 1 square less than the effect specifies.	
When an attack would knock the dwarf prone, the dwarf gains an immediate saving throw to avoid falling prone.	
Alignment Unaligned Languages Common, Dwarven	
Skills Dungeoneering +11, Endurance +8	
Str 14 (+4)	Dex 16 (+5) Wis 12 (+3)
Con 16 (+5)	Int 11 (+2) Cha 10 (+2)
Equipment chainmail, crossbow, crossbow bolts (20), warhammer	

Spellplague Adept (Level 5)	Level 5 Controller (Leader)
Medium natural humanoid, spellscarred	XP 200
Initiative +6 Senses Perception +5; low-light vision	
HP 62; Bloodied 31	
AC 19; Fortitude 15, Reflex 17, Will 16	
Speed 6	
m Quarterstaff (standard; at-will) ♦ Weapon	
+10 vs. AC; 1d8 + 2 damage.	
M Withering Staff (standard; recharge 4 5 6) ♦ Necrotic, Weapon	
Requires quarterstaff; +10 vs. AC; 2d10 + 5 necrotic damage, and the target is dazed until the end of the spellplague adept's next turn.	
R Call of the Plague (standard; recharge 5 6) ♦ Necrotic	
Ranged 5; +9 vs. Fortitude; 2d6 + 5 necrotic damage, and the target slides 3 squares.	
C Plague Pulse (standard; recharge 6) ♦ Necrotic	
Close blast 5; +9 vs. Reflex; 2d8 + 5 necrotic damage, and the target is pushed 1 square and knocked prone. <i>Miss</i> : Half damage, and the target is neither pushed nor knocked prone.	
Spellplague Resilience (immediate reaction; when the spellplague adept suffers an effect that a save can end; encounter)	
The spellplague adept makes a saving throw against the triggering effect.	
Alignment Evil Languages Common	
Skills Arcana +11, Athletics +5, History +13	
Str 13 (+3)	Dex 14 (+4) Wis 16 (+5)
Con 14 (+4)	Int 19 (+6) Cha 13 (+3)
Equipment robes, quarterstaff	

Spellscarred Halfling Thief (Level 4)	Level 4 Skirmisher
Small natural humanoid	XP 175
Initiative +7 Senses Perception +2	
HP 50; Bloodied 25	
AC 18; Fortitude 15, Reflex 17, Will 16; see also <i>nimble reaction</i>	
Saving Throws +5 against fear effects	
Speed 6; see also <i>mobile melee attack</i>	
m Dagger (standard; at-will) ♦ Weapon	
+9 vs. AC; 1d4 + 4 damage.	
r Dagger (standard; at-will) ♦ Weapon	
Ranged 5/10; +9 vs. AC; 1d4 + 4 damage.	
M Mobile Melee Attack (standard; at-will) ♦ Weapon	
The halfling thief can move up to 3 squares and make one melee basic attack at any point during that movement. The halfling thief doesn't provoke opportunity attacks when moving away from the target of its attack.	
Combat Advantage	
The halfling thief deals an extra 1d6 damage on melee attacks against any target it has combat advantage against.	
Nimble Reaction	
Halflings gain a +2 racial bonus to AC against opportunity attacks.	
Spellmirror (immediate reaction; when a creature misses the spellscarred halfling thief with an attack; encounter)	
Targets the creature that missed the spellscarred halfling thief; +7 vs. Reflex; 2d10 + 3 damage. This damage is of the same type (or types) as the attack that missed. The target also gains any effect (and its duration) that its attack would have inflicted on the spellscarred halfling thief. <i>Miss</i> : Half damage, and the attack does not produce any effects.	
Alignment Unaligned Languages Common, Dwarven	
Skills Acrobatics +12, Stealth +10, Thievery +12	
Str 12 (+3)	Dex 16 (+5) Wis 11 (+2)
Con 10 (+2)	Int 10 (+2) Cha 14 (+4)
Equipment leather armor, 4 daggers, thieves' tools	

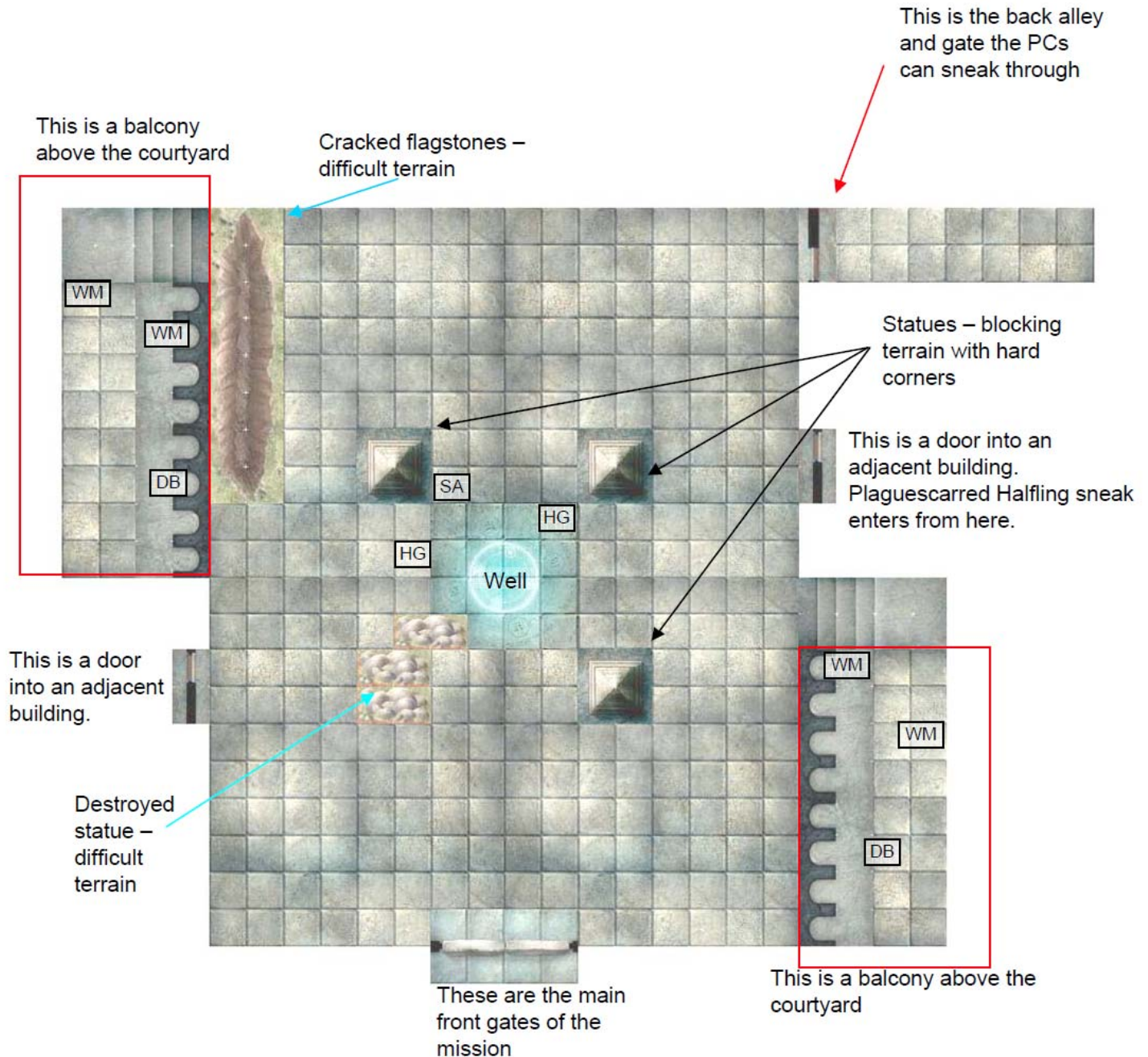
Wererat Minions	Level 1 Minion
Small natural humanoid (shapechanger)	XP 25
Initiative +9 Senses Perception +1; low-light vision HP 1; a missed attack never damages a minion. AC 17; Fortitude 15, Reflex 16, Will 13 Speed 6, climb 4	
m Bite (standard; at-will) ♦ Disease +5 vs. AC; 2 damage, and the target contracts filth fever.	
Change Shape (minor; at-will) ♦ Polymorph A wererat minion can alter its physical form to appear as a dire rat or a unique halfling. It loses its bite attack in halfling form.	
Combat Advantage The wererat minion deals 2 extra damage on melee attacks against any target it has combat advantage against.	
Alignment Evil	Languages Common
Skills Stealth +9, Thievery +9	
Str 10 (+0)	Dex 18 (+4) Wis 12 (+1)
Con 16 (+3)	Int 10 (+0) Cha 11 (+0)

Human Guard (Level 5)	Level 5 Soldier
Medium natural humanoid	XP 200
Initiative +6 Senses Perception +7 HP 63; Bloodied 31 AC 20; Fortitude 18, Reflex 17, Will 16 Speed 5	
m Halberd (standard; at-will) ♦ Weapon Reach 2; +12 vs. AC; 1d10 + 4 damage, and the target is marked until the end of the human guard's next turn.	
M Powerful Strike (standard; recharge 5 6) ♦ Weapon Requires halberd; reach 2; +12 vs. AC; 1d10 + 8 damage, and the target is knocked prone.	
r Crossbow (standard; at-will) ♦ Weapon Ranged 15/30; +11 vs. AC; 1d8 + 3 damage.	
Alignment Unaligned	Languages Common
Skills Streetwise +8	
Str 16 (+5)	Dex 14 (+4) Wis 11 (+2)
Con 15 (+4)	Int 10 (+2) Cha 12 (+3)
Equipment chainmail, halberd, crossbow, crossbow bolts (20)	

ENCOUNTER 3: "SCARRED ALLEY" MAP

TILE SETS NEEDED

Dungeon Tiles x2, Hidden Crypts x1, Ruins of the Wild x1



Note that the courtyard is surrounded by buildings. The only ways in to or out of this area are the two gates and the two doors.

Add the dwarf bolter and wererat minions on the right-hand balcony for six PCs. Remove either human guard for four PCs. If the PCs go into a building, then improvise.

ENCOUNTER 4: RED WIZARD

SETUP

Important NPC: Amoth the Red Wizard (Arcana +16, Insight +14)

If the PCs want to know more about Red Wizards before they visit the enclave, they can make the following check (this is adapted from the sidebar on page 180 of the *Forgotten Realms Campaign Guide*).

History (DC 15): Red Wizards were once purveyors of magic items across Faerûn. However, civil war and the Spellplague spelled the end of Thay as a mercantile power. Where the Red Wizards were unpopular, the upheaval left their enclaves open to attack and destruction. Luckier Red Wizards were often cut off from their homeland. Many decided to stay abroad rather than return to a Thay ruled by Szass Tam.

The people of Thay still refer to the arcanists among them as Red Wizards, and only such mages are allowed to wear red within Thay. But a small confederacy of magic item dealers calling themselves Red Wizards still exists as a trade concern. This organization enjoys no protection from Thay. Most non-Thayan folk now equate “Red Wizard” with magic merchants rather than with Szass Tam’s sinister nation.

Night has fallen, but the celebrations in Little Calimshan have only gotten louder. Processions featuring hundreds of Illmatari flagellants carrying torches and candles clog the streets, slowing your attempts to move through the neighborhood.

The Red Curtain, as proclaimed by a small sign, is a magical emporium. You see a jagged design of arcane marks around the door, which is guarded by a fierce-looking magical statue. Its eyes flicker with red light and seem to follow your every movement.

The door opens into a dim shop, lit by glowing lanterns. Inhuman skulls glower at you from a shelf above many odd, dusty glass jars filled with various kinds of magical reagents and components. Another fearsome statue, this depicting an iron warrior, sheds rusty flakes onto the floor.

A shrunk old man wearing a red robe with a black collar and belt gestures you inside with a wave of his blackened staff. He wears several large rings, carved with runes that wink with the glint of rubies.

“My name is Amoth of the Red Wizards. How may I help you this evening?” he intones.

Amoth is a pleasant, if rather creepy, old man. He’s short and skinny, wears a threadbare red robe, has rheumy blue eyes, and is bald save for tufts of grey hair over his ears. He wears a lot of intimidating rings, bracelets, implements, and other magical gewgaws, but any trained arcanist can tell that it is mostly costume jewelry. He complains a lot.

Everything about Amoth and the Red Curtain is worn down, in ill repair, and poorly maintained because of lack of funds. Amoth, like most Red Wizards, has absolutely zero loyalty to Thay, and is half-convinced that if the powers of Thay come calling that he’s going to be killed. He uses Thay’s horrible reputation as a defense, hoping that no one will threaten him or give him a hard time.

Like most expatriate Red Wizards, Amoth is happy to perform magic for anyone who can meet his reasonable prices. It’s not his concern what people do with the teleportation circles or other spells he sets up.

Characters trained in Arcana recognize an Arcane Mark (all wizards have their own unique sigils) on the door. If the PCs have already discovered the teleportation circle in the abandoned mission, they can easily tell that the two marks are identical. Characters who are not trained in Arcana, but who have seen both marks, can reach the same conclusion with a DC 15 Perception check.

Amoth is a practiced ritual caster. He can cast a variety of rituals if the PCs are willing to pay the cost. Some examples of rituals he might offer, along with his accompanying witty banter, include:

- Arcane Lock: “Little Calimshan’s a rough part of town, for sure. Neighbors getting you down with their sticky fingers? This little number will solve that problem in a jiffy.”
- Banish Vermin: “Where are you living these days? It’s a big, dirty city out there. I’ve gotten really good at Banish Vermin. Now, if it would only keep the tax collectors outta my shop!”
- Comprehend Language: “I can teach you Primordial so you can try and make time with the fire genasi who lives down the street. She’s hot! Get it, hot? Ah, I crack myself up.”
- Endure Elements: “It’s supposed to be foggy and cold later tonight. You might catch a sniffle. Your mother wouldn’t want you to go out in this weather unprotected!”
- Anything having to do with portals or teleportation: “Portals and teleportation circles are a specialty of mine. I really wanted to be a necromancer, but my parents insisted I study teleportation magic. I can send you anywhere you

want to go. I hear that Chessenta is nice this time of year; the inns offer great off-season discounts.”

Here is some of his typical dialogue:

- “Hey, you know, it isn’t cheap to maintain iron golems these days! What kills you is the parts. Ever since Lantan sank into the sea, you just can’t get good parts at a decent price.” (Particularly entertaining if any of the PCs are warforged.)
- “Well, it’s true, my shop is a bit of a mess. Business has been bad lately. I’ve had to let some of my apprentices go. Hard to keep things clean without someone to dust for me.”
- “Thay? Oh, no, I’ve never been to Thay. I was actually born not far from here. My old teacher went to Thay once. She didn’t say much when she got back, just sealed herself inside an arcane barrier for two solid weeks.”
- “Yep, I’ve mastered teleportation circles. My best one ever was when I sent the missus to see her mother. She hasn’t made it back yet because I, uh, ‘forgot’ to set up a return portal. Let me tell you, it’s been a great seventeen years.”
- “You guys are working for Scepter Lord Mazak al’Azeem? Really? I hear he’s got a huge house, and that he’s amazingly wealthy. Vaults full of magic items. Say, would you put in a good word for me? I’ve been trying to get an audience with him for months. For a reasonable fee I could put some wards up around his estate, banish all the insects, really spiff up the place, y’know? Here, take my business card. Ask him to call on me at any time. Or send me a note. Really. Any time. I could just drop by, there’s no fee for the initial consultation...”
- “Hey, speaking of which, how about I cast a Fastidiousness ritual for you? It’s only 10 gold pieces. No offense, but you smell like you’ve been running around in sweaty armor all day.”

Amoth responds very well to flattery and reason but as he’s used to the benefits of the horrible reputation of Thay, he’s not easy to intimidate. His main concern is drumming up more business, and he is especially interested in earning the patronage of someone wealthy and powerful like Scepter Lord Mazak al’Azeem. The PCs should be able to parley that bargaining chip in order to get the information and assistance that they need.

If the PCs ask the Red Wizard about the components that the spellscarred named Cyclops was trying to acquire, Amoth offers a guess as to the purpose of the ritual components. They would probably be useful in creating curses and plagues, but the list doesn’t

correspond to any specific ritual that Amoth is familiar with.

If asked about Scarred Alley, spellscarred, or lycanthropes, Amoth will be coy at first, but once it’s clear that the PCs have made the connection between the Arcane Mark on his shop and the Arcane Mark on the portal in the abandoned mission, he comes clean.

“Those guys were lycanthropes? Huh. That explains the smell of wet dog, I guess. Well, it doesn’t matter to me. I’m an equal-opportunity employee, if you know what I mean. Their gold was just as good as anyone else’s, and my taxes don’t pay themselves!”

About a month ago, a rough-looking man named Ikhal came to Amoth’s door and offered the Red Wizard a lot of money to modify a portal at the abandoned mission in Scarred Alley. Ikhal also told Amoth to create a second teleportation circle in the Werewoods and link it back to the portal. At first, Amoth linked the portal to the only place he knew in that area, an old abandoned temple to Mielikki. Ikhal really hated that location, for what in hindsight are probably obvious reasons, and marched Amoth through the woods for several miles to a stone circle that he described as “the Fangs of Malar.” Amoth set up another circle at this new location, linked it to the portal at the abandoned mission, then teleported home, having made very good money for an afternoon’s worth of work.

Once the PCs explain what is going on, Amoth is happy to help. He would love to have a Scepter Lord indebted to him. Furthermore, he doesn’t want al’Azeem to shut down his enclave by having the Calishites refuse to do business with him. If the werewolves are planning to conduct some sort of ritual, it would surely be tonight, since this is the night of the full moon.

The difficulty is that Ikhal isn’t stupid and didn’t fully trust Amoth. He took some precautions. The portal in the abandoned mission and the teleportation circle at the Fangs of Malar are keyed so that they will only work if a certain token is present, and Amoth doesn’t have a copy of the token (Ikhal took it). However, Amoth offers to use his own personal teleportation circle to link to the original teleportation circle he set up near the abandoned temple of Mielikki in the Werewoods. It won’t get the PCs directly to the Fangs of Malar, but it will get them within a few miles. Considering that the Werewoods are about a hundred miles from Baldur’s Gate and time is short if the ritual is really happening tonight, that’s the best deal the PCs are likely to find.

Amoth warns the PCs that the Werewoods are dark and dangerous, especially at night, but he expresses his confidence that such tough adventurers can traverse it

without any problems. He can't unlock the circle at The Fangs of Malar, at least not without the token. But if the PCs are able to get the token from Ikhal, then they can use it to teleport back to the abandoned mission, which will save them the 100-mile walk back to Baldur's Gate.

Amoth is willing to help the PCs at no charge. Of course, he doesn't admit that right away. He initially demands an exorbitant payment of 815 gold pieces for his services (135 gp for the component cost and 680 gp for the Linked Portal ritual itself). However, if the PCs play up their relationship with Scepter Lord Mazak al'Azeem, or mention that one of the people they are trying to save is Mazak's daughter, Amoth's ambitious nature quickly asserts itself. He agrees to teleport the PCs for free, but in return he expects them to put in a good word for him with the Scepter Lord. He emphasizes that they must be sure to explain how helpful the Red Wizard was, and to encourage Lord al'Azeem to do business with the Red Curtain.

ENDING THE ENCOUNTER

Once the PCs and Amoth have reached an understanding, he casts a Linked Portal ritual using a teleportation circle in the basement of the Red Curtain. This takes the adventurers to the Werewoods and the next encounter.

Even if the PCs are very rude to Amoth, he still tries to cajole them into working with him, because he hates to see a gold piece walk out the door. If the PCs attack him, he flees into the street, screaming for the watch.

If the PCs refuse to do business with Amoth for whatever reason, then other ritual spellcasters within the city might be willing to link to the circle at the abandoned temple to Mielikki in the Werewoods, but no one can get them any closer than that.

ANYBODY GOT A SILVER WEAPON?

By this point the PCs surely realize that they are going to be assaulting a group of lycanthropes. They might wish to purchase silver weapons or alchemical silver. Don't suggest this course of action if the players don't think of it, but such items may readily be located in a huge, cosmopolitan city like Baldur's Gate.

The rules for adding silver to weapons are found on page 220 of the *Player's Handbook*. The cost to silver a weapon is quite high (500 gold pieces) so it is probably out of the reach of most characters who are of an appropriate level to play this adventure, but if someone has been saving up and wants to spend the money, you should allow them to do so.

As a less expensive option, the PCs may purchase one and only one dose each of Level 5 alchemical silver

in this adventure even though the campaign rules would normally not allow it (because none of the PCs are 5th level and you cannot normally purchase items above your character level). The price is 50 gold pieces per dose and the effects are detailed on page 23 of the *Adventurer's Vault* sourcebook, as well as in the New Rules appendix of this adventure. (The PCs will also have the option to choose a flask of alchemical silver instead of more gold or a treasure bundle if they successfully complete the adventure.) Any consumables that are purchased but not used during the adventure should be recorded on the character's log sheet.

Amoth is happy to wait if the PCs want to go on a shopping trip before entering the teleportation circle. In fact, he'd be happy to sell them the appropriate items himself. His desire to get in good with the Scepter Lord does not extend to loaning items to the PCs or giving them items for free, however.

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 5: THE WEREWOODS

SKILL CHALLENGE LEVEL 1/3, COMPLEXITY 2 (200/300 XP)

SETUP

Once the party arrives in the Werewoods, they have the challenge of finding the Fangs of Malar, in the dark, in an untamed forest, under a time limit. The ritual will take place when Selûne reaches her zenith, which could happen at any moment!

Like the skill challenge in Encounter 2, this skill challenge is divided into scenes. Each scene requires two successful skill checks to overcome. Failures carry over from scene to scene, and the PCs fail the skill challenge if they accumulate a total of 3 failures across all the scenes before accumulating 6 successes.

The Red Wizard completes his invocation, and the acrid odor of the strange incense he used is replaced by the scent of green growing things and decaying leaves. From her vantage point high in the sky, Selûne's gaze illuminates the tumbled-down ruins surrounding your arrival point. Though this spot is peaceful, you know that there is a horrible ritual going on in this wood somewhere tonight.

SKILL CHALLENGE

Goal: Navigate a series of traps, cross a river gorge, and locate the Fangs of Malar, all before the lycanthropes complete their ritual.

Complexity: 2 (6 successes before 3 failures)

Victory: If the PCs can get to the ritual on time, the lycanthropes have not infected the kidnapped people with Moon Frenzy.

Defeat: The PCs may lose healing surges by running pell-mell through the woods, by triggering traps, or by falling in the gorge. Additionally, if the PCs do not get to the ritual on time, the lycanthropes infect the kidnapped people with moon frenzy. This causes the victims to attack the PCs during the final combat.

SCENE 1: FINDING YOUR WAY

Complexity: 2 successes needed to complete

Primary Skills: Arcana, Nature, Perception

Other Skills: Acrobatics, Athletics, Endurance, Heal

Trying to travel between the abandoned temple of Mielikki and the Fangs of Malar, at night, in the dark,

quickly enough to get there before the ritual takes place is a strenuous undertaking.

Selûne's light fails to reach beneath the boles of the ancient trees of the Werewoods and the darkness is a palpable thing. You can try to use your keen hearing to navigate through the inky blackness, use your woodcraft to try to forge a path, or perhaps even feel the mystical energies of the ritual ahead.

The following primary skills are suggested for this scene. As always, feel free to reward clever use of other skills and powers. If multiple characters want to collaborate on the use of a primary skill, you can allow them to Aid Another or make a single group check instead of individual checks.

Arcana (DC 10/11, 1 success maximum): The PC is able to sense the mystic power accumulating at the Fangs of Malar, and guide the party in that direction.

Nature (DC 10/11, 1 success maximum): The PC gets a feel for the lay of the land, takes a sighting on the stars, or becomes attuned to the rising primal fury building at the ritual site.

Perception (DC 10/11, 1 success maximum): The PC is able to spot signs of passage, perhaps from the lycanthropes making their way through the woods, or perhaps a scrap of Amoth's red robe that tore loose when he and Ikhal came this way a month ago.

The following secondary skills might help in this scene, granting a +2 bonus on another character's primary skill check.

Acrobatics or Athletics (DC 10/11, not a success or failure): The PC vaults obstructions and scrambles up steep slopes, and is able to help her companions do the same, freeing them to focus on tracking.

Endurance (DC 10/11, not a success or failure): The PC takes a pack from a struggling friend and carries the extra weight.

Heal (DC 10/11, not a success or failure): Running through the woods in the dark is tiring. The PC treats minor wounds and exhaustion for a companion.

Each success helps the PCs cover several miles of forest. Each failure causes them to move in the wrong direction, get lost, or run afoul of natural hazards. When the scene ends, they can actually see the flickering of the fire and hear the chanting. However, they notice that they are now in an area that the lycanthropes have trapped in order to keep out trespassers.

SCENE 2: TRAPPED

Complexity: 2 successes needed to move on

Primary Skills: Acrobatics, Athletics, Perception, Thievery

Other Skills: Heal, Nature

The werewolves have set up a variety of booby-traps around the ritual site.

This area is rife with traps. The lycanthropes are clearly trying to keep people out. You spot some simple snares and shallow pits that would do little more than slow you down. But you also see some more dangerous deadfalls and tripwires. There's no time to go around or find another path. You'll need to navigate this deadly obstacle course if you're going to stop the ritual in time.

The following primary skills are recommended for this scene. Each time a character fails a primary skill check, a trap goes off. The trap rolls an attack against each character individually: +5/+6 vs. Reflex; on a hit, the character loses 1 healing surge or a number of hit points equal to his or her surge value.

Acrobatics or Athletics (Group DC 10/11, 2 successes maximum): The group as a whole might decide to just try and leap through the traps or simply charge forward and hope for the best. This is represented by a group skill check in which each character may roll either Acrobatics or Athletics. This is an automatic success for the group, because the characters certainly do make it to the other side regardless, but each PC who fails his or her individual check loses 1 healing surge. Two group successes can be used to complete this scene, but group failures (when less than half of the PCs succeed) do count as failures toward the skill challenge.

If some characters want to try this and others do not, then individual characters who make two successful skill checks using these skills make it to the other side of the field of traps, but their companions still have to get across somehow. In this case, individual failures by the PCs who are forcing their way through do not count as failures against the overall skill challenge. There is no limit to the number of healing surges a character can lose in this fashion (once a character is out of surges, subsequent failures deal hit point damage equal to the character's surge value).

Perception (DC 10/11, 1 success maximum): The PC is able to pick out a path around the traps that heads in the correct direction, or grant another PC a +2 bonus on his or her Thievery check to disable a trap.

Thievery (DC 15/16, 2 successes maximum):

The PC is able to disable a particularly deadly trap. This skill can be used twice to complete this scene. However, the second attempt is more difficult than the first, representing a more dangerous trap with a higher DC of 17/18. Warn the player of this before he or she rolls the check.

The following secondary skills can be used in this scene.

Heal (DC 10/11, not a success or failure): The PC treats a companion's wounds. This skill may be used to restore one lost healing surge from a triggered trap. Each character can only benefit once from this effect.

Nature (DC 10/11, not a success or failure): These traps are laid in the wilderness, so the Nature skill can be used to help identify and disable them. At your option, Nature could be used instead of Thievery or Perception as a primary skill.

Once the PCs complete this scene, they have made it through the field of traps. They can now see the ritual site through the treeline - unfortunately, it is on the other side of a deep chasm.

SCENE 3: FINAL LEAP

Complexity: 2 successes needed to move on

Primary Skills: Athletics, Acrobatics

Other Skills: Dungeoneering, Nature, Perception, Thievery

All that remains between the adventurers and the ritual site is a rocky gorge.

Now that you've escaped the gauntlet of traps, you find yourselves on the wrong side of a deep gorge. Across the way, you see the silhouettes of bestial forms dancing before a great bonfire. Their wild chanting seems to be approaching a crescendo. In the moonlight and firelight you can just make out the forms of prisoners chained to the standing stones. But how are you going to get across this ravine? It's about thirty feet across at the narrowest point and at least that deep. A fast-moving river rushes through the bottom of the crevasse, which might at least drown out the sound of your approach, if you're lucky.

The gorge is 30 feet (6 squares) across and 30 feet deep, with a fast-moving river running through the bottom. Large trees grow thickly on either side of the ravine. Once a single PC manages to get across, she can tie off ropes to allow the rest of the party to cross in relative safety, so only two successes are needed to complete this scene.

There are a lot of powers that might enable PCs to get across the gorge without making skill checks. If a character has the ability to teleport 6 squares, for example, the gorge is really not that much of an obstacle. If that's the case, then so be it; sometimes you just happen to have the right tools for the job.

The following primary skills are suggested for this challenge. A failure by 5 or more points with a primary skill causes the character to suffer a perilous fall to the bottom of the gorge (this deals 3d10 damage, but a character trained in Acrobatics can make a skill check reduce the damage by half the check result, as detailed on page 181 of the *Player's Handbook*).

Acrobatics (DC 15/16, 2 successes maximum): A PC nimbly picks her way through the interleaved branches of the trees growing on both sides of the ravine. This requires climbing a tree and then balancing across the wider branches (one check), looking for a branch growing from a tree on the other side to jump to (a second check).

Athletics (DC 15/16, 2 successes maximum): A PC climbs down one side of the ravine (one check) and up the other side (a second check).

A character might also attempt to leap the gorge in a single bound. With a running start, this requires a DC 30 Athletics check and counts as two successes.

The following secondary skills might be useful in this scene:

Dungeoneering (DC 10/11, not a success or failure): The PC recollects some techniques for navigating subterranean hazards that can be adapted to this situation.

Nature (DC 10/11, not a success or failure): The PC is able to discern weak or rotten limbs before another character steps on them. This may be used to aid another character's Acrobatics checks.

Perception (DC 10/11, not a success or failure): The PC is able to help spot good handholds on the wall of the gorge. This may be used to aid another character's Athletics checks.

Thievery (DC 10/11, not a success or failure): The PC is able to jury-rig some ropes to help another character across the gorge, or to catch them if they fall. This can be used to aid either an Acrobatics or Athletics check, or (with a DC 15/16 check) to negate the falling damage from a single failure with a primary skill.

ENDING THE ENCOUNTER

The PCs reach the ritual site regardless of whether they succeed or fail at the overall skill challenge. However,

the skill challenge represents the amount of time it takes the PCs to get there.

Success: The PCs interrupt the ritual before its completion, meaning that the prisoners are unharmed.

Failure: The PCs don't get there in time to interrupt the ritual. The good news is that the ritual does not work as intended (meaning that the prisoners are not transformed into lycanthropes). However, it does infect all the prisoners with moon frenzy (see Appendix 2). The infected prisoners pose an additional threat during the ensuing combat encounter, and the PCs must take care to knock them out instead of kill them.

EXPERIENCE POINTS

The characters receive 40/60 XP each for succeeding at this skill challenge, or half that amount if they failed.

TREASURE

There is no treasure in this encounter.

ENCOUNTER 6: BLOOD MOON

ENCOUNTER LEVEL 4/6 (900/1,200 XP)

SETUP

This encounter includes the following creatures at the low tier:

- 1 Ikhal, frenzied werewolf (Level 1) (I)
- 1 werewolf rite defender (RD)
- 3 gray wolves (PW)

This encounter includes the following creatures at the high tier:

- 1 Ikhal, frenzied werewolf (Level 3) (I)
- 1 werewolf rite defender (Level 3) (RD)
- 3 gray wolves (PW)

The ritual site is a primitive stone circle that has been soaked with bloody sacrifices to Malar for centuries (transforming the area into blood rock). The kidnapped people are chained to the standing stones. Many have fainted away, though Ameerah and a few others are conscious. If the PCs failed the previous skill challenge then the ritual is actually over; the prisoners have been infected with moon frenzy. If the PCs succeeded at the skill challenge then the prisoners are not infected. Regardless, the PCs will have to fight Ikhal and his fellow lycanthropes in order to save the kidnap victims.

A wild, bestial rite is in progress at this ancient circle of standing stones. The sharp rocks, blackened by countless sacrifices, now seem barely able to withstand the frenzied men and women thrashing against the chains binding them. A huge, shaggy man with the head of a snarling wolf throws a handful of powder onto a great bonfire, which sends flames roaring high. Other wolves, some half-human and others fully animal, raise their voices in a great howl.

An errant breeze causes the fire to flare and snap, and suddenly the feral creatures fall silent, heads turning back and forth as their noses sniff the air. Almost as one, their glowing yellow eyes turn in your direction, and the howls rise again, filled with bloodlust.

FEATURES OF THE AREA

Illumination: Between the bonfire and the full moon, the area is brightly lit.

Standing Stones: The area within the standing stones, and all squares adjacent to a standing stone and fire, are blood rock, imbued with the evil energies from centuries of sacrifice. Attacks made by creatures

standing in one of these squares score a critical hit on a natural roll of 19 or 20 (although only a natural 20 is an automatic hit).

Kidnapped Prisoners: The kidnap victims, including Ameerah, are chained to the standing stones, two per stone. Determine Ameerah's location randomly; the PCs may want to take particular care to avoid harming her. Due to their weakened condition, all the victims are treated as minions (1 hit point each).

If the party failed the skill challenge to navigate the Werewoods, they arrive too late to stop the ritual. While the experimental rite ultimately fails to transform the captives into werewolves, they are infected with moon frenzy. This gives them the *frenzied attack* power. A character is only subjected to one *frenzied attack* per square entered, even though there are two victims chained to each stone (they are on opposite sides).

Infected Kidnap Victims	Hazard
HP 1; a missed attack never damages a minion.	
AC 13; Fortitude 13, Reflex 11, Will 11	
Speed 0 (restrained; Thievery DC 20 to unlock a set of chains)	
m Frenzied Attack (opportunity action, when a PC enters or starts their turn in a square adjacent to one of the standing stones)	
+5/+6 vs. AC; 1d6 + 3 damage, and the target is grabbed (until escape). On a critical hit, the target is infected with Moon Frenzy (see Appendix 2 for details).	

If a PC is going to damage (and therefore possibly kill) one or more of the kidnap victims, warn them that the victims look too weak to survive much more punishment. Even if the victims are not frenzied, the PCs must be careful about catching them in damaging area effects that include the werewolves. However, the PCs do have the usual option to knock creatures unconscious instead of killing them.

Raging Bonfire: Creatures that enter or start their turn in the bonfire's space take 1d6 fire damage and ongoing 5 fire damage (save ends, but affected creatures may not make a save against the ongoing fire damage if they end their turn in the fire's space).

Gorge: The southern edge of the ritual area is bounded by a 30-foot-deep gorge. Creatures that fall in take 3d10 falling damage; DC 15 Athletics to climb out.

TACTICS

Try to keep the combatants within the area of blood rock. Ikhal is utterly fearless and seeks to engage the strongest-looking PC. The gray wolves (which are also werewolves, but never come out of wolf form because of the full moon) seek to flank so that they can knock targets prone when they hit with combat advantage. The werewolf rite defender uses *protective snarl* as soon as possible so that it will recharge as soon as possible.

All the werewolves are utterly loyal to Grand Duke Valarken and fight to the death. Even if the PCs attempt to take them prisoner, their maddened thrashings are so fierce that they manage to snap their own necks and die.

SCALING THE ENCOUNTER

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

Four PCs: Remove one of the gray wolves.

Six PCs: Add another gray wolf, or at high tier only, if you think the PCs are up to the challenge, add another werewolf rite defender.

ENDING THE ENCOUNTER

If the PCs are defeated, the wolves will kill them and leave their dead and rotting bodies at the Fangs of Malar. Since the werewolves are currently even crazier than normal due to the effects of the full moon, they aren't coherent enough to loot or devour the bodies. After a day or two, the Red Wizard Amoth gets worried because he hasn't heard anything. He figures out how to break through his own wards, teleports to the circle, and discovers the dead characters. He shoos off the carrion-eaters and takes the bodies back to Baldur's Gate so the PCs can be raised.

If the PCs defeat the werewolves and kill Ikhal, then they gain possession of the token needed to activate the teleportation circle and use it to transport themselves and any surviving prisoners back to Baldur's Gate. The city authorities quietly destroy both the portal at the old mission house and the teleportation circle in the Werewoods, preventing that route from being used by Grand Duke Valarken's forces in the future.

If the PCs don't want to use the teleportation circle (perhaps because they fear it is a trap), then they have to spend several days walking back to Baldur's Gate through the Werewoods and along the Chionthar River. They have to contend with the sickness and injuries among the kidnap victims, periodic lycanthrope attacks, and perhaps their own infection with filth fever or moon frenzy. It's a hideous experience, but they eventually arrive back at Baldur's Gate bruised, muddy, near-starving, and exhausted... but alive and with the rescued prisoners in tow.

EXPERIENCE POINTS

The characters each receive 180/240 XP for defeating Ikhal and his allies.

TREASURE

He does not wield it in wolf form, but Ikhal possesses a *battlecrazed weapon +1* (high tier only).

CONCLUDING THE ADVENTURE

When they return to Baldur's Gate, the PCs are widely celebrated in Little Calimshan. If they brought some or all of the kidnap victims back alive, they are regarded as heroes. Their gold is no good among the Calishites; free drinks, delicious food, fine gifts of silk clothing, and offers of companionship flow freely.

Scepter Lord Mazak al'Azeem rewards each PC with personalized gifts, luxuries, jewelry and precious antiquities worth 50 gold pieces each (less any advance payment they might have gotten from him when they were hired). In addition, he opens his vault of magic items that his family brought with them from Calimshan. The Calishites are justly famous for their magical prowess, so these items are mostly of interest to arcane spellcasters (as detailed in the *Treasure Summary*). He also promises that any time the PCs are in Little Calimshan they are welcome to stay at his manor house as honored guests.

If Ameerah has been killed, the Scepter Lord is nevertheless grateful for the return of her body, and contracts with the temple of Ilmater for a Raise Dead ritual for his daughter, as well as any of the other victims whose bodies the PCs were able to bring back. Upon his daughter's return to life, Ameerah's father gives a grand feast, to which the PCs are invited. Though his personal fortune is somewhat reduced by these outlays, Mazak al'Azeem nevertheless rewards the PCs with gold and magic items as described above.

Hart Stonefield stops by to convey the personal thanks of the Flaming Fist mercenary company. Since this was an unofficial assignment, the PCs don't get credit towards the completion of the *Flaming Fist Apprenticeship* major quest (should they be on that quest) but Lieutenant Stonefield makes it clear that he will definitely be looking out for them in the future.

Finally, the PCs should decide whether or not to recommend the Red Wizard Amoth to the Scepter Lord.

The PCs have exposed a conspiracy that has been festering for years. Although they have won a victory on this day, the looming threat of Grand Duke Valarken and his lycanthropic army remains. Making matters worse, the corruption in the City Watch runs deep, even if nobody in authority is willing to discuss that subject. The PCs have made a name for themselves as local heroes, but they have also come to the attention of a dark power that will stop at nothing to take control of Baldur's Gate. This is a menace that will be explored in future regional adventures.

ENCOUNTER 6: “BLOOD MOON” (LOW LEVEL)

Frenzied Werewolf (Level 1)	Level 1 Solo Brute
Medium natural humanoid (shapechanger)	XP 500
Initiative +3 Senses Perception +2; low-light vision	
HP 136; Bloodied 68	
Regeneration 5 (if the werewolf takes damage from a silver weapon, its regeneration doesn't function on its next turn)	
AC 15; Fortitude 17, Reflex 15, Will 14	
Immune moon frenzy	
Saving Throws +5	
Speed 6	
Action Points 2	
m Claws (standard; at-will)	
+5 vs. AC; 2d6 + 1 damage.	
M Double Attack (standard; at-will)	
The frenzied werewolf makes two claw attacks.	
M Bite (standard; at-will) ♦ Disease	
+5 vs. AC; 1d6 + 1 damage, and the target takes ongoing 5 damage (save ends) and contracts moon frenzy.	
Blood Rage	
The werewolf's melee attacks deal 4 extra damage against a bloodied target.	
Murderous Frenzy	
The werewolf gains 1 action point if it reduces a foe to 0 hit points.	
Savage Rebuke (immediate reaction; when hit by a melee attack; at-will)	
The werewolf makes a bite attack.	
Change Shape (minor; at-will) ♦ Polymorph	
A werewolf can alter its physical form to appear as a gray wolf or a unique human. It cannot use its bite attack in human form and it cannot make claw attacks in wolf form.	
Alignment Evil	Languages Common
Skills Bluff +5, Insight +7, Intimidate +5, Nature +7	
Str 21 (+5)	Dex 16 (+3) Wis 14 (+2)
Con 18 (+4)	Int 10 (+0) Cha 11 (+0)

Werewolf Rite Defender	Level 1 Soldier
Medium natural humanoid (shapechanger)	XP 100
Initiative +2 Senses Perception +7; low-light vision	
HP 30; Bloodied 15	
Regeneration 3 (if the werewolf takes damage from a silver weapon, its regeneration doesn't function on its next turn)	
AC 17; Fortitude 13, Reflex 14, Will 13	
Speed 6	
m Claws (standard; at-will)	
+8 vs. AC; 1d8 + 1 damage.	
M Bite (standard; at-will)	
+8 vs. AC; 1d4 damage.	
M Protective Snarl (standard; recharge 5 6)	
+8 vs. AC; 2d8 + 2 damage, and the target is marked until the end of the werewolf rite defender's next turn.	
Blood Rage	
The werewolf's melee attacks deal 4 extra damage against a bloodied target.	
Change Shape (minor; at-will) ♦ Polymorph	
A werewolf can alter its physical form to appear as a gray wolf or a unique human. It cannot use its bite attack in human form and it cannot make claw attacks in wolf form.	
Alignment Evil	Languages Common
Str 17 (+3)	Dex 11 (+0) Wis 14 (+2)
Con 14 (+2)	Int 10 (+0) Cha 12 (+1)

Gray Wolf (Level 1)	Level 1 Skirmisher
Medium natural beast	XP 100
Initiative +4 Senses Perception +6; low-light vision	
HP 30; Bloodied 15	
AC 15; Fortitude 13, Reflex 13, Will 12	
Speed 8	
m Bite (standard; at-will)	
+6 vs. AC; 1d6 + 1 damage, or 2d6 + 1 damage against a prone target.	
Combat Advantage	
If the gray wolf has combat advantage against its target, the target is also knocked prone on a hit.	
Alignment Unaligned	Languages --
Str 13 (+1)	Dex 14 (+2) Wis 13 (+1)
Con 14 (+2)	Int 2 (-4) Cha 10 (+0)

ENCOUNTER 6: “BLOOD MOON” (HIGH LEVEL)

Frenzied Werewolf (Level 3)	Level 3 Solo Brute
Medium natural humanoid (shapechanger)	XP 750
Initiative +4 Senses Perception +3; low-light vision	
HP 200; Bloodied 100	
Regeneration 5 (if the werewolf takes damage from a silver weapon, its regeneration doesn't function on its next turn)	
AC 17; Fortitude 19, Reflex 17, Will 16	
Immune moon frenzy	
Saving Throws +5	
Speed 6	
Action Points 2	
m Claws (standard; at-will)	
+7 vs. AC; 2d6 + 2 damage.	
M Double Attack (standard; at-will)	
The frenzied werewolf makes two claw attacks.	
M Bite (standard; at-will) ♦ Disease	
+7 vs. AC; 1d6 + 2 damage, and the target takes ongoing 5 damage (save ends) and contracts moon frenzy.	
Blood Rage	
The werewolf's melee attacks deal 4 extra damage against a bloodied target.	
Murderous Frenzy	
The werewolf gains 1 action point if it reduces a foe to 0 hit points.	
Savage Rebuke (immediate reaction; when hit by a melee attack; at-will)	
The werewolf makes a bite attack.	
Change Shape (minor; at-will) ♦ Polymorph	
A werewolf can alter its physical form to appear as a gray wolf or a unique human. It cannot use its bite attack in human form and it cannot make claw attacks in wolf form.	
Alignment Evil	Languages Common
Skills Bluff +6, Insight +8, Intimidate +6, Nature +8	
Str 21 (+6)	Dex 16 (+4) Wis 14 (+3)
Con 18 (+5)	Int 10 (+1) Cha 11 (+1)

Werewolf Rite Defender (Level 3)	Level 3 Soldier
Medium natural humanoid (shapechanger)	XP 150
Initiative +3 Senses Perception +8; low-light vision	
HP 46; Bloodied 23	
Regeneration 3 (if the werewolf takes damage from a silver weapon, its regeneration doesn't function on its next turn)	
AC 19; Fortitude 15, Reflex 16, Will 15	
Speed 6	
m Claws (standard; at-will)	
+10 vs. AC; 1d8 + 2 damage.	
M Bite (standard; at-will)	
+10 vs. AC; 1d4 + 1 damage.	
M Protective Snarl (standard; recharge 5 6)	
+10 vs. AC; 2d8 + 4 damage, and the target is marked until the end of the werewolf rite defender's next turn.	
Blood Rage	
The werewolf's melee attacks deal 4 extra damage against a bloodied target.	
Change Shape (minor; at-will) ♦ Polymorph	
A werewolf can alter its physical form to appear as a gray wolf or a unique human. It cannot use its bite attack in human form and it cannot make claw attacks in wolf form.	
Alignment Evil	Languages Common
Str 17 (+4)	Dex 11 (+1) Wis 14 (+3)
Con 14 (+3)	Int 10 (+1) Cha 12 (+2)

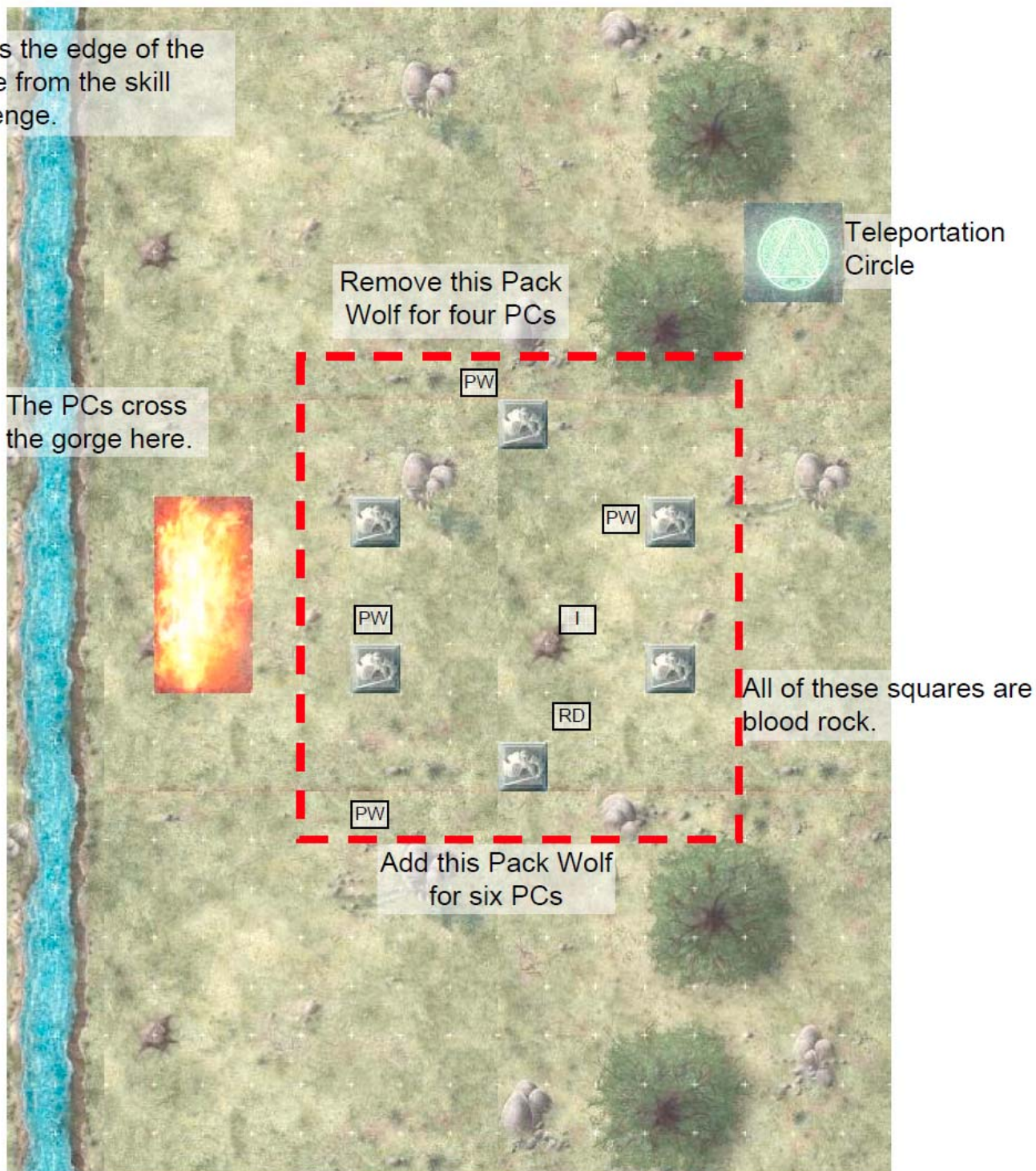
Gray Wolf (Level 1)	Level 1 Skirmisher
Medium natural beast	XP 100
Initiative +4 Senses Perception +6; low-light vision	
HP 30; Bloodied 15	
AC 15; Fortitude 13, Reflex 13, Will 12	
Speed 8	
m Bite (standard; at-will)	
+6 vs. AC; 1d6 + 1 damage, or 2d6 + 1 damage against a prone target.	
Combat Advantage	
If the gray wolf has combat advantage against its target, the target is also knocked prone on a hit.	
Alignment Unaligned	Languages --
Str 13 (+1)	Dex 14 (+2) Wis 13 (+1)
Con 14 (+2)	Int 2 (-4) Cha 10 (+0)

ENCOUNTER 6: “BLOOD MOON” MAP

TILE SETS NEEDED

Ruins of the Wild x2, Dungeon Tiles x1, Arcane Corridors x1

This is the edge of the ravine from the skill challenge.



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-level value; after the slash is the high-level 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 2: Manticore's Sting
40 / 60 XP

Encounter 3: Scarred Alley
150 / 200 XP

Encounter 5: The Werewood
40 / 60 XP

Encounter 6: Blood Moon
180 / 240 XP

Total Possible Experience
410* / 560 XP

* This slightly exceeds the normal level cap for a low tier levels 1-4 adventure; the PCs may keep the extra 10 XP if they earn it.

Gold per PC
75 / 100 gp
(Encounter 1 and/or Conclusion: total of 50 / 50 gp;
Encounter 3: 25 / 50 gp)

TREASURE

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

If characters buy or sell magic items or other gear during the adventure (or pay for services) add or subtract that amount from the total gold the PC receives at the end of the adventure. If a player selects an option that gives their character more gold, add that amount to that character's base gold award. It is possible and permissible for a character who spends more gold than he or she earns to have a negative total for the

adventure. PCs receive 20% of the item's market price when they sell any magic item or consumable. They receive 50% of the market price for ritual books and alchemical formulas.

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

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

EACH PC SELECTS ONE OF THE FOLLOWING BUNDLES:

Bundle A: *robe of scintillation +1** (low level only; level 2; AV)

Found in the Conclusion

Bundle B: *subtle weapon +1** (level 3; AV)

Found in Encounter 3

Bundle C: *vicious rod +1** (level 3; AV)

Found in the Conclusion

Bundle D: *master's wand of magic missile +1** (level 3; AV)

Found in the Conclusion

Bundle E: *orb of insurmountable force +1** (level 3; AV)

Found in the Conclusion

Bundle F: *force staff +1** (level 3; AV)

Found in the Conclusion

Bundle G: *tome of forty steps +1** (level 3; Arcane Power)

Found in the Conclusion

Bundle H: *battlecrazed weapon +1** (high level only; level 4; AV)

Found in Encounter 5

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 a flask of *alchemical silver** (level 5 consumable from *Adventurer's Vault*) plus 0 / 25 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 50 / 75 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.

If the PCs did not try to extort Lord al'Azeem for additional pay and they treated him and the people of Little Calimshan with respect (your discretion) and if they rescued Ameerah alive, then Lord al'Azeem and the rest of the Calishites of Little Calimshan regard the PCs as dear friends.

BALD09 Friend of a Scepter Lord

You have earned the gratitude and respect of Scepter Lord Mazak al'Azeem of the Little Calimshan district of Baldur's Gate by rescuing his daughter and treating his people with courtesy and respect. He esteems you as if you were his kin. Any time you are in Little Calimshan, you are welcome to stay at Lord al'Azeem's house as an honored guest. You have also endeared yourself to the Calishite people of Baldur's Gate who may aid you (at the DM's discretion) should you ever find yourself in need while visiting the city.

No matter how awfully the PCs treated Amoth the Red Wizard, if at least one of them recommended him favorably to Lord al'Azeem then he prospers and is very indebted to the PCs. If a PC does not wish this award then he or she does not have to take it.

BALD10 Friend of a Red Wizard

You have given Amoth of the Red Wizards a favorable recommendation to Scepter Lord Mazak al'Azeem. Amoth's enclave, the Red Curtain in Baldur's Gate, will surely prosper with the increased attention. The irascible Red Wizard remembers you fondly, and would gladly help you out in the future for a very reasonable price, as long as he doesn't have to stick his own neck out to do so. Amoth is a specialist in rituals of all sorts, particularly those dealing with teleportation magic and the analysis and creation of portals.

ADVENTURE QUESTIONS

Mark the answers to the following adventure questions on the tracking form.

1. What happened to Ameerah?

- a. The PCs brought her home safe and sound.
- b. The PCs brought her home alive, but she was infected with moon frenzy (as were all the other prisoners).
- c. The PCs were not able to save her life, but they did return her body to her father.
- d. Ameerah was not rescued and her body was not recovered.

2. How did the PCs deal with Amoth?

- a. The PCs developed an excellent rapport with the Red Wizard, recommended him to the Scepter Lord, and parted as friends.
- b. The PCs did not develop a friendship with Amoth, but they recommended him to the Scepter Lord all the same.
- c. For whatever reason the PCs chose not to recommend Amoth to the Scepter Lord.

3. How do your players rate this adventure? (You can take the average of their individual ratings, derive a consensus rating, or use any other method you prefer.)

- a. Five stars (highest possible rating).
- b. Four stars (above average).
- c. Three stars (average).
- d. Two stars (below average).
- e. One star (worst possible rating).

4. How do you, the DM, rate this adventure?

- a. Five stars (highest possible rating).
- b. Four stars (above average).
- c. Three stars (average).
- d. Two stars (below average).
- e. One star (worst possible rating).

NEW RULES

Battlecrazed Weapon +1

Level 4

The weapon seeks blood where it can be found, whether among the enemy or from its wielder.

Lvl 4 +1 (840 gp)

Weapon: Axe, Heavy Blade

Enhancement: Attack rolls and damage rolls

Critical: +1d6 per plus

Property: While you are bloodied, you deal +1d6 damage when you hit with this weapon.

Power (Daily): Minor Action. Deal damage to yourself equal to half your level, ignoring any resistances. You are considered bloodied for all purposes (including beneficial effects, such as Dragonborn Fury and this weapon's property) until the end of your next turn.

Source: *Adventurer's Vault*, page 64

Robe of Scintillation +1

Level 2

Made of fine silks, this robe sheds light when you want it to, and it can also unleash a swirling melange of color that befuddles foes.

Lvl 2 +1 (520 gp)

Armor: Cloth

Enhancement: AC

Power (At-Will ♦ Radiant): Minor Action. The robe radiates colored lights, illuminating like a torch. You can end the illumination as a free action.

Power (Daily ♦ Radiant): Standard Action. The robe shines bright with myriad colors. Make an attack: Close burst 2; Intelligence or Charisma vs. Will (add the robe's enhancement bonus as an enhancement bonus to the attack roll); on a hit, the target is dazed (save ends).

Source: *Adventurer's Vault*, page 50

Subtle Weapon +1

Level 3

Plain and simple, this weapon works best when you already have an edge on your foe.

Lvl 3 +1 (680 gp)

Weapon: Any melee

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: Deal extra damage equal to this weapon's enhancement bonus when attacking with combat advantage.

Source: *Adventurer's Vault*, page 79

Master's Wand of Magic Missile +1

Level 3

Your magic missiles impact a foe with the force of a bull rush.

Lvl 3 +1 (680 gp)

Implement (Wand)

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus

Property: Any target you hit with the magic missile power is pushed 1 square.

Power (Encounter ♦ Arcane, Force, Implement): Standard Action. As the wizard's magic missile power (PH 159).

Source: *Adventurer's Vault*, page 110

Orb of Insurmountable Force +1

Level 3

The repulsive force emanating from this orb makes it hard to grasp.

Lvl 3 +1 (680 gp)

Implement (Orb)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 force damage per plus

Power (Encounter): Free Action. Use this power when you use an arcane attack power with this orb. If the attack is successful, you can push the target a number of squares equal to the enhancement bonus of the orb.

Source: *Adventurer's Vault*, page 95

Force Staff +1

Level 3

Use this staff to knock down your enemies and drag them across the ground.

Lvl 3 +1 (680 gp)

Implement (Staff)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 force damage per plus, and the target is knocked prone.

Power (Daily ♦ Force): Free Action. Use this power when you hit with a power that has the force keyword. You can slide the target a number of squares equal to this staff's enhancement bonus.

Source: *Adventurer's Vault*, page 104

Tome of Forty Steps +1

Level 3

Included within this curious tome are a number of arcane formulas for manipulating speed and time.

Lvl 3 +1 (680 gp)

Implement (Tome)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage

Property: Your summoned creatures gain a +1 item bonus to speed.

Power (Daily): Free Action. Trigger: You use a wizard summoning power. Each round while the summoned creature exists, you gain an additional move action that you can use only to command the creature.

Source: *Arcane Power*

Vicious Rod +1

Level 3

This rod enhances the deadliness of your curse.

Lvl 3 +1 (680 gp)

Implement (Rod)

Enhancement: Attack rolls and damage rolls

Critical: +1d10 damage per plus

Property: When you deal your Warlock's Curse damage with this rod, you roll d8s instead of d6s.

Source: *Adventurer's Vault*, page 102

Alchemical Silver

Level 5

This shimmering liquid clings to a weapon, giving it the appearance of brightly polished silver.

Lvl 5 (50 gp)

Alchemical Item

Power (Consumable): Standard Action. Your weapon or one group of ammunition (30 arrows, 10 crossbow bolts, 20 sling bullets, or 5 shuriken) attacks as a silvered weapon until the end of the encounter or for the next 5 minutes.

Alchemical silver can be applied to nonmagical weapons and to magic weapons of 14th level or lower.

APPENDIX 1: A BRIEF INTRODUCTION TO BALDUR'S GATE

Untouched by the Spellplague, Baldur's Gate received an influx of refugees that greatly swelled its population in the months and years following the disaster. Word soon spread—not entirely accurately—that Baldur's Gate was an “open city,” a safe haven for refugees from south of the Sea of Fallen Stars. The trickle of displaced people soon became a flood, and the city nearly collapsed under the weight of a population that doubled, then tripled in size.

Today, Baldur's Gate is a prosperous city where just about anything can happen, and often does. It contains an active and organized thieves' guild, powerful merchants with questionable ethics, and influential cults and secret societies both malignant and benign. All these power groups maintain a precarious balance under the authority of the Flaming Fists, a former mercenary group that serves as the city's police force, law enforcement, and protector. One can hardly spend an hour in the city without seeing one or more members of the Flaming Fist. This mercenary band is so ensconced in the city that it now serves as Baldur's Gate semiofficial patrol.

The heart of Baldur's Gate lies within the old, high walls, but the city has spread across the River Chionthar and for miles in every direction. Built quickly and by the hands of refugees, the architecture is a hodgepodge of styles from all across Toril. Streets meander in a maze visitors find impossible to navigate. Despite these impediments, various ethnic districts and neighborhoods have emerged, providing local color and character that only the natives (or the skilled) can pick out from among the architectural morass.

Baldur's Gate has seen a recent restructuring of its government. After the city nearly fell to Grand Duke Valarken and an external force of lycanthropes called the Band of the Red Moon, surviving Grand Duke Portyr instituted a parliament to better balance the city's politics.

Baldur's Gate refuses to be drawn into regional conflicts. The city-state has remained neutral through any number of regional disagreements. This policy has created an environment where no nation or city-state bears Baldur's Gate any particular ill will (though “businesspeople” out of Luskan and merchants in Amn and Waterdeep resent the considerable competition from the city's port). The thought of invading a place as huge and well defended as Baldur's Gate is something its neighbors never seriously consider—the Flaming Fist is a military power to be reckoned with.

For more information about Baldur's Gate, see the *Forgotten Realms Campaign Guide* (pages 94-95) and the *Forgotten Realms Player's Guide* (pages 82-83).

APPENDIX 2: DISEASES

Note: For rules on disease progression, see page 49 of the *Dungeon Master's Guide*.

Filth Fever	Level 3 Disease	Endurance improve DC 16, maintain DC 11, worsen DC 10 or lower	
The target is cured.	<p>◀ Initial Effect: The target loses a healing surge.</p>	<p>◀▶ The target takes a -2 penalty to AC, Fortitude defense, and Reflex defense.</p>	<p>▶ Final State: The target takes a -2 penalty to AC, Fortitude defense, and Reflex defense. The target loses all healing surges and cannot regain hit points.</p>

Moon Frenzy	Level 8 Disease	Endurance improve DC 19, maintain DC 14, worsen DC 13 or lower	
The target is cured.	<p>◀ Initial Effect: The target takes a -2 penalty to Will defense.</p>	<p>◀▶ While bloodied, the target must make a saving throw at the end of each turn. If the saving throw fails, the target makes a melee attack on its next turn against a random target within 5 squares of it. If no targets are within 5 squares, the target does nothing but move in a randomly chosen direction.</p>	<p>▶ Final State: The target attacks the nearest creature in its line of sight. If it can't see any other creatures, it does nothing but move in a randomly chosen direction.</p>