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INHERITANCE

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

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When the Netherese conquered Sembia those who objected were either killed or forced to flee. Decades later, a young man inherits a key to the family vault abandoned seventy years earlier. Desperate for money, he hires you to retrieve its contents in a gamble that something worthwhile is still there. A *Living Forgotten Realms* adventure set in Sembia 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 Senior GM 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 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 every word on the page; it's about creating a fun, challenging game environment for the players. A great deal of good information on being a DM for a D&D game can be found in Chapters 1-2 of the *Dungeon Master's Guide*.

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 first two levels of the adventure's level spread. The high level is meant for a group whose levels, on average, fall in the last two levels of the adventure's level spread.

A group may decide to play riskier and play the high level when their levels are more suited to the low level if everyone in the group is in agreement 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 is in agreement to do so; however, some of the rewards may be less than what they'd ideally want from the adventure.

Reading the Numbers: Each encounter will have a level and other values (such as XP or sometimes skill checks) 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 on 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 back 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 amongst 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's still more of the adventure 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 back 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.

ADVENTURE BACKGROUND

When the Shadovar banned all religions except Shar, now seventy years ago, the merchant princes of Urmlaspyr rebelled. At the time Urmlaspyr was a religious and tolerant city. The city's ruling body was ingrained with the temple hierarchies.

The Shadovar reacted with force, killing and enslaving many. Others managed to escape and flee into neighboring regions.

The battle left its scars on the city, some of which are still present for all to see. Dark clouds, conjured during that conflict, perpetually hide the sun above Urmlaspyr. Parts of the city became and remained dangerous ruins, riddled with the remnants of magical battles and haunted by creatures from the Shadowfell. These regions have been walled, and it is illegal to enter them without permission from the authorities, something that has not been given in decades out of fear of disturbing things that are best left alone.

One of the families that fled the city during the rebellion were the Thanterim, merchant princes closely allied with the temple of Tymora. The few survivors fled to Suzail. Seventy years later only one heir remains, the impoverished merchant Deskyr.

Deskyr's father recently died, leaving his son nothing but debts, tales of old glory and a key to the old family vault located in the ruins of the mansion in Urmlaspyr. Realizing it is unlikely anything of value remains after seven decades, but desperate for some money, Deskyr decides to hire adventurers to retrieve the contents of the vault.

After all, the manor lies in one of the walled-off parts of town, still in ruins after the conflict, and it is unlikely it has been raided except perhaps during the conflict. A group of adventurers should be resourceful enough to get past the guards as well as any monsters that might haunt the ruins.

PLAYER'S INTRODUCTION

Read or paraphrase the following to the players:

You have all received a fancy invitation to a business meeting from the merchant Deskyr Thanterim, to be held at his estate an hour after noon. The merchant is recruiting adventurers for a job and whether out of curiosity, a need for money, both or something else entirely you decided to check it out.

The building is in the better part of Suzail, a tall narrow stone house, cramped between similar houses. Your knock on the door is answered by a young woman, apparently a servant, although, she looks and acts more like she belongs in a fishmarket than in the house of a well-to-do merchant. She quickly ushers you into the front room, but not quickly enough for you to avoid seeing that the house has seen better days. Its current owner is either a miser or has hit hard times.

The front room has retained its old glory, is furnished comfortably and has paintings and Shou plates decorating the walls. Two large glass windows provide ample light.

You are not the only one in the room. With you are several adventuring types, all waiting for Deskyr Thanterim to appear.

Allow the PCs to introduce themselves. PCs that succeed at a DC 20 Streetwise check know that members of the Thanterim family have been merchants in Suzail for a long time.

The latest patriarch of the family, Hersir Thanterim, was a big spender. He died recently, leaving his son, Deskyr, with many debts. Deskyr is not like his father, having a good reputation when it comes to paying, and he has been working hard to pay his father's debts. People wonder whether he can keep the business running.

PCs who succeed at a DC 20 Religion check, know that the Thanterim family is closely associated with the temple of Tymora.

DM'S INTRODUCTION

The adventure opens in the house of Deskyr Thanterim in Suzail, capitol of Cormyr. Deskyr wants to hire the PCs to go to the ruined family mansion in Urmlaspyr, and to retrieve the contents of the vault. He doubts anything of value remains, but he has little choice.

The trip to Urmlaspyr is uneventful. As one of the two so-called free cities of Sembia, Urmlaspyr is open to

foreigners, but a few regions, hit hard during the conflict decades earlier, are closed for all.

It is illegal to enter these areas. Surrounded by walls and guarded by Sembian guards, getting into them without a permit is difficult. The guards use lethal force against those breaking the edicts. To get past, the PCs either need stealth or a quick tongue.

Once past the barrier, the PCs enter a different world. Rubble, darkness and lingering magic make it easy to get lost, especially if all you have is a century old map. Still, eventually the PCs arrive at the ruins of the old Thanterim estate, although, by that time it might be night.

At the ruined mansion the PCs need to find the entrance to the vaults. During their explorations, they hear strange noises, but for now nothing happens. The entrance has collapsed and needs to be dug out, which is more dangerous than it appears.

Despite the ravages of time, old traps and guardians still function, and reaching the vault doors is easier said than done. With the guardians' defeat, the path into the vault is wide open, and proves to be more rewarding than Deskyr had hoped.

It contains old documents, a few large art pieces and even some jewelry left behind in the previous owners' haste to escape.

It is when returning to the surface that the PCs learn the source of the strange sounds earlier on. The ruins are haunted. Old guards come into action when what they see as thieves leave the premises, and more wicked spirits use the opportunity to cause pain.

After having defeated the ghosts, the PCs can quickly leave the ruins behind.

If they were never spotted, or managed to successfully bluff the human guards outside, they are free to leave Urmlaspyr and return to Suzail with the goods.

If not, a Netherese agent, Erart Mirt, confronts them with their crime, offering pardon and proper compensation for the contents of the vault. Leaving the city under those circumstances proves to be difficult, although, not impossible.

ENCOUNTER 1: JOB OFFER

SETUP

Deskyr Thanterim (Bluff +3, Diplomacy +6, Insight +6)

The room in which the PCs are waiting is big enough to hold six people comfortably. It is richly furnished but, on close inspection, appears to be missing the smaller expensive things that can usually be found in such an area.

The only thing noteworthy is a small shrine dedicated to Tymora, goddess of good luck, which is not the most commonly worshipped god among merchants. There are no refreshments offered, except for a pitcher filled with clear water.

After a few moments, one of the doors opens and a young man enters. He has short brown hair, a well-groomed beard and wears expensive clothing, but lacks the custom jewelry except for a golden signet ring. "Welcome," he starts with a jovial warm voice. "My apologies for the short delay, unexpected business that could not wait," he proceeds more apologetically. "My name is Deskyr Thanterim and welcome to my house."

It is the first time Deskyr has dealt with adventurers, and he is nervous. His unease is increased since, in his mind, he cannot act like a proper host. He tries to hide his lack of finances to put the PCs at ease and to create trust that he can afford their services. He does not have the money to offer proper refreshments and snacks.

He's never had a particular strong opinion on Netheril, the Shadovar and everything associated with them. To him, they were faithful servants of a dangerous religion, but their threat was distant and impersonal. Deskyr current desperation is beginning to change his mind. More and more, he is seeing the Netherese as thieves who deprived him of his rightful heritage.

Despite Deskyr's nervousness and unease, he acts like a charming host, enquiring after the PCs' health, their past deeds and other things that he thinks will put them at ease. When he notes that his guests are not interested in idle chitchat, or it has otherwise become time for business, he comes to the point.

Deskyr wants to address the following points:

- The Thanterim family has an old proud heritage. They were merchant princes in the city Urmlaspyr in Sembia, forced to flee when they refused to abandon the worship of Tymora. [True]

- They fled in great haste, and reputedly left behind many valuables. The Netherese forces likely pillaged the mansion, but chances are they never found the vault, let alone entered it. [True]
- Deskyr has the key to the vault, and he wants the PCs to travel to Urmlaspyr and retrieve the contents of the vault. [True]
- Deskyr's grandfather was given the key as the oldest surviving heir by his mother (Deskyr's great-grandmother), who died shortly after the rebellion of a broken heart. His grandfather was a boy at the time. [True]
- His family never organized an expedition to the vault, lacking interest, focusing on the now and not the past. They also feared alerting the Shadovar to the potential presence of treasure right under their noses. [Partially true, see below.]
- He is interested in his family history, and he wants to restore some of the family heirlooms. [While true to some extent, it is not the real reason for his interest in the vault.]
- The ruin of the mansion is located in a so-called Forbidden Zone. These zones are areas in the city that have been permanently scarred by the rebellion that forced the Thanterim family to flee. The regions are walled and well guarded, and it is illegal to enter them. The guards are more to keep things in than to keep people out, but they are allowed to use lethal force no matter the direction the intruders come from. In theory it is possible to acquire permission, but none has been granted except to known agents of the Shadovar, and even they have not entered these regions in the last couple of decades. Officially the authorities fear what adventurers might disturb, but Deskyr also thinks the Shadovar prefer the inhabitants of Sembia to forget the whole affair and worries what kind of damning evidence against their tyranny might be found amongst those ruins? [True]
- Deskyr has a recent map of Urmlaspyr. The map leaves the Forbidden Zones blank, but he has noted down the location of the mansion with a black dot. It is not too far away from the walls, but he does not know how easy it is to find. After all, the Forbidden Zones are shrouded in darkness, the buildings in ruins and the whole region is reputedly haunted. His family weapon should be recognizable at the entry-posts of the grounds: two dice above the outline of a ship on a blue and white field.
- The entrance to the vault can be found near the family crypts and a shrine dedicated to Tymora.
- He knows of no traps or guardians. His grandfather was a child at the time, and not privy to those kinds

of secrets. It is likely such traps were present, but chances are they have not withstood the privations of time.

- He also has a scroll with the ritual Tenser's Floating Disk. If the PCs don't use it, he wants it back.
- Deskyr offers 5% of the value of what they find per PC as a reward. If pressed he is willing to pay 20 / 25 gp beforehand as a minimum fee, which will be deducted from the total end reward.

Unless asked, Deskyr keeps the following specifics to himself. He doesn't do this out of malice, but because it would be bad for business. If the PCs directly ask about these topics, he reluctantly provides honest answers, although, he might try to avoid answering such questions at first:

- He has no idea if anything of value remains behind, let alone what. His family doubted anything worthwhile could be found in the vault, which is the main reason they never organized an expedition. He is certain that things were pretty chaotic at the time of their flight from Sembia, and that more things were left behind than his grandfather thought. [The last is more wishful thinking than fact, although, it certainly is a reasonable assumption.]
- Deskyr hit hard times due to the debts he inherited from his father, but he has the money he promised the PCs.
- The expedition is a bit of a gamble. Praying that Tymora remembers his family's faithful service, Deskyr is investing the last of his money in this expedition. He will go bankrupt unless it succeeds.
- Even though Deskyr is desperate, he cannot increase the promised reward. He just does not have the money. He can be persuaded to allow the PCs to keep their choice of specific items from the vault, with the exception of deeds and clear family heirlooms, instead of simply paying the reward in coin. He cannot give an exact definition of what constitutes an heirloom, saying it should be discussed if the PCs find anything.
- If the PCs ask him whether he's afraid they'll rob him, he simply shrugs. He knows it's a risk, but he doesn't have much choice in the matter. He has no way to guarantee cooperation, so why make demands that cannot be enforced and which will only strain relations?
- His family never returned to Urmlaspyr after the "liberation" by Cormyr, because by that time they had settled in Suzail and there was nothing but painful memories in Urmlaspyr. Besides, the Shades might not officially rule the city, it is likely that they

have infiltrated its government at all levels as witnessed by the many unsolved murders of non-Sharran clergy.

ENDING THE ENCOUNTER

Once the PCs accept the mission, Deskyr wants a simple promise from the PCs that they will keep up their side of the bargain. If this is given, he provides them with the agreed-upon fee and the key to the vault. The key is a work of art, a small silver key with the symbol of Tymora on the non-key-end.

Deskyr has arranged passage on the *Swift Wind*, a trading vessel that leaves for Urmlaspyr the following morning at high tide, giving the PCs a couple of hours to prepare for the coming trip. Proceed with Encounter 2, once the PCs are ready for the next part of the adventure.

TREASURE

As advance payment each PC receives 20 / 25 gp. The payment is also the minimum the PCs get even if there is no treasure to be found within the family vault.

ENCOUNTER 2: A CITY IN SHADOWS

SETUP

The encounter starts with the PCs on a ship sailing into the harbor of Urmlaspyr. From there, they can immediately set out for the Forbidden Zone or decide to do some investigations beforehand. A few basics are provided. Add more details as necessary, such as an inn if they look for one.

The trip from Suzail to Urmlaspyr is uneventful. Your destination can be seen, long before you spot the city itself, because of the ink black clouds on the horizon. The city looks like any other bustling port, although, the blotted-out sun covers everything in twilight. The sudden change from a bright sunny morning to a dark chilly gloom is eerie, but the sailors aboard seem unfazed. Soon the ship is docked, and you are free to enter the city.

Except for the darkness, Urmlaspyr is a typical port city. The city is a favorite place for shadar-kai and other dark-loving races, but it is still a human city.

Urmlaspyr is part of the buffer zone between conquered Sembia and Cormyr. While a free and peaceful city, it has become a virtual hotbed of intrigue between Cormyrean and Shadovar agents who infiltrated government at all levels. So while the people are hospitable to strangers, they tend to keep their opinions about the rulers and their neighboring states to themselves. If asked, they give the official government story about events, and only when drunk or with extreme care would they consider criticizing anybody. Also remember that the Shades have ruled nearby Sembia and influenced the people of this city for nearly a century, which is more than enough time to twist events in their favor.

Due to the black clouds even at noon light is about as bright as twilight, and many lanterns and large braziers provide illumination in the richer and busier parts of town. Light bearers offer their services for a few coins. These also act as guides and they are mostly honest, but they do earn some extra coin from innkeepers and shop owners for bringing customers to their doorsteps.

PCs enquiring about the Forbidden Zones with the guides get to hear all kinds of horror stories, but uncover little actual information. All the guides can truthfully tell

is what is available under the Streetwise DC 10 entry below.

Urmlaspyr is not a particularly big city, but any non-magical equipment from the *PH* is readily available, as are most low-level rituals and magic items. The cost for these items and rituals is as per the *PH* rules, and availability is as per the *LFR* rules.

LEARNING MORE

It is likely the PCs want to learn more about the Forbidden Zones before proceeding. Allow them to make a Streetwise check. Regardless of the result, they are warned to stay out of those zones.

Stories tell about many treasures still left behind but, according to the same stories, the region is haunted by the ghosts of the slain and lingering curses. People especially advise against entering at night when the magic and the ghosts are their strongest. Depending on the check it also reveals the following (and everything of a lower DC):

- DC 10: The regions are walled with 15-foot-high, 3-foot-thick stone walls. No structures are built against these walls, and a clear open road circles them. There are several gates, which are permanently manned. The city-watch regularly patrols the street, mostly to keep people out, but also to keep the occasional shadow-monster in. A specially trained elite unit of shadar-kai warriors and wizards is always on call in case something truly dangerous presents itself. Nobody, including the Watch, is allowed to enter the zones under any circumstances. The guards are rather lax, since nobody has tried to enter in years, nor has anything come out, or at least, so they claim. Many stories told by the citizens say otherwise, of course. Theoretically you could get in with a special permit, but such a permit would require direct approval from both the Shadovar and Cormyrean influenced authorities, something that is extremely unlikely to be granted.
- DC 15: Whispers about activities within the Forbidden Zones have recently increased. People are disappearing during the night and something from the Zone is being blamed: whether vampires, dark ones, demon cultists or something unknown depends on the teller. Few people talk about it openly, especially to strangers, since authorities discourage such tales.
- DC 20: A high-ranking Shadovar agent, Erart Mirt, has arrived in the city. He is rumored to be interested in the Forbidden Zone, perhaps

organizing an expedition of his own or else to investigate the recent stories. Regardless, people fear his presence since the arrival of such a high-ranking open agent is rarely a good thing even if his public reasons appear benign and when he is here with permission from the local and Cormyrean authorities.

YELLOW CLOAKED STRANGER

Players, who have the RPGA reward card “*Zhentarim Infiltration*”, are going to be looking for three specific events associated with the card. At some point, while exploring Urmlaspyr, the PCs should note a yellow-cloaked stranger observing them silently from a distance. If approached by the PC and given the required silver coin, the stranger mentions his name, fulfilling the 2nd task on the quest card. Note this down on the players log sheet. The stranger is not very talkative, and disappears quickly after giving them his name.

ENDING THE ENCOUNTER

Sometime during their initial exploration of Urmlaspyr, the PCs should start planning how to get into the Forbidden Zone and then make their way the Thanterim Mansion. Proceed with Encounter 3 when that happens.

If the PCs manage to anger the authorities, by committing a crime for example, judge the situation on a case-by-case basis but keep the fun of all players in mind. It is not fun, if you spend a lot of time on the antics of a single player while the rest can only watch. Ignore a minor crime, and if such is unlikely, deal with it quickly with fining the involved PC as the most likely punishment.

Note that if the players prefer action to role-playing an extended skill challenge, you can replace the better part of Encounter 3 with a fight with the Watch, using the Human stats from the *Monster Manual* (4 human rabble, 2 human soldiers to defeat a regular patrol, 4 human soldiers and a human wizard at one of the gates).

TREASURE

There is no treasure to be gained in this section.

ENCOUNTER 3: INTO THE SHADE

SKILL CHALLENGE LEVEL 1 / 3, COMPLEXITY 3 (300 / 450 XP)

SETUP

Number of Successes: 8

Number of Failures: 4

Primary Skills Option 1 - The Stealthy Approach: Athletics, Bluff, Stealth, Streetwise.

Primary Skills Option 2 - The Social Approach: Bluff, Diplomacy, Insight, Intimidate.

Primary Skills Option 3 - Legal Approach: Bluff, Diplomacy, Insight, History (but see actual challenge description).

Important NPCs: Erart Mirt, human Shadovar agent; Sergeant Meleghost, human city guard officer; Human City Guard (Insight +1, Perception +6).

The goal of the PCs is to get into the Forbidden Zone. To finish the task, they need to get past the guards and the wall. There are basically three methods to do so: sneaking past the guards, bribing their way past the guards or getting a permit. Getting a permit, results in an automatic detection by Erart Mirt (see Skill Challenge Option 3 below).

Note that the text below assumes the PCs try to get inside the Forbidden Zone during the day. Remind the PCs about the rumors of how dangerous the area becomes during the night but, if they insist, they automatically fail in the challenge of Encounter 4, and you will need to make the necessary adjustments.

Now that you have settled in Urmlaspyr it is time to start preparing for your foray into the Forbidden Zone.

The PCs first need to decide what tactic to use to get into the Forbidden Zone. If they are going to try to sneak past the guards, use Skill Challenge Option 1. If instead they try to bluff their way past the guards, use Skill Challenge Option 2. If they try to get an official permit, use Skill Challenge Option 3 - note the warning in the first part of that section. Do not forget to give it so that the PCs have a fair chance to change their tactics.

In theory it is possible that different characters pick different methods, but try to discourage it. The guards are much less likely to believe a bluff from single individuals entering the dangerous Forbidden Zone as opposed to a skilled adventuring party. It is also not necessary for a skill challenge since regardless of the

skill used, all PCs should have equal importance on the end result. If the PCs insist, you actually need to treat each group attempting the challenge as a separate skill challenge.

SKILL CHALLENGE OPTION 1

The PCs undergo this skill challenge as they try to sneak past the guards and climb over the wall into the Forbidden Zone.

A sixty-foot-wide paved road separates the buildings from the fifteen-foot-high wall. Beyond that barrier lies the Forbidden Zone. People use the street alongside it, but they do not stop. There are no stalls, no garbage and the few shops you do see do not have any outside wares. Guard patrols pass by on a regular basis, ordering people to move along even if they appear to just linger.

For the skill challenge to succeed, PCs need to cross a wide open road (12 squares) without being spotted by somebody who would alert the guards. They then need to quickly climb the wall (about 3 squares high). All of this must be done within the relatively short time between different patrols.

Note that teleporting effects usually require both sight and line-of-effect. Abilities like the shadar-kai's shadow step or the eladrin's fey step certainly allow a character to teleport to the top of the wall and quickly jump over. They would NOT allow the PC to pass the whole road and directly teleport to the other side of the wall.

Athletics (DC 15 / 16): All PCs need to climb the wall to get inside the Forbidden Zone. At least one PC needs to make an Athletics check (even if the PCs can teleport onto the wall, they still need to climb down), although, up to four others can assist, as per the group skill check rules. Failure results in the loss of 1 healing surge for all PCs involved and the need to try again. Only the first check counts for the success or failure of the skill challenge. Consequent checks just determine how many bruises the PCs collect before they get over the wall.

Bluff (DC 15 / 16): A PC disguises himself as somebody that belongs on the road, or creates a distraction for both guards and onlookers. If used in this fashion, it not only generates a success but also provides a +2 to any Stealth checks made by other characters. Bluff checks cannot help get the PCs over the wall unseen, but they draw attention away from the attempt.

Stealth (DC 15 / 16): At least two PCs must make Stealth checks, each check granting a success or failure to the skill challenge at large.

Streetwise (DC 20 / 21): The first successful Streetwise check gives the PCs insight into the patrol schedule and how best to avoid detection by the guard. A second successful check allows the group to anticipate the behavior of the local citizens. This skill can only be used twice to garner success for the skill challenge, and each successful check grants a +2 bonus to Stealth and/or Bluff checks.

SKILL CHALLENGE OPTION 2

The PCs undergo this skill challenge if they try to talk their way past the guards and walk through a gate into the Forbidden Zone.

A sixty-foot-wide paved road separates the first buildings from the fifteen-foot-high wall, beyond which the Forbidden Zone lies. At a few places, small gates pierce the wall, each permanently-guarded. A few of the guards are alert, others are playing a dice game in a porch directly next to the gate.

For the skill challenge to succeed, the PCs need to convince the guards to let them pass without making them suspicious enough to alert their superiors. Regardless of success, the PCs do seem to convince them at first, although, in case of failure the guards are highly suspicious, and the PCs realize they drew too much attention.

While running the encounter, remember that the guards might appear lax but, in reality, they are rather afraid of the Forbidden Zone and want somebody to investigate the disappearances mentioned in Encounter 2. It is mostly an act for the benefit of their fellow officers and the public. They have been ordered, after all, not to let people spread such tales, since these lies only cause panic and fear.

Bluff (DC 15 / 16): The guards want reasons as to why the PCs want to enter the Forbidden Zones, and why the guards should let them pass. Most of the reasons the PCs come up with are going to be lies. Bluff should also be used when forging papers. Using the presence of the Shadovar agent, Erart Mirt, as an excuse for the mission, grants a +2 bonus to the Bluff check the first time it is used.

Each successful Bluff check garners a success for the skill challenge. Failure at a Bluff check makes the guards suspicious of the PCs, generating a -2 penalty to any subsequent Bluff checks.

Diplomacy (DC 15 / 17): By remaining calm and polite, PCs can try to ease any suspicions, opening up the use of Religion with the first success. There are very

few honest reasons for the guards to help the PCs, so keep an eye out that the PCs are not using Diplomacy for what should be a Bluff check instead. Each check grants a success for the skill challenge.

Insight (DC 15 / 16): You empathize with the guards and use that knowledge to encourage assistance. Successful use of this skill shows that some guards hate this job because hardly anything happens and there is little chance for promotion. Others hate it, because they greatly fear the Forbidden Zone.

The first time a PC earns a success through an Insight check, they also learn that the guards are open to a bribe of 50 gp. Paying that bribe provides one automatic success.

Intimidate (DC 15 / 16): The city watch is a hierarchical organization and, by pulling rank or threatening the guards with the wrath of their superiors, it is possible to gain a success through Intimidation. Mentioning the Shadovar agent, Erart Mirt, the first time this skill is used, grants a +2 bonus on the Intimidate check.

Religion (DC 10 / 11): You realize the importance the religion of Shar holds, even in “free” Sembia. This skill check is only available after one of the characters has gained a success using the Diplomacy skill, and it can be used this way only once. A successful use of the Religion skill allows a +2 on the next skill check undertaken by any of the PCs in addition to granting a success for the skill challenge.

Streetwise (DC 10 / 11): A Streetwise check can be made only once to represent PCs finding the right group of guards. Failing the check not only provides 1 failure, it also gives a -2 penalty on all subsequent Bluff checks and it is impossible to bribe the guards even on a successful Insight check (see above).

SKILL CHALLENGE OPTION 3

It is certainly possible that the PCs consider going to the authorities of Urmlaspyr to acquire permission to enter the Forbidden Zone. Before proceeding, remind them that Shade agents infiltrate it, the people responsible for the trouble in the city. The Shadovar are not good people. For example, they did not do anything to clean up the mess they created, but merely fenced it off (like sweeping dirt under a rug). The Shadovar are also closely associated with the Shadowfell, and might have hidden enclaves in those Forbidden Zones, which they use for illegal magical experimentation. Do the PCs really want to alert the Netherese of their interest in the Forbidden Zones? If the PCs still insist on proceeding along this path, allow them to do so.

The government building of Urmiaspyr is designed to impress, to show the power and wealth of the government it represents. The public servants are pompous, convinced of their own importance, dedicated to proper procedures and perhaps even open to a bribe to speed things up.

First the PCs need to find the person that can give them permission to enter the Forbidden Zone. Once found, they need to convince him that approval should be granted. Since nobody has requested entry to these areas in years, finding the right person is difficult. About half this skill challenge is about finding the right person, before the PCs are finally directed to Erart Mirt, the Shadovar agent sent here to investigate the rumored activities in the Forbidden Zone. The other half of the challenge is to supposedly convince Erart to grant permission. Erart Mirt's description can be found in Encounter 9.

Erart Mirt is inclined to grant permission anyway, but only if the PCs provide a good reason, and only under a couple of strict conditions. First, the PCs should make a detailed report on what they see and hear while in the Forbidden Zone.

Secondly, anything they find while on the other side should be checked by Erart for contraband, which the PCs are not allowed to keep, and proper taxes need to be paid over what they are allowed to take away. Contraband would be, for example, documents pertaining illegal religions, deeds of properties that currently belong to the Sembian government and its friends, dangerous magic items and so forth.

Thirdly, the PCs need to promise to be extremely careful about waking things that are best left asleep. It wouldn't look good if their investigations angered monsters who then attacked innocent citizens.

If the PCs accept these conditions, permission is granted.

The skill challenge is treated as a failure, and Erart Mirt is waiting at the border of the Forbidden Zone. In case of a success, however, the PCs receive full xp.

Bluff (DC 15 / 16): Proper compliments, lying about the reasons for being here, and similar bluffs to grease the wheels of government help earn the PC one success in the skill challenge.

Diplomacy (DC 15 / 16): By remaining patient and polite, regardless of the red tape, the PC earns respect and a success. The first success in Diplomacy also reveals that the religion of Shar holds an important role in the government of Sembia. The PC can now use Religion to earn a success.

History (DC 15 / 16): By showing they know the correct rules and regulations and have an insight into the proper hierarchy the PC earns a success.

Insight (DC 15 / 16): By showing empathy, the PC gains a success. The first time a success is earned using Insight, the PCs learn they should not use Intimidate. The first success also allows them to spend 50 gp as a bribe, generating an automatic success if they do so.

Intimidate: The Sembian government officials cannot be intimidated. They might show proper deference, but, instead of being helpful, throw all kinds of red tape across the PCs path. Using Intimidate results in 1 automatic failure.

Religion (DC 10 / 16): By quoting the doctrines of the faith of Shar the PCs can impress any civil servant and earn a success for the skill challenge. This skill can only be used once.

ENDING THE ENCOUNTER

Regardless of the result of the skill challenge the PCs get into the Forbidden Zone. Proceed with Encounter 4.

The guards do not initiate an attack. Even failure in the Option 1 skill challenge does not result in a fight. In that case the guards just spot the heroes while they jump over the wall, and the guards cannot enter the Forbidden Zone themselves.

If the PCs actually choose to fight the guards, use the human guard and human mage stats from the MM. A typical patrol consists of 4 guards and 1 mage. Reinforcements arrive before the PCs can have a short rest, consisting of a patrol of the same make up. If the PCs keep fighting, the level 8 shadar-kai encounter of the MM arrives to deal with the threat. Regardless, the skill challenge automatically fails. Give the PCs time to flee over the wall or into the city.

Success: The PCs get past the guards into the Forbidden Zone, without triggering an alarm. The Shadovar agent never learns of the PCs presence in town, so the PCs can leave the region unopposed. See Encounter 9 for more information.

Failure: The PCs get into the Forbidden Zone, but their foray is reported to the superiors of the guards who warn Erart Mirt. Erart sets up things to arrest the PCs on their return from the Forbidden Zone. See Encounter 9 for more information.

EXPERIENCE POINTS

PCs who successfully conclude the skill challenge gain 60 / 90 xp. If they fail, they gain half xp.

TREASURE

There is no treasure to be gained in this encounter.

ENCOUNTER 4: BEFORE NIGHTFALL

SKILL CHALLENGE LEVEL 1 / 3, COMPLEXITY 1 (100 / 150 XP)

SETUP

Number of Successes: 4

Number of Failures: 2

Primary Skills: Arcana, Athletics, History, Perception.

Once the PCs are in the Forbidden Zone, they need to find the Thanterim Mansion, which is easier said than done. The buildings are in ruins, rubble blocks many of the smaller roads and there are no maps available. Furthermore, the overlap with the Shadowfell warps the sense of direction and distance of any visitor, and the darkness or constant twilight (depending on the time of day) does not help.

From your position close to the wall, you look into the desolate region ahead. All you see are the dark outlines of crumbling ruins against a slightly less dark sky. The streets are empty, riddled with holes and the debris of collapsed buildings. The only movement you see is that of small clouds of dust. It is eerily silent, except for the soft howling of the wind, or is that howling really just the wind?

Travel through the Forbidden Zone is difficult. The PCs are expected to stick to the main roads, staying clear of unknown ruins which might be the lair of dangerous monsters or, more likely, endanger the PCs through collapse.

SKILL CHALLENGE

The PCs undergo this skill challenge as they try to find their way in the Forbidden Zone, without suffering a serious accident involving collapsing ruins, or getting lost completely.

Arcana (DC 15 / 16): Knowledge on the Shadowfell and how it influences distance and perception is a great boon for anybody traveling through a Forbidden Zone. A successful Arcana check generates one success.

Athletics (DC 15 / 16): At least two PCs should make Athletics checks to represent getting past rubble that blocks the road without any serious accident. A successful check adds 1 success to the skill challenge.

History (DC 15 / 16): Having studied old maps of Sembia, you have a reasonable idea of the layout of the streets before the rebellion. A successful check adds 1 success to the skill challenge.

Perception (DC 20 / 21): Spotting the right landmark or path is a great boon, but difficult in the darkness or twilight. A successful Perception check not only grants a success for the challenge, but also provides a +2 bonus on the next Athletics check.

ENDING THE ENCOUNTER

Regardless of the result of the skill challenge the PCs eventually find the ruins they are looking for. Proceed with Encounter 5. Regardless of the result the PCs manage to avoid encountering any of the 'locals' for now.

Success: The PCs quickly find their way through the ruins and manage to avoid any accidents with collapsing ruins or painful falls while on the way. It will still be before nightfall when the PCs leave the vault and are attacked by the haunts in Encounter 8.

Failure: Failure means that the PCs arrive at the vault much later in the day, giving them less time to finish up before nightfall. It means that, by the time the PCs leave the vault and are attacked by the haunts (Encounter 8), it is night, and completely dark. Each PC also loses 1 healing surge due to various minor accidents before the find the mansion.

EXPERIENCE POINTS

The PCs gain 20 / 30 experience points each for successfully completing this skill challenge.

TREASURE

There is no treasure for the PCs in this encounter.

ENCOUNTER 5: UNDER RUBBLE

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

SETUP

Number of Successes: 6

Number of Failures: 3

Primary Skills: Athletics, Dungeoneering, Perception.

Eventually the PCs find the ruins of the Thanterim mansion, recognizable by the families weapon at its doorposts. It is in complete ruins, only a few walls are still standing and most of the floor has collapsed. There are no creatures visible.

Little is left of the Thanterim mansion. The outer walls still stand, but its inner floors and walls have collapsed. Even the roof of what was likely the family crypt, located in the gardens, has caved in. The rest of the gardens have died a long time ago, and are nothing more than a muddy field with the occasional leafless twisted tree trunk, slime-covered statue and clumps of fungi.

A search of the ruins reveals the following:

- The mansion has burned to the ground. If anything of value remained behind, it is buried under tons of debris.
- The rubble is charred, covered in slime and fungi.
- The area smells of mud, stagnant water and decay.
- While exploring the place, the PCs hear strange noises, echoes of battles fought long ago, screams of terror, marching footsteps, but no source of the sounds can be found.
- The crypts are under the gardens behind the mansion. The region is covered with debris, but some of the stone sarcophagi are still in relatively good condition, others have been smashed to pieces. The area is riddled with human bones.
- There are several stagnant pools that hint of dangerous things. They are about five-feet deep and perfectly safe to enter.
- In a corner of the crypt, the PCs find a small altar and a broken statue of Tymora. PCs investigating the statue, and who succeed at a DC 10 Religion check recognize the shrine for what it is. If they clean the altar and statue, and perform a short ceremony in honor of Tymora and succeed at a DC 15 /17 Religion check, they gain her blessing. One time during the adventure, each character involved

in the ritual can reroll one d20 roll before knowing if the first roll was a success or failure. If again consecrated, the shrine also offers protection against the undead in Encounter 8.

- The likely entrance into the vault is hidden under a heap of debris that needs to be removed.

SKILL CHALLENGE

Once the PCs find the entrance, they need to start digging. Doing so in the unstable area is difficult and dangerous requiring both strength and skill. Throughout their work, the PCs hear strange noises.

Athletics (DC 15 / 16): Athletics represents the actual digging, and at least two characters should make a check each turn.

A failed check indicates that all members of the party lose one healing surge due the tunnel partially collapsing during the work. In addition this counts as a failure for the challenge.

Dungeoneering (DC 15 / 16): Dungeoneering is used to determine the safest method to dig and to decide how to support the walls. At least one character should make a Dungeoneering check during each turn.

Perception (DC 10 / 11): You notice something that helps you better dig through the rubble, or spot a weakness overlooked by others. Using this skill doesn't count as a success or failure, but instead provides a +2 bonus or, if failed, a -2 penalty to the next character's Athletics or Dungeoneering check.

ENDING THE ENCOUNTER

Regardless of the success or failure of the skill challenge, the PCs eventually get through to the vault. Each round represents about 1 hour of work. Once the stairwell is cleared, the PCs have access to the vault below. Proceed with Encounter 6 when the PCs go into the vault.

Success: The PCs did a decent job. The stairwell is secure, free of debris and the corridor beyond dust free.

Failure: The PCs had a difficult time clearing the stairs. The corridor beyond is covered in a dense cloud of dust, making it more difficult to see down below. The exact effects of this are discussed in Encounter 6.

EXPERIENCE POINTS

The PCs gain 40 / 60 experience points each for successfully completing this skill challenge.

TREASURE

There is no treasure to be found in this encounter.

ENCOUNTER 6: SILENT GUARDIANS

ENCOUNTER LEVEL 2 / 4 (650 / 900 XP)

SETUP

This encounter includes the following creatures and traps.

2 clay scouts (S)

2 iron cobras (C)

2 magic crossbow turrets (T)

The corridor to the vault was once heavily trapped, but the ravages of time have caused a lot of damage, disabling most of the traps. Only one group of guardians and one trap remain.

The guardians, a group of homunculi, are hidden in the niches and debris in the corridor. The trap is a magical crossbow turret, the trigger of which is in the middle of the corridor (the rune covered tile on the map - remember NOT to place it when drawing the map for the players), so that, at first glance, the corridor appears to be deserted. The PCs enter from the stairs near the broken doors.

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

Through the remains of the stone door, you see a long wide corridor leading into the darkness. The walls of the corridor are cracked, and debris from the ceiling clutters the floor at several spots. A gaping pit, directly behind the door, is difficult to miss. The floor on this side of the corridor looks wet and muddy, and the air smells of wet earth.

The guardians only attack once the PCs spot them, or the PCs get past the trigger plates. Until that time the PCs can investigate the corridor ahead.

- The homunculi are hiding. The clay scout in the pit is hiding under the debris and can only be seen by somebody on the bottom of the pit. The second clay scout is hiding in the many cracks in its niche and can hide even from PCs directly opposite the alcove. It is a DC 18 Perception check to note the clay scouts. The iron cobras can only be spotted once the PCs are past the trap, which triggers the attack of the homunculi anyway.

- The alcove, directly to the left of the entrance, has partially collapsed, filling the area with debris. The corridor itself remains relatively uncluttered, since most of the debris fell into the pit.
- While the floor on the entrance side of the corridor is wet and muddy, this has no effect on movement.
- A DC 16 Perception check reveals a once well-hidden control panel next to the door. It is damaged beyond repair. A DC 16 Thievery check reveals that a similar control panel is most likely located at the other end of the corridor with which some kind of trap can be controlled. The nature of the trap is unclear.
- The statues on that side the wall are life-sized humans, depicting various richly dressed lords and ladies, possibly ancestors of the Thanterim family.
- Directly across from the trigger plates, the PCs can see the skeletal remains of a human slammed against a statue. The glitter of jewels can also be seen. The cause of death is impossible to determine after all this time.
- Information on the trap can be found in the monster stats below.

FEATURES OF THE AREA

Important features in the corridor include:

Illumination: None. If the PCs failed the skill challenge in Encounter 5 the corridor is also covered in a dust cloud, causing the whole area to be considered lightly obscured (see DMG 61).

Guarded Area: The area from the trigger plates of the trap to the vault doors is considered to be the guarded area for the homunculi guardians (see monster description below).

Pit: It is ten-feet deep, and the bottom is filled with debris. PCs falling in take 1d10 points of damage. It requires a DC 15 Athletics check to climb out and costs 4 squares of movement to do so.

Rubble: These areas are covered with rubble and are considered difficult terrain. Movement cost is doubled in these areas.

Rune Covered Stones: These are NOT visible on the map. They are the trigger plates of the magic crossbow turret trap and, as long as the PCs have not made the Perception check, these stones are identical to the rest of the stones making up the floor.

Stairs: The stairs are considered difficult terrain, costing 2 squares of movement. If the PCs failed the skill challenge in Encounter 5, each square costs 3 squares of movement instead.

Statues: The statues are medium-sized non-magical stone statues (AC/Reflex 5; Fort 10; hp 40). A DC 15

Athletic check is needed to climb them, and they provide cover. The square of a destroyed statue is considered difficult terrain and costs double movement.

Vault doors: The vault doors are a double stone door with a sturdy lock (AC/Reflex 4; Fort 12; hp 80; Break DC 25). It takes a standard action to unlock the door.

TACTICS

The homunculi stay hidden until the PCs see them, trigger the trap or move beyond the trigger plates. Once any of these conditions is met, they rush out to attack the PCs. They try to lure the PCs into the guarded area, realizing their attacks are more effective in that region. If the trap is not triggered yet, they trigger it as well.

The clay scouts prefers to start with *mind touch*, afterwards moving next to their hopefully now dazed opponent. Their preferred targets are creatures that look to be weak in melee, so that they do not need to fear attacks of opportunity when they use *mind touch*, while using that person as a victim of *redirect*.

The iron cobras stay in front of the vault doors focusing on whatever is in front of them, using *poison the mind* against opponents threatening the scouts, if possible. The cobras focus on the same target, using *slithering shift*, if necessary, to do so. The trap has no tactics, the crossbow turrets, mounted behind the statues, fire at the closest opponent.

The homunculi fight to the death, or until the PCs flee the corridor and vault. They do not give chase.

SCALING THE ENCOUNTER

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

Four PCs: Remove one clay scout (the one hiding in the pit).

Six PCs: Add one iron cobra.

ENDING THE ENCOUNTER

Once the PCs have dealt with the guardians and crossbow trap, they can turn their attention to the vault doors at the end of the corridor. These are locked, but they can easily be opened with the key in the PCs' possession. There are no more traps or threats down below. When the PCs open the vault doors and enter the vault proceed with Encounter 7.

EXPERIENCE POINTS

The characters receive 130 / 180 experience points each for defeating the homunculus guardians and the trap.

TREASURE

The skeletal remains of a human lie next to a statue in a pile of debris. Most of its equipment and clothing has decayed beyond usability, but it wears a pair of *acrobat boots* and jewelry worth 10 / 15 gp.

ENCOUNTER 6: SILENT GUARDIANS STATISTICS (LOW LEVEL)

Clay Scout	Level 2 Lurker
Small natural animate (construct, homunculus)	XP 125
Initiative +7 Senses Perception +6; darkvision	
HP 31; Bloodied 15	
AC 16; Fortitude 13, Reflex 14, Will 15	
Immune disease, poison	
Speed 6, fly 3 (clumsy)	
m Bite (standard; at-will) ♦ Poison	
+3 vs. AC; 1d6 damage, and the homunculus makes a secondary attack against the same target. <i>Secondary Attack</i> : +2 vs. Fortitude; the target is slowed (save ends). See also <i>guard area</i> .	
R Mind Touch (standard; at-will) ♦ Psychic	
Ranged 10; +5 vs. Reflex; 1d6 + 3 psychic damage, and the target is dazed (save ends); see also <i>guard area</i> .	
Guard Area	
The clay scout gains a +4 bonus to attack rolls against any creature in its guarded area.	
Limited Invisibility ♦ Illusion	
The clay scout is invisible to dazed creatures	
Redirect (immediate interrupt, when targeted by a melee or ranged attack; at-will)	
The clay scout makes an attack against the attacker: +4 vs. Will; the triggering attack targets a creature adjacent to the clay scout instead (as chosen by the clay scout).	
Alignment Unaligned Languages –	
Skills Stealth +8	
Str 10 (+1) Dex 15 (+3) Wis 10 (+1)	
Con 13 (+2) Int 10 (+1) Cha 16 (+4)	

Iron Cobra	Level 3 Skirmisher
Medium natural animate (construct, homunculus)	XP 150
Initiative +5 Senses Perception +7; darkvision	
HP 51; Bloodied 25	
AC 17; Fortitude 17, Reflex 15, Will 14	
Immune disease, poison	
Speed 7; see also <i>slithering shift</i>	
m Bite (standard; at-will) ♦ Poison	
+8 vs. AC; 1d8 + 2 damage, and ongoing 5 poison damage (save ends).	
R Poison the Mind (standard; recharge 3-6) ♦ Psychic	
Ranged 10; only creatures taking ongoing poison damage; +5 vs. Will; target is dazed and slowed (save ends both); see also <i>guard area</i> .	
Guard Area	
An iron cobra can use its <i>poison the mind</i> against any creature in its guarded area, even if the power hasn't recharged and even if the target isn't taking ongoing poison damage.	
Slithering Shift (move; at-will)	
The iron cobra shifts 3 squares as a move action.	
Alignment Unaligned Languages –	
Skills Stealth +7	
Str 17 (+4) Dex 15 (+3) Wis 13 (+2)	
Con 19 (+5) Int 5 (-2) Cha 12 (+2)	

Magic Crossbow Turret	Level 2 Blaster
Trap	XP 125
Trap : Two crossbows attack each round on their initiative after they are triggered.	
Perception	
♦DC 20: The character notices the trigger plates.	
♦DC 25: The character notices the location of the hidden turret emplacements.	
♦DC 25: The character notices the hidden control panel.	
Initiative +2	
Trigger	
The trap activates and rolls initiative when a character enters one of the four trigger squares in the room.	
Attack	
Standard Action Ranged 10	
Targets : Each crossbow attack one intruder. It magically distinguishes intruders from the homunculi and it does not attack the homunculi.	
Attack : +7 vs. AC	
Hit : 2d8 + 2 damage	
Countermeasures	
♦A character who makes a successful Athletics check (DC 12 or DC 22 without a running start) can jump over a double pressure plate square.	
♦An adjacent character can disable a trigger plate with a DC 25 Thievery check.	
♦Attacking a trigger plate (AC 12, other defenses 10) only triggers the trap.	
♦A character can attack a turret (AC 16, other defenses 13; hp 38). Destroying the turret stops its attacks.	
♦A character can engage in a skill challenge to deactivate the control panel. DC 20 Thievery. Complexity 2 (6 successes before 3 failures). Success disables the trap. Failure causes the control panel to explode (close blast 3, 2d6 + 3 damage to all creatures in blast) and the trap remains active.	

ENCOUNTER 6: SILENT GUARDIANS STATISTICS (HIGH LEVEL)

Clay Scout	Level 4 Lurker
Small natural animate (construct, homunculus)	XP 175
Initiative +8 Senses Perception +7; darkvision	
HP 43; Bloodied 21	
AC 18; Fortitude 15, Reflex 16, Will 17	
Immune disease, poison	
Speed 6, fly 3 (clumsy)	
m Bite (standard; at-will) ♦ Poison	
+5 vs. AC; 1d6 + 1 damage, and the homunculus makes a secondary attack against the same target. <i>Secondary Attack:</i> +4 vs. Fortitude; the target is slowed (save ends). See also <i>guard area</i> .	
R Mind Touch (standard; at-will) ♦ Psychic	
Ranged 10; +7 vs. Reflex; 1d6 + 4 psychic damage, and the target is dazed (save ends); see also <i>guard area</i> .	
Guard Area	
The clay scout gains a +4 bonus to attack rolls against any creature in its guarded area.	
Limited Invisibility ♦ Illusion	
The clay scout is invisible to dazed creatures	
Redirect (immediate interrupt, when targeted by a melee or ranged attack; at-will)	
The clay scout makes an attack against the attacker: +6 vs. Will; the triggering attack targets a creature adjacent to the clay scout instead (as chosen by the clay scout).	
Alignment Unaligned Languages –	
Skills Stealth +9	
Str 10 (+2) Dex 15 (+4) Wis 10 (+2)	
Con 13 (+3) Int 10 (+2) Cha 16 (+5)	

Iron Cobra	Level 5 Skirmisher
Medium natural animate (construct, homunculus)	XP 200
Initiative +6 Senses Perception +8; darkvision	
HP 67; Bloodied 33	
AC 19; Fortitude 19, Reflex 17, Will 16	
Immune disease, poison	
Speed 7; see also <i>slithering shift</i>	
m Bite (standard; at-will) ♦ Poison	
+10 vs. AC; 1d8 + 3 damage, and ongoing 5 poison damage (save ends).	
R Poison the Mind (standard; recharge 3-6) ♦ Psychic	
Ranged 10; only creatures taking ongoing poison damage; +7 vs. Will; target is dazed and slowed (save ends both); see also <i>guard area</i> .	
Guard Area	
An iron cobra can use its <i>poison the mind</i> against any creature in its guarded area, even if the power hasn't recharged and even if the target isn't taking ongoing poison damage.	
Slithering Shift (move; at-will)	
The iron cobra shifts 3 squares as a move action.	
Alignment Unaligned Languages –	
Skills Stealth +8	
Str 17 (+5) Dex 15 (+4) Wis 13 (+3)	
Con 19 (+6) Int 5 (-1) Cha 12 (+3)	

Magic Crossbow Turret	Level 3 Blaster
Trap	XP 150
Trap: Two crossbows attack each round on their initiative after they are triggered.	
Perception	
♦DC 20: The character notices the trigger plates.	
♦DC 25: The character notices the location of the hidden turret emplacements.	
♦DC 25: The character notices the hidden control panel.	
Initiative +3	
Trigger	
The trap activates and rolls initiative when a character enters one of the four trigger squares in the room.	
Attack	
Standard Action Ranged 10	
Targets: Each crossbow attack one intruder. It magically distinguishes intruders from the homunculi and it does not attack the homunculi.	
Attack: +8 vs. AC	
Hit: 2d8 + 3 damage	
Countermeasures	
♦A character who makes a successful Athletics check (DC 12 or DC 22 without a running start) can jump over a double pressure plate square.	
♦An adjacent character can disable a trigger plate with a DC 25 Thievery check.	
♦Attacking a trigger plate (AC 12, other defenses 10) only triggers the trap.	
♦A character can attack a turret (AC 16, other defenses 13; hp 38). Destroying the turret stops its attacks.	
♦A character can engage in a skill challenge to deactivate the control panel. DC 20 Thievery. Complexity 2 (6 successes before 3 failures). Success disables the trap. Failure causes the control panel to explode (close blast 3, 2d6 + 3 damage to all creatures in blast) and the trap remains active.	

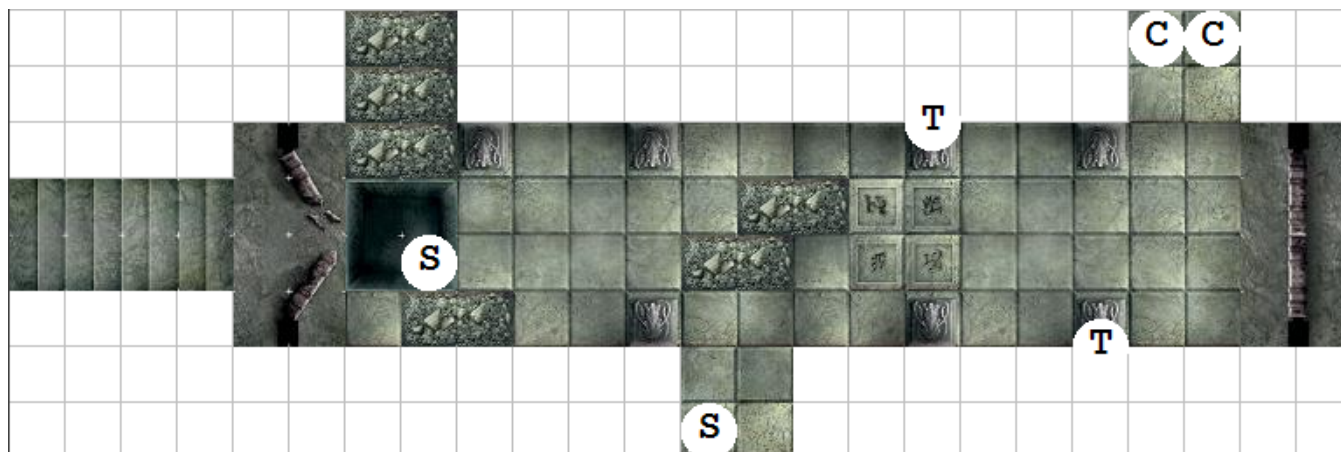
ENCOUNTER 6: SILENT GUARDIANS MAP

Dungeon Tiles

Bars / Rubble and Double Doors / Rubble	2x1	x6
Pit / Floor	2x2	x1
Rune / Floor	2x2	x1
Spiral Stairs / Floor	2x2	x2

Arcane Corridors

Broken Doors / Floor	4x2	x1
Iron Doors / Floor	4x2	x1
Pool / Hall w/ Statues	4x8	x2
Stairs / Bookshelf	4x2	x1
Web / Runes	2x2	x1



ENCOUNTER 7: THE VAULT

SETUP

Once the vault doors are opened, the PCs can safely enter. There are no guardians or traps inside. Unlike the corridor, the vault is undamaged and its contents are remarkably well-preserved.

Opening the stone vault doors makes a lot of noise. The room beyond is about twenty-by-twenty feet. The soft breeze causes a thick layer of dust to whirl in small clouds, giving you the urge to sneeze. It is not gold that twinkles in your light but, instead, the room is filled with paintings wrapped in canvas, tapestries, statues and several wooden crates.

A search of the room reveals the following:

- The vault is undamaged.
- The content of the vault is in surprisingly good condition and it contains some really valuable pieces.
- The crates are filled with straw and beautifully decorated porcelain tableware, silver chandeliers and porcelain vases.
- The paintings are mostly portraits of rich merchants and the occasional adventurer.
- The tapestries are of high quality, depicting mostly hunting and naval scenes.
- A beautifully decorated suit of armor stands on a stand. The symbol of Tymora is skillfully hidden amongst the decoration. It is a suit of *delver's armor* +1.
- Well hidden in a corner of the vault lies a huge stack of papers yellowed by age. At first glance they appear to be mostly deeds, loans, shares in companies, tax ledgers and similar types of documents. These would be virtually useless, although, there is always a chance some might still be valuable. PCs who take the time to carefully search through the papers, and who succeed on a DC 20 Perception check find a ritual book with the Make Whole ritual, as well as a set of beautifully decorated religious scriptures dedicated to the religion of Tymora. Amongst those scriptures is also a set of detailed maps of a temple, but the accompanying text is in code and the location of said temple is unclear. Many parts of the texts are cryptic, and contain secret texts. Simply copying the text is impossible without extensive time.

ENDING THE ENCOUNTER

Before the PCs can leave the vault, they need to decide how to carry all the valuables with them. When the Thanterims fled the city, they took most of the small valuables with them, leaving the bulky goods behind. The single Tenser's Floating Disk ritual should help a bit but it cannot carry all the contents of the vault, unless the PCs roll particularly high on the Arcana check while performing the ritual.

Don't spend too much time on this. Reward creativity. Make sure, though, that the players realize they cannot return anytime soon for a second run. Regardless of how much they are able to carry, they get the same reward.

The first time the PCs leave the vaults with treasure from the vault, they are attacked by the ghosts that haunt the Thanterim Mansion. Proceed with Encounter 8.

TREASURE

The vault is filled with large pieces of art, mostly paintings, carpets and statues. Selling these is difficult and time consuming. Whether the PCs deliver the art to Deskyr Thanterim or Erart Mirt, or sell it themselves they earn 40 / 60 gp. In addition they find the suit of *delver's armor* +1, a ritual book with the ritual Make Whole and Tymora's Scriptures.

ENCOUNTER 8: DARK HAUNTS

ENCOUNTER LEVEL 3 / 5 (750 / 1000 XP)

SETUP

This encounter includes the following creatures.

1 death master specter (S)

3 phantom warriors (P)

4 decrepit skeletons (D)

The Thanterim Mansion is indeed haunted. Several phantom warriors, the remnants of the defenders that died during the rebellion, patrol the ruins. They remain invisible to all until somebody comes out of the vault with pieces of treasure belonging to the family. The fact that the PCs have the key has no bearing on whether or not they are attacked.

The specter is a dark entity that has been invisibly following the PCs, ready to torment the living. It uses the attack by the phantom warriors to its advantage, hoping that their combined might allows it to kill the PCs. The specter is infused with dark energies and can create undead minions from the shades of its victims. For all intents and purposes, these are corporeal decrepit skeletons.

As the adventurers resurface from the vault, read:

Stepping outside into the open ruins, you immediately note three figures stepping through the walls into the open. They are insubstantial human soldiers armed with shields and swords, glowing with a pale blue light. Their faces are grim and determined and they do not look friendly.

See the battle map for where the phantom warriors start at the beginning of the encounter. The PCs start at the stairs in area 1. At the beginning of the fight, the decrepit skeletons and the specter are out of sight. Only the phantom warriors are visible. Nobody is considered surprised.

FEATURES OF THE AREA

Important features in the corridor include:

Illumination: If the PCs were successful in the skill challenge in Encounter 4, it is still day. The illumination is similar to twilight, causing the area to be lightly obscured for those with normal vision. If the PCs failed the Encounter 4 skill challenge, it has become night and

is completely dark, unless the PCs carry a light source of their own.

Pit: The pit is ten-feet deep and requires a DC 12 Athletics check to climb out.

Pool: The pool is about four-feet deep, and has a very rough bottom. Movement costs are multiplied by four, but the water provides cover against attacks made by people outside the pool.

Rubble: Various areas on the battlefield are strewn with debris and rubble. Movement in these areas costs double.

Sarcophagi: These stone sarcophagi are three-feet high. Jumping on them requires a DC 30 Athletics check (DC 15 with a running jump) or costs two squares of movement.

Shrine: Number 2 on the map. If the PCs consecrated it during Encounter 5, PCs within 3 squares of the altar gain a +1 power bonus to all defenses against the undead. If they have not yet consecrated it, a DC 20 Religion check as a standard action causes the same effect. If so consecrated, the statue glows with a soft yellow light, which is difficult to miss, as soon as the first undead manifest.

Stairs: Area 1 on the map. The PCs come from this direction. The stairs are considered difficult terrain costing 2 squares of movement to traverse. If the PCs failed the skill challenge in Encounter 5, each square costs 3 squares of movement instead.

Walls: These crumbling walls block movement for corporeal creatures. They can be climbed with a DC 10 Athletics check. A creature can try to push over a 2 square section of wall with a DC 12 Str check. The character can then make a Str vs. Reflex attack against all creatures directly behind the wall. The attack deals 2d10 + 3 points of damage. Remove the wall and change it and the area behind it into difficult terrain. The specter is aware of the weakness of the walls and, if an opportunity presents itself, it is not above giving it a try (describe it as a telekinetic effect in case the players have difficulties imagining an insubstantial creature pushing over a wall).

TACTICS

The tactics of the phantom warriors are simple: they stick together to gain maximum advantage of *phantom tactics* and all attack the same target in a coordinated fashion. They are not above switching the order of their attacks to make sure the healthiest phantom marks their victim. Likewise, they are not above switching targets if doing so makes more sense.

It is possible to convince the phantom warriors not to fight, by succeeding at a level 3 / 5 complexity 3 social

skill challenge using Bluff, Diplomacy, Insight and History. At a minimum the PCs need to show the key. The warriors keep fighting until the skill challenge has been successfully completed. If the PCs keep fighting during the attempt to negotiate with the warriors, the challenge automatically fails. Only allow this action if the players have shown a love of role-playing. In this case, you can loosen up the aggressiveness of the warriors if needed. The specter would definitely not stop fighting.

The specter remains invisible and out of the way at the start of the fight. It delays its attacks until it has a reasonable idea of what it is facing. As soon as that happens, the specter joins the fight by maneuvering into a good position to use *spectral barrage* against the largest group of PCs, but without hitting its allies.

It waits until just before the warriors turn to give them optimal advantage against prone PCs. From then on, it either attacks with *spectral barrage* (if it recharges), *spectral touch* or by turning invisible when threatened enough.

Do not forget its action point, which it uses at an opportune time to become invisible, or the fact that it (and the phantom warriors) can move through walls. About halfway through the fight, it uses its *call of the grave* ability against a PC who is a bit away from the main group, especially archers, warlocks or wizards.

The phantom warriors and the specter and its skeletal minions are not true allies. While they do not consider each other enemies, any coordination between the two groups is either coincidence or one side simply taking advantage of an opportunity created by the other.

Unless convinced to leave, the phantom warriors fight to the death and they are not open for reason. They only stop attacking when the PCs return everything they took from the vault. The specter flees when at 10% or less of its hit points, never to return. Any surviving skeletons keep fighting until destroyed.

SCALING THE ENCOUNTER

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

Four PCs: Remove one phantom warrior.

Six PCs: Add one phantom warrior.

ENDING THE ENCOUNTER

If the PCs flee the area during the fight, the undead chase them until they leave the Forbidden Zone, turning the combat into a running battle. The likely end result is either the destruction of the undead, or the death of the PCs long before they reach the border of the region. If the PCs drop the loot, the phantom warriors do not stop

the chase, but become less aggressive and they just make sure the thieves leave the area. Otherwise the encounter ends with the defeat of the undead.

Regardless, the PCs need to return to the inhabited parts of the city. Returning to the border of the Forbidden Zone is a lot easier than finding one ruin among many and the PCs soon find themselves at the wall. If it is night, they get the feeling they are observed, but they do not see anything.

The ease with which they can get outside the Zone depends on how well they did in Encounter 3. If they were successful with the skill challenge, it is relatively easy, even with the loot. There are no guards on this side of the wall and, once on the other side, it is easy to disappear. So it is just a matter of good timing. Once the PCs are on the other side of the wall, proceed with the Conclusion in Encounter 9.

If the PCs failed the skill challenge in Encounter 3, the Shadovar agent, Erart Mirt, has heard of their intrusion. He has prepared a special welcome. Proceed with Encounter 9, using the whole encounter.

EXPERIENCE POINTS

The characters receive 150 / 200 experience points each for defeating the undead.

TREASURE

There is no treasure to be found in this Encounter.

ENCOUNTER 8: DARK HAUNTS STATISTICS (LOW LEVEL)

Death Master Specter		Level 3 Elite Lurker (leader)	
Medium shadow humanoid (undead)		XP 300	
Initiative +7		Senses Perception +5; darkvision	
Spectral Chill (cold) aura 1; enemies in the aura take a –2 penalty to all defenses.			
Shroud of the Grave (necrotic) aura 5; all undead lose any vulnerability to radiant damage.			
HP 52; Bloodied 26			
AC 17; Fortitude 17, Reflex 15, Will 18			
Saving Throws +2			
Immune disease, poison; Resist 10 necrotic, insubstantial; Vulnerable 5 radiant			
Speed fly 6 (hover); phasing			
Action Points 1			
m Spectral Touch (standard; at-will) ♦ Necrotic			
+6 vs. Reflex; 1d6 + 2 necrotic damage.			
C Spectral Barrage (standard; recharge 5-6) ♦ Illusion, Psychic			
Close burst 2; targets enemies; +6 vs. Will; 2d6 + 2 psychic damage, and the target is knocked prone.			
R Call of the Grave (standard; encounter)			
Ranged 10; four undead minions of the death master's level, or lower, appear in any unoccupied space within range. These undead minions take their turns immediately after the death master.			
Invisibility (standard; at-will) ♦ Illusion			
The specter becomes invisible until it attacks or until it is hit by an attack.			
Alignment Chaotic evil		Languages Common	
Skills Stealth +8			
Str 10 (+1)	Dex 15 (+3)	Wis 8 (+0)	
Con 13 (+2)	Int 6 (–1)	Cha 15 (+3)	

Phantom Warrior		Level 3 Soldier	
Medium shadow humanoid (undead)		XP 150	
Initiative +7		Senses Perception +12; darkvision	
HP 32; Bloodied 16			
AC 17; Fortitude 15, Reflex 14, Will 15			
Immune disease, poison; Resist insubstantial			
Speed 6, fly 6 (hover); phasing			
m Phantom Sword (standard; at-will) ♦ Necrotic			
+8 vs. Reflex; 1d8 + 1 necrotic damage, and the target is marked until the end of the phantom warrior's next turn.			
Phantom Tactics			
A phantom warrior has combat advantage against any target that has another phantom warrior adjacent to it.			
Alignment Unaligned		Languages Common	
Str 14 (+3)	Dex 12 (+2)	Wis 11 (+1)	
Con 12 (+2)	Int 10 (+1)	Cha 14 (+3)	

Decrepit Skeleton		Level 3 Minion	
Medium natural animate (undead)		XP –	
Initiative +4		Senses Perception +3; darkvision	
HP 1; a missed attack never damages a minion.			
AC 18; Fortitude 15, Reflex 16, Will 15			
Immune disease, poison			
Speed 6			
m Longsword (standard; at-will) ♦ Weapon			
+8 vs. AC; 5 damage.			
r Shortbow (standard; at-will) ♦ Weapon			
Ranged 15/30; +8 vs. AC; 4 damage.			
Alignment Unaligned		Languages –	
Str 15 (+3)	Dex 17 (+4)	Wis 14 (+3)	
Con 13 (+2)	Int 3 (–3)	Cha 3 (–3)	
Equipment: heavy shield, longsword, shortbow, quiver of 10 arrows.			

ENCOUNTER 8: DARK HAUNTS STATISTICS (HIGH LEVEL)

Death Master Spectre		Level 5 Elite Lurker (leader)	
Medium shadow humanoid (undead)		XP 400	
Initiative +8		Senses Perception +6; darkvision	
Spectral Chill (cold) aura 1; enemies in the aura take a –2 penalty to all defenses.			
Shroud of the Grave (necrotic) aura 5; all undead lose any vulnerability to radiant damage.			
HP 71; Bloodied 30			
AC 19; Fortitude 19, Reflex 17, Will 20			
Saving Throws +2			
Immune disease, poison; Resist 10 necrotic, insubstantial; Vulnerable 5 radiant			
Speed fly 6 (hover); phasing			
Action Points 1			
m Spectral Touch (standard; at-will) ♦ Necrotic			
+8 vs. Reflex; 1d6 + 3 necrotic damage.			
C Spectral Barrage (standard; recharge 5-6) ♦ Illusion, Psychic			
Close burst 2; targets enemies; +8 vs. Will; 2d6 + 3 psychic damage, and the target is knocked prone.			
R Call of the Grave (standard; encounter)			
Ranged 10; four undead minions of the death master's level, or lower, appear in any unoccupied space within range. These undead minions take their turns immediately after the death master.			
Invisibility (standard; at-will) ♦ Illusion			
The specter becomes invisible until it attacks or until it is hit by an attack.			
Alignment Chaotic evil		Languages Common	
Skills Stealth +9			
Str 10 (+2)	Dex 15 (+4)	Wis 8 (+1)	
Con 13 (+3)	Int 6 (+0)	Cha 15 (+4)	

Phantom Warrior		Level 5 Soldier	
Medium shadow humanoid (undead)		XP 200	
Initiative +8		Senses Perception +13; darkvision	
HP 48; Bloodied 24			
AC 19; Fortitude 17, Reflex 16, Will 17			
Immune disease, poison; Resist insubstantial			
Speed 6, fly 6 (hover); phasing			
m Phantom Sword (standard; at-will) ♦ Necrotic			
+10 vs. Reflex; 1d8 + 2 necrotic damage, and the target is marked until the end of the phantom warrior's next turn.			
Phantom Tactics			
A phantom warrior has combat advantage against any target that has another phantom warrior adjacent to it.			
Alignment Unaligned		Languages Common	
Str 14 (+4)	Dex 12 (+3)	Wis 11 (+2)	
Con 12 (+3)	Int 10 (+2)	Cha 14 (+4)	

Decrepit Skeleton		Level 5 Minion	
Medium natural animate (undead)		XP –	
Initiative +4		Senses Perception +4; darkvision	
HP 1; a missed attack never damages a minion.			
AC 20; Fortitude 17, Reflex 18, Will 17			
Immune disease, poison			
Speed 6			
m Longsword (standard; at-will) ♦ Weapon			
+10 vs. AC; 6 damage.			
r Shortbow (standard; at-will) ♦ Weapon			
Ranged 15/30; +8 vs. AC; 5 damage.			
Alignment Unaligned		Languages –	
Str 15 (+4)	Dex 17 (+5)	Wis 14 (+4)	
Con 13 (+3)	Int 3 (–2)	Cha 3 (–2)	
Equipment heavy shield, longsword, shortbow, quiver of 10 arrows.			

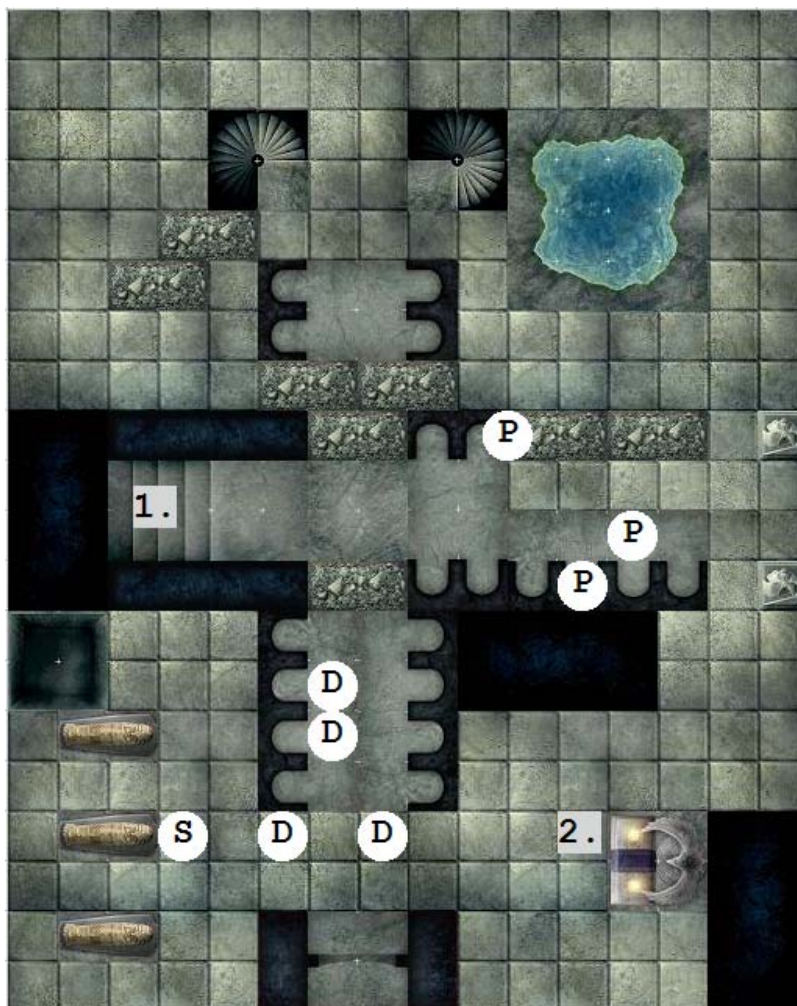
ENCOUNTER 8: DARK HAUNTS MAP

Dungeon Tiles

Bars / Rubble	2x1	x4
Double Doors / Rubble	2x1	x4
Ground / Floor	2x2	x1
Pit / Floor	2x2	x1
Pool / Floor	4x4	x1
Spiral Stairs / Floor	2x2	x2
Stairs Landing / Floor	4x2	x1
Shop / Floor	8x10	x2
Statue / Floor	1x1	x3
Tavern / Floor	8x10	x2
Wall / Floor	4x2	x3

Hidden Crypts

Alcoves - Hall / Floor	4x2	x2
Alcoves - Wall / Floor	2x4	x3
Hall Arch / Floor	4x2	x1
Sarcophagus / Floor	2x1	x3
Statue w/ Altar / Floor	2x2	x1
Wall / Floor	1x4	x2



ENCOUNTER 9: BACK INTO THE LIGHT

SETUP

Important NPCs: Erart Mirt, human Shadovar agent.

If the PCs succeeded at the skill challenge in Encounter 3, you do not need to run this encounter. Proceed to the Conclusion, below, instead.

If the PCs failed the skill challenge, Erart Mirt, the Shadovar agent, is ready for them on their return. He waits at the most likely spot for the PCs to appear. If the PCs used a gate, he is waiting there. If they enter the city at an unexpected place, he is waiting at their inn, harbor or city gate or catches up soon. It is easy for an influential Shadovar agent to trace a group of adventurers in Sembia. Read, or paraphrase, the following:

Your attention is drawn to a single human guarded by five shadar-kai soldiers. Tall, pale-skinned with short black hair and a well-trimmed beard, he rises when he sees you. His clothes are black and silver, and a rapier hangs from his belt. He smiles pleasantly at you, but his blue eyes remain cold. "So, how did the expedition go? Found anything worthwhile? Please report." he starts with a warm voice.

The human is Erart Mirt, a cold-hearted ambitious man with a sadistic streak. He learned about the PCs' foray into the Forbidden Zones, and he can execute them for the crime. Instead, he approaches the PCs in a friendly manner, acting as if they'd gained his permission (which, in some cases, might be true). He expects the PCs to give a detailed report on the expedition, and to hand over all found goods in return for a first pick of magic items, and 45 / 60 gp.

If the PCs want to know who he is, he acts surprised and concerned. Didn't PC X (pick one PC) tell them? His name is Erart Mirt, royal agent of the Twelve Princes of Netheril, and he has been charged with the safety of the good citizens of Urmlaspyr. Considering all the PCs to be law-abiding people, he thought the PCs had contacted him to make sure no laws were broken. If they insist that they didn't, he is forced to arrest them for various serious crimes. Are the PCs really certain PC X has acted on his own? The more obvious the anger and irritation of the PCs, the more fun he has.

Assuming the PCs eventually accept the situation, he quickly gets down to business. He wants a detailed report on their expedition, and he orders the shadar-kai soldiers to search the PCs and their possessions. Most of what they have retrieved from the vault is confiscated, especially the scriptures of Tymora. In return, he pays each PC 45 / 60 gp, lets them take one or two items from the vault (the boots and armor) and gives them his token (see story reward **CORE2 Shade Coin**) as his sign of appreciation. Afterwards the PCs are free to go.

Erart only laughs when the PCs point out that the Empire of Netheril has no authority within Urmlaspyr. Are the PCs really naïve enough to believe that? If they insist on calling the real authorities, he points out that his guards are part of the Watch, and he is here with permission from the local government. They hired him to deal with issues pertaining the Forbidden Zone, and as such he has jurisdiction over the PCs. Since it is true, there is no point in calling upon his bluff. It only makes things more difficult for the PCs.

If the PCs do not listen to reason, Erart still acts the same way, but with much more force and aggressiveness. The PCs are also escorted to the first ship due to leave the harbor, with the order to never return.

It is certainly possible that the PCs are able to hide small items such as Tymora's Scriptures. Doing so, either requires preliminary knowledge of meeting Erart, or some quick thinking and good skill use. It should not be easy, but reward good thinking.

ENDING THE ENCOUNTER

Once the PCs leave Urmlaspyr, they have to decide whether to return to Deskyr Thanterim, or to simply go on with their business. Regardless, the adventure has ended.

TREASURE

If the PCs were forced to hand over the contents of the vault, they gain a Dhade Coin as well as 45 / 60 gp and the magic items found in Encounter 6 and 7. They also gain a *symbol of life* as an extra reward from Erart.

CONCLUSION

The adventure ends with the PCs having either recovered the contents, or returning empty handed.

If the PCs return to Deskyr with the full contents of the vault, he is ecstatic, gladly paying the PCs the agreed upon salary. He also gives them a *symbol of life* as an additional reward. In addition, when he learns about the scriptures, he makes sure the temple of

Tymora gets them. In that case, the PCs earn a **CORE1 Tymoran Token**.

If on the other hand the PCs return without any of the vault's contents, or only a limited amount, he is disappointed, but accepts his losses. The treasure the PCs might have is not enough to get him out of trouble, and he allows the PCs to keep any magical items they have found. If the PCs insist giving the items anyway, he accepts the magic items eventually since he can use the money. If the PCs manage to rescue the scriptures, he makes sure the temple of Tymora gets them and the PCs earn the Tymoran Token.

Finally, if the PCs never return, and chose to keep what they found, they do not get very rich because of it. Most of it is difficult to sell. They do get to keep the Tymoran Scriptures (**CORE3 Tymoran Scriptures**) and the associated adventure rewards.

The stack of Tymoran scriptures contains many cryptic verses, hidden clues and secret texts. Simply copying the texts has no effect without the originals. Hence the PCs cannot earn both CORE1 and CORE3 even if they spend some time copying it. PCs that take time studying the texts realize this.

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.

IMPORTANT DM INFORMATION

It is critical that you enter the PC rewards accurately on the tracking form, and ensure that the information is reported and entered online in a timely manner. While players will be able to track their character's information on paper, the online information serves as an important backup and verification of play. Ask the players for their RPGA numbers and character numbers (usually a single digit) when you begin to fill out the tracking form.

EXPERIENCE POINTS

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

Encounter 3: Into the Shade
60 / 90 XP

Encounter 4: Before Nightfall
40 / 60 XP

Encounter 5: Under Rubble
20 / 30 XP

Encounter 6: Silent Guardians
130 / 180 XP

Encounter 7: Dark Haunts
150 / 200 XP

Total Possible Experience
400 / 560 XP

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 some other item of value. Each player makes one selection for their character; players may choose the same treasure bundle. Mark the one-letter bundle ID on the tracking form next to any character that selects a 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 to the gold all characters receive, and ensure you enter the total amount of gold gained (minus any expenditures) online. You can have a negative number and enter that negative online. PCs receive 20% of a magic item's purchase price for any item they sell. 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.

Gold Per PC

75 / 100 gp

(Encounter 1: 20 / 25 gp, Encounter 6: 10 / 15 gp;
Encounter 7: 45 / 60 gp)

EACH PC SELECTS ONE OF THE FOLLOWING

Bundle A: *Symbol of life +1* (low-level version only)
Found in Encounter 9

Bundle B: *Delver's armor +1*
Found in Encounter 7

Bundle C: *Acrobat's boots*
Found in Encounter 6

Bundle D: *Symbol of life +2* (high-level version only)
Found in Encounter 9

Bundle E: *Ritual book with Make Whole*
Found in Encounter 7

Potion 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 *<name of potion>* plus # / # gp to their total gold per PC. The player should write the potion gained on their adventure log.

More Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add # / # gp to their total gold per PC.

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 a PC earns three awards, they may only have 2 of them and must pick which two they want before ending the session. Make sure to mark the story award codes next to each character that earned them on the tracking form.

If the PCs gave the Tymoran Scriptures to Deskyr Thanterim or the temple of Tymora they gain CORE1. If the PCs kept the scripts themselves, they get CORE3. If the Shadovar agent Erart Mirt caught the PCs they gain CORE2 regardless of whether they gave him the Tymoran Scriptures or not.

CORE1 Tymora's Token

Tymora's token is an octagonal golden coin about 1 inch in diameter. One side depicts three rolling dice and the other the head of Tymora. The coin glows softly as long as in the hands of the person who earned the token. When the coin is tossed by its owner, it always land on the side predicted. When shown, Tymorans treat the owner of the coin more favorably. Enemies of Tymora's faith tend to react less favorably instead. The exact effects are up to the DM, but it should never generate automatic success or failures unless specified otherwise in the adventure.

CORE2 Shade Coin

The coin is a silver triangle with 1 inch sides. One side of the token is featureless. The other side of the coin depicts a personalized symbol of Shar. As long as the person who earned the token has it in his possession it feels remarkably cold. It is a sign of having earned the favor of a specific high-ranking Shadovar agent. Showing the coin to other Netheril agents or governments under control of Netheril helps, but it could create the opposite effects due to enmities between various factions among the Shadovar. Showing it to enemies of Netheril is guaranteed to generate distrust. The exact effects are up to the DM, but it should never generate automatic success or failures unless specified otherwise in the adventure.

CORE3 Tymoran Scriptures

These scriptures detail stories and ritual practices of Tymora. They are decorated with finely detailed pictures. Most stories and rituals are somewhat outdated, but they can be a great help when dealing with the religion of Tymora, assuming you have some

time to study the texts. The exact effects are up to the DM, but it should never generate automatic success or failures unless specified otherwise in the adventure. In addition, there is a detailed map filled with cryptic clues about an unknown temple of Tymora.

ADVENTURE QUESTIONS

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

1. How did the PCs try to enter the Forbidden Zone?

- a. Snuck past the guards.
- b. Bluffed ones way past the guards.
- c. Got a permit.

2. Did the PCs remain undetected while getting into the Forbidden Zone?

- a. Yes.
- b. No.

3. What did the PCs do with the majority of the treasure found in the vault?

- a. They kept it for themselves.
- b. They gave it to Deskyr Thanterim.
- c. They gave it to the Shadovar agent Erart Mirt.

4. Who got the Tymoran Scriptures?

- a. The PCs.
- b. Deskyr Thanterim or the temple of Tymora.
- c. The Shadovar agent Erart Mirt.