

GOOD INTENTIONS

A DUNGEONS & DRAGONS® *LIVING
FORGOTTEN REALMS* ADVENTURE

BY ELIZABETH CHAIPRADITKUL AND
PIERRE VAN ROODEN

REVIEWED BY MICHAEL MOCKUS AND GREG MARKS

PLAYTESTED BY GARY AFFELDT, RICK BROWN, JASON CZERWONKA,
BRYANT DURRELL, JOSH GEURINK, MARIA HERRO, AMANDA HOLDRIDGE,
JAMES HOLDRIDGE, ARJEN LAAN, RAOUL JAEGER, AARON JISKRA, SHAUN
KLEIN, DAVID KROLNIK, DAVID LENK, ALAN PATRICK, ROB PRATER, ANDY
SCHOLMAN, MICHAEL SCHULTZ, PETER SECKLER, ANNEMARIE SMITH,
JEREMY STRANDBERG, GALEN TESCHENDORF, PHIL TOBIN, JAYCE TRIESKEY,
RICK VAN DE WAL, AND JESSE ZIEGLER

A string of grisly murders has hit the town of Triel. Word on the streets is that insanity grips the townspeople and a new cult is to blame. Are these just whispers in the dark or is there something more sinister behind it all? A *Living Forgotten Realms* adventure set in Elturgard for characters of the Heroic tier (levels 1-10). This adventure is the first part of the *Sinister Intentions* Major Quest. This is a roleplay-heavy adventure with multiple paths for the PCs to pursue. We recommend that you allow 6 hours of playing time (instead of the usual 4 for a one-round adventure).

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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Be sure to keep up with the LFR Community at our campaign website: <http://community.wizards.com/lfr>

PREPARING FOR PLAY

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

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

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

READING MONSTER STAT BLOCKS

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

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

IMPORTANT DM INFORMATION

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

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

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

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

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

APPROPRIATE CHARACTER LEVELS

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

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

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

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

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

FAILING TO DEFEAT AN ENCOUNTER

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

In the Rewards section, there is a baseline XP award (the minimum amount a PC can earn). There are also one or more XP awards available for completing specific objectives as outlined by the adventure. Part of the DM's job is to decide if and when the PCs have fulfilled each objective, even if they failed at some of the individual encounters along the way.

CHARACTER DEATH

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

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

opportunity to select a Treasure). The PC cannot participate in the same adventure a second time.

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

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

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

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

MILESTONES

Whether the characters succeed or fail in an encounter, they generally reach a milestone after every second encounter following the start of the adventure or their last extended rest. Some encounters do not count toward a milestone, usually because they are pure roleplaying encounters or do not pose a meaningful challenge to the party. If an encounter is not intended to count toward a milestone, it will say so. In particular, you should not deny the players a milestone just because they are having an easy time with the combat encounters. After each encounter, inform the players whether that encounter counted toward the next milestone. Reaching a milestone gives each PC another action point and affects some magic item powers.

LASTING EFFECTS

Sometimes a PC suffers a lasting effect that isn't automatically resolved by the end of the adventure, such as the death penalty or the later stages of a disease.

Death Penalty: When a character dies and is brought back to life, that character usually suffers a death penalty. For example, a character brought back by the Raise Dead ritual or a warpriest's *resurrection* power suffers a -1 penalty to all attack rolls, skill checks, saving throws, and ability checks until he or she has reached three milestones. The player should record the character's death on his or her Adventure Log, and then keep a running tally of milestones reached. Once the PC has reached the third milestone since coming back to life, the death penalty ends.

Sometimes the death penalty is paid by a character other than the character that was returned to life. For example, if a sentinel uses the *restore life* power, there is a cost of four healing surges. These healing surges cannot be regained until the PCs who spent the surges (which cannot include the character who was returned to life) have reached three milestones or taken three extended rests. The character(s) who spent the surges track this on their individual Adventure Logs. As each character crosses the appropriate threshold, the death penalty ends for that character, regardless of whether it is still active on other characters.

Diseases: A disease lasts until it is cured or it reaches its final state. Normally, a PC makes an Endurance check after each extended rest to see if the disease improves, worsens, or maintains its current condition. At the end of an adventure, any character suffering from a disease must resolve the disease to either its cured or final state, using the necessary number of extended rests to do so. Other characters adventuring with the PC may aid the afflicted character during this time. If a disease reaches its final state and the PC can get a Cure Disease ritual cast (and pay the appropriate costs), they may do so.

Other Lasting Effects: Other effects that last beyond the scope of the adventure should be resolved at the DM's discretion. Effects that last for a well-defined period of time (those that end after a certain number of days or extended rests) should be resolved at the end of the adventure in which the effect was obtained (unless otherwise specified, such as by a Story Award). Effects that use a benchmark of unknown duration (such as milestones) should be recorded on the character's Adventure Log and tracked across adventures.

It is always the player's responsibility to inform the DM at the beginning of an adventure if his or her character is suffering from a lasting effect.

DCs BY ADVENTURE LEVEL

Should you need to improvise the DC for a skill check, refer to the table below.

Adventure Level	Easy DC	Moderate DC	Hard DC
2	9	13	20
4	10	14	21
6	11	15	23
8	12	16	24
10	13	18	26

ADVENTURE BACKGROUND

In Triel, various violent incidents have occurred in the last few months, leading to several grisly murders. The suspects, who were arrested, all different people, were found to have lost all reason and eventually gone quite insane.

Initially the Order of Torm suspected it was due to the plague events, as Triel had been hit quite hard in a retaliatory strike by some of the armies that were driven back from Elturel. However, the paladins also noticed how some people in Triel are having secret meetings, and some of the murderers have been known to participate.

The meetings have to do with a cult, known as The Way. Little info is forthcoming, as few people seem to be willing to talk about it or admit their participation. The Order fears that the cult is enticing people to evil deeds, and they are planning to locate the meeting place and arrest the cult leaders.

In truth, the cult is not behind the murders, though their apparent involvement is not an entire coincidence. The cult, which preaches individual freedom and offers support for those who deal with the pain and frustrations of the last war, is holding its meetings in an old ruin.

That ruin is close to the lair of a vassal-lich, an undead being called Arbosus the Changer. Arbosus has been investigating a dark substance, drawn from extracts of the water below Boareskyr Bridge. The location is famous for being the place where Bhaal, a former god of murder, was killed by the god Cyric. His blood tainted the water, making them forever poisonous.

Arbosus expects his experiments with the waters - which he calls the 'essence of Bhaal', may lead to a process to create a new kind of enslaved undead-like creature, highly intelligent, with a passion for killing and immune to the effects of the Companion's light - in one word, , ideal soldiers and assassins.

Arbosus' experiments have been funded by a cult of Cyric. His own undead have been searching for people to test his substance on - which happen to be most conveniently the cultist members.

The substance has not yet had the right effect. Instead of creating loyal undead, the people who are experimented on go insane, and become near mindless killers. Arbosus has carelessly let his failures go loose; more interested in studying how they behave than in keeping his own experiment secret.

Only a few days ago, Arbosus left on an expedition, leaving his familiar, Bellavous, 'in charge' of the lair. In reality, Bellavous has steadily gone insane over the last weeks, and the lich simply left his familiar behind when he moved to a new lair. The quasit never even noticed when Arbosus severed the bonds. Under Bellavous' direction things have steadily grown out of control.

Now, the Order seeks to arrest The Way, while another faction in Elturgard, the Dusk Talons from Iriaebor, have decided to aid the cult in escaping this very fate.

DM'S INTRODUCTION

The PCs are approached by representatives of the Order of Torm. The Order of Torm wants the PCs to investigate The Way and arrest its members. They also receive an invitation from Nualla A'Ashemmi, leader of the Dusk Talons. Nualla believes that the Zhentarim are involved in the murders as she has been tracking some of their agents to Triel. She wants the PCs to contact the cult and prevent their arrest. She is eager to ally with the cult and hopes the PCs can arrange that.

When PC set out to investigate, they also find that the Lion's Den, a merchant-sponsored guild, has an interested in the events. They seek to calm the opposing parties, as they fear that an attack on The Way would jeopardize freedom and hamper trade. They prefer the cult is not arrested, but also do not wish the cult to ally with the Dusk Talons.

The PCs may investigate the cult for either of these parties, and need to locate the meeting. Once they get there (and get to know the cult leader Dagg), an attack by Arbosus' creatures makes clear that the cult is not to blame for the murders.

Their patron asks them to locate the attackers' lair and find out what is going on. The lich himself is gone by the time the PCs find his lair (to be confronted in a later adventure), but they find his minions, including his crazed familiar Bellavous.

The PCs finally face the following choices:

- Whether to arrest The Way leaders or not, for preaching a religion that is against the High Observer's decree
- Whether to set up an alliance between The Way and the Dusk Talons
- Whether to expose the truth behind the problems to the people of Triel, or hide evidence of the lich's experiments, and the allusion that the Order of Torm somehow supported the experiments

FAST PLAY OPTIONS

This adventure is robust with many complex combats and many opportunities for roleplay. The adventure may run longer than a typical 4 hours play session. Many encounters have a section that explains opportunities to shorten the play duration for that particular encounter. These sections are labeled Fast Play Options.

PLAYER'S INTRODUCTION

This adventure starts in Scornubel. The PCs are in the Holy Avenger, an inn-and-tavern in the center of town.

Before continuing, give the players Handout I: Factions in Elturgard. It will be needed for them to know what factions exist and what they stand for. Once they have met the factions, give them Handout I-B, which describes the factions' goals for this adventure.

Read or paraphrase the following to the players:

Since the Paladin's Plague, the town of Scornubel has not had a shortage for the need of hired help - especially those good with weapons. Caravan guards are in short supply now that the roads are not as safe as they used to be.

Still, it is uncommon to find the Order of Torm themselves seeking aid. Yet the proprietor of the Holy Avenger, Uold Moin, has just claimed to you that such is the case.

Uold is a follower of Torm, whose inn and tavern is frequently visited by paladins of the Order. One of these paladins, Everyn Cadwy, has recently received a charge to deal with problems in Triel, and exclaimed towards the inn keeper how he is understaffed to deal with it.

Uold made his own connection that Cadwy may be looking for hired help - after all, prior to the war, Cadwy was a contact for mercenaries sent out to deal with bandits in the region. PCs who played SPEC2-1 H1 *The Scourge of Scornubel* may have met Cadwy in that capacity.

According to Uold, the PCs may find some work if they go to the paladin's barracks and ask for Cadwy.

A PC who is a member of the Order of Torm knows Cadwy as a paladin who is quickly rising in the Order's ranks. These PCs may feel honor bound to aid Cadwy.

Before the PCs can actually leave, however, they are interrupted.

The waitress, a young but skinny girl with sleek red hair stops at your table to hand you a note.

"I was asked to give this to you," she mutters.

The girl's name is Sherra. She is a niece of Uold and a fairly poor waitress - clumsy, inattentive and forgetful.

The note she gave reads:

"Don't talk to the paladins. Meet me first at the Soup in the Cauldron. I'll make it worth your while. Nualla."

The bottom of the note shows a rough sketch of what looks with some imagination like a hawk's talon.

Sherra did not take a good look at who gave the note, recalling only that it was a young half-elf woman with dark hair and a starry necklace.

A PC who has QUES03 **Zhentarim Liberator** from SPEC1-1 *Black Cloaks and Bitter Rivalries* knows Nualla, having freed her from Darkhold.

A PC who is a member of the Dusk Talons knows her as the Dusk Talons' leader. To these PCs, this note is a summons, rather than a request.

Regardless whether any PC recognizes her, Uold balks. He knows quite well who the woman is, even without an accurate description, and he does not hesitate to explain:

"You need not talk to the likes of this woman, goodsirs. We know Nualla A'Ashemmi. She is a Dusk Talon. Not any company for good and lawful citizens."

The PCs have now two potential meetings to attend: Cadwy of the Order of Torm, or Nualla A'Ashemmi from the Dusk Talons.

If the PCs want more info, they can ask around. See Appendix I: NPCs for descriptions of Cadwy and Nualla, and what PCs may learn about her through Streetwise

ENCOUNTER 1: TROUBLE IN TRIEL

SETUP

Important NPCs: Everyn Cadwy, male paladin of Torm, representative of the Order of Torm; Nualla A'Ashemmi, half-elf female leader of the Dusk Talons

The PCs have been approached by two factions in Elturgard. They need to decide who to visit. It is possible to visit both factions, but it is not necessary. It is important that a party knows the opinions of all factions in Elturgard.

This is why in Encounter 2 the PCs can meet briefly with all factions. This allows PCs to make a more informed choice on what to do later.

For now, run *1A: The Order of Torm* or *1B: the Dusk Talons* depending on what faction the PCs decide to talk with.

FAST PLAY OPTIONS

The PCs have been approached by two factions in Elturgard. They need to decide who to visit. It is possible to visit both factions, but it is not necessary. In a time consuming environment it is best to pick one.

It is important that a party knows the opinions of all factions in Elturgard.

If the PCs meet with one of the factions only summarize during Encounter 2 the motivations behind the other faction.

1A: THE ORDER OF TORM

Everyn Cadwy can be found in the barracks outside the massive fortress that the paladins lay claim to in Scornubel.

A small contingent of soldiers is packing - preparing for a march - when you arrive.

On mentioning the name 'Cadwy', directions are given to a young man with blond hair who is heaving a large crate, stamped with the mark of the Order of Torm, on a cart. He looks up as you approach, then nods to his men to continue.

"I am Captain Everyn Cadwy. You were sent to see me?"

Once Cadwy hears how the PCs were directed to him, he confirms that he could indeed use some help. He was not really planning to hire adventurers, but maybe the PCs can help him. Cadwy assumes the PCs are interested in helping to earn the Order's respect and because it is a noble task. Should the PCs need other

motivation, he has some modest monetary rewards he can offer.

He explains:

- Recently, several violent murders have shocked the populace of Triel.
- The murders were done by various people - inhabitants of Triel - some in the open and some even during the day.
- The murderers who were arrested turned out to be entirely insane. For the people's safety and for those of themselves, they are kept apart, and not in the Dungeon of the Inquisitor as is normally the case.
- The murder coincide with the emergence of a new cult has emerged in Triel.
- The cult is referred to as The Way and preaches anarchy and disobedience, and denies the gods.
- There is no hard proof of their involvement with the murders, but rumors do place some of the apprehended murderers among The Way's flock.
- Regardless of their guilt or innocence, The Way is anathema to the just preaching of the Order, therefore, the High Observer has ordered that The Way should be arrested and detained.
- Once in custody, the cultists will be questioned on the murders, and punished for their misdeeds.
- Cadwy has only few men, and all are warriors. He worries that a march into Triel and to the cult's hideout - once located - will panic people. That may cause people to resist and unnecessarily come to harm.
- The raid is planned in the evening two days after today, when according to rumors the Way is to have another gathering.

What he wants the PCs to do is the following:

"I need you to help us get to The Way. For that, I want you to travel ahead, locate The Way and find its leaders by tomorrow evening.

Make sure all members will surrender peacefully to the forces of the Order, so we can take them into custody without them causing a panic.

We can then discern what they know of these murders and continue our investigation.

If in the course of your investigation you find anything of import, make sure to report it immediately."

Cadwy can offer a small gold purse for the PCs' trouble. He can also arrange access to some magic items (see below). For those who show an interest and behave

honorably, he will personally give a recommendation for membership in the Order of Torm (see story awards).

IB: THE DUSK TALONS

The Soup in the Cauldron is a simple affair, a low and wide building with long wooden tables and benches, where a soup and stew are ladled in large wooden bowls for only a copper piece.

Nualla is sitting at one of the tables. The benches around her are free, so she is easy to spot (the proprietors can point her out).

PCs may wonder that Nualla, apparently a known thief, can wander around in Scornubel, but the truth is that there are no warrants against her. Despite any rumors, the paladins have not yet found any solid evidence against her or the Dusk Talons, and she is as yet free to go where she pleases.

Nualla beckons the PCs to sit and briefs them as follows:

“I know you have heard about the Order of Torm being active in Triel. Before you decide to aid the tyrants there in their suppression of the populace, I hope you can hear me out.

I believe the paladins are once again looking for an easy scapegoat for a foul crime. I simply want you to use common sense, and help some people prevent unjust incarceration.”

She then continues to explain as follows:

- Recently, several violent murders have shocked the populace of Triel.
- The murders were done by various people - inhabitants of Triel - some in the open and some even during the day.
- Those murderers who were arrested are kept apart from others. However, Nualla has heard that most are entirely insane.
- The paladins now blame a movement that is active in Triel. It is called The Way and it just recently began activities in Triel.
- Nualla refers to The Way as a movement - rather than a cult - though obviously a movement that threatens the Order’s ideals.
- Nualla does not know what the true nature of The Way is. She heard they preach anarchy and disobedience.
- Nualla however thinks the Zhentarim are the cause of the murders. She does not explain why she thinks this.

- She therefore believes the Order’s aim is to silence The Way rather than solve the murders.
- She does hope The Way may know more about what goes on. However, if The Way is not itself involved, she does not want them to fall victim to a paladin’s blade.
- She knows the paladins plan a raid in the evening two days after today, when according to rumors the Way is to have another gathering, so there is some haste involved.

What she wants the PCs to do is the following:

“I want you to locate The Way and find its leaders by tomorrow evening and keep them out of the clutches of the Order of Torm. Instead, bring them to one of our encampments. We can then discern what they know about these murders, and bring their people to safety.

While you are at it, we also like you to offer them an alliance with us, the Dusk Talons.

And, as always, if in the course of your adventure you find anything to discredit the Order, we will be very interested to hear about it.”

Nualla offers cold hard cash for the PCs trouble. She can also arrange access to some magic. (see below) For those who show an interest, membership in the Dusk Talons may be an option for them. (see story awards).

ENDING THE ENCOUNTER

Once the PCs complete their briefing, they can continue to Triel. It takes them two days to get there using normal travel. They may also visit the other faction to hear them out. Any character with familiarity in the region will be aware of some of the faction goals in Player’s Handout I-B.

EXPERIENCE POINTS

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

TREASURE

There is no treasure in this encounter. Any treasure will be provided by one of the factions only after the work is complete.

ENCOUNTER 2: PAVING THE WAY

SETUP

Important NPCs:

Liahanna Conmara, female tiefling merchant and representative of the Lion's Den;

Mot Kcop, male gnome entertainer and merchant;

Merlanea Fylbr'in, female human healer and priestess of Ilmater;

Jared Mayson, male human healer;

Lil Yesterday, female human patient.

See Appendix I: NPCs for more background on some of these NPCs.

The PCs need to investigate the meeting place of The Way. During their investigation the PCs find out that The Way is a cult that accepts people of all faiths and alignments, though they are not able to ascertain concrete plans for the cult. If they choose to investigate the murderers they find that the murderers are violently insane, and that their skin has taken on a grey pallor.

PCs also learn of the Lion's Den, a merchant-sponsored adventurer group.

Important: Make sure the PCs encounter Liahanna Conmara in Scene 2, who represents the Lion's Den. This way the PCs learn the stance of this faction so they can gain influence which may be of use in later adventures.

If the PCs have not spoken or considered both possible employers in Encounter 1, make sure they understand the motivations (see Handout I) of the rival factions before they continue. If needed, you can use this encounter to have them speak to an Order of Torm paladin or a Dusk Talon rogue who can explain the faction's stance.

FAST PLAY OPTIONS

If your players do not want to role play through this or if you have limited time to run the adventure, you can summarize the information in Scene 1 and have someone inform them of directions to the Way meeting.

It is important however that the PCs at least speak to Liahanna in Scene 2, to hear the third faction's motives.

SCENE 1: ARRIVAL IN TRIEL

The heavily barricaded town of Triel is quiet. The sun hangs low atop the horizon. People go about their business under the watchful eye of a handful of paladins patrolling the town. The sleepy market place is filled

with commoners who give you a wary gaze before they turn away.

The PCs have free roam of the town of Triel. Some relevant information (for this adventure) is given below. At the end of the investigation the PCs are sent to Merlanea Fylbr'in who takes care of Lil Yesterday.

The following information can be gained from talking to various townspeople, which takes some effort. If you wish to keep this encounter short, you can have the PCs stumble on a simple rumor that Merlanea Fylbr'in, a skilled healer, has lent her services to members of The Way.

- Most people are hesitant to speak to adventurers. They know how much they have done for the region, but the townsfolk are also some of the people hit hardest by the waves of spell-plagued creatures that were fought back from Elturel. More and more people blame both paladins and adventurers for being unable to protect them.
- Recently, the murders added to the general paranoia in town.
- The majority of the murders took place in the marketplace, which is where most people end up who arrive in the city.
- The murderers are being held in the local barracks. They are kept separate from other criminals.
- The person to talk to about the prisoners is Jared Mayson, the healer, at the barracks.
- On several occasions when the murders took place, a woman in torn skirts was seen. Reports say she was dancing to people's screams. The paladins have yet to catch and question her.
- A gnome is giving away gold at his stand in the market. He is there morning, noon and night. He might have seen more.
- Liahanna Conmara, a tiefling merchant, has asked questions about recent events. She also asked townsfolk to direct any adventurers her way. She can be found at the market.
- Everybody has heard of The Way. All have an opinion - some good, some bad.
- Nobody however admits to being - or knowing - a Way member.

Based on the information, PCs can go to Scene 2 to meet Liahanna, Scene 3 to question the gnome, or Scene 4 to visit the barracks and Jared Mayson.

SCENE 2: LIAHANNA CONMARA

Liahanna is a representative of the Lion's Den Trading Company. The PCs can find her in the marketplace. If

they do not look for her, she tracks them down instead. In that case, adjust the description below.

A fiery haired tiefling curses to herself, kicking a broken wagon wheel. At the sudden movement the ponies pulling the wagon bray and kick up their heels. She hastily steps back and mutters a curse under her breath.

Liahanna is friendly and personable to the PCs, especially if they can help her with her broken wagon wheel. She has a personal interest in them. She hopes to interest the PCs, as capable adventurers, in the Lion's Den. Though she does not specifically hire them at the moment, she may have a way in which the PCs can prove their worth - depending on how they go about dealing with their current mission:

- Liahanna explains to the PCs the role of the Lion's Den (see Handout I). They may gain the Lion's Den's favor if they can prevent any upheaval in Triel.
- Liahanna refers to The Way as a movement, rather than a cult.
- The Lion's Den does not want the members of The Way arrested, but they also do not want an alliance between The Way and the Dusk Talons.
- The Den has had problems with the Talons in the past and they prefer if the resolution of this situation does not favor a band of rogues.
- Liahanna is willing to match whatever the other factions are going to pay the adventurers for the situation to work on in the Den's favor.
- Liahanna does not know much about the specifics of the murders, but points the PCs to 'that gnome' (Mot Kcop).
- Liahanna has also seen a woman in priestess robes entering and exiting the barracks. It is obvious she is not from these parts, but she was noticeable as she worships Ilmater, rather than Torm or Amaunator.

If the PCs agree to look after the interests of the Lion's Den, rather than those of their original employer, Liahanna can arrange access to some magic, and for those who show an interest, a recommendation for membership in the Lion's Den.

SCENE 3: MOT KCOPI

Mot excitedly calls over the PCs to his stand, calling out "Free Gold", in the market center. He is unarguably the most life that the PCs encounter in this market. The paladins eye him warily as he speaks to the PCs.

Mot is using the call of "Free Gold" to attract people to his booth. He is running a simple shell game. The

player offers up a gold or smaller coin if it is all they can afford, and Mot hides it under the cups. He then shuffles the cups. If the player can find the coin, Mot pays them an equal amount. If the player chooses wrong, Mot pockets the coin. Mot is shrewd, he never wins more than he thinks the player is comfortable losing. He does cheat, whether it is through distraction and showmanship or through sleight of hand moving or removing the coins. If called on it he will give the money back. He is looking for the easy score and not wishing for confrontation. If the players are interested the game can be replicated at the table, but be wary of slowing down the adventure.

- Mot is 'in the know' around town and he has seen some odd goings on recently.
- Mot would be more than happy to speak to the PCs about what he has seen. He invites them to play a game for free gold while they do so.
- Mot saw one of the murders happen in the town center and was sure he saw the town crazy, Lil, there. He constantly has to shoo her away from his stand because she scares off customers.
- He has seen her peeking through the windows of the House of Ilmater. The House is really only a shrine, run by a priestess named Merlanea. Now if anyone knows any Way people, it would be her - she helps everyone.
- Jared Mayson may know more about the murders. He is a makeshift healer and is currently caring for the murderers. These men, reputedly all crazy, are kept in the barracks.
- Mot doesn't think that The Way could have anything to do with the murders, "Those townfolk dressed in robes like they are priests of Kelemvor? Yeah, right, and all the gold at my stand is free. I mean... play another game?"
-

From here, the PCs can learn where Merlanea lives, and that she knows more about the people in town.

SCENE 4: THE BARRACKS

Even from outside screams can be heard from deep inside the barracks.

The barracks are well guarded, not by paladins, but by watchmen. If the PCs are working for the Order, they are quickly allowed inside. If they are not working for the Order, they need to talk themselves past the guards. In the end, if the PCs indicate they seek to find out what is going on, they are led in.

No one, regardless of his influence or eloquence, can set any prisoner free or take him along. All questioning must take place inside the barracks.

Inside, dim lights line the walls. In the back a young man in a stained apron tries desperately to calm a man in a barred cell that is screaming and clawing at his own ears.

The man tending the prisoners is Jared Mayson. Jared is wary to speak to adventurers as his family farm was destroyed by the spell-plagued creatures that were driven back from Elturel. It takes some diplomatic talk before he is willing to tell the adventurers what he knows.

- Jared volunteered to help tend to the murderers, as no one else in the town was willing to. He hopes that perhaps they will be able to tell him what is causing the attacks.
- Jared's girlfriend Tessa, *"The girl with the most beautiful golden locks you will ever see,"* recently stopped associating with him. She says it is because since his family lost the farm he does not have enough money, but Jared suspects it is something else.
- He is afraid that Tessa has joined The Way after becoming disillusioned with her life in Triel. Life is hard for people here and they do not see much protection from the gods.
- Jared is a gods-fearing man and therefore thinks Tessa must believe their love could never work.
- There are five people locked away in these barracks. After committing grisly murders, each were subdued, with difficulty, and arrested. All are violently insane.
- Jared is not skilled enough to nurse the murderers back to anything resembling mental health, if that is even possible, but he uses a complex salve that seems to calm them down.
- Jared has been getting help with his patients from Merlanea, a priestess of Ilmater. She is a skilled healer with knowledge of tending the insane. If anyone ever made any sense out of the murderer's rants, it is Merlanea.
- Merlanea takes care of Lil, a local woman who lost her mind.
- Lil normally follows Merlanea around. She is barely lucid, and dances to the screams of Jared's patients.
- Jared knows where Merlanea lives, down a side street next to the market.
- Jared is dependent on Merlanea. He feels slightly awkward because of that. While he considers her experienced, he feels she shows too much compassion to what he considers to be ruthless killers.

- The most Jared has been able to glean off his patients in rare moments of lucidity is that they are tormented by visions of murder and blood.

If the PCs wish they can speak to or examine any of the murderers. Jared and the guards keep a watchful eye as they question them.

A man, in his prime, shrieks at the top of his lungs. Scratching at an open wound on his chest he gives you a toothless smile, "I'd love to wear your skin as a hat, want to trade?" He begins to laugh slamming his head against the bars and shrieking once more.

The PCs may try a few skills to get some information from the murderers. A successful check can reveal some extra information:

- Diplomacy or Religion DC Moderate: The PCs calm one of the men. This does not produce any coherent responses, but allows them time to examine the prisoners as they are sedated for a time.
- Heal or Nature DC Moderate: The murderers are infected with some sort of disease or virulent drug. The disease seems to originate from some of the wounds on the murderer's skin. A very complicated soothing salve has been used on the wounds that only a very skilled healer would know how to make.
- Arcana DC 20/21/23/24/26: The disease is the result of some kind of alchemical formula and ritual employing necrotic magic.
- Perception DC Moderate: The murderers' skin has taken on a grayish pallor originating from strange wounds. These specific wounds are deliberate cuts rather than the claw marks of the murderers themselves. The darkest-grey piece of skin around the cuts is cold and leathery to the touch.
- If the PCs can convince Jared to let them cast Speak With Dead on a deceased murderer, they find a target has no recollection of what has happened in the days prior to his or her death. The last thing they remember is visiting a Way meeting.
- While the rituals Cure Disease or Remove Affliction can be used to heal one of the murderers, Jared is reluctant to allow this. The level of the affliction is 20, and the murderers are in poor health. If the ritual is cast and the PC does not beat a DC 40 Heal check, the target dies. If the target survives, he or she has no recollection of what has happened in the last

days. The last thing they remember is visiting a Way meeting.

From here, the PCs can learn where Merlanea lives, and that she may know more about the murders.

SCENE 5: MERLANEA'S HOME

Eventually, the PCs likely wish to speak to Merlanea, either because she is rumored to have contacts with The Way, because she may know more about the murderer's conditions, or because she simply knows a lot about the people in Triel.

In the side street is a row of modest houses. At the indicated address a young elven woman in heavy robes is in the process of planting flowers in a dying garden. She wipes a stray strand of hair from her face and nods to you.

The PCs must convince Merlanea (honestly or not) that they do not want to harm Lil and are only curious in knowing where The Way is situated. Merlanea is charged with taking care of Lil and does so at any cost, even if this means putting herself in harm's way.

Merlanea was hired by Dagg of The Way to take care of Lil (who is also a member of The Way), but she does not reveal this to the PCs. The PCs may sense, with a Passive Insight check DC Moderate, that she is being deceptive about this, but will not betray Dagg or Lil.

Intimidation and strong-armed tactics do not sway Merlanea into cooperation. If the PCs decide to go down this road she refuses to talk to them any longer and summons the town guards if necessary. Otherwise, she provides the following information:

- Merlanea is a priestess of Ilmater and has recently moved to the town of Triel.
- Merlanea considers Jared inexperienced but well meaning. She feels he would learn much more if he would work less out of a feeling for duty and more out of a sense of love for the job.
- Merlanea has not personally seen any of the murders happen herself, but she has several times been at the barracks to care for the murderers.
- Merlanea sympathizes with the murderers. She does not condone their acts, but is saddened by any person driven to such insanity by the visions in their mind.
- She heard rumors that connect The Way to the murders, but she doesn't believe they are directly involved, even though some murderers were members.

- Merlanea freely admits she knows members of The Way. She aids anyone in need, but she does not give names.
- She takes care of Lil because she was hired by an older man to do so. She does not give specifics, as that is against her personal code.
- Merlanea wants to make sure that the PCs do not plan to physically harm the followers of The Way before she tells them where their meetings are held.
- The Way consists of mostly townsfolk and only a few outsiders. Merlanea wishes that they would simply be left alone. This region has seen enough devastation without the necessity of imprisoning poor townsfolk.
- She realizes that she can't stop the law and if the PCs can prevent harm, she is willing to reveal the location where The Way meets.

The PCs may talk to Lil if they wish, but Merlanea keeps a close eye on them.

Lil has been driven quite mad, but has recovered somewhat due to Merlanea's help. Her back story can be found in Appendix I. Feel free to add in what you see fit if the PCs want to speak with her at length. If the PCs get within an arm's length of Lil she licks them to 'taste their aura.' A DC Moderate Passive Insight check reveals that Lil is trying to communicate something coherently to them, but the meanings they take from her words are their own:

- "Such pretty butterflies with whining auras, you have no idea about the skeleton in the closet do you?"
- "Snakes are in my brain and I can't get them out, I wish I had a broom. I guess I could crawl through that tunnel, but then my soul would get dirty."
- "I swam in a river of blood once, it was bid by my Lord, we got divorced then. Too many spinning tops to take care of."
- "Have you ever seen that apple in the sky? I bit into it and found a worm, never could remove it."

At the end of this scene, the PCs should have the location of The Way. If they got heavy-handed, they do not get the location immediately. See ending the encounter below.

ENDING THE ENCOUNTER

If the PCs act friendly with Merlanea she tells the PCs where The Way's meeting place is situated - a makeshift shelter in the old ruins several miles north of town.

If the PCs use strong-arm tactics with Merlanea, then they fail. Merlanea is not a woman to be

intimidated in her own home and expects the same respect she gives everyone else.

If this happens, they do not find the information until Cadwy arrives in town with his paladins. He then gets the information by talking to Merlanea. The PCs earn **one failure** towards the skill challenge in Encounter 3.

EXPERIENCE POINTS

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

TREASURE

There is no treasure to be found in this encounter.

ENCOUNTER 3: THE WAY IS CLEAR

SKILL CHALLENGE LEVEL 2/4/6/8/10, COMPLEXITY 1 (125/175/250/350/500 XP)

SETUP

Important NPCs:

Dagg, male changeling Way leader

Before continuing on, give the players Handout I-B, which described the factions' goals for this adventure.

The PCs head to the meeting place of The Way, which is a run-down building several miles to the north of the town. The building is a makeshift shelter built on top and out of the crumbling ruins of a former settlement. The ruins are ancient and most townsfolk know nothing about them. Only a few learned sages know the ruins were once part of ancient Najara, the serpent kingdom.

The skill challenge is set up in three stages - getting into the meeting place, surveying the area (and speaking to people) and finally either rounding up The Way or helping them to escape.

It is important to stress to the PCs that the Order's paladins want a non-violent encounter out of this, but they are willing to use force if necessary. They sent out the PCs so that won't be needed. It is also important to point out to the PCs that there are too many members of The Way to simply barge into the meeting place and proclaim that they must follow the PCs. This would cause chaos and panic, which could lead to violence or people getting hurt.

If a player asks to use an appropriate skill that is not on the list of suggestions allow them to do so, reward creativity.

When the players arrive outside the meeting place read this aloud:

By the time you arrive at the meeting place of The Way, the sun has set and stars dot the night sky. From afar you can see the bordering ruins. In the night sky, what little remains of them seems to take on a faint glow. Like the rest of Triel the ruins have not fared well from the waves of creatures fought back from Elturel. Something of indeterminate beauty stood here once, though there are only glimpses of it now.

The strange glow of the ruins is due to a residual radiation from the stone, only visible in the dark. A DC 20 Dungeoneering or Arcana check reveals that it is called *faerzress*, a radiation left behind by the forces that shaped the Underdark - which must be where the stone came from. Locals call it moon-glow.

FAST PLAY OPTIONS

Several of the scenes below are listed as optional. If you are playing this adventure in a limited time frame you may consider glossing over these scenes. If you do choose to play these scenes, be sure to keep them moving. It is also suggested you tell the players which are the most common skills for the step or scene.

SKILL CHALLENGE: ROUNDING UP THE WAY

Goal: The PCs must make their way into the meeting house of The Way. Once in the PCs must either round up the members of The Way for capture by the paladins, help The Way escape or arrange talks between The Way and the paladins of Torm.

Complexity: 1 (4 successes before 2 failures)

Primary Skills: Athletics, Bluff, Diplomacy, Intimidation, Stealth

Other Skills: Insight, History

Victory: The PCs in good order round up the members of The Way to either get taken away by the paladins or escape the paladins.

Defeat: Panic breaks out as the townsfolk do not know what to do and have no real leadership in this matter.

SCENE 1: MY FRIEND IS IN THERE. REALLY... [1 SUCCESS]

The meeting place of The Way is guarded by two human men. It is made up of the lower floor of an old tower, with a makeshift roof of boards and canvas. Many voices can be heard from inside. The guards vigilantly watch who enters and exits.

The PCs must find a way into the meeting house. They need one success to enter. Each failure draws additional suspicion, making it harder for them to convince or lead the cultists later.

Note: It is possible for the PCs split up to use different approaches (possibly sneaking in while another distracts the guards). Possibly, you need some adjustments in later scenes to account for this.

Regardless of their scheme though, this scene grants at most 1 success towards the challenge.

Bluff [Moderate DC] (1 success, 1 maximum)

The PC convinces the guards they are cult members that the guards simply have never seen before.

Diplomacy [Moderate DC] (1 success, 1 maximum)

The PC convinces the guards that they mean no harm and ask to be let in.

Special: If the PCs mention why they are there, the DC becomes 20/21/23/24/26. Regardless of success or failure, the PCs are led in by the guard to the back of the room and this scene ends. Dagg is notified of the PCs' presence, and comes to talk to them first. See Scene 3.

Intimidate [Hard DC] (1 success, 1 maximum)

The PC scares the guards into letting them in the building. This is more difficult as it is not so easy to do this without drawing unwanted attention.

Stealth [Moderate DC] (1 success, 1 maximum)

The PC slips in through one of the unwatched gaps in the ruin walls.

When the PCs get into the meeting room, read this aloud:

The brightly lit room contains people of all shapes and sizes. A pale-skinned man with a featureless face and white hair stands upon a small crate finishing a speech.

“And this is why, my friends, the gods are so dangerous. Should we follow them blindly? What honor is it to ask blind devotion, peppered not with care, but with fear? I say rise! Shake off the yoke. Do not do what the Order commands you, but listen to your heart, and follow that road. This is the Way.”

As the man finishes there is applause. The cult members turn to talk amongst themselves.

A DC 15 Nature check reveals the pale-skinned man may be a doppelganger or changeling, in his natural form, something that is rather uncommon. PCs that ask around learn that this is Dagg, one of The Way leaders.

SCENE 2 (OPTIONAL): DO I KNOW YOU FROM SOMEWHERE? [NO SUCCESSSES]

The PCs may want to speak to some of the members of The Way before they confront them. The PCs can learn the following information:

- The cult is comprised mostly of townsfolk with a few higher-ups from out of town.

- The Way has not done anything of importance in this region but they have been gathering more and more members.
- Many people turn to The Way because they are disillusioned with the gods seemingly playing no direct role in their lives.
- Triel took the greatest burden of the Paladin's Plague. The Order of Torm failed to protect them, yet they still dictate the law.
- Dagg, the changeling, heads up this section of The Way. Members are not sure of the overall organization of The Way (or if there really is any at all.)
- If the PCs spoke to Jared about his girlfriend Tessa, they find her here. With a **Moderate DC** Bluff, Diplomacy, or Intimidate check (depending on their approach) they can convince her to stop with the cult and return to town to see Jared. This does not grant any successes or failures.
- PCs that talked to Cadwy or who spent some time in Elturgard before realize that Dagg's preaching is heretical in Elturgard.
- Moreover, they call for disobedience - possibly even anarchy.
- Most members seem to agree with Dagg, but others, mostly newer, are not so sure. Quite a few do not really dare to naysay the Order of Torm.

SCENE 3 (OPTIONAL): TALKING TO DAGG [NO SUCCESSSES]

The PCs may want to speak to Dagg or if they were blunt, the guards arrange for a meeting with him.

His description and back story can be found in Appendix I. He can explain all the information stated previously about The Way.

In addition, while he does not know much about the murders, he does know that several members of The Way disappeared shortly after meetings. He therefore believes that whatever happened to them happened in the vicinity of the ruins. Dagg has been thinking about moving the Way's meeting place due to this suspicion, but has not yet found a suitable location, and did not want to stop the meetings.

If the PCs are here to warn The Way: Dagg is willing to help the PCs round everyone up to escape and meet Nualla (if they so wish), he is thankful that the PCs want to spare the townsfolk from prison. Move to Scene 4.

If the PCs are here to arrest The Way: The PCs can try to arrest Dagg. He does not resist but shouts out an alarm. Move to Scene 5.

If the PCs attempt to open negotiations: Dagg needs to be convinced that talks will help and so do the paladins. Move to Scene 6.

SCENE 4: TRUST ME, I'M A PROFESSIONAL [3 SUCCESSES]

The PCs aid the members of The Way to sneak out and past the sentries the paladins have sent to arrest the group.

If the PCs decide upon this without talking to Nualla, they do not know where the camp is, but Dagg does recall there is some encampment of trappers (in reality Dusk Talon smugglers) to the north that occasionally provide him with supplies - he hopes they may help them now.

The route they take does not take them directly to the village (where the Order's forces march from), but Cadwy posted several guards on other routes as well.

Moving a fair group of people unseen through the wilds does not go orderly or smoothly. Below are a few problems the PCs may encounter. This scene ends when the PCs reach either a total of 4 successes, or 3 failures.

Note that if the PCs take too long, the paladins may arrive before they can leave. Treat such a situation as if the PCs encounter a patrol.

PROBLEM 1: NAVIGATING THE WOODS

The PCs have to find their way through the woods, preferably while avoiding patrols.

Nature [Moderate DC] (1 success, 1 maximum)

The PC uses his woodland knowledge to blaze a trail, or picks a way through the forest that is hard to follow and covers their tracks.

Perception [Moderate DC] (1 success, 1 maximum)

The PC keeps a look out to make sure that they are not being followed. They help to evade the Order of Torm members who are canvassing the area.

PROBLEM 2: GETTING STUCK

A cart the cultists are dragging along gets stuck.

Athletics [Moderate DC] (1 success, 1 maximum)

The PC helps the cultists to pack up what valuables they have and transport it all to a communal cart, or helps dislodge the cart as it gets stuck in the mud.

Diplomacy or Intimidate [Moderate DC] (1 success, 1 maximum)

The PC convinces the cultists to leave their valuables behind.

PROBLEM 3: ENCOUNTERING PATROLS

Not all patrols can be entirely avoided. PCs have to get past some watchposts regardless.

Endurance [Moderate DC] (1 success, 1 maximum)

The PC hustles and pushes the cultists to exert themselves, moving faster and avoid patrols by using a more difficult road.

Stealth [Moderate DC] (1 success, 1 maximum)

The PC uses his knowledge to sneak the cultists in small groups past the patrol.

Bluff [Hard DC] (1 success, 1 maximum)

The PC buys time distracting the patrol, while the others escape.

SCENE 5: CEASE AND DESIST [3 SUCCESSES]

The PCs now must round up the members of The Way if they wish to arrest them. There are a few steps the PCs can take in the process. Remember, a failure in this challenge means that panic breaks out and the cultists get hurt. This scene ends when the PCs reach either a total of 4 successes, or 3 failures.

STEP 1: PREPARE

PCs can cover a few exits or try to select the greatest trouble maker in advance. This step grants at most 1 success.

Dungeoneering or Perception [Moderate DC] (1 success, 1 maximum)

The PC identifies some exits that the Cultists may panic and flee through, and make sure that these are guarded.

Insight [Moderate DC] (no successes)

The PC identifies the biggest trouble makers. This gives them a +2 bonus on the first skill check they make in Step 3.

STEP 2: ANNOUNCE

The PCs need to make an announcement of sorts in order to round people up (unless Dagg already shouted a warning). Reward good role-playing by having some of the cult members listen to them. Grant them a +2 bonus

to their next check in this step. This step grants at most 1 success.

Diplomacy [Hard DC] (1 success, 1 maximum)

The PC calmly asks people to surrender. This skill is difficult as the PCs either hold Dagg or he raises his voice in protest.

Intimidate [Easy DC] (1 success, 1 maximum)

The PC orders the attendants to surrender.

Regardless of success, this gives a -2 penalty on all future Bluff and Diplomacy checks.

STEP 3: ROUND THEM UP

After the announcement, some people are likely to resist or attempt an escape. Initially, this will be a few, but if the PCs do not stop or calm them a full panic breaks out.

Athletics or Endurance [Moderate DC] (1 success, 1 maximum)

A cultist tries to escape out the back and the PC runs or interposes himself to catch them.

Bluff or Diplomacy [Hard DC] (1 success, 1 maximum)

The PC convinces some of the members that their plan is the best and will result in the most favorable outcome for the townsfolk. This skill is difficult as the PCs either hold Dagg or he argues against them.

History or Religion [Moderate DC] (no successes)

The PC uses argument to convince some of the members of The Way that the gods are not useless and do play a part in the lives of the average person. This grants them a +2 bonus on the next Bluff or Diplomacy check.

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

The PCs scare some of the townsfolk into doing what they want.

Regardless of success, this gives a -2 penalty on all future History, Religion, and Diplomacy checks.

Insight or Perception [Hard DC] (1 success, 1 maximum)

The PC identifies cultists trying to flee a fraction before they act, and can prevent their escape. This is difficult due to the sudden chaos and the threat of panic, but if a PC identified the biggest troublemakers in Step 1, they also eliminate one failure.

SCENE 6: CAN'T WE TALK ABOUT THIS? [3 SUCCESSES]

The PCs now must convince the members of The Way and the Order of Torm to talk to each other and enter into negotiations.

Both sides are agitated at the others presence. Reward good role playing by having them visibly calm when the PCs make an effort to speak to them.

This part has three steps: convince The Way to talk, wait for the paladins and convince them to talk, and then work towards a compromise.

This scene ends when the PCs reach either a total of 4 successes, or 3 failures.

STEP 1: SETTING THE GOAL

The PCs need to determine what the paladins and cultists need agree on. A compromise is hard to achieve, but there is one both parties may eventually both agree on: Dagg surrenders for questioning, and the paladins leave the rest of the members go free.

While PCs can set the compromise during the negotiations, it is easiest if they know what they are aiming for in advance.

Insight [Moderate DC] (no successes)

The PC is able to judge the situation and determine a compromise both parties may agree on (see above).

History [Moderate DC] (no successes)

The PC uses his knowledge of politics, past conflicts, or dramatic bardic tales to pick a suitable compromise both parties may agree on (see above).

STEP 2: GET PEOPLE TO TALK

If the PCs have a compromise, they now have to get people to talk. The cultists, being trapped, have little choice, so Dagg reluctantly agrees to negotiations (though whether he accepts the compromise is something else, see below).

The paladins are another matter - the PCs need to convince Cadwy to enter negotiations. This step grants only one success (and one success is needed to get them to accept talks).

Bluff [Hard DC] (1 success, 1 maximum)

The PCs present the situation and the cultists defenses a bit more desperate than necessary, making the arrest seem rather more trouble than it is worth.

Diplomacy [Hard DC] (1 success, 1 maximum)

The PCs try to convince Cadwy that most of The Way members are innocent citizens and that negotiations will prevent harm.

Intimidate [Hard DC] (1 success, 1 maximum)

The PCs use subtle threats that make it appear as if they may hamper the paladins should they continue their raid, or spread word of the paladin's actions among the populace of Triel.

Whether this check succeeds or not, future Diplomacy checks have a -2 penalty when used against the Order.

STEP 3: TALK TO THE CULTISTS AND PALADINS

If the PCs have a compromise, they now have to talk to the cultists and try to get them to agree. They then can go to the paladins (who are yet at some distance from the meeting place) and try to get them to agree.

PCs may also attempt to get representatives together on neutral ground, and argue for a compromise there.

In either case, the PCs need to make Diplomacy checks to get to the compromise, and achieve at least one success on either side (possibly more).

Checks need to be made until either the compromise is accepted (4 successes), or either side breaks off the negotiations (3 failures).

History [Moderate DC] (no successes)

The PC sites other moments in history where it was more advantageous to open negotiations than possibly risk the lives of innocent people. This gives a +2 to the next Diplomacy check.

Insight [Moderate DC] (no successes)

The PC is able to read the feelings of either side. This helps them express themselves better. This gives a +2 to the next Diplomacy check for that side.

Religion [Hard DC] (no successes)

The PC uses their knowledge of Religion to wade through the complicated ideologies of both sides and come to some fundamental ideals that they can agree on. This gives a +2 to the next Diplomacy check.

Diplomacy [Hard DC] (1 success, 2 maximum)

The PCs convince either Dagg or the Order of Torm to agree to the compromise.

ENDING THE ENCOUNTER

Success: If the PCs subdued the cultists, they can gather them together and await the arrival of the

paladins. As they wait, Meyona attacks. Go to Encounter 4A.

If the PCs help the cultists escape, they arrive together at the encampment of the Dusk Talons. On their arrival, Meyona attacks. Go to Encounter 4B.

If the PCs negotiated a truce, the paladins take Dagg into custody. They leave, instructing the PCs to stay behind and arrange for the other members to leave orderly once they are safely away. As they wait, Meyona attacks. Go to Encounter 4A.

Failure: The PCs failed to subdue the cultists, or if they tried to make an agreement but failed, the cultists panic and run in all directions. A few stay behind, but chaos immediately erupts, and the paladins spread out to catch the members of The Way. In this panic, with the paladins turning their backs to The Way hideout, Meyona attacks.

If the PCs failed to aid the cultists' escape, a desperate struggle ensues. Cultists panic and run in all directions, with paladin patrols spreading out to capture them. The PCs eventually make it to the encampment with Dagg and a fraction of the cultist members. There, Meyona attacks. Go to Encounter 4B.

In all situations, if the PCs fail the skill challenge, three cultists are caught in the chaos by Meyona's zombies, and carried off to Arbosus' lair.

EXPERIENCE POINTS

Each PC earns 25/35/50/70/100 experience points for succeeding in the skill challenge. This encounter does count towards a milestone.

TREASURE

There is no treasure to be found in this encounter.

ENCOUNTER 4: WITH MURDEROUS INTENT

ENCOUNTER LEVEL 1/3/5/7/9
(525/775/1,050/1,550/2,100 XP)

SETUP

Both Encounter 4a and 4b use the same monsters listed below. See either Encounter 4a or 4b for the full text on running the encounter depending on which path the PCs are experiencing.

This encounter includes the following creatures at Adventure Level 2:

4 Decrepit Skeletons (S)
3 Ghouls (level 1) (G)
Meyona, Adept of Cyric (level 2) (M)

This encounter includes the following creatures at Adventure Level 4:

4 Decrepit Skeletons (level 3) (S)
3 Ghouls (level 3) (G)
Meyona, Adept of Cyric (level 4) (M)

This encounter includes the following creatures at Adventure Level 6:

4 Skeletal Legionaries (level 5) (S)
3 Ghouls (G)
Meyona, Adept of Cyric (M)

This encounter includes the following creatures at Adventure Level 8:

4 Skeletal Legionaries (S)
3 Ghouls (level 7) (G)
Meyona, Adept of Cyric (level 8) (M)

This encounter includes the following creatures at Adventure Level 10:

4 Skeletal Legionaries (level 9) (S)
3 Ghouls (level 9) (G)
Meyona, Adept of Cyric (level 10) (M)

Special: It is possible that the PCs are accompanied by cultists and paladins. The cultists are non-combatants. They panic and either run or hide (see Encounter 4A). The paladins are capable fighters. If any of them are present, add another ghoul for each paladin, and have the paladins fight these ghouls 'off screen' (off the map), defeating their opponents when the PCs finish theirs.

While the PCs are dealing with the cultists, a ghoulish adept of Cyric named Meyona mounts an attack. Meyona is allied with Arbosus. Bellavous, Arbosus' quasit familiar, sent her out to 'forage' for more test subjects. With Arbosus gone for more than a week now, Meyona complied, if only to be out of the quasit's company.

She took with her a number of ghoul pack-mates and a horde of skeletal servants. If the PCs failed at Encounter 3, several of the cultists who fled ran into the undead arms and are even now dragged off to the lair.

Where PCs encounter Meyona is dependent on what they did in the skill challenge (Meyona used guidance from her god to determine her course).

If they captured the cultists, Meyona moves into The Way hideout (Encounter 4a) while the PCs guard the cultists in wait for the Order of Torm. Run Encounter 4a.

If the PCs aided the cultists' flight, Meyona moved ahead of them towards the Dusk Talons' camp, slaughtering the two agents there, and waiting for the cultists to come to her. Run Encounter 4b.

The creatures and treasure bundles are the same and their stats are listed in the following pages.

SCALING THE ENCOUNTER

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

Four PCs: Remove one ghoul.

Six PCs: Add four decrepit skeletons/skeletal legionaries.

FAST PLAY OPTIONS

If the adventure is running long at this point, it is suggested to end to combat once at least half of the undead have been defeated and Meyona is bloodied.

ENDING THE ENCOUNTER

See Encounter 4a or 4b.

EXPERIENCE POINTS

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

TREASURE

Among Meyona's possessions the PCs find an *orb of light* (Treasure A; see New Rules).

ENCOUNTER 4: WITH MURDEROUS INTENT (ADVENTURE LEVEL 2)

Adept of Cyric (level 2)	Level 2 Controller (Leader)
Medium natural humanoid (ghoul, undead)	XP 125
HP 39; Bloodied 19	Initiative +5
AC 21, Fortitude 12, Reflex 15, Will 14	Perception +3
Speed 8	Darkvision
Immune disease, poison; Resist 10 necrotic Vulnerable 5 radiant	
TRAITS	
O Uneasy Grave • Aura 5	
Any nonminion ghoul ally within the aura that drops to 0 hit points becomes a decrepit skeleton at the start of its next turn.	
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d8 + 2 damage, and the target is immobilized (save ends).	
R Grave Grasp (Implement) • At-Will	
Attack: Ranged 5 (one creature); +5 vs. Reflex	
Hit: The target is restrained (save ends).	
R Call to Feast (Implement) • Recharge 5 6	
Attack: Ranged 5 (one creature); +5 vs. Will	
Hit: The target is immobilized (save ends). One of the adept's allies that is adjacent to the target can make a melee basic attack against the target as a free action.	
A Grave Dust Cloud (Implement, Necrotic, Zone) • Encounter	
Attack: Area burst 1 within 5 (living creatures in burst); +5 vs. Fortitude	
Hit: 1d8 + 5 necrotic damage.	
Effect: The burst creates a zone that lasts until the end of the encounter. Any living creature that enters the zone or ends its turn there takes 5 necrotic damage.	
Skills Religion +6, Stealth +10	
Str 14 (+3)	Dex 19 (+5)
	Wis 14 (+3)
Con 15 (+3)	Int 12 (+2)
	Cha 17 (+4)
Alignment chaotic evil Languages Abyssal, Common	
Equipment holy symbol of Cyric	

Ghoul (level 1)	Level 1 Soldier
Medium natural animate (undead)	XP 100
HP 31; Bloodied 15	Initiative +6
AC 17, Fortitude 13, Reflex 15, Will 12	Perception +0
Speed 8, climb 4	Darkvision
Immune disease, poison; Resist 10 necrotic	
TRAITS	
Weakened Paralysis	
Whenever the ghoul takes radiant damage, one creature immobilized or stunned by the ghoul can make a saving throw against one of those effects.	
STANDARD ACTIONS	
m Claws • At-Will	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 1d8 + 4 damage, and the target is immobilized (save ends).	
M Ghoulish Bite • At-Will	
Attack: Melee 1 (one immobilized, restrained, stunned, or unconscious creature); +6 vs. AC	
Hit: 3d8 + 4 damage, and the target is stunned (save ends). The target also attracts the <i>essence of Bhaal</i> contracts filth fever.	
Str 14 (+2)	Dex 19 (+4)
	Wis 11 (0)
Con 15 (+2)	Int 10 (0)
	Cha 12 (+1)
Alignment chaotic evil Languages Common	
Equipment longsword, shortbow, 20 arrows	
Note: Added filth fever to the bite.	

Decrepit Skeleton	Level 1 Minion Skirmisher
Medium natural animate (undead)	XP 25
HP 1; a missed attack never damages a minion	Initiative +5
AC 16, Fortitude 13, Reflex 14, Will 13	Perception +2
Speed 6	Darkvision
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant	
STANDARD ACTIONS	
m Longsword (Weapon) • At-Will	
Effect: The skeleton can shift 1 square before the attack	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 4 damage.	
r Shortbow (Weapon) • At-Will	
Effect: The skeleton can shift 1 square before the attack	
Attack: Ranged 20 (one creature); +6 vs. AC	
Hit: 3 damage.	
Str 15 (+2)	Dex 17 (+3)
	Wis 14 (+2)
Con 13 (+1)	Int 3 (-4)
	Cha 3 (-4)
Alignment unaligned Languages -	
Equipment longsword, shortbow, 20 arrows	

ENCOUNTER 4: WITH MURDEROUS INTENT (ADVENTURE LEVEL 4)

Adept of Cyric (level 4)		Level 4 Controller (Leader)	
Medium natural humanoid (ghoul, undead)		XP 175	
HP 55; Bloodied 27		Initiative +6	
AC 23, Fortitude 14, Reflex 17, Will 16		Perception +4	
Speed 8		Darkvision	
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant			
TRAITS			
O Uneasy Grave • Aura 5			
Any nonminion ghoul ally within the aura that drops to 0 hit points becomes a decrepit skeleton at the start of its next turn.			
STANDARD ACTIONS			
m Claw • At-Will			
Attack: Melee 1 (one creature); +9 vs. AC			
Hit: 2d6 + 2 damage, and the target is immobilized (save ends).			
R Grave Grasp (Implement) • At-Will			
Attack: Ranged 5 (one creature); +7 vs. Reflex			
Hit: The target is restrained (save ends).			
R Call to Feast (Implement) • Recharge 5 6			
Attack: Ranged 5 (one creature); +7 vs. Will			
Hit: The target is immobilized (save ends). One of the adept's allies that is adjacent to the target can make a melee basic attack against the target as a free action.			
A Grave Dust Cloud (Implement, Necrotic, Zone) • Encounter			
Attack: Area burst 1 within 5 (living creatures in burst); +7 vs. Fortitude			
Hit: 2d6 + 5 necrotic damage.			
Effect: The burst creates a zone that lasts until the end of the encounter. Any living creature that enters the zone or ends its turn there takes 5 necrotic damage.			
Skills Religion +8, Stealth +11			
Str 14 (+4)	Dex 19 (+6)	Wis 14 (+4)	
Con 15 (+4)	Int 12 (+3)	Cha 17 (+5)	
Alignment chaotic evil		Languages Abyssal, Common	
Equipment holy symbol of Cyric			

Ghoul (level 3)		Level 3 Soldier	
Medium natural animate (undead)		XP 150	
HP 47; Bloodied 23		Initiative +7	
AC 19, Fortitude 15, Reflex 17, Will 14		Perception +1	
Speed 8, climb 4		Darkvision	
Immune disease, poison; Resist 10 necrotic			
TRAITS			
Weakened Paralysis			
Whenever the ghoul takes radiant damage, one creature immobilized or stunned by the ghoul can make a saving throw against one of those effects.			
STANDARD ACTIONS			
m Claws • At-Will			
Attack: Melee 1 (one creature); +8 vs. AC			
Hit: 2d6 + 4 damage, and the target is immobilized (save ends).			
M Ghoulish Bite • At-Will			
Attack: Melee 1 (one immobilized, restrained, stunned, or unconscious creature); +8 vs. AC			
Hit: 4d6 + 4 damage, and the target is stunned (save ends). The target also attracts the <i>essence of Bhaal</i> contracts filth fever.			
Str 14 (+3)	Dex 19 (+5)	Wis 11 (+1)	
Con 15 (+3)	Int 10 (+1)	Cha 12 (+2)	
Alignment chaotic evil		Languages Common	
Equipment longsword, shortbow, 20 arrows			
Note: Added filth fever to the bite.			

Decrepit Skeleton (level 3)		Level 3 Minion Skirmisher	
Medium natural animate (undead)		XP 38	
HP 1; a missed attack never damages a minion		Initiative +6	
AC 18, Fortitude 15, Reflex 16, Will 15		Perception +3	
Speed 6		Darkvision	
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant			
STANDARD ACTIONS			
m Longsword (Weapon) • At-Will			
Effect: The skeleton can shift 1 square before the attack			
Attack: Melee 1 (one creature); +8 vs. AC			
Hit: 5 damage.			
r Shortbow (Weapon) • At-Will			
Effect: The skeleton can shift 1 square before the attack			
Attack: Ranged 20 (one creature); +8 vs. AC			
Hit: 4 damage.			
Str 15 (+3)	Dex 17 (+4)	Wis 14 (+3)	
Con 13 (+2)	Int 3 (-3)	Cha 3 (-3)	
Alignment unaligned		Languages -	
Equipment longsword, shortbow, 20 arrows			

ENCOUNTER 4: WITH MURDEROUS INTENT (ADVENTURE LEVEL 6)

Adept of Cyric		Level 6 Controller (Leader)	
Medium natural humanoid (ghoul, undead)		XP 250	
HP 71; Bloodied 35		Initiative +7	
AC 25, Fortitude 16, Reflex 19, Will 18		Perception +5	
Speed 8		Darkvision	
Immune disease, poison; Resist 10 necrotic Vulnerable 5 radiant			
TRAITS			
O Uneasy Grave • Aura 5			
Any nonminion ghoul ally within the aura that drops to 0 hit points becomes a skeletal legionary at the start of its next turn.			
STANDARD ACTIONS			
m Claw • At-Will			
Attack: Melee 1 (one creature); +11 vs. AC			
Hit: 2d6 + 4 damage, and the target is immobilized (save ends).			
R Grave Grasp (Implement) • At-Will			
Attack: Ranged 5 (one creature); +9 vs. Reflex			
Hit: The target is restrained (save ends).			
R Call to Feast (Implement) • Recharge 5 6			
Attack: Ranged 5 (one creature); +9 vs. Will			
Hit: The target is immobilized (save ends). One of the adept's allies that is adjacent to the target can make a melee basic attack against the target as a free action.			
A Grave Dust Cloud (Implement, Necrotic, Zone) • Encounter			
Attack: Area burst 1 within 5 (living creatures in burst); +9 vs. Fortitude			
Hit: 2d6 + 7 necrotic damage.			
Effect: The burst creates a zone that lasts until the end of the encounter. Any living creature that enters the zone or ends its turn there takes 5 necrotic damage.			
Skills Religion +9, Stealth +12			
Str 14 (+5)	Dex 19 (+7)	Wis 14 (+5)	
Con 15 (+5)	Int 12 (+4)	Cha 17 (+6)	
Alignment chaotic evil Languages Abyssal, Common			
Equipment holy symbol of Cyric			

Ghoul		Level 5 Soldier	
Medium natural animate (undead)		XP 200	
HP 63; Bloodied 31		Initiative +8	
AC 21, Fortitude 17, Reflex 19, Will 16		Perception +2	
Speed 8, climb 4		Darkvision	
Immune disease, poison; Resist 10 necrotic			
TRAITS			
Weakened Paralysis			
Whenever the ghoul takes radiant damage, one creature immobilized or stunned by the ghoul can make a saving throw against one of those effects.			
STANDARD ACTIONS			
m Claws • At-Will			
Attack: Melee 1 (one creature); +10 vs. AC			
Hit: 2d6 + 6 damage, and the target is immobilized (save ends).			
M Ghoulish Bite • At-Will			
Attack: Melee 1 (one immobilized, restrained, stunned, or unconscious creature); +10 vs. AC			
Hit: 4d6 + 6 damage, and the target is stunned (save ends). The target also attracts the <i>essence of Bhaal</i> contracts filth fever.			
Str 14 (+4)	Dex 19 (+6)	Wis 11 (+2)	
Con 15 (+4)	Int 10 (+2)	Cha 12 (+3)	
Alignment chaotic evil Languages Common			
Equipment scale armor, heavy shield, longsword, 3 javelins			
Note: Added filth fever to the bite.			

Skeletal Legionary (level 5)		Level 5 Minion Soldier	
Medium natural animate (undead)		XP 50	
HP 1; a missed attack never damages a minion		Initiative +8	
AC 21, Fortitude 18, Reflex 18, Will 16		Perception +4	
Speed 5		Darkvision	
Immune disease, poison; Resist 10 necrotic			
STANDARD ACTIONS			
m Longsword (Weapon) • At-Will			
Attack: Melee 1 (one creature); +10 vs. AC			
Hit: 6 damage.			
Effect: The legionary marks the target until the end of the legionary's next turn			
r Javelin (Weapon) • At-Will			
Attack: Ranged 20 (one creature); +10 vs. AC			
Hit: 6 damage.			
Effect: The legionary marks the target until the end of the legionary's next turn			
Str 18 (+6)	Dex 19 (+6)	Wis 14 (+4)	
Con 16 (+5)	Int 3 (-4)	Cha 3 (-2)	
Alignment unaligned Languages -			
Equipment scale armor, heavy shield, longsword, 3 javelins			

ENCOUNTER 4: WITH MURDEROUS INTENT (ADVENTURE LEVEL 8)

Adept of Cyric (level 8)		Level 8 Controller (Leader)	
Medium natural humanoid (ghoul, undead)		XP 350	
HP 87; Bloodied 43		Initiative +8	
AC 27, Fortitude 18, Reflex 21, Will 20		Perception +6	
Speed 8		Darkvision	
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant			
TRAITS			
O Uneasy Grave • Aura 5			
Any nonminion ghoul ally within the aura that drops to 0 hit points becomes a skeletal legionary at the start of its next turn.			
STANDARD ACTIONS			
m Claw • At-Will			
Attack: Melee 1 (one creature); +13 vs. AC			
Hit: 2d6 + 6 damage, and the target is immobilized (save ends).			
R Grave Grasp (Implement) • At-Will			
Attack: Ranged 5 (one creature); +11 vs. Reflex			
Hit: The target is restrained (save ends).			
R Call to Feast (Implement) • Recharge 5 6			
Attack: Ranged 5 (one creature); +11 vs. Will			
Hit: The target is immobilized (save ends). One of the adept's allies that is adjacent to the target can make a melee basic attack against the target as a free action.			
A Grave Dust Cloud (Implement, Necrotic, Zone) • Encounter			
Attack: Area burst 1 within 5 (living creatures in burst); +11 vs. Fortitude			
Hit: 2d8 + 7 necrotic damage.			
Effect: The burst creates a zone that lasts until the end of the encounter. Any living creature that enters the zone or ends its turn there takes 5 necrotic damage.			
Skills Religion +10, Stealth +13			
Str 14 (+6)	Dex 19 (+8)	Wis 14 (+6)	
Con 15 (+6)	Int 12 (+5)	Cha 17 (+7)	
Alignment chaotic evil		Languages Abyssal, Common	
Equipment holy symbol of Cyric			

Ghoul (level 7)		Level 7 Soldier	
Medium natural animate (undead)		XP 300	
HP 79; Bloodied 39		Initiative +9	
AC 23, Fortitude 19, Reflex 21, Will 18		Perception +3	
Speed 8, climb 4		Darkvision	
Immune disease, poison; Resist 10 necrotic			
TRAITS			
Weakened Paralysis			
Whenever the ghoul takes radiant damage, one creature immobilized or stunned by the ghoul can make a saving throw against one of those effects.			
STANDARD ACTIONS			
m Claws • At-Will			
Attack: Melee 1 (one creature); +12 vs. AC			
Hit: 2d8 + 6 damage, and the target is immobilized (save ends).			
M Ghoulish Bite • At-Will			
Attack: Melee 1 (one immobilized, restrained, stunned, or unconscious creature); +12 vs. AC			
Hit: 4d8 + 6 damage, and the target is stunned (save ends). The target also attracts the <i>Essence of Bhaal</i> .			
Str 14 (+5)	Dex 19 (+7)	Wis 11 (+3)	
Con 15 (+5)	Int 10 (+3)	Cha 12 (+4)	
Alignment chaotic evil		Languages Common	
Equipment scale armor, heavy shield, longsword, 3 javelins			
Note: Added filth fever to the bite.			

Skeletal Legionary		Level 7 Minion Soldier	
Medium natural animate (undead)		XP 75	
HP 1; a missed attack never damages a minion		Initiative +9	
AC 23, Fortitude 20, Reflex 20, Will 18		Perception +5	
Speed 5		Darkvision	
Immune disease, poison; Resist 10 necrotic			
STANDARD ACTIONS			
m Longsword (Weapon) • At-Will			
Attack: Melee 1 (one creature); +12 vs. AC			
Hit: 7 damage.			
Effect: The legionary marks the target until the end of the legionary's next turn			
r Javelin (Weapon) • At-Will			
Attack: Ranged 20 (one creature); +12 vs. AC			
Hit: 7 damage.			
Effect: The legionary marks the target until the end of the legionary's next turn			
Str 18 (+7)	Dex 19 (+7)	Wis 14 (+5)	
Con 16 (+6)	Int 3 (-3)	Cha 3 (-1)	
Alignment unaligned		Languages -	
Equipment scale armor, heavy shield, longsword, 3 javelins			

ENCOUNTER 4: WITH MURDEROUS INTENT (ADVENTURE LEVEL 10)

Adept of Cyric (level 10)		Level 10 Controller (Leader)	
Medium natural humanoid (ghoul, undead)		XP 500	
HP 103; Bloodied 51		Initiative +9	
AC 29, Fortitude 20, Reflex 23, Will 22		Perception +7	
Speed 8		Darkvision	
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant			
TRAITS			
O Uneasy Grave • Aura 5			
Any nonminion ghoul ally within the aura that drops to 0 hit points becomes a skeletal legionary at the start of its next turn.			
STANDARD ACTIONS			
m Claw • At-Will			
Attack: Melee 1 (one creature); +15 vs. AC			
Hit: 2d8 + 6 damage, and the target is immobilized (save ends).			
R Grave Grasp (Implement) • At-Will			
Attack: Ranged 5 (one creature); +13 vs. Reflex			
Hit: The target is restrained (save ends).			
R Call to Feast (Implement) • Recharge 5 6			
Attack: Ranged 5 (one creature); +13 vs. Will			
Hit: The target is immobilized (save ends). One of the adept's allies that is adjacent to the target can make a melee basic attack against the target as a free action.			
A Grave Dust Cloud (Implement, Necrotic, Zone) • Encounter			
Attack: Area burst 1 within 5 (living creatures in burst); +13 vs. Fortitude			
Hit: 2d8 + 9 necrotic damage.			
Effect: The burst creates a zone that lasts until the end of the encounter. Any living creature that enters the zone or ends its turn there takes 5 necrotic damage.			
Skills Religion +11, Stealth +14			
Str 14 (+7)	Dex 19 (+9)	Wis 14 (+7)	
Con 15 (+7)	Int 12 (+6)	Cha 17 (+8)	
Alignment Chaotic Evil		Languages Abyssal, Common	
Equipment holy symbol of Cyric			

Ghoul (level 9)		Level 9 Soldier	
Medium natural animate (undead)		XP 400	
HP 95; Bloodied 47		Initiative +10	
AC 25, Fortitude 21, Reflex 23, Will 20		Perception +4	
Speed 8, climb 4		Darkvision	
Immune disease, poison; Resist 10 necrotic			
TRAITS			
Weakened Paralysis			
Whenever the ghoul takes radiant damage, one creature immobilized or stunned by the ghoul can make a saving throw against one of those effects.			
STANDARD ACTIONS			
m Claws • At-Will			
Attack: Melee 1 (one creature); +14 vs. AC			
Hit: 2d8 + 8 damage, and the target is immobilized (save ends).			
M Ghoulish Bite • At-Will			
Attack: Melee 1 (one immobilized, restrained, stunned, or unconscious creature); +14 vs. AC			
Hit: 4d8 + 8 damage, and the target is stunned (save ends). The target also attracts the <i>Essence of Bhaal</i> .			
Str 14 (+6)	Dex 19 (+8)	Wis 11 (+4)	
Con 15 (+6)	Int 10 (+4)	Cha 12 (+5)	
Alignment Chaotic evil		Languages Common	
Note: Added filth fever to the bite.			

Skeletal Legionary (level 9)		Level 9 Minion Soldier	
Medium natural animate (undead)		XP 100	
HP 1; a missed attack never damages a minion		Initiative +10	
AC 25, Fortitude 22, Reflex 22, Will 20		Perception +6	
Speed 5		Darkvision	
Immune disease, poison; Resist 10 necrotic			
STANDARD ACTIONS			
m Longsword (Weapon) • At-Will			
Attack: Melee 1 (one creature); +14 vs. AC			
Hit: 8 damage.			
Effect: The legionary marks the target until the end of the legionary's next turn			
r Javelin (Weapon) • At-Will			
Attack: Ranged 20 (one creature); +14 vs. AC			
Hit: 8 damage.			
Effect: The legionary marks the target until the end of the legionary's next turn			
Str 18 (+8)	Dex 19 (+8)	Wis 14 (+6)	
Con 16 (+7)	Int 3 (-2)	Cha 3 (0)	
Alignment unaligned		Languages -	
Equipment scale armor, heavy shield, longsword, 3 javelins			

ENCOUNTER 4A: WITH MURDEROUS INTENT – THE WAY HIDEOUT

This encounter occurs shortly after the PCs subdued the cultists, once the paladins have left after the negotiations, or when the cultists panic and scatter, with the paladins on their heels. In the latter case, several cultists that bolted run right into the arms of the approaching undead.

Have the PCs set themselves up in the ruins as they wish (they can put guards outside, but not off the map). Also let them place on the map any cultists they captured, and note whether these are restrained or not.

If the PCs succeeded in Encounter 3, read:

You have only a handful of Way members to guard. If you strain, you can hear the sound of clanging armor, paladins in plate on the move.

Then, a strange, inhuman screech sounds through the night.

If the PCs failed in Encounter 3, read:

The night is filled with the sound of people running and the clang of armor of paladins in plate in pursuit. Only a handful of Way members stayed behind, with only you to watch them.

The sound of the paladins diminishes as they get further into the woods.

Then, a strange, inhuman screech sounds through the night. That was not a paladin or cultist!

Meyona is a ghoulish adept of Cyric that was sent out by Bellavous to capture more creatures for experimentation.

She has sent a large group of undead to face the paladins. Their combat takes place off the map and does not involve the PCs.

She herself is out for the ruins. She has her skeletal warriors approach from the bottom of the map. She and her undead try to approach unseen through the woods. Her plan is to send in the skeletons, who should then distract the PCs and allow the ghouls and herself to attack from behind.

If all PCs are inside, the setup on the map is the situation at the start of combat. It is assumed the PCs are rounding up the last cultists.

Adjust the situation if any action of the PCs makes this approach unlikely to go unnoticed (in that case, the skeletal undead likely start deeper in the woods).

Meyona has cloaked herself and her ghouls in a ritual illusion (Traveler's Camouflage).

Check the PCs passive Perception against the undead's Stealth check on the chart below to see whether they spot any undead:

	Monster Stealth Check by EL				
Creature	EL1	EL3	EL5	EL7	EL9
Skeletons	15	16	18	19	20
Ghouls	21	23	24	25	26
Meyona	27	28	29	30	31

This takes into account the likelihood that the undead skeletons are more than 10 squares away and obscured by walls at the start of combat. If the PCs are closer than 10 squares add 2 their Perception check)

For those who see the skeletons read:

Something approaches through the woods. Moonlight glints on bone, revealing empty rib cages and the grinning skulls of the living dead.

For those who also spot the ghouls read:

Quick and stealthy like shadows, grotesque men, with slavering fangs and tongues lolling out of their mouths skitter through the woods, running towards the gaps in the ruined walls.

PCs who failed the Perception check are surprised. Roll initiative and start with a surprise round for the undead and the PCs who made their Perception check (the cultists are surprised).

FEATURES OF THE AREA

Illumination: Night has fallen, and the area is in low light, including the ruins, which are lit by low quality torches and candles.

Boulders and dead wood: Boulders and dead wood are difficult terrain. A creature directly behind a boulder or dead wood square, gain partial cover.

Dense Woods: Woods are difficult terrain. A creature in a woods square gains partial concealment. If there is more than one square of woods between a creature and its attacker, it has total concealment.

Ss'thar'tiss'ssun Statue (dotted lines): The ruin once held two grotesque statues of snake-like creatures. One of these has been entirely reduced to rubble (difficult terrain), but the other is mostly intact.

The statues were once imbued with old Sarrukh magic. Some of these wards are still active in the indicated areas.

When a creature in the area becomes bloodied, a spectral animated snake coils up and wraps around the creature, restraining it (save ends).

Cultists: The cultists seem obvious targets for the ghouls. However, if they are restrained, Meyona is smart enough to realize she doesn't have to bother with them (she knows she is not likely to get away while the PCs are still alive).

If the PCs did not restrain them, the cultists panic (except for Dagg, if he was captured). They try to flee from the danger (initially the skeletons), likely walking right into another one. Treat the cultists as minions (AC 12, other defenses 10), except they have no attacks. They count as neither enemies nor allies for purposes of powers or moving through occupied squares.

A **Hard DC Diplomacy check** as a minor action can convince one cultist to become a temporary ally and stay. A cultist that stays can be ordered with a minor action to perform one non-attack action per round, such as make or carry a light, move, or make a Heal check to stabilize someone.

Paladins: If any paladins are near when the attack starts, these have their own opponents to deal with. Run these combats off screen.

TACTICS

Meyona tries to stick with the ghouls so they can stay in reach of her aura and her *call to feast* power. She waits to see where melee combat centers to place her *grave dust cloud*. She lets her ghouls move into combat before using *call to feast*. She resorts to *grave grasp* if *call to feast* does not recharge, and only resorts to melee if forced to.

Meyona is aware of the dangers some statues pose, and while she doesn't know the effects of those in these ruins she stays away from them.

The ghouls are not so smart. They seek melee, hoping to immobilize or restrain a PC so they can use their *ghoulish bite*. Note that any PC bitten by a ghoul is exposed to *essence of Bhaal* (a variation of *filth fever*). They must save at the end of the encounter or contract stage 1 of the disease.

Essence of Bhaal Level 2/4/6/8/10

Stage 0: The target recovers from the disease

Stage 1: While affected by stage 1, the target loses a healing surge

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

Stage 3: While affected by stage 3, the target loses all healing surges and cannot regain hit points. The target also takes a -2 penalty to AC, Fortitude, and Reflex.

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

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

The skeletons initially attack from range, trying to draw the PCs out so the ghouls can attack them from behind. They have orders to move into melee when the PCs engage the ghouls or when they run out of javelins or arrows.

ENDING THE ENCOUNTER

Meyona is the only creature that has any sanity left - though not much. If the PCs did not destroy her, they can get her to talk. She grins maniacally and gloats that she and her followers have already taken enough subjects for experimentation by her master. If the PCs failed in Encounter 3, she is actually speaking the truth, as other zombies under her command already captured the cultists that fled and dragged them away. If they succeeded, she is bluffing (Insight vs. her Bluff to realize this).

Regardless, the paladins are shocked by this turn of events. Their priority at this point becomes to ensure the safety of The Way members - even if they are criminals in the paladins' eyes, they need to be protected.

They ask the PCs to investigate where Meyona came from. They suspect that Meyona's master is the cause of the troubles. If they have been praying in the ruins, turning those who come there insane, it clarifies why so many murderers are Way members.

Meyona can tell the PCs where the creatures were taken. She does not reveal what experiment they are for. She sniggers that she doesn't want to ruin the surprise. She is even willing to lead the PCs to the ruins (so she can turn on them later).

She doesn't fear destruction, knowing she served her patron, Cyric, well, and even expects to be rewarded with a second chance. She boldly states that they will meet again, when the PCs finally destroy her.

Some PCs may have contracted Essence of Bhaal. A DC 15 Heal check confirms that the disease is similar to what affected the insane in the barracks, though it is a much milder form.

Continue to Encounter 5.

ENCOUNTER 4A: WITH MURDEROUS INTENT - THE WAY HIDEOUT MAP

TILE SETS NEEDED
Sinister Woods x2



ENCOUNTER 4B: WITH MURDEROUS INTENT – THE DUSK TALONS’ CAMP

This encounter occurs when the PCs reach the Dusk Talon’s camp. If the PCs failed Encounter 3, several cultists got lost while avoiding the Order of Torm. They have walked right into the arms of Meyona’s undead.

The PCs approach from the bottom of the map. Have them set up as they wish. Also let them place on the map any cultists that accompany them.

Several tents are placed close to a set of large stones. The stones, smooth and polished, embossed with the images of snakes, stand in a large circle. A strange distortion is visible between the stones, though that may just be an optical illusion.

Signs of a recent battle are everywhere: torn cloth, and a cart that has collapsed under a great weight. A giant skeleton lies in front of one of the tents.

There are no bodies anywhere. The scene is eerily quiet.

Meyona, the ghoulish adept of Cyric that was sent out by Bellavous to capture more creatures for experimentation, is in one of the tents, while the ghouls are hidden. She has set her skeletal warriors to stand guard in cover, and attack from range anyone who approaches. She hopes the skeletons will be obvious targets for the PCs, allowing herself and her ghouls to attack with surprise.

Adjust the situation if PCs scout ahead and therefore know more about what goes on.

Meyona has cloaked herself and her ghouls in a ritual illusion (Traveler’s Camouflage). She and one ghoul are in the circle of standing stones, taking cover behind the stones. The rest have hidden in bushes or behind trees or the upturned cart.

Check the PCs passive Perception against the undead’s Stealth check on the chart below to see whether they spot any undead:

	Monster Stealth Check by EL				
Creature	EL1	EL3	EL5	EL7	EL9
Skeletons	15	16	18	19	20
Ghouls	21	23	24	25	26
Meyona	27	28	29	30	31

This takes into account the likelihood that the undead skeletons are more than 10 squares away and in concealment or cover (behind the cart, the circle stones,

and bushes). If the PCs are closer than 10 squares add 2 their Perception check)

For those who see the skeletons read:

Something is hidden among the trees and the wreckage of a cart. Moonlight glints on bone, revealing empty rib cages and the grinning skulls of the living dead.

Hidden among the bushes are grotesque men, with slavering fangs and tongues lolling out of their mouths. They eye you hungrily.

For those who also spot the ghouls read:

Quick and stealthy like shadows, grotesque men, with slavering fangs and tongues lolling out of their mouths skitter through the woods, running towards you.

PCs who failed the Perception check are surprised. Roll initiative and start with a surprise round for the undead and the PCs who made their Perception check (the cultists are surprised).

FEATURES OF THE AREA

Illumination: Night has fallen, and the area is in low light.

Bushes: Bushes are difficult terrain. A creature in or behind a bush square, gains partial concealment.

Boulders: Boulders are difficult terrain. A creature behind a boulder gains partial cover.

Tent: A creature inside a tent has total concealment. Someone adjacent or inside a tent can use a standard action to collapse the tent. This makes it difficult terrain instead. A creature inside a tent when it collapses is restrained (save ends).

Trees: The trunk of a tree is blocking terrain.

Giant Skeleton: This undead ally of Meyona was slain by the Dusk Talons. It is still slightly animate (**Hard DC Perception check** to notice when adjacent). A creature that ends its turn in a giant skeleton’s square is grabbed and restrained (save ends).

Standing Stones: This group of standing stones is quite old and may have been part of the old Najara Empire. It acts as a teleportation circle, and is used by the Dusk Talons to move forces about. The portal is not connected to Arbosus’ lair (Meyona came here through mundane means).

The stones do have a peculiar effect: any creature that starts its turn inside the circle gets a free move action at the start of its turn (before any other actions). This action may only be used for actual move actions (it can’t be changed into a minor action).

Cultists: The cultists flee as soon as the undead attack. Meyona doesn't bother with them unless they get into an area attack spell in the first round (after that, most cultists are likely off the map), expecting to be able to round them up once she has dealt with the PCs.

Treat the cultists as minions (AC 12, other defenses 10), except they have no attacks. The cultists count as allies for purposes of powers or moving through occupied squares.

A **Moderate DC Diplomacy check** as a minor action check can convince one cultist to stay. A cultist that stays can be ordered with a minor action to perform one non-attack action per round, such as make or carry a light, move, or make a Heal check to stabilize someone.

TACTICS

Meyona tries to stick with the ghouls so they can stay in reach of her aura and her *call to feast* power. She waits to see where melee combat centers to place her *grave dust cloud*. She lets her ghouls move into combat before using *call to feast*. She resorts to *grave grasp* if *call to feast* does not recharge, and only resorts to melee if forced to.

The ghouls seek melee, hoping to immobilize or restrain a PC so they can use their *ghoulish bite*. Note that any PC bitten by a ghoul is exposed to *essence of Bhaal* (a variation of *filth fever*). They must save at the end of the encounter or contract stage 1 of the disease.

Essence of Bhaal Level 2/4/6/8/10

Stage 0: The target recovers from the disease

Stage 1: While affected by stage 1, the target loses a healing surge

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

Stage 3: While affected by stage 3, the target loses all healing surges and cannot regain hit points. The target also takes a -2 penalty to AC, Fortitude, and Reflex.

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

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

The skeletons initial attack from range, trying to draw the PCs out so the ghouls can attack them from behind. They have orders to move into melee when the PCs engage the ghouls or when they run out of javelins or arrows.

ENDING THE ENCOUNTER

Meyona is the only creature that has any sanity left - though not much. If the PCs did not destroy her, they can get her to talk. She grins maniacally and gloats that she and her followers have already 'taken enough subjects for experimentation by her master'. If the PCs failed in Encounter 3, she is actually speaking the truth, as other zombies under her command already captured the cultists that fled and dragged them away. If they succeeded, she is bluffing (Insight vs. her Bluff to realize this).

Shortly after the fight, two Dusk Talon agents surface (provided no paladins are present at the time). They had been lying low after the attack on their comrades. They are shocked by this turn of events. Their priority at this point is to ensure the safety of The Way members - they explain how they can use the portal to transfer the members to a safe place and from there back home.

They also suggest Dagg talks to Nualla. Dagg turns to the PCs to ask whether that is wise. Note down what each PC gives as advice as it affects their status with the various factions.

The Dusk Talons ask the PCs to investigate where Meyona came from. They suspect that Meyona's master is the cause of the troubles. If they have been praying in the ruins, turning those who come there insane, it clarifies why so many murderers are Way members. Once they are done, they can return here. Nualla will wait for them.

Meyona can tell the PCs where the creatures were taken, but do not reveal what experiment they are for. She sniggers that she doesn't want to ruin the surprise. She is even willing to lead the PCs to the ruins (so she can turn on them later).

She doesn't fear destruction, knowing she served her patron, Cyric, well, and even expects to be rewarded with a second chance. She boldly states that they will 'meet again', when the PCs finally destroy her.

Some PCs may have contracted Essence of Bhaal. A DC 15 Heal check confirms that the disease is similar to what affected the insane in the barracks, though it is a much milder form.

Continue to Encounter 5.

ENCOUNTER 4B: WITH MURDEROUS INTENT - THE DUSK TALONS' CAMP MAP

TILE SETS NEEDED
Ruins of the Wild x2



ENCOUNTER 5: SENTRIES OF SS'THAR'TISS'SUN

When the PCs follow the creature's tracks or Meyona's directions, they lead to an old complex of ruins, which hide the entrance to Arbosus' lair.

Little remains of the heavily overgrown ruins of a small stone fortress. The walls that remain are only a foot high, worn down by time, and most of the complex is buried under a large hill.

Elaborate stonework can still be made out, a crumbled whisper of a forgotten era.

When the PCs look around, they stumble on the two entrances:

The opposite side of the hill is partly excavated and the digs have revealed the stone heads of two enormous snakes. Each of them are twenty feet high and are spaced about a hundred feet apart. Their fanged mouths are wide open and two sets of emerald-colored eyes gaze down upon you. The two heads offer access to partially cleared tunnels leading downwards.

The PCs are not the first to visit these tunnels. If they investigate the tunnels, they find:

- The left tunnel is covered with many tracks of passing, suggesting a well travelled - and guarded - entrance. A hundred feet in lies a corpse which seems to have been drained of blood by several puncture wounds on various places on the body.
- The right tunnel has fewer tracks. No such carnage exist as in the left tunnel, but PCs do find tracks of some large lizard in the ancient stone (Hard DC Nature identifies it as that of a medium-sized dragon).

Meyona came through the left tunnel. As one of Arbosus followers, she is safe from the stirges and the blood elemental.

With a DC 25 History check, PCs know the following of these ruins:

- The ruins are an outpost, one of the most southern created to protect the ancient city of Ss'thar'tiss'ssun, which lies further north.
- Ss'thar'tiss'ssun was made thirty thousand years ago by the Sarrukh.
- The Sarrukh are one of the five progenitor, or Creator Races, of Faerûn. They were an evil race that created the nagas and the yuan-ti.

- The snake heads represent the World Serpent, the Sarrukh's deity.
- Ss'thar'tiss'ssun was abandoned millennia ago. It was briefly the site for the original serpent kingdom of Najara, and briefly the location of a human settlement called Serpent's Cowl.
- Rumors say Najara once again lays claim to the ruins.
- However, these ruins were a mere outpost for the Sarrukh, and it is unlikely that it holds any creatures from Najara.

The ruins are actually above-ground viewpoints, connected through underground tunnels to the central outpost complex. Various viewpoints are spread out to cover more ground, while keeping the outpost's underground defenses in one place. From the complex, two tunnels lead in each compass direction to an aboveground building, most of which are now totally overgrown. The PCs are looking at the most southern entrance tunnels. The tunnels could be collapsed, so that when one entrance was assaulted, the others could be used to retreat to safety.

Almost all tunnels are now collapsed and hidden, never really looked into by the local population. The tunnels the PCs found were cleared by Arbosus, the first to get access to the lair for millennia.

The PCs have to choose one of the two tunnels (left or right). There is no discernable difference between the two.

Each leads to the complex, and each leads to two different encounters (see Ending the Encounter below).

The taint of the Sarrukh and the magic of Arbosus have created warped walls and surely sinister place. There is a sense of quiet loss here.

The ruins are filled with monsters diseased and driven insane by experimentation. There is no logic left in most monsters, they are husks filled with hate and the need to murder.

As the PCs enter the tunnels, read:

The walls are slick and partly covered in mold, taking on an eerie green glow. Something here has been corrupted, perhaps something not wholly innocent itself, but this place has been repurposed. This place is not what it once was.

If a PC contracted the *Essence of Bhaal* in Encounter 4 their vision is flooded with blood and visions of harming innocents (read the following text for those characters).

A smell of blood hits your nostrils. The walls are oozing maroon rivers and all of a sudden you are taken by

horrible visions. You see yourself committing acts of murder and violence, all of them chaotic and without purpose. Unable to stop it, you relish in every thrill, ecstasy coursing through you body, you hunger for more destruction and... Your eyes clear. You are standing in the same glowing hallway as the smell of stirred dust and mold hits your nostrils.

This combat encounter is designed to be a mini dungeon drawl. The PCs should play through two encounters before coming to Encounter 6 (see Ending the Encounter).

It is impossible to take any kind of rest in the tunnels. There is a constant droning sound that prevents them from doing so. The sound is maddening and it would be more harmful to the PCs to take a rest than to keep going. PCs realize this before they enter!

A Silence ritual (or similar) can offset this effect.

The droning noise does subside enough following this encounter and the PCs become aware of this. They may take a short rest just prior to Encounter 6.

You may allow the PCs to explore further, but note that any additional encounters beyond the first two do not grant more xp, and PCs do not get any rests in between.

FAST PLAY OPTIONS

The combats in Encounters 5A-5D are intended to last shorter than standard encounters. They are brief skirmishes that should end relatively quickly.

Each encounter lists a few additional victory conditions. These conditions end the encounter, even if creatures are still standing, and consider the PCs victorious (even if they surrender to Usk).

Make sure players (and thus their PCs) become aware of these possibilities.

ENDING THE ENCOUNTER

If the PCs choose the left tunnel, run Encounters 5A and 5B.

If they choose the right tunnel, run Encounters 5C, and 5D.

You can also select two encounters depending on the PCs, and what would best suit the party.

When the players have completed two encounters in Encounter 5 they move further into the complex. There they can take a short rest before they continue on to Encounter 6.

EXPERIENCE POINTS

Each PC earns 25/35/50/70/100 experience points for navigating the ruins. Each combat in the ruins counts towards a milestone individually.

TREASURE

There is no treasure in this encounter.

ENCOUNTER 5A: SENTRIES: BLOODSUCKING VERMIN

ENCOUNTER LEVEL 1/3/5/7/9
(450/650/900/1300/1800 XP)

SETUP

This encounter includes the following creatures at Adventure Level 2:

- 8 stirge suckerlings (level 1) (S)
- 2 death husk stirges (level 2) (D)

This encounter includes the following creatures at Adventure Level 4:

- 8 stirge suckerlings (level 3) (S)
- 2 death husk stirges (level 4) (D)

This encounter includes the following creatures at Adventure Level 6:

- 8 stirge suckerlings (S)
- 2 death husk stirges(D)

This encounter includes the following creatures at Adventure Level 8:

- 2 stirge suckerling swarms (level 7) (S)
- 2 death husk stirges (level 8) (D)

This encounter includes the following creatures at Adventure Level 10:

- 2 stirge suckerling swarms (level 9)(S)
- 2 death husk stirges (level 10) (D)

As the adventurers enter the area, read:

The corridor opens up in a large space. Several feet ahead, the earth drops away into a rift. A strange, impenetrable darkness hangs over the depths, cloaking what is on the bottom.

Slippery ooze covers the surface of the rocky outcrops. Rickety bridges span the rifts. Not all of them look safe,

This part of the complex was shaken by a massive earthquake centuries ago. It is the lair of a set of undead stirges - creatures whose nature has changed drastically by taking their diet from the Bhaal-blood infected undead.

The rifts drop 20 feet (four squares) at EL 2/4/6 and 30 feet (six squares) at EL 8/10 towards a rocky bottom, but the space is filled with a magical darkness that starts

5 feet (1 square) down. This effect can be suppressed for the duration of the encounter with a *dispel magic* or similar effect. It is possible to look out of the darkness, but not to look in it. Hence, the PCs cannot see the undead stirges that move around on the bottom. A PC may be able to hear the stirges if the PCs' passive Perception beats the stirges' take 10 Stealth check.

FEATURES OF THE AREA

Illumination: Darkness. The area is covered in magical darkness (everything one square or lower inside the rifts) is impenetrable.

Rift: the rift is filled with magical darkness up to 5 feet below the platforms.

A creature that is inside the darkness can look out of the darkness, but a creature cannot see anything inside the darkness unless it has blindsight or darkvision. A creature with blindsight can see as far as its sight allows. A creature with darkvision can see 5 feet (one square) inside the darkness.

A creature that falls inside the rift takes 1d10 damage per 10 feet fallen (2d10 at EL 2/4/6 and 3d10 at EL 8/10).

Climbing back up requires a DC 15 Athletics check.

Bridges: The bridges are difficult terrain. They sway, making it difficult to keep balance. A creature on a bridge that cannot fly grants combat advantage.

Broken Bridges: In addition to granting combat advantage like a normal bridge, a broken bridge is unstable. A non-flying creature that takes a move action must make a DC 15 Acrobatics check or sink through the boards. It falls prone and is restrained.

A restrained creature can make a DC 15 Acrobatics/Athletics check to free itself. If it fails, it drops through the bridge and falls inside the rift.

Acidic Slime: This appears as the water areas on the map. A non-flying creature that enters these squares must make a DC 15 Acrobatics check when it takes a move action or slide 1d4 squares in a random direction, and take 5/6/8/9/10 acid damage. This only happens once per move action unless the PC leaves and then reenters the slime in the same move action.

A DC 15 Dungeoneering check allows a PC to identify the effects of the acidic slime.

TACTICS

This encounter is fairly easy in regards to number and level of opponents, but the terrain favors the creatures.

While not particularly smart, the stirges do know that the bridges inconvenience creatures. Hence, unless attacked earlier, they wait until several PCs are on the bridges (or fall inside the rift) before they attack.

They prefer to stick on one PC, swarming it and sucking it dry before they move to another.

The death husk stirges hide among the normal suckerlings, hoping to be confused with them until it attacks.

SCALING THE ENCOUNTER

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

Four PCs: Remove one death husk stirge.

Six PCs: Add 4 stirge suckerlings or one stirge suckerling swarm.

FAST PLAY OPTIONS

This encounter ends with the PCs victorious when:

- The death husk stirges are destroyed. The remaining suckerlings or suckerling swarms were under their control, and scatter harmlessly when they are gone. Make sure PCs learn (after a round of combat) that the death husk stirges control the suckerlings.
- The PCs leave the map on the other side. The stirges do not pursue and are considered 'defeated'.

ENDING THE ENCOUNTER

The encounter ends when the PCs reach the other side of the map and leave the area. Any stirges that are not destroyed do not follow.

The corridor continues on from here, and PCs can move to the next encounter (Encounter 5B, 5C, or 5D, or to Encounter 6 if this is the second Sentries of Ss'thar'tiss'ssun encounter).

Note that the PCs do not get a short rest unless this is the last encounter in the tunnels.

EXPERIENCE POINTS

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

TREASURE

There is no treasure in this encounter.

ENCOUNTER 5A: SENTRIES: BLOODSUCKING VERMIN (AL 2)

Stirge Suckerling (level 1)	Level 1 Minion Lurker
Small natural beast (undead)	XP 25
HP 1; a missed attack never damages a minion	Initiative +7
AC 15, Fortitude 12, Reflex 14, Will 11	Perception +5
Speed 2, fly 6	Darkvision
Resist 5 necrotic; Vulnerable 2 radiant	
TRAITS	
Nimble bloodsucker	
While the stirge has a creature grabbed, the stirge gains a +2 bonus to AC and Reflex.	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +6 vs. AC. While a stirge has a creature grabbed, it can use <i>bite</i> only against that creature, and it hits automatically	
Hit: 3 damage, and the stirge grabs the target (escape DC 13). Until the target is no longer grabbed by any suckerlings, it takes damage at the start of its turn equal to the number of stirge suckerlings grabbing it. The target takes this damage only once each turn, regardless of how many suckerlings are grabbing it.	
TRIGGERED ACTIONS	
Rotting Strike (Necrotic) • Encounter	
Trigger: The stirge suckerling hits with a melee basic attack during its turn.	
Effect: The targets takes ongoing 2 necrotic damage (save ends).	
Skills Stealth +8	
Str 7 (-2)	Dex 16 (+3) Wis10 (+0)
Con 12 (+1)	Int 1 (-5) Cha 4 (-3)
Alignment evil	Languages -
Applied <i>spirit of undeath</i> and <i>rotting strike</i> from the Orcus blood cultist theme	

Death Husk Stirge (level 2)	Level 2 Skirmisher
Small natural animate (undead)	XP 125
HP 39; Bloodied 19	Initiative +7
AC 16, Fortitude 12, Reflex 16, Will 14	Perception +4
Speed 2, fly 6	Darkvision
Immune poison; Resist 10 necrotic	
TRAITS	
Necromantic Flyer	
A death husk that takes radiant damage cannot fly until the end of its next turn; if in the air, it falls.	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 2d6 + 3 damage, and the death husk recharges <i>rotted blood</i> .	
C Rotted Blood (Necrotic) • Encounter	
Attack: Close Blast 3 (living creatures in blast); +5 vs. Fortitude.	
Hit: 1d6 + 3 necrotic damage, and the target is blinded until the end of the stirge's next turn.	
Effect: undead in the blast can shift 2 squares as a free action.	
MOVE ACTIONS	
Nimble Wing • At Will	
Effect: The death husk flies 4 squares. This movement does not provoke opportunity attacks.	
TRIGGERED ACTIONS	
C Necrotic Miasma (Necrotic) • At-Will	
Trigger: The death husk stirge drops to 0 hit points.	
Attack (No Action): Close Burst 2 (living creatures in the burst); +5 vs. Fortitude	
Hit: 5 necrotic damage, and the target is weakened until the end of its next turn.	
Skills Stealth +10	
Str6 (-1)	Dex19 (+5) Wis 16 (+4)
Con 15 (+3)	Int 4 (-2) Cha 7 (-1)
Alignment evil	Languages -
Added the Stealth skill	

ENCOUNTER 5A: SENTRIES: BLOODSUCKING VERMIN (AL 4)

Stirge Suckerling (level 3)	Level 3 Minion Lurker
Small natural beast (undead)	XP 36
HP 1; a missed attack never damages a minion	Initiative +8
AC 17, Fortitude 14, Reflex 16, Will 12	Perception +6
Speed 2, fly 6	Darkvision
Resist 6 necrotic; Vulnerable 3 radiant	
TRAITS	
Nimble bloodsucker	
While the stirge has a creature grabbed, the stirge gains a +2 bonus to AC and Reflex.	
STANDARD ACTIONS	
m Bite • At-Will	
<i>Attack:</i> Melee 1 (one creature); +8 vs. AC. While a stirge has a creature grabbed, it can use <i>bite</i> only against that creature, and it hits automatically	
<i>Hit:</i> 4 damage, and the stirge grabs the target (escape DC 14). Until the target is no longer grabbed by any suckerlings, it takes damage at the start of its turn equal to the number of stirge suckerlings grabbing it. The target takes this damage only once each turn, regardless of how many suckerlings are grabbing it.	
TRIGGERED ACTIONS	
Rotting Strike (Necrotic) • Encounter	
<i>Trigger:</i> The stirge suckerling hits with a melee basic attack during its turn.	
<i>Effect:</i> The targets takes ongoing 3 necrotic damage (save ends).	
Skills Stealth +9	
Str 7 (-1)	Dex 16 (+6)
	Wis 10 (+1)
Con 12 (+2)	Int 1 (-4)
	Cha 4 (-2)
Alignment evil	Languages -
Applied <i>spirit of undeath</i> and <i>rotting strike</i> from the Orcus blood cultist theme	

Death Husk Stirge (level 4)	Level 4 Skirmisher
Small natural animate (undead)	XP 175
HP 55; Bloodied 27	Initiative +8
AC 18, Fortitude 14, Reflex 18, Will 16	Perception +5
Speed 2, fly 6	Darkvision
Immune poison; Resist 10 necrotic	
TRAITS	
Necromantic Flyer	
A death husk that takes radiant damage cannot fly until the end of its next turn; if in the air, it falls.	
STANDARD ACTIONS	
m Bite • At-Will	
<i>Attack:</i> Melee 1 (one creature); +9 vs. AC	
<i>Hit:</i> 2d6 + 5 damage, and the death husk recharges <i>rotted blood</i> .	
C Rotted Blood (Necrotic) • Encounter	
<i>Attack:</i> Close Blast 3 (living creatures in blast); +7 vs. Fortitude.	
<i>Hit:</i> 1d6 + 5 necrotic damage, and the target is blinded until the end of the stirge's next turn.	
<i>Effect:</i> undead in the blast can shift 2 squares as a free action.	
MOVE ACTIONS	
Nimble Wing • At Will	
<i>Effect:</i> The death husk flies 4 squares. This movement does not provoke opportunity attacks.	
TRIGGERED ACTIONS	
C Necrotic Miasma (Necrotic) • At-Will	
<i>Trigger:</i> The death husk stirge drops to 0 hit points.	
<i>Attack (No Action):</i> Close Burst 2 (living creatures in the burst); +7 vs. Fortitude	
<i>Hit:</i> 5 necrotic damage, and the target is weakened until the end of its next turn.	
Skills Stealth +11	
Str 6 (+0)	Dex 19 (+6)
	Wis 16 (+5)
Con 15 (+4)	Int 4 (-1)
	Cha 7 (+0)
Alignment evil	Languages -
Added the Stealth skill	

ENCOUNTER 5A: SENTRIES: BLOODSUCKING VERMIN (AL 6)

Stirge Suckerling	Level 5 Minion Lurker
Small natural beast (undead)	XP 50
HP 1; a missed attack never damages a minion	Initiative +9
AC 19, Fortitude 16, Reflex 18, Will 15	Perception +7
Speed 2, fly 6	Darkvision
Resist 7 necrotic; Vulnerable 3 radiant	
TRAITS	
Nimble bloodsucker	
While the stirge has a creature grabbed, the stirge gains a +2 bonus to AC and Reflex.	
STANDARD ACTIONS	
m Bite • At-Will	
<i>Attack:</i> Melee 1 (one creature); +10 vs. AC. While a stirge has a creature grabbed, it can use <i>bite</i> only against that creature, and it hits automatically	
<i>Hit:</i> 5 damage, and the stirge grabs the target (escape DC 15). Until the target is no longer grabbed by any suckerlings, it takes damage at the start of its turn equal to the number of stirge suckerlings grabbing it. The target takes this damage only once each turn, regardless of how many suckerlings are grabbing it.	
TRIGGERED ACTIONS	
Rotting Strike (Necrotic) • Encounter	
<i>Trigger:</i> The stirge suckerling hits with a melee basic attack during its turn.	
<i>Effect:</i> The targets takes ongoing 4 necrotic damage (save ends).	
Skills Stealth +10	
Str 7 (+0)	Dex 16 (+5)
Con 12 (+3)	Int 1 (-3)
	Wis 10 (+0)
	Cha 4 (-1)
Alignment evil	Languages -
Applied <i>spirit of undeath</i> and <i>rotting strike</i> from the Orcus blood cultist theme	

Death Husk Stirge	Level 6 Skirmisher
Small natural animate (undead)	XP 250
HP 71; Bloodied 35	Initiative +9
AC 20, Fortitude 16, Reflex 20, Will 18	Perception +6
Speed 2, fly 6	Darkvision
Immune poison; Resist 10 necrotic	
TRAITS	
Necromantic Flyer	
A death husk that takes radiant damage cannot fly until the end of its next turn; if in the air, it falls.	
STANDARD ACTIONS	
m Bite • At-Will	
<i>Attack:</i> Melee 1 (one creature); +11 vs. AC	
<i>Hit:</i> 2d6 + 7 damage, and the death husk recharges <i>rotted blood</i> .	
C Rotted Blood (Necrotic) • Encounter	
<i>Attack:</i> Close Blast 3 (living creatures in blast); +9 vs. Fortitude.	
<i>Hit:</i> 1d6 + 7 necrotic damage, and the target is blinded until the end of the stirge's next turn.	
<i>Effect:</i> undead in the blast can shift 2 squares as a free action.	
MOVE ACTIONS	
Nimble Wing • At Will	
<i>Effect:</i> The death husk flies 4 squares. This movement does not provoke opportunity attacks.	
TRIGGERED ACTIONS	
C Necrotic Miasma (Necrotic) • At-Will	
<i>Trigger:</i> The death husk stirge drops to 0 hit points.	
<i>Attack (No Action):</i> Close Burst 2 (living creatures in the burst); +9vs. Fortitude	
<i>Hit:</i> 5 necrotic damage, and the target is weakened until the end of its next turn.	
Skills Stealth +12	
Str 6 (+1)	Dex 19 (+7)
Con 15 (+5)	Int 4 (+0)
	Wis 16 (+6)
	Cha 7 (+1)
Alignment evil	Languages -
Added the Stealth skill	

ENCOUNTER 5A: SENTRIES: BLOODSUCKING VERMIN (AL 8)

Stirge Suckerling Swarm (level 8)	Level 7 Brute
Medium natural beast (swarm, undead)	XP 300
HP 98; Bloodied 49	Initiative +7
AC 19, Fortitude 19, Reflex 19, Will 17	Perception +5
Speed 2, fly 6	Darkvision
Resist 8 necrotic; half damage from melee and ranged attacks	
Vulnerable 4 radiant; 5 against close and area attacks	
TRAITS	
O Blood Frenzy • Aura 1	
Any enemy that starts its turn in the aura takes ongoing 5 damage (save ends). If that enemy is already taking untyped damage, that damage increases by 5.	
Swarm	
The swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm cannot be pulled, pushed, or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises.	
STANDARD ACTIONS	
m Swarm of Suckerlings • At-Will	
<i>Attack:</i> Melee 1 (one creature); +12 vs. AC.	
<i>Hit:</i> 2d8 damage, and ongoing 5 damage (save ends).	
TRIGGERED ACTIONS	
Hungry Flight • At-Will	
<i>Trigger:</i> An enemy moves away from the swarm.	
<i>Hit (Immediate Reaction):</i> The swarm flies up to its fly speed to the triggering enemy's square or a square adjacent to that enemy. This movement does not provoke opportunity attacks.	
Rotting Strike (Necrotic) • Encounter	
<i>Trigger:</i> The stirge suckerling hits with a melee basic attack during its turn.	
<i>Effect:</i> The target takes ongoing 5 necrotic damage (save ends).	
Skills Stealth +12	
Str 10 (+3)	Dex 19 (+7)
Con 18 (+7)	Int 1 (-2)
	Wis 14 (+5)
	Cha 4 (+0)
Alignment evil	Languages -

Applied *spirit of undeath* and *rotting strike* from the Orcus blood cultist theme

Death Husk Stirge (level 8)	Level 8 Skirmisher
Small natural animate (undead)	XP 350
HP 87; Bloodied 43	Initiative +10
AC 22, Fortitude 18, Reflex 22, Will 20	Perception +7
Speed 2, fly 6	Darkvision
Immune poison; Resist 10 necrotic	
TRAITS	
Necromantic Flyer	
A death husk that takes radiant damage cannot fly until the end of its next turn; if in the air, it falls.	
STANDARD ACTIONS	
m Bite • At-Will	
<i>Attack:</i> Melee 1 (one creature); +13 vs. AC	
<i>Hit:</i> 2d6 + 9 damage, and the death husk recharges <i>rotted blood</i> .	
C Rotted Blood (Necrotic) • Encounter	
<i>Attack:</i> Close Blast 3 (living creatures in blast); +11 vs. Fortitude.	
<i>Hit:</i> 1d6 + 9 necrotic damage, and the target is blinded until the end of the stirge's next turn.	
<i>Effect:</i> undead in the blast can shift 2 squares as a free action.	
MOVE ACTIONS	
Nimble Wing • At-Will	
<i>Effect:</i> The death husk flies 4 squares. This movement does not provoke opportunity attacks.	
TRIGGERED ACTIONS	
C Necrotic Miasma (Necrotic) • At-Will	
<i>Trigger:</i> The death husk stirge drops to 0 hit points.	
<i>Attack (No Action):</i> Close Burst 2 (living creatures in the burst); +11 vs. Fortitude	
<i>Hit:</i> 5 necrotic damage, and the target is weakened until the end of its next turn.	
Skills Stealth +13	
Str 6 (+2)	Dex 19 (+8)
Con 15 (+6)	Int 4 (+1)
	Wis 16 (+7)
	Cha 7 (+2)
Alignment evil	Languages -
Added the Stealth skill	

ENCOUNTER 5A: SENTRIES: BLOODSUCKING VERMIN (AL 10)

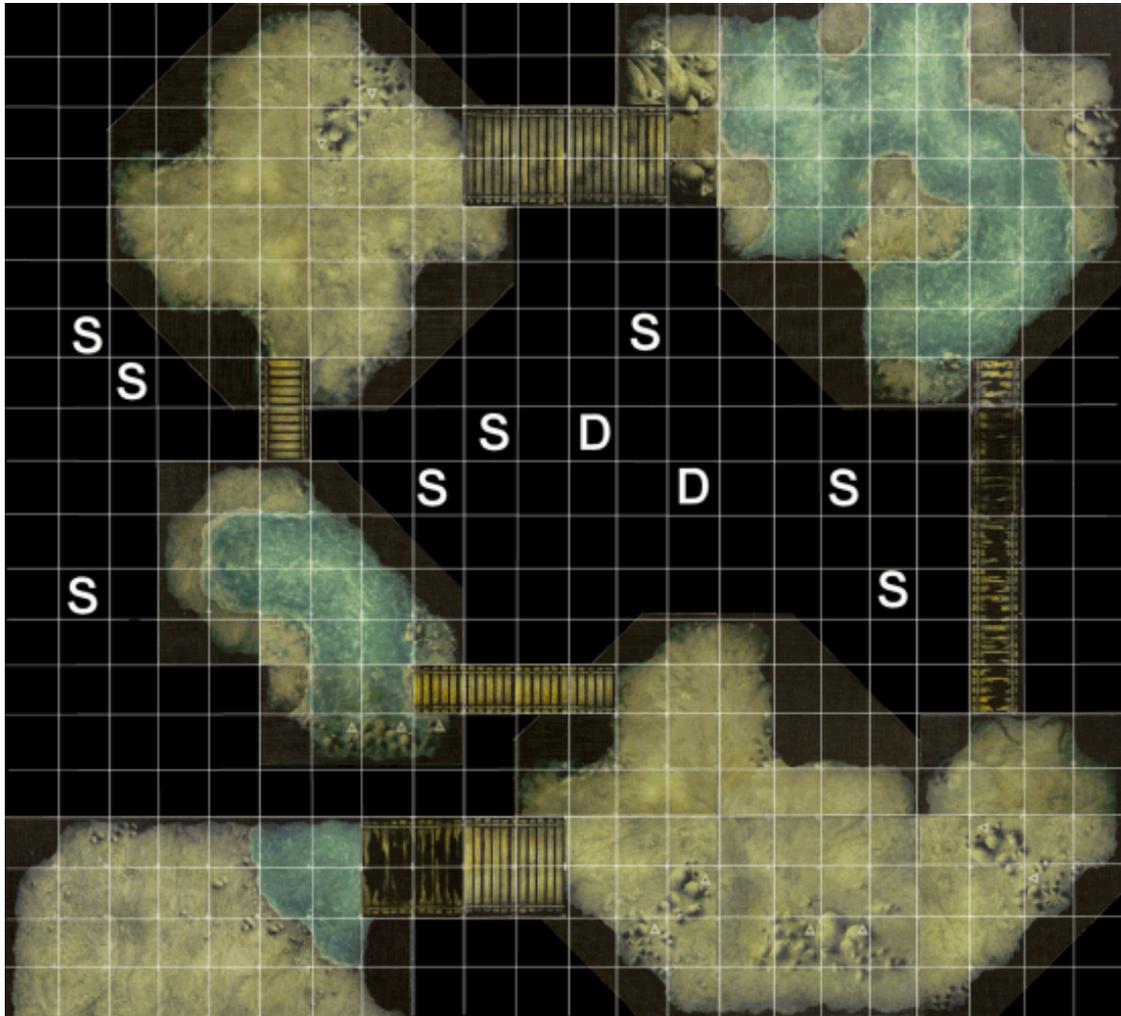
Stirge Suckerling Swarm (level 9)	Level 9 Brute	
Medium natural beast (swarm, undead)	XP 400	
HP 118; Bloodied 59	Initiative +8	
AC 21, Fortitude 21, Reflex 21, Will 19	Perception +6	
Speed 2, fly 6	Darkvision	
Resist 9 necrotic; half damage from melee and ranged attacks		
Vulnerable 4 radiant; 5 against close and area attacks		
TRAITS		
O Blood Frenzy • Aura 1		
Any enemy that starts its turn in the aura takes ongoing 5 damage (save ends). If that enemy is already taking untyped damage, that damage increases by 5.		
Swarm		
The swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm cannot be pulled, pushed, or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises.		
STANDARD ACTIONS		
m Swarm of Suckerlings • At-Will		
<i>Attack:</i> Melee 1 (one creature); +14 vs. AC.		
<i>Hit:</i> 3d6 damage, and ongoing 5 damage (save ends).		
TRIGGERED ACTIONS		
Hungry Flight • At-Will		
<i>Trigger:</i> An enemy moves away from the swarm.		
<i>Hit (Immediate Reaction):</i> The swarm flies up to its fly speed to the triggering enemy's square or a square adjacent to that enemy. This movement does not provoke opportunity attacks.		
Rotting Strike (Necrotic) • Encounter		
<i>Trigger:</i> The stirge suckerling hits with a melee basic attack during its turn.		
<i>Effect:</i> The target takes ongoing 6 necrotic damage (save ends).		
Skills Stealth +13		
Str 10 (+4)	Dex 19 (+8)	Wis 14 (+6)
Con 18 (+8)	Int 1 (-1)	Cha 4 (+1)
Alignment evil		Languages -

Applied *spirit of undeath* and *rotting strike* from the Orcus blood cultist theme

Death Husk Stirge (level 10)	Level 10 Skirmisher	
Small natural animate (undead)	XP 500	
HP 103; Bloodied 51	Initiative +11	
AC 24, Fortitude 20, Reflex 24, Will 22	Perception +8	
Speed 2, fly 6	Darkvision	
Immune poison; Resist 10 necrotic		
TRAITS		
Necromantic Flyer		
A death husk that takes radiant damage cannot fly until the end of its next turn; if in the air, it falls.		
STANDARD ACTIONS		
m Bite • At-Will		
<i>Attack:</i> Melee 1 (one creature); +15 vs. AC		
<i>Hit:</i> 2d8 + 9 damage, and the death husk recharges <i>rotted blood</i> .		
C Rotted Blood (Necrotic) • Encounter		
<i>Attack:</i> Close Blast 3 (living creatures in blast); +13 vs. Fortitude.		
<i>Hit:</i> 2d6 + 9 necrotic damage, and the target is blinded until the end of the stirge's next turn.		
<i>Effect:</i> undead in the blast can shift 2 squares as a free action.		
MOVE ACTIONS		
Nimble Wing • At Will		
<i>Effect:</i> The death husk flies 4 squares. This movement does not provoke opportunity attacks.		
TRIGGERED ACTIONS		
C Necrotic Miasma (Necrotic) • At-Will		
<i>Trigger:</i> The death husk stirge drops to 0 hit points.		
<i>Attack (No Action):</i> Close Burst 2 (living creatures in the burst); +13 vs. Fortitude		
<i>Hit:</i> 10 necrotic damage, and the target is weakened until the end of its next turn.		
Skills Stealth +14		
Str 6 (+3)	Dex 19 (+9)	Wis 16 (+8)
Con 15 (+7)	Int 4 (+2)	Cha 7 (+3)
Alignment evil		Languages -
Added the Stealth skill		

ENCOUNTER 5A: SENTRIES: BLOODSUCKING VERMIN MAP (AL 2-6)

TILE SETS NEEDED
Ruins of the Wild x1



ENCOUNTER 5A: SENTRIES: BLOODSUCKING VERMIN MAP (AL 8-10)

TILE SETS NEEDED

Ruins of the Wild x1



ENCOUNTER 5B: SENTRIES: BLOOD BATH

ENCOUNTER LEVEL 1/3/5/7/9
(450/650/900/1300/1800 XP)

SETUP

This encounter includes the following creatures at Adventure Level 2:

- 1 blood ooze (level 2) (B)
- 2 gnoll huntmasters (level 1) (A)

This encounter includes the following creatures at Adventure Level 4:

- 1 blood ooze (level 4) (B)
- 2 gnoll huntmasters (level 3) (A)

This encounter includes the following creatures at Adventure Level 6:

- 1 blood ooze (level 6) (B)
- 2 gnoll far fangs (level 5) (A)

This encounter includes the following creatures at Adventure Level 8:

- 1 blood ooze (B)
- 2 gnoll far fangs (level 7)(A)

This encounter includes the following creatures at Adventure Level 10:

- 1 blood ooze (level 10) (B)
- 2 gnoll far fangs (level 9) (A)

As the adventurers enter the area, read:

The smell of copper hangs in the air and most of the room here is filled with a red, slick surfaced pool. At the far end a wall is sculpted with leering demonic faces, their mouths wide as if shouting at some unseen force.

The walls have several side doors, some of them open or shattered into pieces.

The surface is slick with water and large portions are filled with rubble.

This was originally a bath room for the original denizens of .Ss'thar'tiss'ssun. Arbosus converted it to a laboratory for the creation of an elemental creature from Bhaal's essence. His experiment succeeded, but the summoned blood ooze proved near-mindless and uncontrollable. Arbosus abandoned it and left it behind as a sentry against any intruders.

The blood ooze still resides in the pool, but since it is under the murky water it is invisible. It stays put and doesn't move until a PC gets in melee range. Until that time, it is impossible to perceive.

The wall at the end is a one-way illusory wall. Behind it, Bellavous placed his own sentinels: gnoll archers. They blindly follow him, for some reason believing he is the vanguard of a demonic invasion. The gnolls follow the quasit's every order, but they are getting bored.

They are eager to fight the PCs, using the cover of the wall, though while they try to keep quiet, a PC may notice their soft giggling (check the PC's passive Perception vs. the gnolls' take 10 Stealth at the start of the encounter. Make sure to account for the -1 Perception penalty for being 10 or more squares away).

The gnolls wait until the PCs enter the room, then they start firing.

FEATURES OF THE AREA

Illumination: Low light.

Bath: The bath is one square deep. Creatures that do not have a swim speed move at half speed and cannot shift. It takes a -2 penalty to attack rolls with fire powers or weapon attacks with weapons not from the spear or crossbow group.

The ooze is not hampered by the water.

Doors/Alcoves: The small doors in the walls open up in small closets. These are not large enough to fit a small or medium creature.

Secret Doors: A secret tunnel runs from one corridor to the gnoll hideout. A creature adjacent to a secret door spots it with a DC 15 Perception check.

One-Way Illusory Wall: The wall is an illusion that appears as a solid wall but can be stepped through without difficulty if a creature is so inclined.

The illusory wall is however only visible from one side - it blocks line of sight only in one direction (from the bottom side of the map to the top side). It is possible to look (and attack) through it without hindrance from the top side of the map.

The illusion reacts superficially (with sound and visual effects) to effects such as attacks that target it. The attacker may make a **Moderate DC Insight check** as a free action to notice something amiss when an attack hits it.

The wall is hit automatically by an attack that targets it. When it sustains 20/35/50/65/80 points of damage, the entire illusion dissolves.

Someone adjacent to the wall can make a **Moderate DC Thievery or Arcana check** as a standard action to

instantly dispel the illusory wall or by effects such as *dispel magic*.

Rubble: Rubble is difficult terrain.

TACTICS

The blood ooze attacks from the bath. It fights only in melee but refuses to get out of the bath: if no PC gets in range, it instead stays underwater (or drops back underwater as a move action) and then readies an attack for when someone gets near again. As long as it has a valid melee target within range it will not drop to the bottom of the pool. While underwater, there is no line of sight or line of effect towards the ooze. Ooze spawn do leave the bath but do not leave the room.

Note that the ooze may attack a gnoll if it is the only creature adjacent.

The gnolls fire from behind the wall. They do not show themselves and try to give the impression that the many-faced wall is a trap. They get too excited to maintain this for too long - every round, they get a bit louder, and the PCs have a +2 cumulative bonus on their passive or active Perception checks for every round after the first to hear the gnolls.

SCALING THE ENCOUNTER

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

Four PCs: Remove one gnoll.

Six PCs: Add one gnoll.

FAST PLAY OPTIONS

This encounter ends with the PCs victorious when:

- The PCs defeat the blood elemental. The archers flee when the ooze is dead.
- The PCs leave the map through one of the corridors. The archers and ooze does not pursue.

ENDING THE ENCOUNTER

The encounter ends when the PCs follow one of the branching corridors (to the left or right) side of the map and leave the area. The archers and ooze do not follow.

The corridors continues on from here, and PCs can move to the next encounter (Encounter 5A, 5C, or 5D, or to encounter 6 if this is the second Sentries of Ss'thar'tiss'ssun encounter).

EXPERIENCE POINTS

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

TREASURE

There is no treasure in this encounter.

ENCOUNTER 5B: SENTRIES: BLOOD BATH (AL 2)

Blood Ooze (level 2)	Level 2 Elite Brute
Large natural beast (blind, ooze)	XP 250
HP 82; Bloodied 41	Initiative +0
AC 14, Fortitude 15, Reflex 13, Will 13	Perception +2
Speed 4, climb 4	Blindsight
Immune blinded, gaze effects; Resist 5 acid	
Saving Throws +2; Action points 1	
TRAITS	
O Aura of Impending Death • Aura 2	
While the blood ooze is bloodied, each enemy that enters the aura or starts its turn there takes 1 necrotic damage.	
Chameleon Defense	
The blood ooze blends with the blood in the bath. It has partial concealment against enemies that are more than 3 squares away.	
Ooze	
While squeezing, the ooze moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing.	
STANDARD ACTIONS	
m Slam (Acid) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +8 vs. AC	
<i>Hit:</i> 2d6 damage, and ongoing 5 acid damage (save ends).	
MOVE ACTIONS	
Flowing Form • At-Will	
<i>Effect:</i> The blood ooze shifts up to 4 squares.	
TRIGGERED ACTIONS	
Split • Encounter	
<i>Trigger:</i> The blood ooze becomes bloodied.	
<i>Effect (No Action):</i> The ooze splits into two creatures, each with hit points equal to one-half its current hit points. Effects on the original ooze do not apply to the second one.	
Str 13 (+2)	Dex 8 (+0)
Con 11 (+1)	Wis 12 (+2)
	Int 1 (-4)
	Cha 1 (-4)
Alignment unaligned	Languages -
The blood elemental is a reflavored black pudding with <i>aura of impending doom</i> from the Orcus blood cultist theme <i>chameleon defense</i> from the snaketongue cultist theme.	

Gnoll Huntmaster (level 1)	Level 1 Artillery
Medium natural humanoid	XP 100
HP 20; Bloodied 10	Initiative +2
AC 15, Fortitude 13, Reflex 14, Will 12	Perception +9
Speed 8	Low-light vision
TRAITS	
Pack Attack	
The gnoll's attacks deal 5 extra damage to any enemy that has two or more of the gnoll's allies adjacent to it. (The blood ooze is NOT an ally).	
STANDARD ACTIONS	
m Handaxe (Weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +6 vs. AC	
<i>Hit:</i> 1d8 +1 damage, or 1d8 + 3 while the gnoll is bloodied.	
R Longbow (Weapon) • Encounter	
<i>Attack:</i> Ranged 30 (one or two creatures); +8 vs. AC	
<i>Hit:</i> 1d10 + 4 damage, or 1d10 + 6 while the gnoll is bloodied.	
Skills Stealth +10	
Str 16 (+3)	Dex 19 (+4)
Con 14 (+2)	Wis 14 (+2)
	Int 8 (-1)
	Cha 7 (-2)
Alignment chaotic evil	Languages Abyssal, Common
Equipment leather armor, handaxe, longbow, 30 arrows	

ENCOUNTER 5B: SENTRIES: BLOOD BATH (AL 4)

Blood Ooze (level 4)	Level 4 Elite Brute	
Large natural beast (blind, ooze)	XP 350	
HP 122; Bloodied 61	Initiative +1	
AC 16, Fortitude 17, Reflex 15, Will 15	Perception +3	
Speed 4, climb 4	Blindsight	
Immune blinded, gaze effects; Resist 5 acid		
Saving Throws +2; Action points 1		
TRAITS		
O Aura of Impending Death • Aura 2		
While the blood ooze is bloodied, each enemy that enters the aura or starts its turn there takes 2 necrotic damage.		
Chameleon Defense		
The blood ooze blends with the blood in the bath. It has partial concealment against enemies that are more than 3 squares away.		
Ooze		
While squeezing, the ooze moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing.		
STANDARD ACTIONS		
m Slam (Acid) • At-Will		
Attack: Melee 1 (one creature); +10 vs. AC		
Hit: 2d6 + 2 damage, and ongoing 5 acid damage (save ends).		
MOVE ACTIONS		
Flowing Form • At-Will		
Effect: The blood ooze shifts up to 4 squares.		
TRIGGERED ACTIONS		
Split • Encounter		
Trigger: The blood ooze becomes bloodied.		
Effect (No Action): The ooze splits into two creatures, each with hit points equal to one-half its current hit points. Effects on the original ooze do not apply to the second one.		
Str 13 (+3)	Dex 8 (+1)	Wis 12 (+3)
Con 11 (+2)	Int 1 (-3)	Cha 1 (-3)
Alignment unaligned	Languages -	
The blood elemental is a reflavored black pudding with <i>aura of impending doom</i> from the Orcus blood cultist theme <i>chameleon defense</i> from the snaketongue cultist theme.		

Gnoll Huntmaster (level 3)	Level 3 Artillery	
Medium natural humanoid	XP 150	
HP 32; Bloodied 16	Initiative +3	
AC 17, Fortitude 15, Reflex 16, Will 14	Perception +10	
Speed 8	Low-light vision	
TRAITS		
Pack Attack		
The gnoll's attacks deal 5 extra damage to any enemy that has two or more of the gnoll's allies adjacent to it. (The blood ooze is NOT an ally).		
STANDARD ACTIONS		
m Handaxe (Weapon) • At-Will		
Attack: Melee 1 (one creature); +8 vs. AC		
Hit: 2d6 + 1 damage, or 2d6 + 3 while the gnoll is bloodied.		
R Longbow (Weapon) • Encounter		
Attack: Ranged 30 (one or two creatures); +10 vs. AC		
Hit: 1d10 + 6 damage, or 1d10 + 8 while the gnoll is bloodied.		
Skills Stealth +10		
Str 16 (+4)	Dex 19 (+5)	Wis 14 (+3)
Con 14 (+3)	Int 8 (+0)	Cha 7 (-1)
Alignment chaotic evil	Languages Abyssal, Common	
Equipment leather armor, handaxe, longbow, 30 arrows		

ENCOUNTER 5B: SENTRIES: BLOOD BATH (AL 6)

Blood Ooze (level 8)	Level 6 Elite Brute
Large natural beast (blind, ooze)	XP 500
HP 198; Bloodied 99	Initiative +5
AC 18, Fortitude 20, Reflex 18, Will 16	Perception +3
Speed 4, climb 3	Blindsight, tremorsense 10
Immune blinded, gaze effects; Resist 15 acid	
Saving Throws +2; Action points 1	
TRAITS	
O Aura of Impending Death • Aura 2	
While the blood ooze is bloodied, each enemy that enters the aura or starts its turn there takes 3 necrotic damage.	
Chameleon Defense	
The blood ooze blends with the blood in the bath. It has partial concealment against enemies that are more than 3 squares away.	
Ooze	
While squeezing, the ooze moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing.	
STANDARD ACTIONS	
m Slam (Acid) • At-Will	
Attack: Melee 1 (one creature); +9 vs. Fortitude	
Hit: 4d6 + 4 acid damage.	
Effect: Before or after the attack, the ooze shifts up to its speed.	
C Engulf (Acid) • At-Will	
Attack: Close Blast 3 (creatures in blast); +9 vs. Fortitude	
Hit: 4d6 + 4 acid damage, and the ooze grabs the target (escape DC 16).	
M Melt (Acid) • At-Will	
Effect: Melee 1 (one creature grabbed by the ooze). The target takes 2d6 + 13 acid damage and loses a healing surge. It takes 9 extra acid damage if it has no healing surges.	
TRIGGERED ACTIONS	
Split • Encounter	
Trigger: An enemy hits the ooze with a weapon attack.	
Effect (No Action): A blood ooze spawn appears in an unoccupied square closest to the pudding.	
Str 15 (+5)	Dex 14 (+5)
Con 19 (+7)	Int 1 (-2)
Wis 11 (+3)	Cha 1 (-2)
Alignment unaligned Languages -	

The blood elemental is a reflavored black pudding with *aura of impending doom* from the Orcus blood cultist theme *chameleon defense* from the snaketongue cultist theme.

Blood Ooze Spawn (level 8)	Level 6 Minion Brute
Medium natural beast (blind, ooze)	XP 63
HP 1; a missed attack never damages a minion	Initiative +5
AC 18, Fortitude 20, Reflex 18, Will 16	Perception +3
Speed 4, climb 3	Blindsight, tremorsense 10
Immune blinded, gaze effects; Resist 15 acid	
TRAITS	
Ooze	
While squeezing, the ooze moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing.	
STANDARD ACTIONS	
m Slam (Acid) • At-Will	
Attack: Melee 1 (one creature); +10 vs. Fortitude	
Hit: 9 acid damage, and the ooze shifts up to its speed.	
Str 15 (+5)	Dex 14 (+5)
Con 19 (+7)	Int 1 (-2)
Wis 11 (+3)	Cha 1 (-2)
Alignment unaligned Languages -	

The blood elemental is a reflavored black pudding spawn

Gnoll Far Fang (level 5)	Level 5 Artillery
Medium natural humanoid	XP 200
HP 50; Bloodied 25	Initiative +7
AC 19, Fortitude 17, Reflex 19, Will 16	Perception +9
Speed 8	Low-light vision
TRAITS	
Pack Attack	
The gnoll's attacks deal 5 extra damage to any enemy that has two or more of the gnoll's allies adjacent to it. (The blood ooze is NOT an ally).	
STANDARD ACTIONS	
m Handaxe (Weapon) • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 2d6 + 4 damage, or 2d6 + 6 while the gnoll is bloodied.	
R Fang Bow (Weapon) • Encounter	
Attack: Ranged 30 (one or two creatures); +12 vs. AC	
Hit: 2d10 + 2 damage, or 2d10 + 4 while the gnoll is bloodied.	
A Hungry Arrows (Weapon) • Encounter	
Attack: Area burst 2 within 10 (enemies in burst); +12 vs. AC	
Hit: 2d10 + 2 damage, or 2d10 + 5 while the gnoll is bloodied. The target takes ongoing 5 damage (save ends).	
Skills Stealth +12	
Str 17 (+5)	Dex 21 (+7)
Con 14 (+4)	Int 9 (+1)
Wis 15 (+4)	Cha 7 (+0)
Alignment chaotic evil Languages Abyssal, Common	
Equipment leather armor, handaxe, fang bow (longbow)	

ENCOUNTER 5B: SENTRIES: BLOOD BATH (AL 8)

Blood Ooze	Level 8 Elite Brute
Large natural beast (blind, ooze)	XP 700
HP 218; Bloodied 109	Initiative +6
AC 20, Fortitude 22, Reflex 20, Will 18	Perception +4
Speed 4, climb 3	Blindsight, tremorsense 10
Immune blinded, gaze effects; Resist 15 acid	
Saving Throws +2; Action points 1	
TRAITS	
O Aura of Impending Death • Aura 2	
While the blood ooze is bloodied, each enemy that enters the aura or starts its turn there takes 4 necrotic damage.	
Chameleon Defense	
The blood ooze blends with the blood in the bath. It has partial concealment against enemies that are more than 3 squares away.	
Ooze	
While squeezing, the ooze moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing.	
STANDARD ACTIONS	
m Slam (Acid) • At-Will	
Attack: Melee 1 (one creature); +11 vs. Fortitude	
Hit: 4d6 + 6 acid damage.	
Effect: Before or after the attack, the ooze shifts up to its speed.	
C Engulf (Acid) • At-Will	
Attack: Close Blast 3(creatures in blast); +11 vs. Fortitude	
Hit: 4d6 + 6 acid damage, and the ooze grabs the target (escape DC 16).	
M Melt (Acid) • At-Will	
Effect: Melee 1 (one creature grabbed by the ooze). The target takes 2d6 + 15 acid damage and loses a healing surge. It takes 10 extra acid damage if it has no healing surges.	
TRIGGERED ACTIONS	
Split • Encounter	
Trigger: An enemy hits the ooze with a weapon attack.	
Effect (No Action): A blood ooze spawn appears in an unoccupied square closest to the ooze.	
Str 15 (+6)	Dex 14 (+6)
Con 19 (+8)	Int 1 (-1)
Wis 11 (+4)	Cha 1 (-1)
Alignment unaligned Languages -	

The blood elemental is a reflavored black pudding with *aura of impending doom* from the Orcus blood cultist theme *chameleon defense* from the snaketongue cultist theme.

Blood Ooze Spawn	Level 8 Minion Brute
Medium natural beast (blind, ooze)	XP 88
HP 1; a missed attack never damages a minion	Initiative +6
AC 20, Fortitude 22, Reflex 20, Will 18	Perception +4
Speed 4, climb 3	Blindsight, tremorsense 10
Immune blinded, gaze effects; Resist 15 acid	
TRAITS	
Ooze	
While squeezing, the ooze moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing.	
STANDARD ACTIONS	
m Slam (Acid) • At-Will	
Attack: Melee 1 (one creature); +12 vs. Fortitude	
Hit: 10 acid damage, and the ooze shifts up to its speed.	
Str 15 (+6)	Dex 14 (+6)
Con 19 (+8)	Int 1 (-1)
Wis 11 (+4)	Cha 1 (-1)
Alignment unaligned Languages -	
The blood elemental is a reflavored black pudding spawn.	

Gnoll Far Fang (level 7)	Level 7 Artillery
Medium natural humanoid	XP 300
HP 62; Bloodied 31	Initiative +8
AC 21, Fortitude 19, Reflex 21, Will 18	Perception +10
Speed 8	Low-light vision
TRAITS	
Pack Attack	
The gnoll's attacks deal 5 extra damage to any enemy that has two or more of the gnoll's allies adjacent to it. (The blood ooze is NOT an ally).	
STANDARD ACTIONS	
m Handaxe (Weapon) • At-Will	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 2d6 + 6 damage, or 2d6 + 9 while the gnoll is bloodied.	
R Fang Bow (Weapon) • Encounter	
Attack: Ranged 30 (one or two creatures); +14 vs. AC	
Hit: 2d10 + 4 damage, or 2d10 + 6 while the gnoll is bloodied.	
A Hungry Arrows (Weapon) • Encounter	
Attack: Area burst 2 within 10 (enemies in burst); +14 vs. AC	
Hit: 2d10 + 4 damage, or 2d10 + 6 while the gnoll is bloodied. The target takes ongoing 5 damage (save ends).	
Skills Stealth +13	
Str 17 (+6)	Dex 21 (+8)
Con 14 (+5)	Int 9 (+2)
Wis 15 (+5)	Cha 7 (+1)
Alignment chaotic evil Languages Abyssal, Common	
Equipment leather armor, handaxe, fang bow (longbow)	

ENCOUNTER 5B: SENTRIES: BLOOD BATH (AL 10)

Blood Ooze (level 10)	Level 10 Elite Brute
Large natural beast (blind, ooze)	XP 1000
HP 238; Bloodied 119	Initiative +7
AC 22, Fortitude 24, Reflex 22, Will 20	Perception +5
Speed 4, climb 3	Blindsight, tremorsense 10
Immune blinded, gaze effects; Resist 15 acid	
Saving Throws +2; Action points 1	
TRAITS	
O Aura of Impending Death • Aura 2	
While the blood ooze is bloodied, each enemy that enters the aura or starts its turn there takes 5 necrotic damage.	
Chameleon Defense	
The blood ooze blends with the blood in the bath. It has partial concealment against enemies that are more than 3 squares away.	
Ooze	
While squeezing, the ooze moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing.	
STANDARD ACTIONS	
m Slam (Acid) • At-Will	
Attack: Melee 1 (one creature); +13 vs. Fortitude	
Hit: 4d6 + 8 acid damage.	
Effect: Before or after the attack, the ooze shifts up to its speed.	
C Engulf (Acid) • At-Will	
Attack: Close Blast 3 (creatures in blast); +13 vs. Fortitude	
Hit: 4d6 + 8 acid damage, and the ooze grabs the target (escape DC 16).	
M Melt (Acid) • At-Will	
Effect: Melee 1 (one creature grabbed by the ooze). The target takes 2d6 + 17 acid damage and loses a healing surge. It takes 11 extra acid damage if it has no healing surges.	
TRIGGERED ACTIONS	
Split • Encounter	
Trigger: An enemy hits the ooze with a weapon attack.	
Effect (No Action): A blood ooze spawn appears in an unoccupied square closest to the ooze.	
Str 15 (+7)	Dex 14 (+7)
Con 19 (+9)	Int 1 (+0)
	Wis 11 (+5)
	Cha 1 (+0)
Alignment unaligned Languages -	

The blood elemental is a reflavored black pudding with *aura of impending doom* from the Orcus blood cultist theme *chameleon defense* from the snaketongue cultist theme.

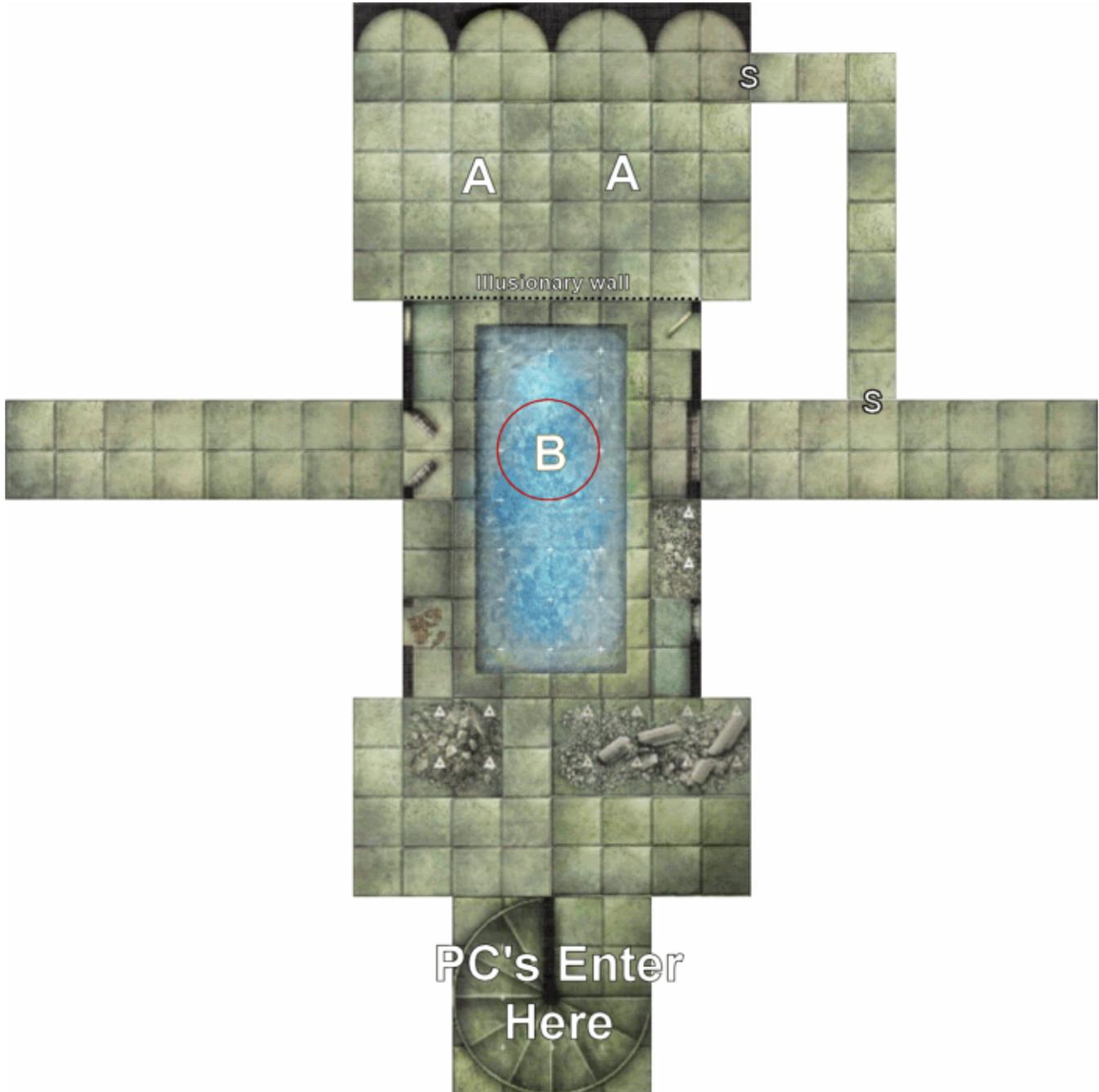
Blood Ooze Spawn (level 10)	Level 10 Minion Brute
Medium natural beast (blind, ooze)	XP 100
HP 1; a missed attack never damages a minion	Initiative +7
AC 22, Fortitude 24, Reflex 22, Will 20	Perception +5
Speed 4, climb 3	Blindsight, tremorsense 10
Immune blinded, gaze effects; Resist 15 acid	
TRAITS	
Ooze	
While squeezing, the ooze moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing.	
STANDARD ACTIONS	
m Slam (Acid) • At-Will	
Attack: Melee 1 (one creature); +14 vs. Fortitude	
Hit: 11 acid damage, and the ooze shifts up to its speed.	
Str 15 (+7)	Dex 14 (+7)
Con 19 (+9)	Int 1 (+0)
	Wis 11 (+5)
	Cha 1 (+0)
Alignment unaligned Languages -	
The blood elemental is a reflavored black pudding spawn	

Gnoll Far Fang (level 9)	Level 9 Artillery
Medium natural humanoid	XP 400
HP 74; Bloodied 37	Initiative +9
AC 23 Fortitude 21, Reflex 23, Will 20	Perception +11
Speed 8	Low-light vision
TRAITS	
Pack Attack	
The gnoll's attacks deal 5 extra damage to any enemy that has two or more of the gnoll's allies adjacent to it. (The blood ooze is NOT an ally).	
STANDARD ACTIONS	
m Handaxe (Weapon) • At-Will	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 2d6 + 8 damage, or 2d6 + 10 while the gnoll is bloodied.	
R Fang Bow (Weapon) • Encounter	
Attack: Ranged 30 (one or two creatures); +16 vs. AC	
Hit: 2d10 + 6 damage, or 2d10 + 8 while the gnoll is bloodied.	
A Hungry Arrows (Weapon) • Encounter	
Attack: Area burst 2 within 10 (enemies in burst); +16 vs. AC	
Hit: 2d10 + 6 damage, or 2d10 + 8 while the gnoll is bloodied. The target takes ongoing 5 damage (save ends).	
Skills Stealth +14	
Str 17 (+7)	Dex 21 (+9)
Con 14 (+6)	Int 9 (+3)
	Wis 15 (+6)
	Cha 7 (+2)
Alignment chaotic evil Languages Abyssal, Common	
Equipment leather armor, handaxe, fang bow (longbow)	

ENCOUNTER 5B: SENTRIES: BLOOD BATH MAP

TILE SETS NEEDED

Dungeon Tiles Master Set: the Dungeon x1



ENCOUNTER 5C: SENTRIES: FROM ABOVE AND BELOW

ENCOUNTER LEVEL 1/3/5/7/9 (450/650/900/1300/1800XP)

This encounter includes the following creatures at Adventure Level 2:

- 2 Centipede Swarms (level 1) (C)
- 1 Wyrmling (level 2) (W)

This encounter includes the following creatures at Adventure Level 4:

- 2 Centipede Swarms (level 3) (C)
- 1 Wyrmling (level 4) (W)

This encounter includes the following creatures at Adventure Level 6:

- 2 Centipede Swarms (level 5) (C)
- 1 Wyrmling (level 6) (W)

This encounter includes the following creatures at Adventure Level 8:

- 2 Centipede Swarms (level 7) (C)
- 1 Wyrmling (level 7) (W)

This encounter includes the following creatures at Adventure Level 10:

- 2 Centipede Swarms (level 9) (C)
- 1 Wyrmling (level 9) (W)

As the adventurers enter the area, read:

You enter a dark room and hear the sound of dripping water off in the distance. The walls are wet to the touch and crumble slightly when weight is placed on them. At your approaching footsteps you hear small creatures skittering into the shadows.

This part of the underground lair has been mostly abandoned due to the loose floor tiles. It is the terrain of the orium dragon wyrmling Uskadrekaron (or Usk, for short). Usk knows about Arbosus, but does not belong to the lich's entourage. Instead, she is here to study the ruins of Ss'thar'tiss'ssun. She is young, overly curious, and very territorial. She believes the PCs to be minions of Arbosus. She therefore attacks on sight, using her own magic to compel the vermin in the room to join her.

Both the wyrmling and the centipedes wait for the PCs to enter the room before they attack (trying to hide behind the casket's cover), being opportunistic rather than defensive.

FEATURES OF THE AREA

Illumination: Low-light

Ceiling: The room is twenty feet high.

Loose Floor Tiles (T): When a creature enters a marked floor tile, it breaks apart. The creature must make a saving throw or drop inside the pit the loose floor tile creates, taking 1d10+2/1d10+4/1d10+6/2d10+4/2d10+6 damage from the fall and the tile shards. The pit is 10 feet deep and takes up the space of 1 square.

A creature that makes its saving throw stops its movement before it enters the square. If it was forcibly moved, it falls prone. A creature can make a **Moderate DC Perception check** as a minor action to see if any tiles within 3 squares are dangerous. A pit or a square of which a PC knows it to be a loose tile counts as hazardous terrain.

The centipede swarms have no problem crossing these tiles due to their light weight. They do not cause the floor tiles to break.

Caskets: The caskets are blocking terrain and provide cover.

Rubble: The rubble is difficult terrain. The corridor ends after 4 squares, where it is entirely blocked due to a cave in.

TACTICS

Usk fights from the ground, using flight only to move from one place to another. It knows about the floor tiles but is too dim-witted to remember where they are. Note that it is a clumsy flier, so it does not fight well while flying.

It attempts to keep away from the PCs attacks. The centipede swarms try to stick together to get their racial bonuses. They focus on PCs that fall prone.

By the time Usk is bloodied, she has recognized that the PCs are likely not Arbosus minions. She continues to fight, but an Intimidate (or Diplomacy) check vs. her Will defense can cause her to surrender or accept a truce. If she surrenders, the centipedes disperse and scuttle away.

SCALING THE ENCOUNTER

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

Four PCs: Remove one centipede swarm.

Six PCs: Add one centipede swam.

FAST PLAY OPTIONS

This encounter ends with the PCs victorious when:

- The PCs defeat Usk. Make sure they know that Usk controls the centipedes. Also, once Usk is bloodied, make sure they realize that the dragon looks insecure, and that they can use Intimidate to force her surrender, or Diplomacy (using the same rules as for Intimidate) to have Usk accept a truce.
- All PCs surrender to Usk. While this is not likely to occur, allow PCs to realize that an orium dragon is an unlikely ally for the creatures encountered so far, so that they may consider that option. Usk stops the fight if all PCs surrender (i.e. stop fighting and lay down arms or retreat). This **does** count as a victory if the PCs take the initiative for this, as Usk then realizes her mistake.

ENDING THE ENCOUNTER

The encounter ends when the PCs defeat Usk.

If Usk still lives, she can give the PCs some information.

- It angers Usk that these ruins have been so defiled, plus the diseased creatures have not been making it easy for her to complete her study.
- The ruins are a Sarrukh outpost. Usk can tell everything about the complex as written in the introduction of Encounter 5.
- Usk knows a lich named Arbosus took the complex recently. He has been performing strange experiments, but Usk has stayed clear.
- Usk is searching for old draconic lore that she hopes to find in Ss'thar'tiss'ssun.
- If a PC mentions Tyrangal (a local woman they may have met), Usk knows of her, but is unsure what to think of her. If the PCs mention her true form, Usk believes Tyrangal mingles too much with humanoids.
- She knows of a potion in the potion room that can help the adventurers in upcoming fights and she explains to them which one to take to harden their armor (gain a +2 on all defenses till the end of their turn). This only applies to **one** use of the potion room!

Usk swears she is not one of Arbosus' creatures. If the PCs let her go, she is willing to see past the PCs slight of attacking her (conveniently ignoring that she started the fight).

The corridor continues on from here, and PCs can move to the next encounter (Encounter 5A, 5B, or 5C, or to Encounter 6 if this is the second Sentries of Ss'thar'tiss'ssun encounter).

EXPERIENCE POINTS

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

TREASURE

There is no treasure in this encounter.

ENCOUNTER 5C: SENTRIES: FROM ABOVE AND BELOW (AL 2)

Orium Dragon Wyrmling	Level 2 Elite Soldier
Medium Natural Magical Beast (dragon)	XP 250
HP 68; Bloodied 34	Initiative +5
AC 18, Fortitude 17, Reflex 15, Will 14	Perception +1
Speed 6, fly 8 (hover), overland flight 10	Darkvision
Resist 5 acid	
Saving Throws +2; Action points 1	
STANDARD ACTIONS	
m Bite (Acid) • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 1d8 + 2 damage plus 1d6 acid damage	
m Claw • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 1d6 + 2 damage, and the target is marked until the end of the wyrmling's next turn.	
M Draconic Fury • At-Will	
The wyrmling makes two claw attacks and one bite attack.	
C Breath Weapon (Acid) • Encounter • Recharges when first bloodied	
Attack: Close blast 3 (creatures in blast); +7 vs. Fortitude	
Hit: 1d8 + 1 acid damage, and a wyrmling vaporous serpent minion appears in any single unoccupied square in the blast. It acts just after the wyrmling in the initiative order.	
Skills History +6, Insight +7, Intimidate +7	
Str 19 (+5)	Dex 15 (+3)
Con 17 (+4)	Wis 10 (+1)
	Cha 13 (+2)
Alignment unaligned	Languages Common, Draconic
Added common as a language.	

Wyrmling Vaporous Serpent	Level 2 Brute Minion
Medium Natural Beast	XP 31
HP 1; a missed attack never damages a minion	Initiative -2
AC 15, Fortitude 14, Reflex 13, Will 12	Perception -2
Speed 6	Darkvision
Resist 10 acid	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 5 acid damage	
Str 16 (+5)	Dex 10 (+2)
Con 12 (+3)	Wis 4 (-1)
	Cha 4 (-1)
Alignment unaligned	Languages ---
Adjusted attacks and damage for brutes.	

Centipede Swarm (level 1)	Level 1 Brute
Medium natural beast (swarm)	XP 100
HP24; Bloodied12	Initiative +2
AC13, Fortitude13, Reflex14, Will9	Perception +0
Speed 6, climb 6 (spider climb)	Darkvision
Resist half damage from melee and ranged attacks	
Vulnerable 10 against close and area attacks	
TRAITS	
O Swarm Attack • Aura 1	
Each enemy that starts its turn within the aura takes 3 damage plus 2 extra damage per centipede swarm adjacent to the enemy.	
Swarm	
The swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm cannot be pulled, pushed, or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises.	
STANDARD ACTIONS	
m Swarm of Mandibles (Poison) • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d6 +1 damage, and ongoing 5 poison damage (save ends); a creature already taking ongoing poison damage is also weakened (save ends). The centipede swarm's attack deals 1 extra damage for each centipede swarm adjacent to it.	
TRIGGERED ACTIONS	
Survival instinct • At-Will	
Trigger: The centipede swarm is hit by an area or closed attack.	
Effect (Immediate Reaction): The centipede swarm shifts 3 squares.	
Str 9 (-1)	Dex 17 (+3)
Con 14 (+2)	Wis 10 (+0)
	Cha 6 (-2)
Alignment unaligned	Languages -
Adjusted attack and damage values	

ENCOUNTER 5C: SENTRIES: FROM ABOVE AND BELOW (AL 4)

Orium Dragon Wyrmling	Level 4 Elite Soldier
Medium Natural Magical Beast (dragon)	XP 350
HP 115; Bloodied 47	Initiative +6
AC 20, Fortitude 18, Reflex 16, Will 15	Perception +2
Speed 6, fly 8 (hover), overland flight 10	Darkvision
Resist 5 acid	
Saving Throws +2; Action points 1	
STANDARD ACTIONS	
m Bite (Acid) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +11 vs. AC	
<i>Hit:</i> 1d8 + 4 damage plus 1d6 acid damage	
m Claw • At-Will	
<i>Attack:</i> Melee 1 (one creature); +11 vs. AC	
<i>Hit:</i> 1d6 + 4 damage, and the target is marked until the end of the wyrmling's next turn.	
M Draconic Fury • At-Will	
The wyrmling makes two claw attacks and one bite attack.	
C Breath Weapon (Acid) • Encounter • Recharges when first bloodied	
<i>Attack:</i> Close blast 3 (creatures in blast); +9 vs. Fortitude	
<i>Hit:</i> 2d6 + 1 acid damage, and a wyrmling vaporous serpent minion appears in any single unoccupied square in the blast. It acts just after the wyrmling in the initiative order.	
Skills History +7, Insight +7, Intimidate +8	
Str 19 (+6)	Dex 15 (+4)
Con 17 (+5)	Int 10 (+2)
	Cha 13 (+3)
Alignment unaligned	Languages Common, Draconic
Added common as a language.	

Wyrmling Vaporous Serpent	Level 4 Brute Minion
Medium Natural Beast	XP 44
HP 1; a missed attack never damages a minion	Initiative -1
AC 17, Fortitude 16, Reflex 15, Will 14	Perception -1
Speed 6	Darkvision
Resist 10 acid	
STANDARD ACTIONS	
m Bite • At-Will	
<i>Attack:</i> Melee 1 (one creature); +9 vs. AC	
<i>Hit:</i> 6 acid damage	
Str 16 (+6)	Dex 10 (+3)
Con 12 (+4)	Int 4 (+0)
	Cha 4 (+0)
Alignment unaligned	Languages ---
Adjusted attacks and damage for brutes.	

Centipede Swarm (level 3)	Level 3 Brute
Medium natural beast (swarm)	XP 150
HP 44; Bloodied 22	Initiative +3
AC 15, Fortitude 14, Reflex 15, Will 11	Perception +1
Speed 6, climb 6 (spider climb)	Darkvision
Resist half damage from melee and ranged attacks	
Vulnerable 10 against close and area attacks	
TRAITS	
O Swarm Attack • Aura 1	
Each enemy that starts its turn within the aura takes 4 damage plus 3 extra damage per centipede swarm adjacent to the enemy.	
Swarm	
The swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm cannot be pulled, pushed, or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises.	
STANDARD ACTIONS	
m Swarm of Mandibles (Poison) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +9 vs. AC	
<i>Hit:</i> 1d6 +3 damage, and ongoing 5 poison damage (save ends); a creature already taking ongoing poison damage is also weakened (save ends). The centipede swarm's attack deals 1 extra damage for each centipede swarm adjacent to it.	
TRIGGERED ACTIONS	
Survival instinct • At-Will	
<i>Trigger:</i> The centipede swarm is hit by an area or closed attack.	
<i>Effect (Immediate Reaction):</i> The centipede swarm shifts 3 squares.	
Skills Stealth +9	
Str 9 (+0)	Dex 17 (+4)
Con 14 (+3)	Int 1 (-4)
	Cha 6 (-1)
Alignment unaligned	Languages -
Adjusted attack and damage values	

ENCOUNTER 5C: SENTRIES: FROM ABOVE AND BELOW (AL 6)

Orium Dragon Wyrmling	Level 6 Elite Soldier
Medium Natural Magical Beast (dragon)	XP 500
HP 147; Bloodied 63	Initiative +7
AC 22, Fortitude 20, Reflex 18, Will 17	Perception +3
Speed 6, fly 8 (hover), overland flight 10	Darkvision
Resist 5 acid	
Saving Throws +2; Action points 1	
STANDARD ACTIONS	
m Bite (Acid) • At-Will	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 1d8 + 6 damage plus 1d6 acid damage	
m Claw • At-Will	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 1d6 + 6 damage, and the target is marked until the end of the wyrmling's next turn.	
M Draconic Fury • At-Will	
The wyrmling makes two claw attacks and one bite attack.	
C Breath Weapon (Acid) • Encounter • Recharges when first bloodied	
Attack: Close blast 3 (creatures in blast); +11 vs. Fortitude	
Hit: 2d6 + 3 acid damage, and a wyrmling vaporous serpent minion appears in any single unoccupied square in the blast. It acts just after the wyrmling in the initiative order.	
Skills History +8, Insight +8, Intimidate +9	
Str 19 (+7)	Dex 15 (+5) Wis 10 (+3)
Con 17 (+6)	Int 10 (+3) Cha 13 (+4)
Alignment unaligned	Languages Common, Draconic
Added common as a language.	

Wyrmling Vaporous Serpent	Level 6 Brute Minion
Medium Natural Beast	XP 63
HP 1; a missed attack never damages a minion	Initiative +0
AC 19, Fortitude 18, Reflex 17, Will 16	Perception +0
Speed 6	Darkvision
Resist 10 acid	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 6 acid damage	
Str 16 (+6)	Dex 10 (+3) Wis 4 (+0)
Con 12 (+4)	Int 4 (+0) Cha 4 (+0)
Alignment unaligned	Languages ---
Adjusted attacks and damage for brutes.	

Centipede Swarm (level 5)	Level 5 Brute
Medium natural beast (swarm)	XP 200
HP64; Bloodied32	Initiative +4
AC17, Fortitude17, Reflex18, Will13	Perception +2
Speed 6, climb 6 (spider climb)	Darkvision
Resist half damage from melee and ranged attacks	
Vulnerable 10 against close and area attacks	
TRAITS	
O Swarm Attack • Aura 1	
Each enemy that starts its turn within the aura takes 5 damage plus 4 extra damage per centipede swarm adjacent to the enemy.	
Swarm	
The swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm cannot be pulled, pushed, or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises.	
STANDARD ACTIONS	
m Swarm of Mandibles (Poison) • At-Will	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 1d6 +5 damage, and ongoing 5 poison damage (save ends); a creature already taking ongoing poison damage is also weakened (save ends). The centipede swarm's attack deals 1 extra damage for each centipede swarm adjacent to it.	
TRIGGERED ACTIONS	
Survival instinct • At-Will	
Trigger: The centipede swarm is hit by an area or closed attack.	
Effect (Immediate Reaction): The centipede swarm shifts 3 squares.	
Skills Stealth +10	
Str 9 (+1)	Dex 17 (+5) Wis10 (+2)
Con 14 (+4)	Int 1 (-3) Cha 6 (+0)
Alignment unaligned	Languages -
Adjusted attack and damage values	

ENCOUNTER 5C: SENTRIES: FROM ABOVE AND BELOW (AL 8)

Orium Dragon Wyrmling	Level 8 Elite Soldier
Medium Natural Magical Beast (dragon)	XP 700
HP 179; Bloodied 79	Initiative +8
AC 24, Fortitude 22, Reflex 20, Will 19	Perception +4
Speed 6, fly 8 (hover), overland flight 10	Darkvision
Resist 5 acid	
Saving Throws +2; Action points 1	
STANDARD ACTIONS	
m Bite (Acid) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +15 vs. AC	
<i>Hit:</i> 1d8 + 8 damage plus 1d6 acid damage	
m Claw • At-Will	
<i>Attack:</i> Melee 1 (one creature); +15 vs. AC	
<i>Hit:</i> 1d6 + 8 damage, and the target is marked until the end of the wyrmling's next turn.	
M Draconic Fury • At-Will	
The wyrmling makes two claw attacks and one bite attack.	
C Breath Weapon (Acid) • Encounter • Recharges when first bloodied	
<i>Attack:</i> Close blast 3 (creatures in blast); +13 vs. Fortitude	
<i>Hit:</i> 2d6 + 5 acid damage, and a wyrmling vaporous serpent minion appears in any single unoccupied square in the blast. It acts just after the wyrmling in the initiative order.	
Skills History +9, Insight +9, Intimidate +10	
Str 19 (+8)	Dex 15 (+6)
Con 17 (+7)	Int 10 (+4)
	Cha 13 (+5)
Alignment unaligned	Languages Common, Draconic
Added common as a language.	

Wyrmling Vaporous Serpent	Level 8 Brute Minion
Medium Natural Beast	XP 88
HP 1; a missed attack never damages a minion	Initiative +1
AC 21, Fortitude 20, Reflex 18, Will 17	Perception +1
Speed 6	Darkvision
Resist 10 acid	
STANDARD ACTIONS	
m Bite • At-Will	
<i>Attack:</i> Melee 1 (one creature); +13 vs. AC	
<i>Hit:</i> 8 acid damage	
Str 16 (+7)	Dex 10 (+4)
Con 12 (+5)	Int 4 (+1)
	Cha 4 (+1)
Alignment unaligned	Languages ---
Adjusted attacks and damage for brutes.	

Centipede Swarm (level 7)	Level 7 Brute
Medium natural beast (swarm)	XP 300
HP 84; Bloodied 42	Initiative +5
AC 19, Fortitude 19, Reflex 20, Will 15	Perception +3
Speed 6, climb 6 (spider climb)	Darkvision
Resist half damage from melee and ranged attacks	
Vulnerable 10 against close and area attacks	
TRAITS	
O Swarm Attack • Aura 1	
Each enemy that starts its turn within the aura takes 6 damage plus 5 extra damage per centipede swarm adjacent to the enemy.	
Swarm	
The swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm cannot be pulled, pushed, or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises.	
STANDARD ACTIONS	
m Swarm of Mandibles (Poison) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +13 vs. AC.	
<i>Hit:</i> 1d6 +7 damage, and ongoing 5 poison damage (save ends); a creature already taking ongoing poison damage is also weakened (save ends). The centipede swarm's attack deals 1 extra damage for each centipede swarm adjacent to it.	
TRIGGERED ACTIONS	
Survival instinct • At-Will	
<i>Trigger:</i> The centipede swarm is hit by an area or closed attack.	
<i>Effect (Immediate Reaction):</i> The centipede swarm shifts 3 squares.	
Skills Stealth +11	
Str 9 (+2)	Dex 17 (+6)
Con 14 (+5)	Int 1 (-2)
	Cha 6 (+1)
Alignment unaligned	Languages -
Adjusted attack and damage values	

ENCOUNTER 5C: SENTRIES: FROM ABOVE AND BELOW (AL 10)

Orium Dragon Wyrmling	Level 10 Elite Soldier
Medium Natural Magical Beast (dragon)	XP 1000
HP 211; Bloodied 105	Initiative +9
AC 26, Fortitude 24, Reflex 22, Will 21	Perception +5
Speed 6, fly 8 (hover), overland flight 10	Darkvision
Resist 5 acid	
Saving Throws +2; Action points 1	
STANDARD ACTIONS	
m Bite (Acid) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +17 vs. AC	
<i>Hit:</i> 1d6 + 10 damage plus 1d6 acid damage	
m Claw • At-Will	
<i>Attack:</i> Melee 1 (one creature); +17 vs. AC	
<i>Hit:</i> 1d6 + 10 damage, and the target is marked until the end of the wyrmling's next turn.	
M Draconic Fury • At-Will	
The wyrmling makes two claw attacks and one bite attack.	
C Breath Weapon (Acid) • Encounter • Recharges when first bloodied	
<i>Attack:</i> Close blast 3 (creatures in blast); +15 vs. Fortitude	
<i>Hit:</i> 2d6 + 7 acid damage, and a wyrmling vaporous serpent minion appears in any single unoccupied square in the blast. It acts just after the wyrmling in the initiative order.	
Skills History +10, Insight +10, Intimidate +11	
Str 19 (+9)	Dex 15 (+7) Wis 10 (+5)
Con 17 (+8)	Int 10 (+5) Cha 13 (+6)
Alignment unaligned	Languages Common, Draconic
Added common as a language.	

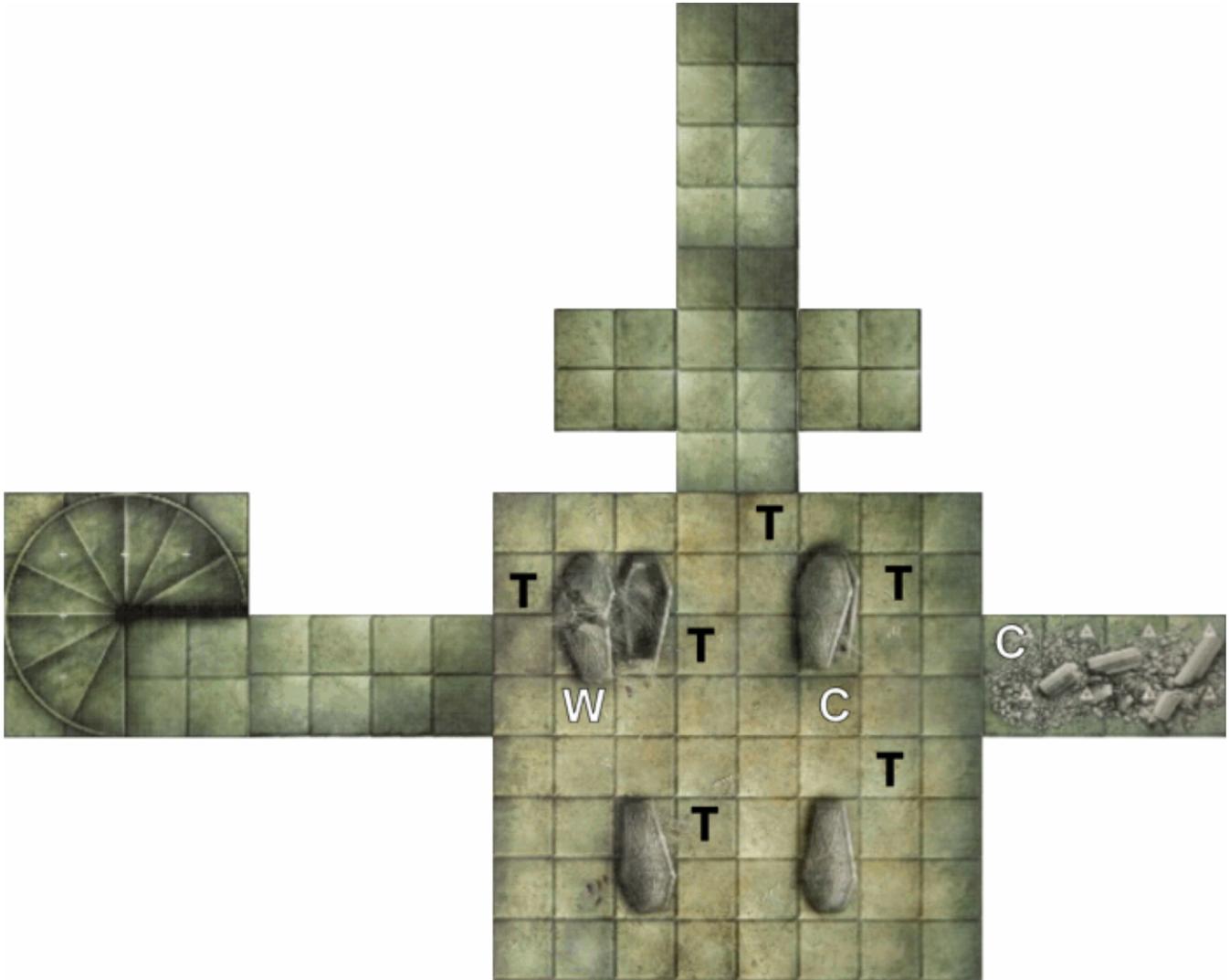
Wyrmling Vaporous Serpent	Level 6 Brute Minion
Medium Natural Beast	XP 100
HP 1; a missed attack never damages a minion	Initiative +2
AC 23, Fortitude 22, Reflex 20, Will 19	Perception +2
Speed 6	Darkvision
Resist 10 acid	
STANDARD ACTIONS	
m Bite • At-Will	
<i>Attack:</i> Melee 1 (one creature); +15 vs. AC	
<i>Hit:</i> 9 acid damage	
Str 16 (+8)	Dex 10 (+5) Wis 4 (+2)
Con 12 (+6)	Int 4 (+2) Cha 4 (+2)
Alignment unaligned	Languages ---
Adjusted attacks and damage for brutes.	

Centipede Swarm (level 9)	Level 9 Brute
Medium natural beast (swarm)	XP 400
HP 104; Bloodied 52	Initiative +6
AC 21, Fortitude 21, Reflex 22, Will 17	Perception +4
Speed 6, climb 6 (spider climb)	Darkvision
Resist half damage from melee and ranged attacks	
Vulnerable 10 against close and area attacks	
TRAITS	
O Swarm Attack • Aura 1	
Each enemy that starts its turn within the aura takes 7 damage plus 6 extra damage per centipede swarm adjacent to the enemy.	
Swarm	
The swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm cannot be pulled, pushed, or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises.	
STANDARD ACTIONS	
m Swarm of Mandibles (Poison) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +14 vs. AC	
<i>Hit:</i> 1d6 +9 damage, and ongoing 5 poison damage (save ends); a creature already taking ongoing poison damage is also weakened (save ends). The centipede swarm's attack deals 1 extra damage for each centipede swarm adjacent to it.	
TRIGGERED ACTIONS	
Survival instinct • At-Will	
<i>Trigger:</i> The centipede swarm is hit by an area or closed attack.	
<i>Effect (Immediate Reaction):</i> The centipede swarm shifts 3 squares.	
Skills Stealth +12	
Str 9 (+3)	Dex 17 (+7) Wis 10 (+4)
Con 14 (+6)	Int 1 (-1) Cha 6 (+2)
Alignment unaligned	Languages -
Adjusted attack and damage values	

ENCOUNTER 5C: SENTRIES: FROM ABOVE AND BELOW MAP

TILE SETS NEEDED

Dungeon Tiles Master Set: the Dungeon x1



ENCOUNTER 5D: SENTRIES: AN EXPLOSIVE SITUATION

ENCOUNTER LEVEL 1/3/5/7/9
(450/650/900/1300/1800XP)

SETUP

This encounter includes the following creatures at Adventure Level 2:

- 8 Crazy Human Goons (H)
- 2 Tainted Bhaal Spawns (B)

This encounter includes the following creatures at Adventure Level 4:

- 8 Crazy Human Goons (level 4) (H)
- 2 Tainted Bhaal Spawns (level 4) (B)

This encounter includes the following creatures at Adventure Level 6:

- 8 Crazy Human Lashers (H)
- 1 Bhaal Spawn (B)

This encounter includes the following creatures at Adventure Level 8:

- 8 Crazy Human Lashers (level 8) (H)
- 1 Bhaal Spawn (level 8) (B)

This encounter includes the following creatures at Adventure Level 10:

- 8 Crazy Human Lashers (level 10) (H)
- 1 Bhaal Spawn (level 10) (B)

As the adventurers enter the area, read:

A musty smell hits your nose and laughing fills your ears as you enter the room ahead. Bottles upon bottles can be seen lining the walls of this ancient room. Most of the labels on the bottles are unreadable, but a few simply have a large red cross over them. A tentacle reaches out from the darkness grabbing a filled bottle and then moments later throwing it to the floor... empty.

This part of the underground lair has been turned into a potion room. The creatures inhabiting this room are more failed experiments. In this case, they are what Arbosus refers to as Bhaal Spawn- humans tainted by the essence of Bhaal, turned into creatures that are not merely insane, but entirely warped.

The spawn were held prisoner in force cages but when Arbosus left the magic drained and the creatures got out. Bellavous has not yet realized that they have escaped. The spawn have used the time to lay claim to the potion room.

They have been drinking Arbosus' experimental mixtures at random and while they had lost most of their humanity to begin with, the potions turned them into even greater menaces.

The creatures are utterly insane and attack anything that is not part of their group.

The crazed humans are all decrepit humans with grey skin and boils on their bodies (as if diseased). They wield clubs or whips.

The Bhaalspawn are only barely humanoid. They grow tentacles in place of their arms and their bodies are deformed (at higher levels bloated to gigantic proportions).

FEATURES OF THE AREA

Illumination: Low-light

Potion Shelves/Tables: Potion shelves line the walls of this room and potion tables stand about. If a character is forced into a square with a potion shelf or table, potions break and mix into a vile concoction.

C Potion Burst (Acid)

Attack: Close burst 1 (creature in burst); +5/7/9/11/13 vs. Reflex

Hit: 1d8 +5/2d6+5/2d6+7/2d8+7/2d8+9 acid damage

Effect: The attack area becomes difficult terrain.

Potions: As a minor action, a creature of at least small size that is adjacent to a shelf or table can take a potion drink it.

Roll 1d6 and use the following chart to determine effects:

D6	Effect
1	The creature grows sluggish. It takes a -2 penalty to all defenses until the end of its next turn.
2	The creature's skin turns white and its eyes completely black. It takes a -2 penalty to Bluff, Diplomacy, and Perception checks until it takes an extended rest.
3	The target of the creature's deepest hatred flashes in front of their eyes. The creature is dazed until the end of its next turn.
4	The creature becomes one size larger until the end of the encounter (up to huge size). Its reach increases by 1.
5	The creature becomes one size smaller until the end of the encounter (down to tiny size). Its reach decreases by 1 (to a minimum of 1).

6	The creature's skin toughens. It gets a +2 to defenses until the end of its next turn.
---	--

TACTICS

The crazed humans use the room's limited size to try and gain benefits from each other's proximity.

The Bhaal spawn(s) try to grab PCs so the crazed humans can swarm them.

The creatures drink potions in between actions when possible, as they believe it will help them in the fight.

SCALING THE ENCOUNTER

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

Four PCs: Remove 4 crazed human goons or 4 crazed human lashers.

Six PCs: Add 4 crazed human goons or 4 crazed human lashers.

FAST PLAY OPTIONS

This encounter ends with the PCs victorious when:

- The PCs defeat the Bhaal spawn. The crazed humans collapse, gibbering madly.

ENDING THE ENCOUNTER

The encounter ends when the PCs defeat the creatures. If the PCs leave the room, the creatures follow (possibly into the next encounter). If they like, PCs can take along some potions to the next encounter.

The corridor continues on from here, and PCs can move to the next encounter (Encounter 5A, 5B, or 5C, or to Encounter 6 if this is the second Sentries of Ss'thar'tiss'ssun encounter).

EXPERIENCE POINTS

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

TREASURE

There is no treasure in this encounter.

ENCOUNTER 5D: SENTRIES: EXPLOSIVE SITUATION (AL 2)

Crazed Human Goon		Level 2 Minion
Medium natural humanoid, human		XP 31
HP 1 ; a missed attack never damages a minion		Initiative +3
AC 15, Fortitude 13, Reflex 11, Will 11		Perception +2
Speed 6		
TRAITS		
Mob Rule		
The human goon gains a +2 power bonus to all defenses while at least two other human goons are within 5 squares of it.		
STANDARD ACTIONS		
m Club (Weapon) • At-Will		
Attack: Melee 1 (one creature); +7 vs. AC		
Hit: 5 damage.		
TRIGGERED ACTIONS		
Aura of Madness		
Trigger: A creature starts its turn within 3 squares of the human goon		
Effect (Opportunity Action): The human goon slides the triggering creature 1 square.		
Psychic Feedback		
Trigger: The human goon drops to 0 hit points.		
Effect (Immediate Interrupt): Each enemy adjacent to one or more human goons takes 2 psychic damage.		
Str 14 (+3)	Dex 11 (+1)	Wis 12 (+2)
Con 12 (+2)	Int 9 (+0)	Cha 13 (+2)
Alignment chaotic evil Languages Common		
Equipment club		
Human goon with adjusted alignment and Those Who Hear theme applied		

Tainted Bhaal Spawn		Level 2 Controller
Medium aberrant humanoid (blind, human)		XP 125
HP 34; Bloodied 17		Initiative +1
AC 16, Fortitude 14, Reflex 15, Will 13		Perception +3
Speed 4		Blindsight 5
STANDARD ACTIONS		
m Root Lash • At-Will		
Attack: Melee 2 (one creature); +7 vs. AC		
Hit: 1d8 + 5 damage, and the target is grabbed. The tainted Bhaal spawn can grab one target at a time.		
M Constrict • At-Will		
Attack: Melee 2 (one or two creatures); +6 vs. Fortitude		
Hit: 1d8 + 5 damage, and the Bhaal spawn sustains the grab.		
MOVE ACTIONS		
Pulling Roots		
The tainted Bhaal spawn shifts 2 squares and slides any creature grabbed by it 2 squares into a square adjacent to it.		
Str 14(+3)	Dex 17(+4)	Wis 13(+2)
Con 10(+1)	Int 8 (-3)	Cha 6 (-1)
Alignment chaotic evil Languages ---		
Based on Tainted root pod, changed to aberrant humanoid (human), adjusted damage to new rules. Increased Int.		

ENCOUNTER 5D: SENTRIES: EXPLOSIVE SITUATION (AL4)

Crazed Human Goon (level 4)	Level 4 Minion
Medium natural humanoid	XP 44
HP 1 ; a missed attack never damages a minion	Initiative +4
AC 17, Fortitude 15, Reflex 13, Will 13	Perception +3
Speed 6	
TRAITS	
Mob Rule	
The human goon gains a +2 power bonus to all defenses while at least two other human goons are within 5 squares of it.	
STANDARD ACTIONS	
m Club (Weapon) • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 6 damage.	
TRIGGERED ACTIONS	
Aura of Madness	
Trigger: A creature starts its turn within 3 squares of the human goon	
Effect (Opportunity Action): The hanged one slides the triggering creature 1 square.	
Psychic Feedback	
Trigger: The human goon drops to 0 hit points.	
Effect (Immediate Interrupt): Each enemy adjacent to one or more human goons takes 2 psychic damage.	
Str 14 (+3)	Dex 10 (+1) Wis 10 (+1)
Con 12 (+2)	Int 9 (+0) Cha 11 (+1)
Alignment chaotic evil Languages Common	
Equipment club	
Human goon with adjusted alignment and Those Who Hear theme applied	

Tainted Bhaal Spawn (level 4)	Level 4 Controller
Medium aberrant humanoid (blind, human)	XP 175
HP 50; Bloodied 25	Initiative +2
AC 18, Fortitude 16, Reflex 17, Will 15	Perception +4
Speed 4	Blindsight 5
STANDARD ACTIONS	
m Root Lash • At-Will	
Attack: Melee 2 (one creature); +9 vs. AC	
Hit: 2d6 + 5 damage, and the target is grabbed. The tainted Bhaal spawn can grab one target at a time.	
M Constrict • At-Will	
Attack: Melee 2 (one or two creatures); +8 vs. Fortitude	
Hit: 2d6 + 5 damage, and the Bhaal spawn sustains the grab.	
MOVE ACTIONS	
Pulling Roots	
The tainted Bhaal spawn shifts 2 squares and slides any creature grabbed by it 2 squares into a square adjacent to it.	
Str 14(+4)	Dex 17(+5) Wis 13(+3)
Con 10(+2)	Int 8 (-2) Cha 6 (+0)
Alignment chaotic evil Languages ---	
Based on Tainted root pod, changed to aberrant humanoid (human), adjusted damage to new rules. Increased Int.	

ENCOUNTER 5D: SENTRIES: EXPLOSIVE SITUATION (AL6)

Crazed Human Lasher	Level 6 Minion
Medium natural humanoid (human)	XP63
HP 1; a missed attack never damages a minion	Initiative +6
AC 17, Fortitude 15, Reflex 13, Will 13	Perception +3
Speed 5	Darkvision
Immune disease, poison	
TRAITS	
Entrap	
If a creature starts its turn adjacent to at least 3 crazed human rabble, it is immobilized until the end of its turn and takes 5 damage.	
STANDARD ACTIONS	
m Whip Lash (Weapon) • At-Will	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 7 damage.	
TRIGGERED ACTIONS	
Aura of Madness	
Trigger: A creature starts its turn within 3 squares of the human lasher.	
Effect (Opportunity Action): The human lasher slides the triggering creature 1 square.	
Psychic Feedback	
Trigger: The human lasher drops to 0 hit points.	
Effect (Immediate Interrupt): Each enemy adjacent to one or more human lashers takes 2 psychic damage.	
Str 16 (+6)	Dex 14 (+5)
Con 16 (+6)	Int 7 (+1)
	Wis 8 (+2)
	Cha 3 (-1)
Alignment chaotic evil Languages Common	
Equipment whip	
Hanged one reflavored to human lasher with Those Who Hear theme applied, Changed alignment, adapted damage to new rules, and removed flight. Increased Int.	

Bhaal Spawn	Level 6 Elite Controller
Large aberrant humanoid (human)	XP 500
HP 142; Bloodied 71	Initiative +5
AC 19, Fortitude 19, Reflex 17, Will 15	Perception +9
Speed 6, burrow 6	Tremorsense
Saving Throws +2; Action points 1	
TRAITS	
Grinding Tentacles (Acid)	
At the start of the Bhaal spawn's turn, any creature it is grabbing takes 1d8 + 6 acid damage.	
Threatening Reach	
The Bhaal spawn can make opportunity attacks against all enemies within its reach (4 squares).	
STANDARD ACTIONS	
m Tentacle • At-Will	
Attack: Melee 4 (one creature); +11 vs. AC	
Hit: 2d6 + 7 damage, and the target is grabbed (until escape).	
C Tentacle Fury • Recharge 5 6	
Attack: Close burst 2 (enemies in burst); +11 vs. AC	
Hit: 2d6 + 7 damage, and the target is grabbed (until escape).	
Skills Stealth +10	
Str 20 (+8)	Dex 15 (+5)
Con 15 (+5)	Int 8 (+2)
	Wis 13 (+4)
	Cha 10 (+3)
Alignment chaotic evil Languages Common	
Phalagar reflavored to humanoid, Changed alignment, adapted damage to new rules.	

ENCOUNTER 5D: SENTRIES: EXPLOSIVE SITUATION (AL 8)

Crazed Human Lasher (level 8)	Level 8 Minion
Medium natural humanoid (human)	XP 88
HP 1; a missed attack never damages a minion	Initiative +7
AC 19, Fortitude 17, Reflex 15, Will 15	Perception +4
Speed 5	Darkvision
Immune disease, poison	
TRAITS	
Entrap	
If a creature starts its turn adjacent to at least 3 crazed human rabble, it is immobilized until the end of its turn and takes 5 damage.	
STANDARD ACTIONS	
m Whip Lash (Weapon) • At-Will	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 8 damage.	
TRIGGERED ACTIONS	
Aura of Madness	
Trigger: A creature starts its turn within 3 squares of the human lasher.	
Effect (Opportunity Action): The human lasher slides the triggering creature 1 square.	
Psychic Feedback	
Trigger: The human lasher drops to 0 hit points.	
Effect (Immediate Interrupt): Each enemy adjacent to one or more human lashers takes 2 psychic damage.	
Str 16 (+7)	Dex 14 (+4)
Con 16 (+7)	Int 7(+2)
	Wis 8 (+3)
	Cha 3 (+0)
Alignment chaotic evil Languages Common	
Equipment whip	
Hanged one reflavored to human lasher with Those Who Hear theme applied, Changed alignment, adapted damage to new rules, and removed flight. Increased Int.	

Bhaal Spawn (level 8)	Level 8 Elite Controller
Large aberrant humanoid (human)	XP 700
HP 158; Bloodied 79	Initiative +6
AC 21, Fortitude 21, Reflex 19, Will 17	Perception +10
Speed 6, burrow 6	Tremorsense
Saving Throws +2; Action points 1	
TRAITS	
Grinding Tentacles (Acid)	
At the start of the Bhaal spawn's turn, any creature it is grabbing takes 2d6 + 6 acid damage.	
Threatening Reach	
The Bhaal spawn can make opportunity attacks against all enemies within its reach (4 squares).	
STANDARD ACTIONS	
m Tentacle • At-Will	
Attack: Melee 4 (one creature); +13 vs. AC	
Hit: 2d8 + 7 damage, and the target is grabbed (until escape).	
C Tentacle Fury • Recharge 5 6	
Attack: Close burst 2 (enemies in burst); +13 vs. AC	
Hit: 2d8 + 7 damage, and the target is grabbed (until escape).	
Skills Stealth +11	
Str 20 (+9)	Dex 15 (+6)
Con 15 (+6)	Int 8 (+3)
	Wis 13 (+5)
	Cha 10 (+4)
Alignment chaotic evil Languages Common	
Phalagar reflavored to humanoid, Changed alignment, adapted damage to new rules.	

ENCOUNTER 5D: SENTRIES: EXPLOSIVE SITUATION (AL 10)

Crazed Human Lasher (level 10)	Level 10 Minion
Medium natural humanoid (human)	XP 125
HP 1 ; a missed attack never damages a minion	Initiative +8
AC 21, Fortitude 19, Reflex 17, Will 17	Perception +5
Speed 5	Darkvision
Immune disease, poison	
TRAITS	
Entrap	
If a creature starts its turn adjacent to at least 3 crazed human rabble, it is immobilized until the end of its turn and takes 5 damage.	
STANDARD ACTIONS	
m Whip Lash (Weapon) • At-Will	
Attack: Melee 1 (one creature); +16 vs. AC	
Hit: 9 damage.	
TRIGGERED ACTIONS	
Aura of Madness	
Trigger: A creature starts its turn within 3 squares of the human lasher.	
Effect (Opportunity Action): The human lasher slides the triggering creature 1 square.	
Psychic Feedback	
Trigger: The human lasher drops to 0 hit points.	
Effect (Immediate Interrupt): Each enemy adjacent to one or more human lashers takes 2 psychic damage.	
Str 16 (+8)	Dex 14 (+5)
Con 16 (+8)	Int 7 (+2)
	Wis 8 (+4)
	Cha 3 (+1)
Alignment chaotic evil Languages Common	
Equipment whip	

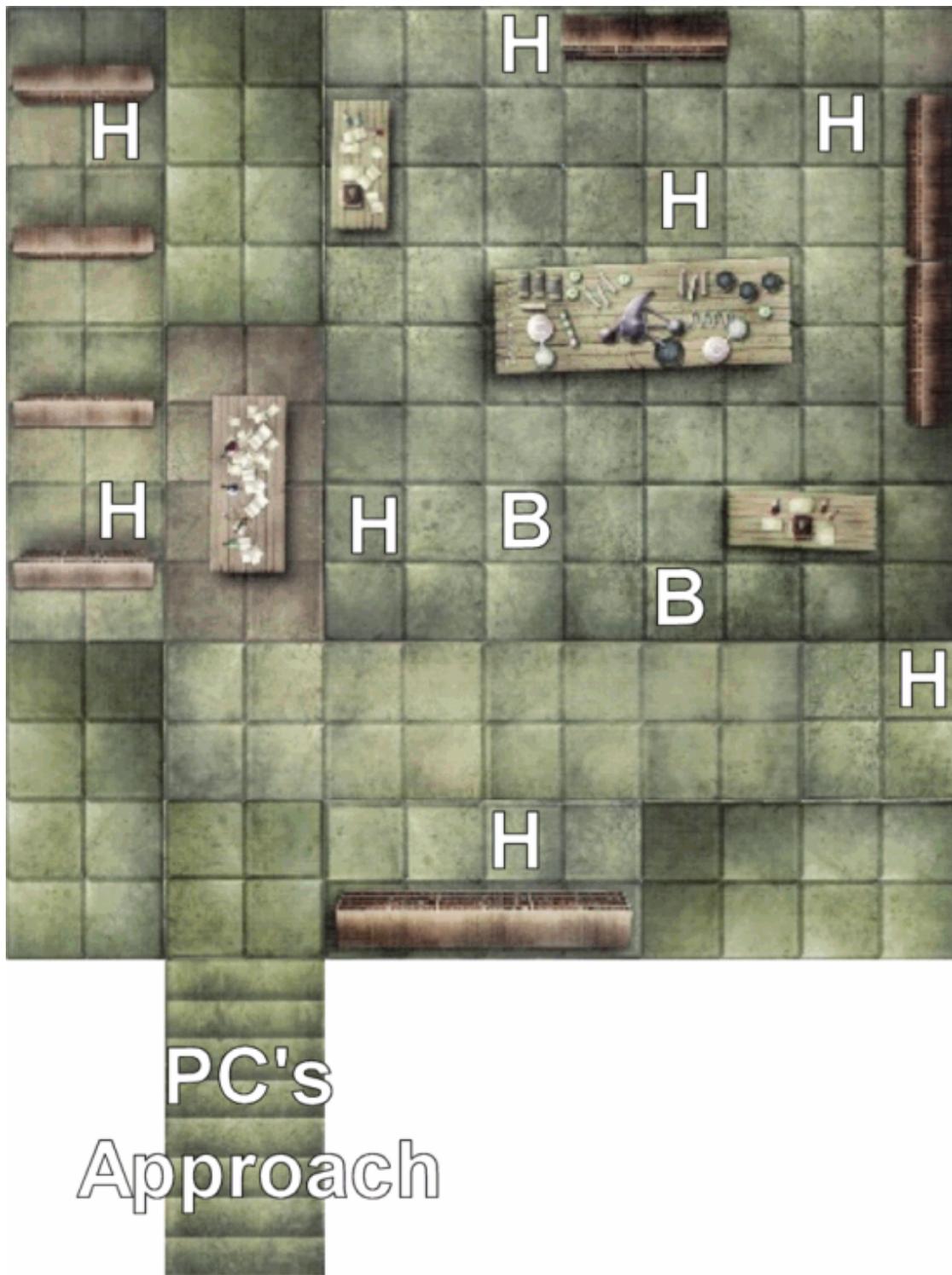
Hanged one reflavored to human lasher with Those Who Hear theme applied, Changed alignment, adapted damage to new rules, and removed flight. Increased Int.

Bhaal Spawn (level 10)	Level 10 Elite Controller
Large aberrant humanoid (human)	XP 1000
HP 174; Bloodied 87	Initiative +7
AC 23, Fortitude 23, Reflex 21, Will 19	Perception +11
Speed 6, burrow 6	Tremorsense
Saving Throws +2; Action points 1	
TRAITS	
Grinding Tentacles (Acid)	
At the start of the Bhaal spawn's turn, any creature it is grabbing takes 2d8 + 6 acid damage.	
Threatening Reach	
The Bhaal spawn can make opportunity attacks against all enemies within its reach (4 squares).	
STANDARD ACTIONS	
m Tentacle • At-Will	
Attack: Melee 4 (one creature); +15 vs. AC	
Hit: 2d8 + 9 damage, and the target is grabbed (until escape).	
C Tentacle Fury • Recharge 5 6	
Attack: Close burst 2 (enemies in burst); +15 vs. AC	
Hit: 2d8 + 9 damage, and the target is grabbed (until escape).	
Skills Stealth +12	
Str 20 (+10)	Dex 15 (+7)
Con 15 (+7)	Int 8 (+4)
	Wis 13 (+6)
	Cha 10 (+5)
Alignment chaotic evil Languages Common	
Phalagar reflavored to humanoid, Changed alignment, adapted damage to new rules.	

ENCOUNTER 5D: SENTRIES: EXPLOSIVE SITUATION MAP (AL 2/4)

TILE SETS NEEDED

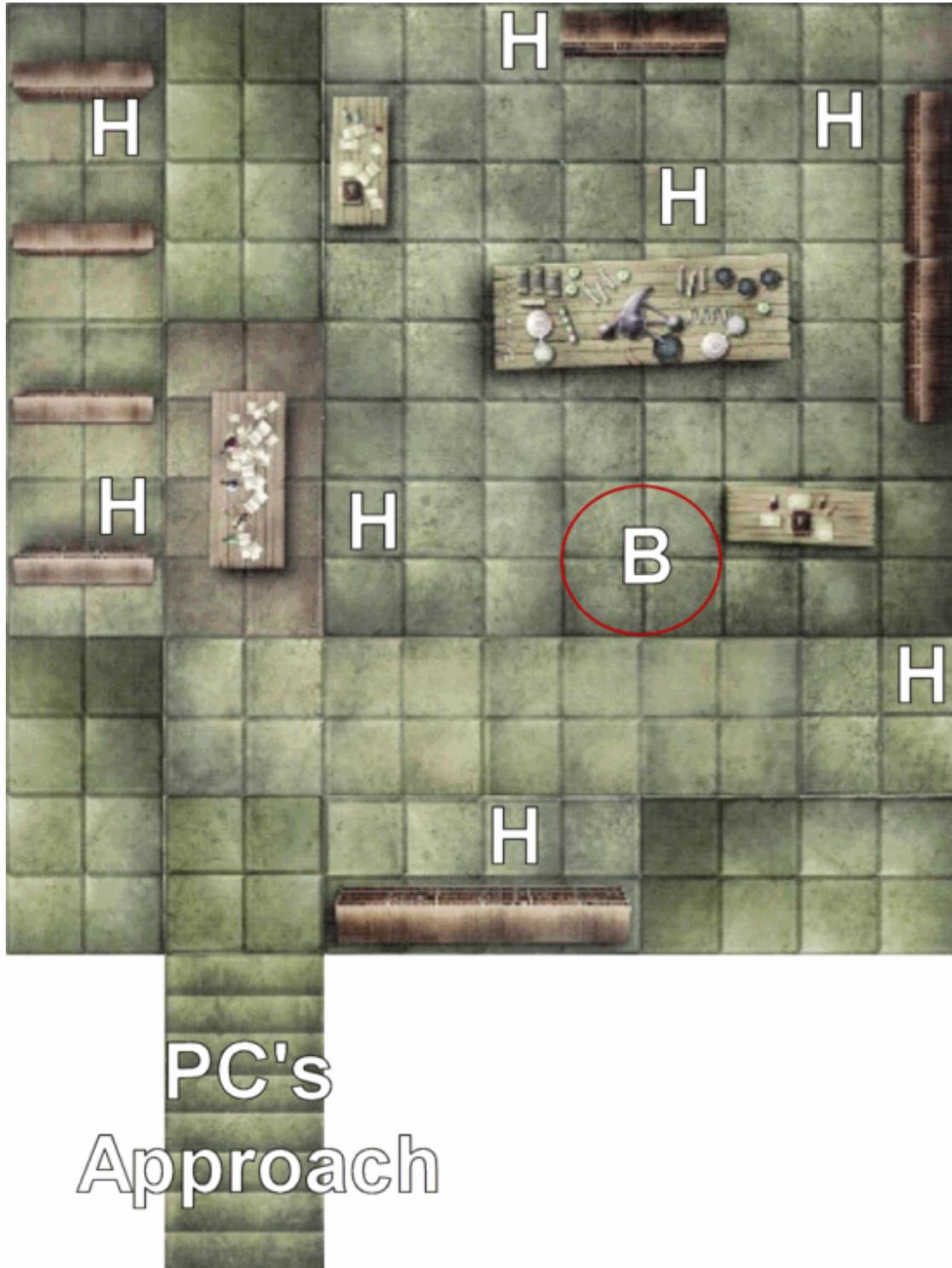
Dungeon Tiles Master Set: the Dungeon x1



ENCOUNTER 5D: SENTRIES: EXPLOSIVE SITUATION MAP (AL 6/8/10)

TILE SETS NEEDED

Dungeon Tiles Master Set: the Dungeon x1



ENCOUNTER 6: THE LICH'S VASSAL

ENCOUNTER LEVEL 3/5/7/9/11
(725/975/1450/1950/2900 XP)

SETUP

This encounter includes the following creatures at Adventure Level 2:

3 Ogres (level 3) (O)

1 Horrid Bhaal spawn (level 2) (B)

Bellavous, Quasit (level 3) (Q)

This encounter includes the following creatures at Adventure Level 4:

3 Ogres (level 5) (O)

1 Horrid Bhaal spawn (level 4) (B)

Bellavous, Quasit (level 5) (Q)

This encounter includes the following creatures at Adventure Level 6:

3 Ogres (level 7) (O)

1 Horrid Bhaal spawn (level 6) (B)

Bellavous, Quasit (Q)

This encounter includes the following creatures at Adventure Level 8:

3 Ogre Juggernauts (level 9) (O)

1 Horrid Bhaal spawn (level 8) (B)

Bellavous, Quasit (level 9) (Q)

This encounter includes the following creatures at Adventure Level 10:

3 Ogre Juggernauts (level 11) (O)

1 Horrid Bhaal spawn (level 10) (B)

Bellavous, Quasit (level 11) (Q)

If the PCs failed Encounter 3, there are also:

3 Way cultist prisoners (c)

The PCs reach Arbosus' lair. Remind them that the drone has stopped and they can now take a short rest before continuing.

As the adventurers enter the area, read:

The corridor opens into a huge antechamber. Several huge ogres mill around. A small red, winged creature flies in the background screeching orders.

A glowing pentacle is inlaid in the floor. Inside, covered in broken chains that must once have

constrained it, lurks a monstrous creature. Barely human, its skin is mostly missing, and it is covered in blood. It radiates hatred.

If the PCs failed in encounter 3 read:

Also inside the pentacle lie three other human figures. Blood pools around them, and they breathe with difficulty.

The three cultists (c on the map) were captured after Encounter 3 by Bellavous' minions. They are bound and gagged, wounded and slowly dying as the pentacle leeches their life away. The PCs must rescue them while fighting the monsters.

The ogres are mercenaries provided by the cult of Cyric. They have slowly been corrupted by the Bhaal essence.

FEATURES OF THE AREA

Pentacle: The pentacle sizzles with energy as electric arcs leap over its surface. A creature that enters the pentacle or starts its turn there is slowed.

Portals: There are three portals in the area. A creature that enters a portal immediately exits from a random portal (roll 1d6, and select a side as numbered on the map). A creature that exits a portal is also dazed until the end of their next turn. A portal is considered hazardous terrain.

Cultists (c): The cultists are lying in a pentacle. The pentacle leeches a cultist's life away as long as it is within 5 squares. A cultist dies after 4 rounds of leeching unless the PCs prevent it. The exact mechanics are apparent to anyone who is a ritual caster, or anyone who makes a DC 15 Arcana check as a free action (allow the PCs to take 10 on these checks).

The PCs can save a cultist in two ways. They can stop the leech on one cultist with a **Moderate DC Arcana or Thievery check** as a standard action.

Alternately they can move a cultist - once it is 5 squares from the pentacle, the leech stops (though renews if the cultists is brought closer again). Besides forced movement effects, a PC can make a **Moderate DC Athletics check** to move a cultist half his speed as a move action (the increased difficulty lies in the cultist's increased resistance due to delirium).

Every time the Bhaal spawn loses a leech on a cultist, it takes a -1 cumulative penalty on all its defenses. The penalty goes away when the leech is re-established.

TACTICS

The ogres and Bhaal spawn follow the orders of Bellavous now that Arbosus has left. The ogres knock the PCs into the portals when possible in hopes of dazing them. They try to use *blood feast* and *mark of Bhaal* to finish off bloodied opponents.

Bellavous tries to stay out of the reach of the PCs and darts around the map. It uses *dictum* early, hoping to keep out of the fight and have others fight for it. Note that when it orders a dominated creature to attack, it becomes visible.

The Bhaal spawn uses *incite frenzy* whenever there is a PC inside range that is yet unaffected. Otherwise, it channels the pentacle energies into a *shock bolt*. When it is bloodied, it frenzies and only *rends flesh*.

The Bhaal spawn and the ogres are loyal to Bellavous and fight to the death. Bellavous tries to flee if he sees that all his minions are dead and there is no chance for him to win. If fleeing is not an option or likely to be successful he will surrender. He considers fleeing when more than half of his minions are dead or he is bloodied.

If flight is not an option he will surrender. He barter for his life and freedom the information he knows about Arbosus (see below).

SCALING THE ENCOUNTER

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

Four PCs: Remove one ogre or ogre juggernaut. Stopping the leech on a cultist costs a move action instead of a standard action.

Six PCs: Add one ogre or ogre juggernaut.

ENDING THE ENCOUNTER

When the PCs search the area they find the following information:

- The PCs receive a page from Arbosus' journal - Handout II
- Arbosus' journal reveals that he is trying to create a new superior breed of undead. Among other things, these creatures will be resistant to the light of Elturgard's Companion.
- The undead are created using something called the essence of Bhaal. From the notes, it seems to be a necrotic liquid, obtained from the area around Boareskyr Bridge.
- Arbosus mentions in his notes receiving outside funding from his work.
- A few boxes of weapons with the seal of the Paladins of Torm are found in the lair.

If the PCs kept Bellavous alive, they may also learn this information from questioning him:

- Bellavous was Arbosus' familiar before he left this place.
- Arbosus was a lich. He was quite old but not as old as the one he was working for.
- Bellavous claims Arbosus knows nothing real, and that it was itself the true mastermind over the process. A bit of probing reveals that the quasit is incapable of such research, but it is delusional and believes it as a fact.
- The lich has been gone for around two weeks and since then Bellavous has, "taken his natural place" and put himself in charge of the ruins.
- He knows the weapons were brought to Arbosus by a man garbed in the clothes of a Paladin of Torm, but he did not meet him personally.

EXPERIENCE POINTS

Each PC earns 125/175/250/350/500 experience points for defeating the monsters and finding Arbosus' journal. They receive an additional 25/35/50/70/100 experience if all the cultists survive.

TREASURE

Upon the searching the area, the PCs find a variety of magical headgear. (This unlocks Treasure B - any Uncommon head slot item of the PC's level + 1 or less.)

ENCOUNTER 6: THE LICH'S VASSAL (AL 2)

Ogre (level 3)	Level 3 Brute
Large natural humanoid (giant)	XP 150
HP 60; Bloodied 30	Initiative +3
AC 15, Fortitude 18, Reflex 14, Will 13	Perception +1
Speed 8	
STANDARD ACTIONS	
m Greatclub (Weapon) • At-Will	
Attack: Melee 2 (one creature); +8 vs. AC	
Hit: 2d8 + 5 damage.	
R Rock (Weapon) • At-Will	
Attack: Ranged 10 (one creature); +8 vs. AC	
Hit: 1d8 + 4 damage.	
M Grand Slam (Weapon) • Encounter	
Attack: Melee 2 (one creature); +8 vs. AC	
Hit: 2d8 + 3 damage, and the ogre pushes the target up to 2 squares and knocks it prone.	
Miss: Half damage, and the target falls prone.	
TRIGGERED ACTIONS	
Blood Feast • Encounter	
Trigger: A bloodied enemy is hit by this creature.	
Effect (Free Action): One of this creature's allies adjacent to the triggering enemy can make a basic attack against that enemy as a free action.	
Mark of Bhaal • Encounter	
Trigger: One of this creature's enemies becomes bloodied.	
Effect (Free Action): Allies of this creature within 5 squares of the triggering enemy can shift 5 squares to a square adjacent to that enemy as a free action.	
Skills Athletics +13	
Str 21 (+6)	Dex 14 (+3)
Con 20 (+6)	Int 4 (-1)
	Wis 11 (+1)
	Cha 6 (-1)
Alignment chaotic evil	Languages Giant
Equipment greatclub, 4 rocks	
Ogre with blood feast and mark powers of Yeenoghu's death pack theme (reflavored to Bhaal). Added Athletics.	

Quasit (level 3)	Level 3 Controller
Tiny elemental humanoid (demon)	XP 150
HP 43; Bloodied 21	Initiative +6
AC 19, Fortitude 12, Reflex 17, Will 15	Perception +8
Speed 8	Darkvision
TRAITS	
O Tempter's Influence • Aura 2	
Enemies within the aura take a -2 penalty to saving throws.	
STANDARD ACTIONS	
m Bite (Poison) • At-Will	
Attack: Melee 0 (one creature); +8 vs. AC	
Hit: 1d6 + 6 damage, and the target grants combat advantage (save ends).	
C Cyric's Dictum (Charm) • Encounter	
Attack: Close burst 5 (one enemy in burst); +6 vs. Will	
Hit: The target is dominated (save ends). When a dominated target attacks, the quasit becomes visible.	
MINOR ACTIONS	
C Evil Temptation • At-Will 1/round	
Attack: Close burst 3 (one creature in burst); +6 vs. Will	
Hit: The target is dazed (save ends). The effect also ends if the target makes an attack against one of its allies.	
Invisibility (Illusion) • At-Will 1/round	
Effect: The quasit becomes invisible until it makes an attack roll.	
Treacherous Escape (Illusion, Poison, Teleportation, Zone) • Encounter	
Effect: The quasit creates an illusory duplicate of itself in its current space, turns invisible until the end of the encounter or until it attacks, and teleports 5 squares. If any creature attacks the illusion, the illusion disappears and creates a zone in a burst 2 centered on the illusion. Any creature that enters the zone or starts its turn there takes 5 poison damage. The zone lasts until the end of the encounter.	
TRIGGERED ACTIONS	
Variable Resistance • Encounter	
Trigger: The quasit takes acid, cold, fire, lightning, or thunder damage.	
Effect (Free Action): The quasit gains resist 10 to the triggering damage type until the end of the encounter.	
Skills Bluff +11	
Str 8 (+0)	Dex 21 (+6)
Con 11 (+1)	Int 10 (+1)
	Wis 14 (+3)
	Cha 16 (+4)
Alignment chaotic evil	Languages Abyssal, Common
Quasit with dictum and treacherous escape from Faithful of Graz'zt theme (reflavored to Cyric). Added Bluff as a skill.	

Horrid Bhaal spawn (level 3)	Level 2 Controller	
Medium natural humanoid	XP 125	
HP36; Bloodied18	Initiative +3	
AC16, Fortitude13, Reflex14, Will15	Perception -2	
Speed 6		
STANDARD ACTIONS		
m Claw • At-Will		
Attack: Melee 1 (one creature); +7 vs. AC		
Hit: 2d4 + 3 damage.		
m Rend Flesh • At-Will		
Requirement: The Bhaal spawn must be affected by horrific visage.		
Attack: Melee 1 (one creature); +7 vs. AC		
Hit: 2d12 + 1 damage.		
R Incite Frenzy (Psychic) • At-Will		
Attack: Ranged 5 (one creature); +6 vs. Will		
Hit: 1d6 + 1 psychic damage, and the target cannot use encounter attack powers, daily attack powers, or utility powers (save ends).		
Aftereffect: The target is dazed until the end of its next turn.		
R Shock Bolt (Lightning) • At-Will		
Attack: Ranged 10 (one creature); +5 vs. Reflex		
Hit: 1d10 + 1 lightning damage, and the target is slowed until the end of the Bhaal spawn's next turn.		
TRIGGERED ACTIONS		
C Horrific Visage (Healing, Psychic) • Encounter		
Trigger: The Bhaal spawn is first bloodied.		
Attack (No action): Close burst 2 (enemies in burst); +6 vs. Will		
Hit: 1d6 + 1 psychic damage, and the Bhaal spawn pushes the target 3 squares.		
Effect: Until the end of the encounter, the Bhaal spawn cannot use any power except rend flesh.		
Skills Arcana +11		
Str 12 (+2)	Dex15 (+3)	Wis15 (+3)
Con 12 (+2)	Int 20 (+6)	Cha 16 (+4)
Alignment chaotic evil Languages Common		
Reflavored Enigma of Vecna, Changed alignment and removed weapons.		

ENCOUNTER 6: THE LICH'S VASSAL (AL 4)

Ogre (level 5)	Level 5 Brute
Large natural humanoid (giant)	XP 200
HP 80; Bloodied 40	Initiative +4
AC 18, Fortitude 20, Reflex 17, Will 16	Perception +2
Speed 8	
STANDARD ACTIONS	
m Greatclub (Weapon) • At-Will	
<i>Attack:</i> Melee 2 (one creature); +10 vs. AC	
<i>Hit:</i> 2d10 + 5 damage.	
R Rock (Weapon) • At-Will	
<i>Attack:</i> Ranged 10 (one creature); +10 vs. AC	
<i>Hit:</i> 2d6 + 4 damage.	
M Grand Slam (Weapon) • Encounter	
<i>Attack:</i> Melee 2 (one creature); +10 vs. AC	
<i>Hit:</i> 2d10 + 3 damage, and the ogre pushes the target up to 2 squares and knocks it prone.	
<i>Miss:</i> Half damage, and the target falls prone.	
TRIGGERED ACTIONS	
Blood Feast • Encounter	
<i>Trigger:</i> A bloodied enemy is hit by this creature	
<i>Effect (Free Action):</i> One of this creature's allies adjacent to the triggering enemy can make a basic attack against that enemy as a free action.	
Mark of Bhaal • Encounter	
<i>Trigger:</i> One of this creature's enemies becomes bloodied	
<i>Effect (Free Action):</i> Allies of this creature within 5 squares of the triggering enemy can shift 5 squares to a square adjacent to that enemy as a free action.	
Skills Athletics +13	
Str 21 (+7)	Dex 14 (+4)
Con 20 (+7)	Int 4 (-1)
	Wis 11 (+2)
	Cha 6 (+0)
Alignment chaotic evil Languages Giant	
Equipment greatclub, 4 rocks	
Ogre with blood feast and mark powers of Yeenoghu's death pack theme (reflavored to Bhaal). Added Athletics.	

Quasit (level 5)	Level 5 Controller
Tiny elemental humanoid (demon)	XP 200
HP 59; Bloodied 29	Initiative +7
AC 21, Fortitude 14, Reflex 19, Will 17	Perception +9
Speed 8	Darkvision
TRAITS	
O Tempter's Influence • Aura 2	
Enemies within the aura take a -2 penalty to saving throws.	
STANDARD ACTIONS	
m Bite (Poison) • At-Will	
<i>Attack:</i> Melee 0 (one creature); +10 vs. AC	
<i>Hit:</i> 1d8 + 7 damage, and the target grants combat advantage (save ends).	
C Cyric's Dictum (Charm) • Encounter	
<i>Attack:</i> Close burst 5 (one enemy in burst); +6 vs. Will	
<i>Hit:</i> The target is dominated (save ends). When a dominated target attacks, the quasit becomes visible..	
MINOR ACTIONS	
C Evil Temptation • At-Will 1/round	
<i>Attack:</i> Close burst 3 (one creature in burst); +8 vs. Will	
<i>Hit:</i> The target is dazed (save ends). The effect also ends if the target makes an attack against one of its allies.	
Invisibility (Illusion) • At-Will 1/round	
<i>Effect:</i> The quasit becomes invisible until it makes an attack roll.	
Treacherous Escape (Illusion, poison, teleportation, zone) • Encounter	
<i>Effect:</i> The quasit creates an illusory duplicate of itself in its current space, turns invisible until the end of the encounter or until it attacks, and teleports 5 squares. If any creature attacks the illusion, the illusion disappears and creates a zone in a burst 2 centered on the illusion. Any creature that enters the zone or starts its turn there takes 5 poison damage. The zone lasts until the end of the encounter.	
TRIGGERED ACTIONS	
Variable Resistance • Encounter	
<i>Trigger:</i> The quasit takes acid, cold, fire, lightning, or thunder damage.	
<i>Effect (Free Action):</i> The quasit gains resist 10 to the triggering damage type until the end of the encounter.	
Skills Bluff +11	
Str 8 (+1)	Dex 21 (+7)
Con 11 (+2)	Int 10 (+2)
	Wis 14 (+4)
	Cha 16 (+5)
Alignment chaotic evil Languages Abyssal, Common	
Quasit with <i>dictum</i> and <i>treacherous escape</i> from Faithful of Graz'zt theme (reflavored to Cyric). Added Bluff as a skill.	

Horrid Bhaal spawn (level 4)	Level 4 Controller	
Medium natural humanoid	XP 175	
HP52; Bloodied26	Initiative +4	
AC18, Fortitude15, Reflex16, Will17	Perception -1	
Speed 6		
STANDARD ACTIONS		
m Claw • At-Will		
Attack: Melee 1 (one creature); +9 vs. AC		
Hit: 2d4 + 5 damage.		
m Rend Flesh • At-Will		
Requirement: The Bhaal spawn must be affected by horrific visage.		
Attack: Melee 1 (one creature); +9 vs. AC		
Hit: 2d12 + 3 damage.		
R Incite Frenzy (Psychic) • At-Will		
Attack: Ranged 5 (one creature); +8 vs. Will		
Hit: 1d6 + 3 psychic damage, and the target cannot use encounter attack powers, daily attack powers, or utility powers (save ends).		
Aftereffect: The target is dazed until the end of its next turn.		
R Shock Bolt (Lightning) • At-Will		
Attack: Ranged 10 (one creature); +7 vs. Reflex		
Hit: 1d10 + 3 lightning damage, and the target is slowed until the end of the Bhaal spawn's next turn.		
TRIGGERED ACTIONS		
C Horrific Visage (Healing, Psychic) • Encounter		
Trigger: The Bhaal spawn is first bloodied.		
Attack (No action): Close burst 2 (enemies in burst); +8 vs. Will		
Hit: 1d8 + 1 psychic damage, and the Bhaal spawn pushes the target 3 squares.		
Effect: Until the end of the encounter, the Bhaal spawn cannot use any power except rend flesh.		
Skills Arcana +12		
Str 12 (+3)	Dex 15 (+4)	Wis 15 (+4)
Con 12 (+3)	Int 20 (+7)	Cha 16 (+5)
Alignment chaotic evil Languages Common		
Reflavored Enigma of Vecna, Changed alignment and removed weapons.		

ENCOUNTER 6: THE LICH'S VASSAL (AL 6)

Ogre (level 7)	Level 7 Brute
Large natural humanoid (giant)	XP 300
HP 100; Bloodied 50	Initiative +5
AC 19, Fortitude 21, Reflex 18, Will 17	Perception +3
Speed 8	
STANDARD ACTIONS	
m Greatclub (Weapon) • At-Will	
Attack: Melee 2 (one creature); +12 vs. AC	
Hit: 2d10 + 7 damage.	
R Rock (Weapon) • At-Will	
Attack: Ranged 10 (one creature); +12 vs. AC	
Hit: 2d6 + 6 damage.	
M Grand Slam (Weapon) • Encounter	
Attack: Melee 2 (one creature); +12 vs. AC	
Hit: 2d10 + 5 damage, and the ogre pushes the target up to 2 squares and knocks it prone.	
Miss: Half damage, and the target falls prone.	
TRIGGERED ACTIONS	
Blood Feast • Encounter	
Trigger: A bloodied enemy is hit by this creature	
Effect (Free Action): One of this creature's allies adjacent to the triggering enemy can make a basic attack against that enemy as a free action.	
Mark of Bhaal • Encounter	
Trigger: One of this creature's enemies becomes bloodied	
Effect (Free Action): Allies of this creature within 5 squares of the triggering enemy can shift 5 squares to a square adjacent to that enemy as a free action.	
Skills Athletics +13	
Str 21 (+8)	Dex 14 (+5)
Con 20 (+8)	Int 4 (+0)
	Wis 11 (+3)
	Cha 6 (+1)
Alignment chaotic evil	Languages Giant
Equipment greatclub, 4 rocks	
Ogre with blood feast and mark powers of Yeenoghu's death pack theme (reflavored to Bhaal). Added Athletics.	

Quasit	Level 7 Controller
Tiny elemental humanoid (demon)	XP 300
HP 75; Bloodied 37	Initiative +8
AC 23, Fortitude 16, Reflex 21, Will 19	Perception +10
Speed 8	Darkvision
TRAITS	
O Tempter's Influence • Aura 2	
Enemies within the aura take a -2 penalty to saving throws.	
STANDARD ACTIONS	
m Bite (Poison) • At-Will	
Attack: Melee 0 (one creature); +12 vs. AC	
Hit: 2d6 + 5 damage, and the target grants combat advantage (save ends).	
C Cyric's Dictum (Charm) • Encounter	
Attack: Close burst 5 (one enemy in burst); +6 vs. Will	
Hit: The target is dominated (save ends). When a dominated target attacks, the quasit becomes visible..	
MINOR ACTIONS	
C Evil Temptation • At-Will 1/round	
Attack: Close burst 3 (one creature in burst); +10 vs. Will	
Hit: The target is dazed (save ends). The effect also ends if the target makes an attack against one of its allies.	
Invisibility (Illusion) • At-Will 1/round	
Effect: The quasit becomes invisible until it makes an attack roll.	
Treacherous Escape (Illusion, poison, teleportation, zone) • Encounter	
Effect: The quasit creates an illusory duplicate of itself in its current space, turns invisible until the end of the encounter or until it attacks, and teleports 5 squares. If any creature attacks the illusion, the illusion disappears and creates a zone in a burst 2 centered on the illusion. Any creature that enters the zone or starts its turn there takes 5 poison damage. The zone lasts until the end of the encounter.	
TRIGGERED ACTIONS	
Variable Resistance • Encounter	
Trigger: The quasit takes acid, cold, fire, lightning, or thunder damage.	
Effect (Free Action): The quasit gains resist 10 to the triggering damage type until the end of the encounter.	
Skills Bluff +11	
Str 8 (+2)	Dex 21 (+8)
Con 11 (+3)	Int 10 (+3)
	Wis 14 (+5)
	Cha 16 (+6)
Alignment chaotic evil	Languages Abyssal, Common
Quasit with dictum and treacherous escape from Faithful of Graz'zt theme (reflavored to Cyric). Added Bluff as a skill.	

Horrid Bhaal spawn	Level 6 Controller	
Medium natural humanoid	XP 250	
HP 68; Bloodied 34	Initiative +5	
AC 20, Fortitude 17, Reflex 16, Will 17	Perception +0	
Speed 6		
STANDARD ACTIONS		
m Claw • At-Will		
Attack: Melee 1 (one creature); +11 vs. AC		
Hit: 2d4 + 7 damage.		
m Rend Flesh • At-Will		
Requirement: The Bhaal spawn must be affected by horrific visage.		
Attack: Melee 1 (one creature); +11 vs. AC		
Hit: 2d12 + 5 damage.		
R Incite Frenzy (Psychic) • At-Will		
Attack: Ranged 5 (one creature); +10 vs. Will		
Hit: 1d6 + 5 psychic damage, and the target cannot use encounter attack powers, daily attack powers, or utility powers (save ends).		
Aftersave: The target is dazed until the end of its next turn.		
R Shock Bolt (Lightning) • At-Will		
Attack: Ranged 10 (one creature); +9 vs. Reflex		
Hit: 1d10 + 5 lightning damage, and the target is slowed until the end of the Bhaal spawn's next turn.		
TRIGGERED ACTIONS		
C Horrific Visage (Healing, Psychic) • Encounter		
Trigger: The Bhaal spawn is first bloodied.		
Attack (No action): Close burst 2 (enemies in burst); +10 vs. Will		
Hit: 1d8 + 3 psychic damage, and the Bhaal spawn pushes the target 3 squares.		
Effect: Until the end of the encounter, the Bhaal spawn cannot use any power except rend flesh.		
Skills Arcana +13		
Str 12 (+4)	Dex 15 (+5)	Wis 15 (+5)
Con 12 (+4)	Int 20 (+8)	Cha 16 (+6)
Alignment chaotic evil Languages Common		
Reflavored Enigma of Vecna, Changed alignment and removed weapons.		

ENCOUNTER 6: THE LICH'S VASSAL (AL 8)

Ogre Juggernaut (level 9)	Level 9 Brute
Large natural humanoid (giant)	XP 400
HP 121; Bloodied 60	Initiative +6
AC 21, Fortitude 23, Reflex 19, Will 19	Perception +6
Speed 8	
STANDARD ACTIONS	
m Greatclub (Weapon) • At-Will	
<i>Attack:</i> Melee 2 (one creature); +14 vs. AC	
<i>Hit:</i> 4d8 + 4 damage.	
R Rock (Weapon) • At-Will	
<i>Attack:</i> Ranged 5 (one creature); +14 vs. AC	
<i>Hit:</i> 3d6 + 6 damage.	
M Juggernaut Push (Weapon) • Recharge 5 6	
<i>Attack:</i> Melee 1 (one creature); +12 vs. Fortitude	
<i>Hit:</i> The ogre pushes the target 1 square and knocks it prone. The ogre then shifts 1 square to the square the target vacated. The ogre can push the target an additional number of squares equal to the ogre's speed, shifting an equal number of squares and remaining adjacent to it. The target takes 1d8 damage for each additional square the ogre pushes it.	
TRIGGERED ACTIONS	
Blood Feast • Encounter	
<i>Trigger:</i> A bloodied enemy is hit by this creature	
<i>Effect (Free Action):</i> One of this creature's allies adjacent to the triggering enemy can make a basic attack against that enemy as a free action.	
Mark of Bhaal • Encounter	
<i>Trigger:</i> One of this creature's enemies becomes bloodied	
<i>Effect (Free Action):</i> Allies of this creature within 5 squares of the triggering enemy can shift 5 squares to a square adjacent to that enemy as a free action.	
Skills Athletics +13	
Str 24 (+11)	Dex 15 (+6) Wis 15 (+6)
Con 21 (+9)	Int 4 (+1) Cha 6 (+2)
Alignment chaotic evil Languages Giant	
Equipment greatclub, 4 rocks	
Ogre juggernaut with blood feast and mark powers of Yeenoghu's death pack theme (reflavored to Bhaal). Added Athletics.	

Quasit (level 9)	Level 9 Controller
Tiny elemental humanoid (demon)	XP 400
HP 91; Bloodied 45	Initiative +9
AC 25, Fortitude 18, Reflex 23, Will 21	Perception +11
Speed 8	Darkvision
TRAITS	
O Tempter's Influence • Aura 2	
Enemies within the aura take a -2 penalty to saving throws.	
STANDARD ACTIONS	
m Bite (Poison) • At-Will	
<i>Attack:</i> Melee 0 (one creature); +14 vs. AC	
<i>Hit:</i> 2d6 + 7 damage, and the target grants combat advantage (save ends).	
C Cyric's Dictum (Charm) • Encounter	
<i>Attack:</i> Close burst 5 (one enemy in burst); +6 vs. Will	
<i>Hit:</i> The target is dominated (save ends). When a dominated target attacks, the quasit becomes visible..	
MINOR ACTIONS	
C Evil Temptation • At-Will 1/round	
<i>Attack:</i> Close burst 3 (one creature in burst); +12 vs. Will	
<i>Hit:</i> The target is dazed (save ends). The effect also ends if the target makes an attack against one of its allies.	
Invisibility (Illusion) • At-Will 1/round	
<i>Effect:</i> The quasit becomes invisible until it makes an attack roll.	
Treacherous Escape (Illusion, poison, teleportation, zone) • Encounter	
<i>Effect:</i> The quasit creates an illusory duplicate of itself in its current space, turns invisible until the end of the encounter or until it attacks, and teleports 5 squares. If any creature attacks the illusion, the illusion disappears and creates a zone in a burst 2 centered on the illusion. Any creature that enters the zone or starts its turn there takes 5 poison damage. The zone lasts until the end of the encounter.	
TRIGGERED ACTIONS	
Variable Resistance • Encounter	
<i>Trigger:</i> The quasit takes acid, cold, fire, lightning, or thunder damage.	
<i>Effect (Free Action):</i> The quasit gains resist 10 to the triggering damage type until the end of the encounter.	
Skills Bluff +11	
Str 8 (+3)	Dex 21 (+9) Wis 14 (+6)
Con 11 (+4)	Int 10 (+4) Cha 16 (+7)
Alignment chaotic evil Languages Abyssal, Common	
Quasit with dictum and treacherous escape from Faithful of Graz'zt theme (reflavored to Cyric). Added Bluff as a skill.	

Horrid Bhaal spawn (level 8)	Level 8 Controller	
Medium natural humanoid	XP 350	
HP84; Bloodied42	Initiative +6	
AC22, Fortitude19, Reflex18, Will19	Perception +1	
Speed 6		
STANDARD ACTIONS		
m Claw • At-Will		
Attack: Melee 1 (one creature); +13 vs. AC		
Hit: 2d4 + 9 damage.		
m Rend Flesh • At-Will		
Requirement: The Bhaal spawn must be affected by horrific visage.		
Attack: Melee 1 (one creature); +13 vs. AC		
Hit: 2d12 + 7 damage.		
R Incite Frenzy (Psychic) • At-Will		
Attack: Ranged 5 (one creature); +12 vs. Will		
Hit: 1d6 + 7 psychic damage, and the target cannot use encounter attack powers, daily attack powers, or utility powers (save ends).		
Aftereffect: The target is dazed until the end of its next turn.		
R Shock Bolt (Lightning) • At-Will		
Attack: Ranged 10 (one creature); +11 vs. Reflex		
lightning damage, and the target is slowed until the end of the Bhaal spawn's next turn.		
TRIGGERED ACTIONS		
C Horrific Visage (Healing, Psychic) • Encounter		
Trigger: The Bhaal spawn is first bloodied.		
Attack (No action): Close burst 2 (enemies in burst); +Hit: 1d10 + 712 vs. Will		
Hit: 1d8 + 5 psychic damage, and the Bhaal spawn pushes the target 3 squares.		
Effect: Until the end of the encounter, the Bhaal spawn cannot use any power except rend flesh.		
Skills Arcana +14		
Str 12 (+5)	Dex 15 (+6)	Wis 15 (+6)
Con 12 (+5)	Int 20 (+9)	Cha 16 (+7)
Alignment chaotic evil Languages Common		
Reflavored Enigma of Vecna, Changed alignment and removed weapons.		

ENCOUNTER 6: THE LICH'S VASSAL (AL 10)

Ogre Juggernaut (level 11)	Level 11 Brute
Large natural humanoid (giant)	XP 600
HP 141; Bloodied 70	Initiative +7
AC 23, Fortitude 25, Reflex 21, Will 21	Perception +7
Speed 8	
STANDARD ACTIONS	
m Greatclub (Weapon) • At-Will	
Attack: Melee 2 (one creature); +16 vs. AC	
Hit: 4d8 + 6 damage.	
R Rock (Weapon) • At-Will	
Attack: Ranged 5 (one creature); +16 vs. AC	
Hit: 3d6 + 8 damage.	
M Juggernaut Push (Weapon) • Recharge 5 6	
Attack: Melee 1 (one creature); +14 vs. Fortitude	
Hit: The ogre pushes the target 1 square and knocks it prone. The ogre then shifts 1 square to the square the target vacated. The ogre can push the target an additional number of squares equal to the ogre's speed, shifting an equal number of squares and remaining adjacent to it. The target takes 1d8 damage for each additional square the ogre pushes it.	
TRIGGERED ACTIONS	
Blood Feast • Encounter	
Trigger: A bloodied enemy is hit by this creature	
Effect (Free Action): One of this creature's allies adjacent to the triggering enemy can make a basic attack against that enemy as a free action.	
Mark of Bhaal • Encounter	
Trigger: One of this creature's enemies becomes bloodied	
Effect (Free Action): Allies of this creature within 5 squares of the triggering enemy can shift 5 squares to a square adjacent to that enemy as a free action.	
Skills Athletics +13	
Str 24 (+12)	Dex 15 (+7)
Con 21 (+10)	Int 4 (+2)
	Wis 15 (+7)
	Cha 6 (+3)
Alignment chaotic evil Languages Giant	
Equipment greatclub, 4 rocks	
Ogre with blood feast and mark powers of Yeenoghu's death pack theme (reflavored to Bhaal). Added Athletics.	

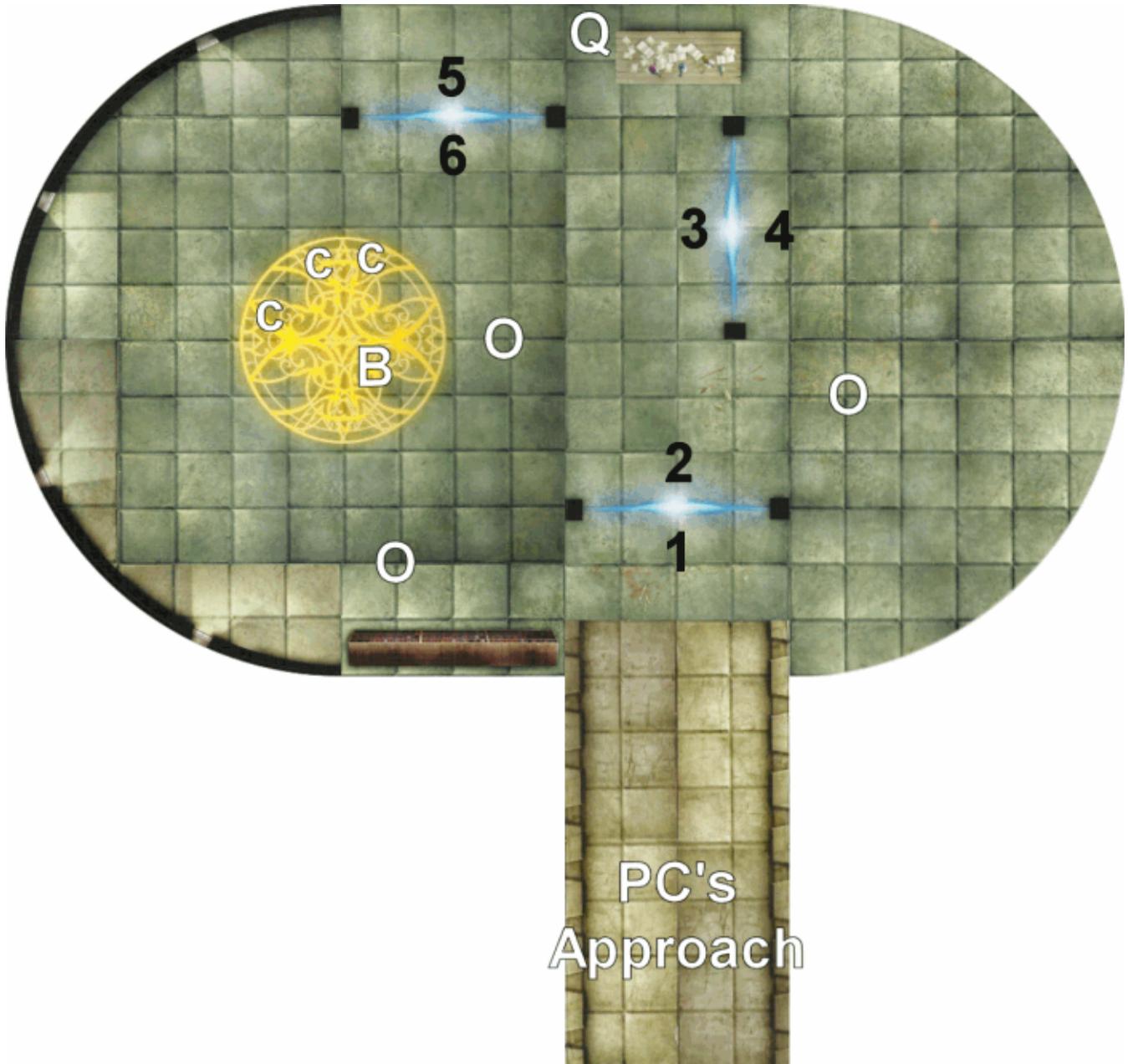
Quasit (level 11)	Level 11 Contoller
Tiny elemental humanoid (demon)	XP 600
HP 107; Bloodied 53	Initiative +10
AC 27, Fortitude 20, Reflex 25, Will 23	Perception +12
Speed 8	Darkvision
TRAITS	
O Tempter's Influence • Aura 2	
Enemies within the aura take a -2 penalty to saving throws.	
STANDARD ACTIONS	
m Bite (Poison) • At-Will	
Attack: Melee 0 (one creature); +16 vs. AC	
Hit: 2d6 + 8 damage, and the target grants combat advantage (save ends).	
C Cyric's Dictum (Charm) • Encounter	
Attack: Close burst 5 (one enemy in burst); +6 vs. Will	
Hit: The target is dominated (save ends). When a dominated target attacks, the quasit becomes visible..	
MINOR ACTIONS	
C Evil Temptation • At-Will 1/round	
Attack: Close burst 3 (one creature in burst); +14 vs. Will	
Hit: The target is dazed (save ends). The effect also ends if the target makes an attack against one of its allies.	
Invisibility (Illusion) • At-Will 1/round	
Effect: The quasit becomes invisible until it makes an attack roll.	
Treacherous Escape (Illusion, poison, teleportation, zone) • Encounter	
Effect: The quasit creates an illusory duplicate of itself in its current space, turns invisible until the end of the encounter or until it attacks, and teleports 5 squares. If any creature attacks the illusion, the illusion disappears and creates a zone in a burst 2 centered on the illusion. Any creature that enters the zone or starts its turn there takes 5 poison damage. The zone lasts until the end of the encounter.	
TRIGGERED ACTIONS	
Variable Resistance • Encounter	
Trigger: The quasit takes acid, cold, fire, lightning, or thunder damage.	
Effect (Free Action): The quasit gains resist 10 to the triggering damage type until the end of the encounter.	
Skills Bluff +11	
Str 8 (+4)	Dex 21 (+10)
Con 11 (+5)	Int 10 (+5)
	Wis 14 (+7)
	Cha 16 (+8)
Alignment chaotic evil Languages Abyssal, Common	
Quasit with dictum and treacherous escape from Faithful of Graz'zt theme (reflavored to Cyric). Added Bluff as a skill.	

Horrid Bhaal spawn (level 10)	Level 10 Controller	
Medium natural humanoid	XP 500	
HP100; Bloodied50	Initiative +7	
AC 25, Fortitude 22, Reflex 21, Will 22	Perception +2	
Speed 6		
STANDARD ACTIONS		
m Claw • At-Will		
<i>Attack:</i> Melee 1 (one creature); +17 vs. AC		
<i>Hit:</i> 2d6 + 9 damage.		
m Rend Flesh • At-Will		
<i>Requirement:</i> The Bhaal spawn must be affected by horrific visage.		
<i>Attack:</i> Melee 1 (one creature); +17 vs. AC		
<i>Hit:</i> 2d12 + 11 damage.		
R Incite Frenzy (Psychic) • At-Will		
<i>Attack:</i> Ranged 5 (one creature); +16 vs. Will		
<i>Hit:</i> 2d6 + 10 psychic damage, and the target cannot use encounter attack powers, daily attack powers, or utility powers (save ends).		
<i>Aftereffect:</i> The target is dazed until the end of its next turn.		
R Shock Bolt (Lightning) • At-Will		
<i>Attack:</i> Ranged 10 (one creature); +15 vs. Reflex		
<i>Hit:</i> 2d8 + 10 lightning damage, and the target is slowed until the end of the Bhaal spawn's next turn.		
TRIGGERED ACTIONS		
C Horrific Visage (Healing, Psychic) • Encounter		
<i>Trigger:</i> The Bhaal spawn is first bloodied.		
<i>Attack (No action):</i> Close burst 2 (enemies in burst); +16 vs. Will		
<i>Hit:</i> 1d8 +9 psychic damage, and the Bhaal spawn pushes the target 3 squares.		
<i>Effect:</i> Until the end of the encounter, the Bhaal spawn cannot use any power except rend flesh.		
Skills Arcana +15		
Str 12 (+6)	Dex 15 (+7)	Wis 15 (+7)
Con 12 (+6)	Int 20 (+10)	Cha 16 (+8)
Alignment chaotic evil Languages Common		
Reflavored Enigma of Vecna, Changed alignment and removed weapons.		

ENCOUNTER 6: THE LICH'S VASSAL MAP

TILE SETS NEEDED

Arcane Towers x1



CONCLUSION: ENDINGS AND BEGINNINGS

SETUP

Important NPCs:

Everyn Cadwy
Nualla A'Aschemmi
Liahanna Conmara

With Bellavous defeated, the PCs can return to their employers. The mystery of Arbosus will be resolved in a alter adventure.

They return to either the Order of Torm or Nualla. If the PCs succeed in the combat in Encounter 6 they uncover the fact that what was happening in the ruins was some sort of ritual to make undead-like creatures and also find implications that members of the Order of Torm may be involved (though it is unclear who these are and whether this is truthful).

ENDING THE ENCOUNTER: THE WAY ARRESTED

If the PCs had the Way arrested, they can meet with Cadwy at the barracks of guards in Triel, where the Way is being held until the High Observer decides on their punishment.

Dagg, if he was captured, has already been sent to Elturel.

If the PCs succeeded in arresting the Way, Cadwy is pleased, and pays them the agreed upon amount of money:

Cadwy nods with an air of righteousness to you and thanks you for your service, "You have been a great asset to the Paladins of Torm and the Laws of our land."

He offers the PCs a selection of magical items from the Order's vault (see Treasure, below).

If they failed, he is upset. The panic that ensued caused several members to be wounded, and a fair number to escape. The act draws the scorn of the population, with the Dusk Talons already spreading word on the heavy-handedness of the Order. He grudgingly pays them the agreed upon amount of money 'for their trouble'

Cadwy expects most people will be released soon, once the Order knows who they are. Most likely, they will be sentenced to labor on the roads for several weeks 'to learn the error of their ways'.

Proceed to Concluding the Adventure.

ENDING THE ENCOUNTER: NEGOTIATIONS

If the PCs opened negotiations, they can meet with Cadwy at the barracks of guards in Triel. The paladins are displeased with the PCs. If they succeeded, they are annoyed with the PCs drawing their own plan rather than following orders. If they failed, they are upset with the panic that ensued, forcing the paladins to use force in the arrest of the cult members.

Dagg, if he was captured, has already been sent to Elturel. If any cultists were arrested due to the PCs failure, Cadwy expects they will be released soon, once the Order knows who they are. Most likely, they will be sentenced to labor on the roads for several weeks 'to learn the error of their ways'.

Cadwy refuses to pay the PCs as they did not follow orders. However, after their meeting with Cadwy, Liahanna Conmara approaches the PCs, and offers to pay them the originally agreed upon amount instead.

If the PCs were successful, she is pleased:

"Bravo! To break a truce with the Order is not an easy task. I am very pleased to see that this was solved without upsetting the fragile balance in the region. Perhaps, if you prove willing and able to keep this balance, we can talk some time about how we can be of use to one another?"

She offers the PCs a selection of magical items that the guild's warehouses (see Treasure, below).

If they failed, she applauds that they tried, but finds it unfortunate that they could not prevent all the mayhem, and wonders if they are up to such tasks.

Proceed to Concluding the Adventure.

ENDING THE ENCOUNTER: THE WAY ESCAPES

The PCs head to the portal where they agreed to meet Nualla. If the PCs succeeded in saving all the members, she is very pleased, and pays them the agreed upon amount of money:

Nualla nods to you with a smile playing about her lips.

"You have done a good thing and the Dusk Talons will not forget this."

She offers the PCs a selection of magical items from the Dusk Talons stash (see Treasure, below).

If they failed, she is disappointed that some people got hurt or captured, but pays them anyway, acknowledging they at least tried.

If one or more PCs told Dagg to negotiate with her, she is extra pleased. If they didn't, she is disappointed but understands their reservations. She expects that in time, she will have another chance.

Proceed to Concluding the Adventure.

EXPERIENCE POINTS

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

TREASURE

The PCs each earn 75 / 125 / 225 / 450 / 675 gp from their employer (or from the Lion's Den).

If the PCs succeeded in Encounter 3, one of the factions presents them with an additional reward. See Bundle C.

CONCLUDING THE ADVENTURE

What is left for the PCs is to decide what to do with the information they found in Arbosus' Lair. They uncover that what was happening in the ruins was some sort of ritual to make extraordinary undead-like creatures, using a strange substance that is linked to Baahl, the former god or murder. More shocking, they found evidence of members of the Order of Torm supplying Arbosus, implying they may be involved, though it is unclear who these agents are and whether the PCs reading of the situation is correct.

The PCs may speak to all relevant NPCs before doing anything with the information.

The Dusk Talons would like the PCs to expose the information of the Order's involvement. They believe the order will otherwise cover it up, and the truth will never come out. Nualla also believes that the Order of Torm is too focused on their doctrine. They do too much to hinder a normal person's way of life and business. The information should be spread so the people know the Order's is not infallible. Nualla is very interested in Arbosus' journal, as she hopes it will hold clues against the Cyclicists.

The Order of Torm believes that the information should not be revealed until it is certain what is really going on. They feel they have the authority and presence of mind to decide this moment. They believe revealing it now will undermine their authority and cause unrest in the region. They see no other need to reveal it. They therefore order the PCs to keep this information to themselves and ask them to hand in Arbosus journal – though they do not force the PCs to do so.

The Lion's Den would like the information kept quiet because it will affect trade. The Den believes in the greater good and though the Paladins of Torm might

have been involved, the Lion's Den believes that the majority of the Paladins are trying to do good. They offer to keep Arbosus' journal in a personal safe for the PCs.

The Way would like the information shared with people. They believe that the townsfolk should be able to protect themselves against further attacks and this can only be done when they are not left in ignorance. The Way has no interest in the journal.

In all cases, the choice is up to each individual PC (note: PCs can make different choices!). The Way and the Dusk Talons are known opponents of the Order, and any rumors they would spread are generally ignored. The Order and Den, on the other hand, have no means to force the PCs to be quiet, though doing so will definitely cause them to be marked as troublemakers.

Each PC earns **ELTU01 Arbosus Journal**

Ask the players what they do with Arbosus' journal and note this on the story award (storing it in a safe of the Lion's Den counts as keeping it).

Also have each player *individually* circle on the story award what their PC does with the information.

If half or more players decide to spread the information, read:

The information you found in Arbosus's lair causes a shock throughout the people of Elturgard when it hits the street. Though many of the people are skeptical to the veracity of the information, it has shaken this society's view on the laws of the region.

If more than half of the players decide not to spread the information, read:

You decided not to spread the information you found in Arbosus's lair. The paladins of Torm are thankful. As time passes, however, there is no word on any of the past events, until finally word reaches you that the High Observer ordered the murder suspects to be incarcerated in the Dungeon of the Inquisitor.

Once this is determined, determine whether the PCs have earned favor with one of the factions in Elturgard:

A PC earns favor with **the Order of Torm** if:

- they successfully arrested the Way and the PC did not disclose the information.

A PC earns favor with **the Dusk Talons** if:

- they successfully helped the Way members escape and the PC told Dagg to talk to Nualla or
- they successfully negotiated between the Order and the Way and the PC disclosed the information

A PC earns favor with **the Lion's Den** if:

- they successfully negotiated between the Order and the Way and the PC did not disclose the information **or**
- they successfully helped the Way members escape but the PC told Dagg *not* to talk to Nualla, and the PC did not disclose the information.

Also, any PC who was ever infected with the Essence of Bhaal should note on their log sheet that they had been infected and if they have been cured (or not).

REWARDS SUMMARY

At the conclusion of the adventure, the PCs earn XP, gold, access to Treasures, and possibly Story Awards. All totals listed here are per PC.

EXPERIENCE POINTS AND BASE GOLD

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

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

Minimum Possible Experience

225 / 320 / 450 / 640 / 900 XP

Minor Objective

Encounter 3: Succeed in the skill challenge.

25 / 35 / 50 / 70 / 100 XP

Minor Objective

Encounter 5: Navigating the ruins.

25 / 35 / 50 / 70 / 100 XP

Minor Objective

Encounter 6: All the cultists survive

25 / 35 / 50 / 70 / 100 XP

Major Objective

Encounter 6: Defeat the monsters and attain Arbosus' journal

125 / 175 / 250 / 350 / 500 XP

Maximum Possible Experience

425 / 600 / 850 / 1200 / 1700 XP

Base Gold per PC

75 / 125 / 225 / 450 / 675 gp

TREASURE

All potential NPC payments or rewards, any treasure that the PCs could have looted during the adventure, and other monetary awards are included in the "Base Gold per PC." At the conclusion of the adventure, each

character receives the listed amount of gold, less any amounts that they did not find or earn, and may additionally select one Treasure from the following list.

A Treasure may give the PC more gold, a magic item, or something else of value. Each player makes one and only one selection for their character; multiple players may choose the same Treasure. Some of the listed Treasures may not be available if the PCs did not complete the objective specified in the adventure to unlock that Treasure.

If a character buys or sells gear during the adventure (or pays for services, such as NPC ritual casting) add or subtract the amount from the base gold. If a player selects a Treasure that gives their character more gold, add that amount to that character's base gold award. It is possible and permissible for a character to spend more gold than he or she earns during an adventure, but characters may not spend gold that they do not have. For details on selling items, see the *Living Forgotten Realms Campaign Guide*.

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

Certain Treasures have a minimum Adventure Level listed. That Treasure is not available if the group played below the listed AL. However, those who played at a higher AL can always choose from the lower-level options. (Treasures X, Y, and Z are always available at every Adventure Level.)

EACH PC SELECTS ONE OF THE FOLLOWING:

Treasure A: *orb of light* (Heroic tier Rare item; a character who chooses this item gets Story Award RARE01 *Orb of Light*.)

Available at all ALs; Found in Encounter 4

Treasure B: An Uncommon head slot item of the character's level + 1 or less from a player resource.

Available at all ALs; Found in Encounter 6

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

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

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

AL 2: *potion of healing* plus 0 gp

AL 4: *potion of healing* plus 25 gp

AL 6: *potion of healing* plus 100 gp

AL 8: *potion of healing* plus 250 gp

AL 10: *potion of healing* plus 400 gp

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

AL 2: 50 gp

AL 4: 75 gp

AL 6: 150 gp

AL 8: 300 gp

AL 10: 450 gp

STORY AWARDS

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

ELTU01 Arbosus' Journal

You uncovered the journal of Arbosus, a lich who worked on strange experiments using what he refers to as "the essence of Bhaal."

You had several choices what to do with the journal. Circle the choice your PC made:

- You kept it.
- You gave it to Nualla A'Ashemmi and the Dusk Talons.
- You gave it to the order of Torm.
- You gave it to Liahanna as a representative of the Lion's Den.

You also uncovered sensitive information that could damage the Order of Torm's reputation. You had the choice to disclose this information to the population, or to keep it private.

Circle what your PC did with this information:

- You disclosed the information
- You kept the information quiet

This Story Award begins the *Sinister Intentions* Major Quest.

ELTU02 Reputation

You have performed a mission for one of the influential factions of Elturgard and earned some favor with them. This may become important in future adventures.

Circle below the **ONE** organization with which you earned a favor in this adventure:

- The Order of Torm
- The Dusk Talons
- The Lion's Den

This Story Award also counts as a recommendation to join the circled faction's Meta-Organization.

NEW RULES

RARE01 Orb of Light

You must choose this item as your Treasure from ELTU3-1 and spend a found-item slot in order to take this certificate. This item counts as one of the Rare items you are allowed to possess (1 at Heroic tier, 2 at Paragon tier, 3 at Epic tier). Thereafter, the item's level automatically adjusts to the highest version (up to +6) that is within 4 levels of your character level. You do not need to pay any gold or spend additional found-item slots in order for the item to level up. This item is attuned to you; it cannot be used by other characters, nor can you sell it.

Orb of Light

Level 5 / 10 / 15 / 20 / 25 / 30 Rare

This orb appears to be a large, faintly glowing white pearl. When worn or wielded by a character capable of using a holy symbol as an implement, its surface shows an image of that character's deity.

Lvl 5 (+1) / Lvl 10 (+2) / Lvl 15 (+3) / Lvl 20 (+4) / Lvl 25 (+5) / Lvl 30 (+6)

Implement (Holy Symbol)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 radiant damage per plus (or +1d10 radiant damage per plus against undead creatures).

Power (Encounter, Radiant, Weapon): Standard Action. *Effect:* You use *radiant smite* (Paladin Attack 1) with your currently wielded melee weapon.

Power (Daily, Channel Divinity, Implement, Radiant): Standard Action. *Effect:* You use the Turn Undead cleric class feature as if you were a cleric of your current character level, using this item as the implement. This does not count against your normal usage limit of Channel Divinity powers for the encounter.

Power (Daily, Implement): Standard Action. *Effect:* You make the following attack against each undead creature within 10 squares.

Attack: Wisdom vs. Will

Hit: You pull the target 8 squares.

Reference: Custom LFR version of the *orb of light* artifact found in *Open Grave*. This version is NOT an artifact (it does not have a Concordance score, etc.) The ability to speak, read, and write Supernal was intentionally removed from this version of the item (instead, it auto-levels to match your character level).

APPENDIX I: NPCs

NUALLA A'ASHEMMI

Female half-elf (unaligned)

Appears in: QUES1-1

Nualla is a pretty half-elven woman with long, dark hair. She wears a necklace with the stars and eyes of Selûne around her neck.

Personality: Pragmatic and driven.

History: Nualla is the daughter of Sememmon and Ashemmi. She has made it her life's work to oppose the Zhentarim at every turn. A year ago she was caught by the Zhents and held prisoner, until a Group of adventurers freed her. A PC who has QUES03 **Zhentarim Liberator** belongs to this group and has Nualla's favor.

The following information can be gained with a Streetwise check:

Streetwise DC 10: Nualla is the leader of the Dusk Talons, reputed thieves guild in Iriaebor, though they style themselves as 'retainers-for-hire'.

Streetwise DC 15: She is the daughter of Sememmon and Ashemmi, the Renegades of Darkhold who turned from the Black Network before the Spellplague.

Streetwise DC 20: Nualla was briefly captured by the Zhentarim, but adventurers rescued her. She has an intimate knowledge of Darkhold's structures, and

LIAHANNA CONMARA

Female tiefling Lion's Den trader (good)

Liahanna Conmara is a tall, athletic tiefling; she has a confident posture and a determined look upon her face. Her maroon colored eyes flit from side to side, her face wreathed in auburn locks, obviously on the lookout for something.

Personality: Strong, feisty, good-hearted.

History: Liahanna was found at an orphanage by her human adopted parents at an early age. All she can remember of her life before the orphanage is flames and anger. However, this does not get Liahanna down; she is mostly a happy-go-lucky woman, though she can have fits of brashness. These 'strong armed' fits have helped her through more than a few trade negotiations and allowed her rise through the ranks of the Lion's Den

Streetwise DC 15: Liahanna is liked around these parts and took on her parents' business when they retired. She trades in rare antiquities and oddities. She is a member of the Scornubel merchant's guild.

Streetwise DC 20: Liahanna is a gambler, under the right stakes she can be goaded into a game of Three Dragon Ante at any time. She is also one of the merchants that initiated the founding of the Lion's Den, a select group of adventurers that serve the interests of the merchants of Elturgard.

MERLANEA FYLBR'IN

Female elf missionary of Ilmater and healer (lawful good)

This slight elven woman in heavy robes greets everyone with a nod and open arms. Her somber countenance denotes a grace that is befitting to her outward appearance.

Personality: Quiet, respectful, graceful.

History: Merlanea came to Elturgard not too long ago from her travels throughout the land. She used to be dedicated to serving her chosen deity, Ilmater, from a temple in Neverwinter. However, she did not agree with what she saw in how people practiced their faith and the politics behind their worship, so she left.

Since then Merlanea has traveled the lands serving her deity in the way that she sees fit; the suffering from the Paladin's Plague is what led her to Elturgard.

Merlanea was hired by The Way to take care of Lil Yesterday, who she is very fond of. She sees something in Lil she recognizes in herself and therefore wishes to understand Lil, and therefore herself, better.

Streetwise DC 15: Merlanea is a priestess of Ilmater and a skilled herbalist. She knows many salves and potions especially relating to the healing of wounds and mind altering effects.

Streetwise DC 25: Merlanea had her own fit of madness years back when she was a young girl. It is said this is why she left her old temple, though she simply says they had a, 'disagreement on the issue of faith.'

LIL YESTERDAY

Female human former priestess of Cyric (unaligned)

This woman sits upon the ground humming to herself and pulling out strands of her own golden locks. Her hair is disheveled and scars can be seen around her neck. She pauses for a moment of seeming lucidity and looks down at herself, her clothing and seems as if she is about to break into tears, but then simply keeps humming and pulling at her hair.

Personality: Spacey (at best).

History: Lil is a former priestess of Cyric. It was only after the death of her twin sister that she realized following the Prince of Lies was not beneficial. To tear herself from the grasp of the church of Cyric she believed she had to rip her psyche away in addition to her body. She poisoned herself, destroying any sense of reality, in order to escape.

Lil was taken in by The Way and nursed back to the best possible health she could manage to be in. Now, Lil is quite insane from her traumatic experience. Lil has moments of lucidity, coming to the horrible realization of what she has done, but mostly she is simply zany.

Streetwise DC 15: Lilian is known for licking passersby to read their aura. A smart person would stand at least arms length away from her.

Streetwise DC 25: Lilian was once known as a Lilian Kel'talorn. She was a high ranking member of the Church of Cyric. Lilian was born in the city of Etural, along with her twin sister Tylian, to a noble family. At a young age they both ran away from home and their parents met unfortunate ends only a few years after.

DAGG

Male changeling co-leader of The Way (unaligned)

While Dagg is a changeling, he rarely alters his shape. He normally appears in his natural form: a pale androgynous person, around 6 feet in height with pale grey skin and cloud colored hair. His face is almost featureless. A smile plays on his lips as he brushes back his hair, which is held at a knot at the back of his head. He is dressed in simple clothing and appears to be in the later years of his life.

Personality: Charismatic, jaded, nonchalant.

History: Dagg claims to have seen it all and a little more that he wouldn't have cared to see to boot. From what

his followers know of him he has had a checkered past, sprinkled with crime and other unsavory acts before he found The Way. Whatever the case he seems to be extremely loyal to The Way now, pledging his life to save people from the tyranny of the gods.

Streetwise 15: Dagg has the reputation to genuinely care about members of The Way and opposing the Order of Torm. It is obvious to anyone who knows him, he considers much more than he lets on.

Streetwise 25: Dagg lived for some time posing as a human man. He had a pregnant wife and a farm. Nothing is known about what happened, but his wife is not here now.

EVERYN CADWY

Male Human (Lawful Good)

Appears in: SPEC2-1

Everyn stands around six and a half feet tall, with good posture and a winning smile. His sandy blonde hair is worn loose around his face and his armour is impeccably clean. This is a man who takes pride in his appearance, both in and outward.

Personality: Everyn is stiff, but fair and warms up to people the more he knows them. He is more than willing to listen to reason and has calmed down much since his younger years.

History: Everyn Cawdy grew up in a Merchant family based in Elturgard and had a happy childhood. Unlike many people in this region his life isn't marred with a horrid past and because of this Everyn is resilient to the horrors he sees as Paladin of the Order of Torm. He joined the Order because he wanted to help those who did not grow up as lucky as he did and he believes that the Law can protect the less-fortunate people. He is genuinely and simply a good guy.

The following information can be gained with a Streetwise check:

Streetwise DC 10: Everyn is a Paladin of Torm and has had interactions with Adventurers before. Perhaps, the most suspicious thing about him is that there is nothing suspicious.

Streetwise DC 15: Everyn is the owner of a small, white, fluffy dog by the name of Gigi. It is a dog he inherited from his mother when she passed away.

Streetwise DC 20: Everyn has a younger brother Jalden who is also in the Order of Torm. He often has to cover up lazy mistakes that Jalden makes while on duty; however, Everyn stays ever loyal to his family ties.

APPENDIX II: MAP OF THE OUTPOST OF Ss'THAR'TISS'SSUN



APPENDIX III: ELTURGARD

The following information was drawn from the *Forgotten Realms Campaign Guide* (pages 124-125) and can be used for reference and shared with players.

ELTURGARD

Elturgard is a theocracy ruled by those who are certain they walk the path of righteousness. The paladins of this land take pride in their moral clarity and pursuit of good.

Elturgard is dominated by a “second sun” that hovers eternally in the sky above the city of Eturel, making this a realm of endless daylight. Creatures of darkness cannot abide even the sight of the city.

Unlike most countries, Elturgard has a state religion: Torm is revered in the temples that dot the landscape.

THE COMPANION

The second sun of Eturel, called the Companion (also known as Amaunator's Gift), is harmful to undead that come near the city of Eturel, and its sight is unpleasant to them anywhere in the region of Elturgard.

The touch of the Companion's light is quite uncomfortable to undead creatures. Undead player characters suffer a -1 penalty to attack rolls, ability and skill checks, and damage rolls while fighting within the area of the Companion's influence. The light does not visibly burn or otherwise mark undead PCs, so they are still able to attend meetings, participate in the roleplaying, and so forth. This effect is less than what occurs to normal undead monsters.

Undead PCs are required to disguise themselves while traveling in the city to avoid being attacked on sight by clerics and paladins of Amaunator and Torm. Any reasonable disguise will succeed as the city is not in a state of high alert (no check required).

DUNGEON OF THE INQUISITOR

Those who trespass against the laws of Elturgard three times are thrown into the Dungeon of the Inquisitor. This vast, subterranean maze lies deep beneath the streets of Eturel, and its population is constantly being replenished by new lawbreakers. Parts of the dungeon consist of natural caverns discovered during the excavation, and their full extents and final destinations have yet to be determined. Strange sounds infrequently echo from unknown cavities—sometimes rushing water is heard, other times the enraged roars of vicious behemoths ring out. From time to time, dungeon prisoners on mining detail escape their captors and dash

into unexplored crevices and tunnels. They are never seen again, on or below Faerûn.

ELTURGARD LORE

History DC 15: Elturgard is a relatively small island of order and hope in an inhospitable swath of the Western Heartlands. Over the years, hundreds of people fleeing a mummy's curse, a vampire's service, or some other undead involvement have arrived here, settling in Eturel in particular. The forests surrounding this land have grown wild and dangerous.

A pocket of plagueland festering several miles to the south has a habit of spewing forth occasional monstrosities. About a year ago, a massive army of plaguechanged creatures emerged from the plagueland and laid siege to the city of Eturel. Although the invasion was turned back thanks to the assistance of a large number of heroes (as detailed in the adventure *ADCP2-1 The Paladins' Plague*), the city was significantly damaged and is still in a rebuilding mode.

Streetwise DC 25: In some quarters, Elturgard has garnered a reputation for being too righteous. Many problems attend its inflexible laws, inquisitorial persecution of evil, and bold plans for “setting Faerûn aright.”

SCORNUBEL

Scornubel is a sprawling city along the north shore of the River Chionthar, which flows east to west (to Eturel, Baldur's Gate and the Sea of Swords). At the eastern edge of the city, the River Reaching flows from out of the north and merges with the Chionthar. Both caravans and river craft provide much trade which is the life blood of the city. In the center of the city, a citadel of paladins, visible from most points of the city, provide a constant reminder of the rule of law. There is no bridge over the River Chionthar or the River Reaching in this vicinity.

To the west, there is a glow in the night sky from the Companion over Eturel which always is in the sky. Even at this distance, the light from the Companion is unpleasant for undead and they do not like to look at it.

SCORNUBEL LORE

History DC 15: Scornubel nearly failed in the decades following the Year of Blue Fire, when trade fell to almost nothing. The city elders allowed it to be annexed into the realm of Elturgard and the protection of the paladins

helped stabilize the city. It did change the city's previous exclusive focus on profits though.

REACHING WOODS LORE

History DC 10: The Reaching Woods which lies to the east of Scornubel was barricaded by the paladins 20 years ago. The woods are purportedly filled with gnolls who worship demons and goblins.

Streetwise DC 15: Rumor has it that the gnolls have eaten, enslaved, or driven off all other humanoid in the woods.

NAJARA

Najara is one of the largest and most potent kingdoms in western Faerûn, though few are aware of that fact.

The land is littered with impressive ruins, including ancient serpentfolk strongholds, Netherese settlements abandoned for centuries, and the remnants of the collapsed human kingdom of Boareskyrr.

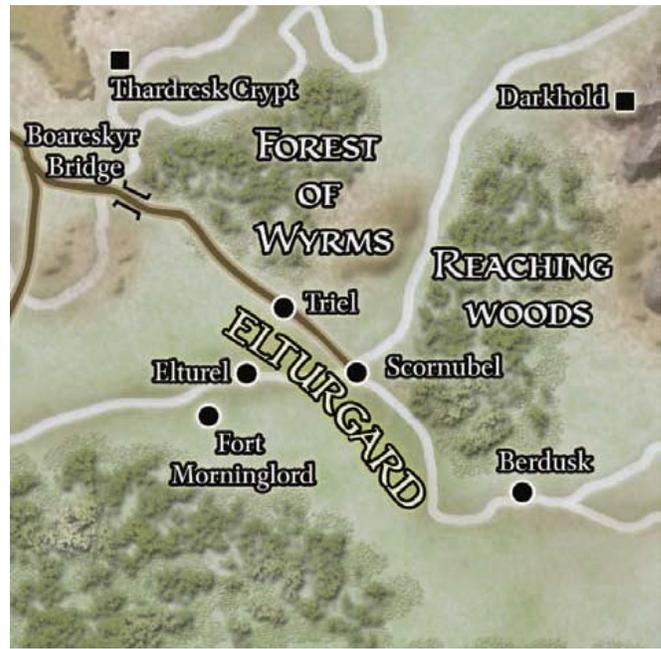
FOREST OF WYRMS

Snake-Infested Forest

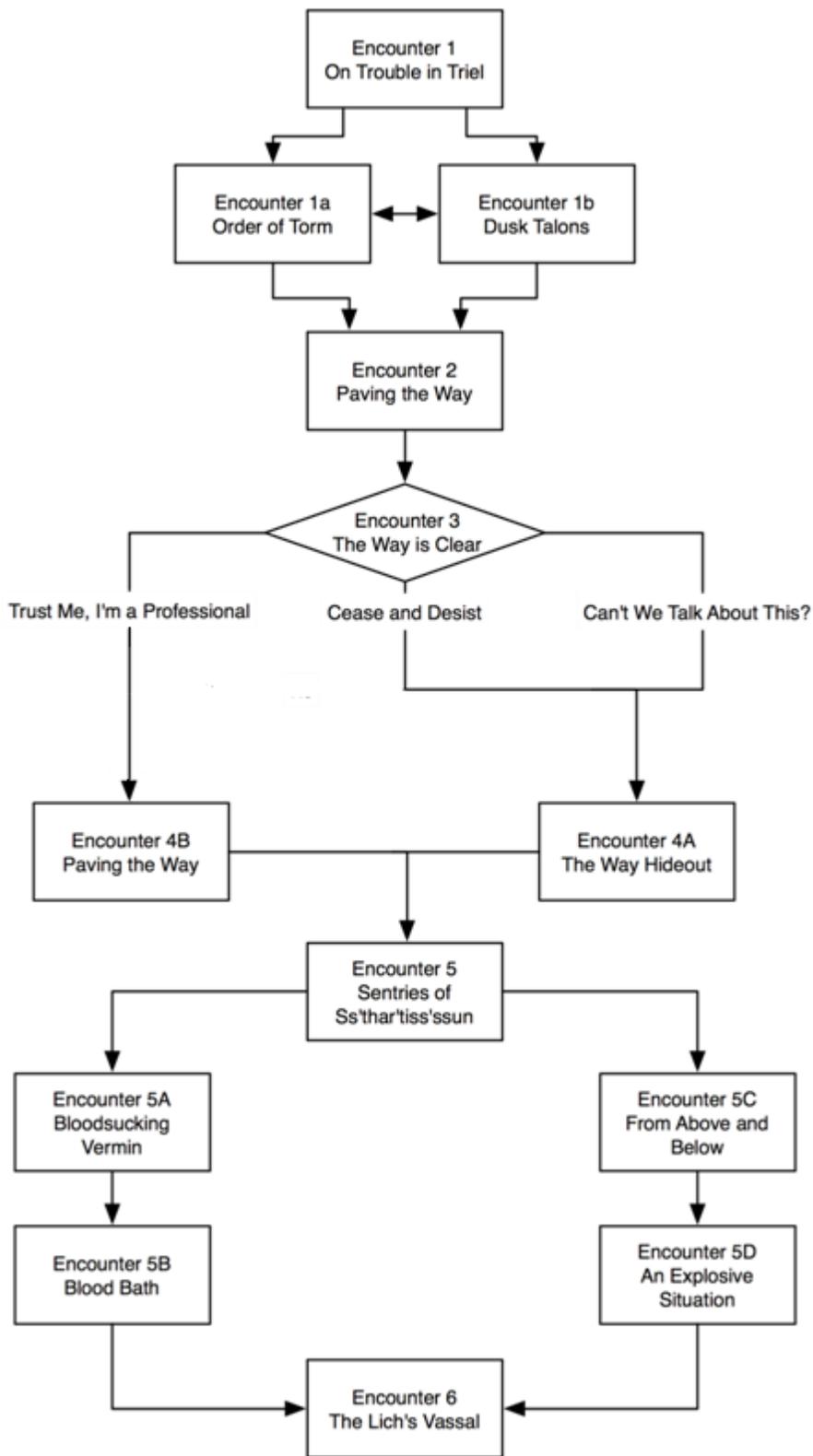
Despite the underlying rocky terrain, the Forest of Wyrms is composed of great redwoods and thick pines that soar to staggering heights. All manner of serpents reside therein. Small communities of yuan-ti are common, and the place is home to several youthful green dragons, whose alliance with the yuan-ti is tenuous at best.

Several locations of interest lay in the forest, including Ss'thar'tiss'ssun, one of the most ancient ruins in Faerûn, and Thlohtzin, an old lich stronghold turned slave citadel by its new yuan-ti residents.

Although most steer clear of the ancient ruin, sinister human and tiefling slavers travel to Thlohtzin to sell their merchandise for ancient gold. The slaves are then reapportioned throughout Najara.



APPENDIX IV: DM'S AID ENCOUNTER FLOW



HANDOUT I: FACTIONS IN ELTURGARD

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

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

THE ORDER OF TORM

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

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

THE LION'S DEN

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

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

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

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

THE DUSK TALONS

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

The Talons are a major influence in Iriaebor. They desire freedom and oppose the restrictive rule of the

paladins, having no issue with using some unconventional means to achieve it.

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

HANDOUT I-B: FACTION GOALS

Faction goals: In this adventure, all factions desire to find out who is behind the murders. However, they do not directly task you with this. Each faction however has some separate goals they desire you to help them with. These are listed with each faction.

THE ORDER OF TORM

The Order desires to establish Torm's law in Triel. To that end, they want to arrest the members of The Way - if not for the murders then for preaching heresy.

They also desire any insights on what goes on and who is involved to be reported to them (and only them). This is so they can determine how the information can be used and who will gain access to it, for the good of the nation.

THE LION'S DEN

The Lion's Den wishes to bring reason to the area and is willing to bend the truth a little if that helps their goals. They prefer to see The Way go free, as they fear rounding them up will cause unrest and may lead to even more restrictions that will reduce trade. On the other hand, they do not wish to see the Way ally itself with the Dusk Talons.

Information that is available should be dealt with carefully - information that is potentially disrupting should be kept to private eyes - preferably those of the Den.

THE DUSK TALONS

The Dusk Talons do not believe The Way is involved in the murders. They seek to aid members of The Way in avoiding arrest in hopes that it will open up a way to negotiations for an alliance, or at least a base in Triel.

If any information is uncovered on what really goes on, it should be made public, even (or maybe especially) if it is disruptive.

HANDOUT II: ARBOSUS' JOURNAL

*Day 147, Night, Subject: Human/Female,
Approximate age: Early twenties*

It is the third day of my experiment with subject 73 and the subject keeps protesting that it's name is Cathrine, it seems that the ritual has not taken a full hold as I would like. One would think those idiot Paladins allowing the Companion to be tinkered with would be enough, but I guess their incompetence can only carry me so far...

Luckily, it seems, the creature does not yet fear the light. It is because of her once divine nature? The silly Paladin should have never come here! Now look at her!

Perhaps, this is indeed the test that allows my work to succeed. A creature who is not fully dead, yet still undead, it seems like a distant dream now! Maybe some sort of anonymity is the key to all this? Or perhaps not...

I wish she would stop screaming.

*Note to self: Buy more
glass Vials*

HANDOUT III: MURDERERS AND VICTIMS

MURDERER 1 – ARLHYM

The first murderer was Arlhym, a farmer who lost of his crops to the war. Arlhym went crazy just outside the gate and attacked a guardswoman, strangling her before the other guards could drag him away. Arlhym was seen as a troublemaker and blamed the Order for the loss of his farm. He was known to be a member of the Way.

Arlhym was knocked out with force and locked in jail; he hung himself in his cell.

MURDERER 2 – NEMEHN

The second murderer is Nemehn. Nemehn was a fanatic supporter of the Way spreading pamphlets until the Watch, on the Order of Torm's prompting, put a stop to it and fined him for 'rioting.' After that incident many people were not eager to admit their involvement with the Way. Nemehn's attack was unsuspected: he appeared in the market one day, raving madly, grabbed a knife from a fish monger and started stabbing people at random.

He killed the fishmonger's wife and an older man before he was brought down by a guard's blade. He is held in the barracks, but is not expected to live long due to the wounds he suffered in the fight.

MURDERER 3 – DUYF

The third murderer is Duyf, a guard. Duyf was still in armor and bearing weapons when he went on a rampage in the marketplace, killing four people, before his fellow guards killed him with a volley of crossbow bolts.

None of the guards had foreseen Duyf's descent into madness.

MURDERER 4 – LED NYMH

The fourth murderer is Led Nymh. Led is a 'coinlass' and her friends say that she periodically visited the Way.

She was arrested fairly easily, because her friends found her in her room, covered in blood, silently and almost serenely stabbing at the corpse of her customer. Led is held in the barracks.

MURDERER 5 – HARED THE BEAR

The fifth murderer is Hared 'The Bear', a giant man who haled cargo all his life. Hared broke the necks of two people and wounded several more before the guards could subdue him. Hared is now held in the barracks.

It is not known if Hared visited the Way, but people say he had stopped showing up in the taverns for the last week, possibly visiting clandestine meetings instead.

HANDOUT IV: EVENT SUMMARY

The results of this adventure will have an impact on the future development of the Elturgard Story Area. We appreciate your participation in this survey.

If you are at a convention, we recommend that each DM fill out the form on paper and deliver the filled in form to the organizers, who can then answer the survey online at <https://www.surveymonkey.com/s/LFRELTU0301>.

If you run this adventure at home, or at a public event where the event organizer is not going to enter the survey data, please visit <https://www.surveymonkey.com/s/LFRELTU0301> to complete the questionnaire.

The survey period closes on 01 April 2011. The adventure remains playable after that date, but Event Summary results will be tabulated at the end of the survey period and that will be the official result for the campaign as a whole.

If played at a convention, what slot:

DMs Name:

Question 1. Which faction did the PCs work for?

- a. The Order of Torm
- b. The Dusk Talons
- c. The Lion's Den
- d. The party split and tried to work for multiple factions.
- e. none

Question 2. Who has Arbosus' Journal?

- a. PCs kept it
- b. Nualla A'Ashehmi, Dusk Talons
- c. Order of Torm
- d. Liahanna, Lion's Den
- e. Was not recovered

Question 3. Did the PCs arrest any members of The Way?

- a. No
- b. Yes

Question 4. Did the Dusk Talons and The Way form an alliance?

- a. No
- b. Yes

Question 5. Did the PCs reveal the nature of Arbosus' experiment to the public, or did they hide the truth?

- a. They hid the truth.
- b. They revealed the truth.

Question 6. Was Bellavous the Quasit able to escape?

- a. No
- b. Yes

Question 7. Did any members of the cult (The Way) die due to any failure or inaction of the PCs?

- a. No
- b. Yes

Question 8. How many of the PCs contracted filth fever from the essence of Bhaal in Encounter 4? (0 to 6)

Question 9. Please ask the players to rate the adventure, and the DM should do likewise. You may use whatever criteria you wish.

How do the players rate this adventure on a scale from 1-5, where 1 is the worst possible rating, 3 is average, and 5 is the best possible rating?

1 2 3 4 5

How does the DM rate this adventure on a scale from 1-5, where 1 is the worst possible rating, 3 is average, and 5 is the best possible rating?

1 2 3 4 5

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

(character name)

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

ELTU3~1 GOOD INTENTIONS

ELTU01 Arbosus' Journal

You uncovered the journal of Arbosus, a lich who worked on strange experiments using what he refers to as "the essence of Bhaal."

You had several choices what to do with the journal. Circle the choice your PC made:

- You kept it.
- You gave it to Nualla A'Aschemmi and the Dusk Talons.
- You gave it to the order of Torm.
- You gave it to Liahanna as a representative of the Lion's Den.

You also uncovered sensitive information that could damage the Order of Torm's reputation. You had the choice to disclose this information to the population, or to keep it private.

Circle what your PC did with this information:

- You disclosed the information
- You kept the information quiet

This Story Award begins the *Sinister Intentions* Major Quest.

ELTU02 Reputation

You have performed a mission for one of the influential factions of Elturgard and earned some favor with them. This may become important in future adventures.

Circle below the ONE organization with which you earned a favor in this adventure:

- The Order of Torm
- The Dusk Talons
- The Lion's Den

This Story Award also counts as a recommendation to join the circled faction's Meta-Organization.

DUNGEONS & DRAGONS

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DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

(character name)

HAS RECOVERED A RELIC DURING THE ADVENTURE:

ELTU3~1 GOOD INTENTIONS

RARE01 Orb of Light

You must choose this item as your Treasure from ELTU3-1 and spend a found-item slot in order to take this certificate. This item counts as one of the Rare items you are allowed to possess (1 at Heroic tier, 2 at Paragon tier, 3 at Epic tier). Thereafter, the item's level automatically adjusts to the highest version (up to +6) that is within 4 levels of your character level. You do not need to pay any gold or spend additional found-item slots in order for the item to level up. This item is attuned to you; it cannot be used by other characters, nor can you sell it.

Orb of Light

Level 5 / 10 / 15 / 20 / 25 / 30 Rare

This orb appears to be a large, faintly glowing white pearl. When worn or wielded by a character capable of using a holy symbol as an implement, its surface shows an image of that character's deity.

Lvl 5 (+1) / Lvl 10 (+2) / Lvl 15 (+3) / Lvl 20 (+4) / Lvl 25 (+5) / Lvl 30 (+6)

Implement (Holy Symbol)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 radiant damage per plus (or +1d10 radiant damage per plus against undead creatures).

Power (Encounter, Radiant, Weapon): Standard Action. *Effect:* You use *radiant smite* (Paladin Attack 1) with your currently wielded melee weapon.

Power (Daily, Channel Divinity, Implement, Radiant): Standard Action. *Effect:* You use the Turn Undead cleric class feature as if you were a cleric of your current character level, using this item as the implement. This does not count against your normal usage limit of Channel Divinity powers for the encounter.

Power (Daily, Implement): Standard Action. *Effect:* You make the following attack against each undead creature within 10 squares.

Attack: Wisdom vs. Will

Hit: You pull the target 8 squares.

Reference: Custom LFR version of the *orb of light* artifact found in *Open Grave*. This version is NOT an artifact (it does not have a Concordance score, etc.) The ability to speak, read, and write Supernal was intentionally removed from this version of the item (instead, it auto-levels to match your character level).

DUNGEONS & DRAGONS

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

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

Date of Play: / /
Month Day Year

Start Time: :
Hour Minute

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

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

Player Name	WIN/DCI Number
1	<input type="text"/>
2	<input type="text"/>
3	<input type="text"/>
4	<input type="text"/>
5	<input type="text"/>
6	<input type="text"/>

DUNGEON MASTER

DM Name: _____

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