ELTU3-6

True Blue

A Dungeons & Dragons® *Living Forgotten Realms* Adventure

By Thomas J. Scott

Reviewed by Michael Mockus and Greg Marks

Playtested by Tim Bailey, Richard Brown, Marc Chalmers, Chris Coulter, Ed Devaney, Amanda Holdridge, Chris Holdridge, James Holdridge, Megan Holdridge, Matt Hudson, David Krolnik, Sean Mittelstaedt, Arthur Nietiedt, Peter Seckler, Ben Siekert and Kenny Thierer

Rumors have surfaced that a new power in Iriaebor has secretly developed a cure for the spellscarred citizens of Elturgard. While Elturel itself has failed to deliver a cure, they are suspicious that a city in political turmoil has solved the problem so quickly. Adventurers are sent to seek the truth behind the rumors and have strict instructions to be suspect of all claims. This is the third and concluding part of the *Controlling Chaos* Major Quest. A *Living Forgotten Realms* adventure set in Elturgard for characters of the Heroic tier (levels 1-10). As with all adventures set in this Story Area, there may be additional role-playing possibilities for members of Elturgard-related meta-organizations.

Based on the original Dungeons & Dragons® rules created by E. Gary Gygax and Dave Arneson and the new Dungeons & Dragons game designed by Andy Collins, Rob Heinsoo, and James Wyatt.

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Preparing for Play

In order to play this adventure, you'll need copies of the D&D 4th Edition core rulebooks. These are the *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*, or the corresponding D&D Essentials products. Any other rules referenced in this adventure 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 supports the entire Heroic tier of play (levels 1-10). Paragon-tier and Epic-tier characters may not play this adventure. Any Heroic-tier character can play, 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 (ALs) within each tier. The choice of AL affects the difficulty of most obstacles (particularly combat encounters and skill challenges) the PCs will face during the adventure, and also determines the rewards available to the PCs for successfully overcoming those obstacles. The players must decide as a group which AL they want to play, and inform you of their decision before beginning the adventure. We recommend that you calculate the average character level and use that as a starting point, but a group of experienced players might choose to "play up" for a greater challenge, while a group of less-experienced players might choose to "play down" while they're learning the ropes.

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

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

Failing to Defeat an Encounter

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

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

Character Death

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

Pay for the Raise Dead ritual. If the group has access to the body and chooses this option, the component cost is usually divided evenly amongst the group (although this is not required, it is generally considered good form to share the costs). The component cost is 500 gp for heroic tier, 5,000 gp for paragon tier, and 50,000 gp for epic tier). If a PC can cast the ritual, then the component cost is the only cost. If the group must locate an NPC to cast the ritual, that NPC charges a fee equal to 20% of the component cost.

Use a power that returns dead characters to life. Certain characters gain powers that allow them to restore life without using the Raise Dead ritual or paying a component cost. For example, the warpriest (a cleric build from *Heroes of the Fallen Lands*) gains the *resurrection* daily utility power at 8th level. NPCs may not be used for this option unless an adventure specifically says so; a player character with the appropriate power must be at the table (assuming he or she isn't the dead character) and all other conditions for using the power must be met. For example, *resurrection* may only be used at the end of an extended rest, and the character must have died within the last 24 hours.

Invoke the Death Charity clause. If the group doesn't have access to the dead character's body, or if they have the body but cannot afford (or are unwilling) to pay for a ritual, the player can choose to return the PC back to life at the end of the adventure, exactly as if the Raise Dead ritual had been used on the dead character. The details of exactly how the character's body made its way back to civilization are up to the player, or this can be left deliberately vague. There is no direct cost for accepting Death Charity, but the character forfeits all non-XP rewards for the adventure (including gold, Story Awards, and the opportunity to select a Treasure). The PC cannot participate in the same adventure a second time.

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

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

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

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

Milestones

Whether the characters succeed or fail in an encounter, they generally reach a milestone after every second encounter following the start of the adventure or their last extended rest. Some encounters do not count toward a milestone, usually because they are pure roleplaying encounters or do not pose a meaningful challenge to the party. If an encounter is not intended to count toward a milestone, it 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 his or her DM at the beginning of an adventure if the character is suffering from a lasting effect.

DCs by Adventure Level

This adventure uses the terms Easy, Moderate, and Hard to refer to the Difficulty Class (DC) of most checks. If a DC is given as a static number (such as DC 15 or DC 25 instead of Easy DC, Moderate DC, or Hard DC) then that number is the same regardless of Adventure Level (this applies to certain skill checks whose difficulty is specifically set by the core rules, such as monster knowledge checks, jumping and swimming checks, etc.)

Should you need to improvise a DC during the adventure, use the following table.

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

Adventure Background

An evil entity operating in the Elturgard region has set into motion a devious plan to permanently shut down the Companion and shift power in the region from Elturel to the city-state of Iriaebor. While Elturel has been unable to find a solution for cleansing the plaguezones and curing the spellscarred citizens, the evil entity has used Iriaebor's thirst for independence as a way to execute its twisted scheme.

A mad alchemist under the direction of the entity has infiltrated the new Irieaban government and is offering a cure for the plaguewrought lands. The alchemist, Andrielle, masquerading as a priestess of Chauntea, has kidnapped Sikulis (ADCP2-1) and is forcing him to help her develop a new ritual cleansing. Radical members of The Way (ELTU3-1) have been recruited by Brandis Thoughtspell (ELTU3-4) to join the mad alchemist, offering their lives in sacrifice to power the ritual, knowing that it could damage The Companion permanently. With The Companion out of commission, they believe it will diminish the following of Torm and Amaunator, make the Order of Torm look foolish, and discredit the gods.

For Iriaebor, innocent pawns in the entity's mad scheme, solving the region's plague problem is the means by which they can finally sever all ties with Elturel and pursue true independence.

DM's Introduction

The Order of Torm has sent the PCs to Iriaebor to investigate rumors that a cure for the plaguezones and spellscarred paladins is being secretly developed there. Sikulis and Taikos (met first in ELTU3-2) have both disappeared and the powers that be in Elturel are struggling to find a solution to the plaguezone problem.

Political conflict has been always been a staple in Iriaebor, which has made it difficult to assert their long sought after independence. A new government has formed in Iriaebor that promises to unify the city and bring true independence. Their goal is to fix the plaguezone problem, gain training from the paladins to bolster their declining armies, and earn true independence. The formation of the city's new government and the troubles closer to Elturel have stretched the Order of Torm to the limit and forced them to withdraw from the aid they had former been offering to Iriaebor.

The PCs meet with Lord Krieger, a member of the new ruling council, and he confirms the rumors of a cure being developed. He introduces them to his high priestess, Andrielle, who has been responsible for the research for a cure. However, they need help to complete the task and ask for the PCs to seek the secret laboratory of a pre-Spellplague healer of great renown and bring back any information that might help. They are told that Taikos volunteered for the same mission and has not returned. As for Sikulis, they have no information on his whereabouts.

Andrielle doesn't really need the PCs to retrieve the notes and ingredients from the healer's lab. Although the ingredients will help speed things up slightly, she is already at work synthesizing the ingredients from materials gathered by her quasit companions, Renceti (ELTU3-2) and Bellavous (ELTU3-1 and ELTU3-3). Sending the PCs to the Old City Ruins is simply a way to get them out of the way, and possibly get them killed in the process, while assuaging and suspicion from Lord Krieger by not sending them away. It worked on Taikos and now she hopes it will work on them as well.

The PCs venture into the ruins of the western portion of Old City, which has been abandoned since shortly after the Spellplague. The Freedom Guard, the dwindling armed forces of the city, is overtaxed with guarding the borders of the Old City ruins, which has had a recent problem of troll habitation. Without the aid of the Elturel paladins, the problem has increased. The Freedom Guard allows the PCs to pass into the ruins, but they are warned of the troll problem.

In the ruins of Old City, the PCs are attacked by trolls as they search for the Healer's home. Once there,

they find Taikos who has been turned to stone. After dispatching the trolls, they are attacked by a particularly nasty cockatrice that has made a nest in the highest tower of a nearby spire. Within the healer's home, the PCs locate the hidden entrance to the secret laboratory where they find valuable information and ingredients that are certain to help with the plaguezone problem.

Back at The Glib Unicorn, they talk with a member of The Lion's Den who tells the PCs they are being played for fools. He shares information that leads the PCs to believe that Sikulis is a captive in one of the city spires and is being forced to work on the new ritual cleansing.

The PCs must decide now whether they will continue to help Iriaebor or rescue Sikulis and take action to expose the city's true intentions. If the PCs make certain choices then it is revealed that the Iriaebor council is not directly responsible for Sikulis's capture. Lord Krieger's high priestess is deceiving them and most likely working for some unknown higher power. Depending upon how things play out, the PCs may or may not decide to help with the ritual cleansing anyway. In either case, Andrielle has time to complete the ritual. If the PCs were willing subjects and turned over the materials from the healer's lab, the ritual is performed right under their noses. If not, they have time to confront Andrielle and stop the final stage of the procedure.

If the priestess is exposed for her malign intentions, the PCs are sent to take her into custody. There they face the priestess, radical members of The Way who've sacrificed themselves to complete the ritual and have risen as zombie shamblers, and the priestess's quasit companions. The knowledge of who she is working for is not be revealed in this adventure.

If the ritual cleansing is performed, the plaguezones are purified and the spellscarred paladins are healed, but the Companion goes dark and does not return to its normal functioning. Whether this is permanent or not remains to be seen.

Fast Play Options

This adventure has three combats and many opportunities for role-play, which may cause the adventure to run longer than a typical 4 hours play session. Some encounters have a section that explains opportunities to shorten the play duration for that particular encounter. These sections are labeled Fast Play Options.

In addition, in convention settings where time is a factor, the DM should consider calling fights early, when the PC's success is a foregone conclusion.

Player's Introduction

Read or paraphrase the following to the players:

The great city of Elturel is finding itself in a situation graver than it ever imagined. The recent problem with the plaguezones and spellscarred citizens has brought the mighty city to its knees. Although they were able to stave off the brutal attacks of a plaguechanged army, prevent an abyssal pocket dimension from engulfing the city, and end the threat of a cult of Yeenoghu operating in the Reaching Wood, they have yet to make progress in finding a cure to aid their ailing lands.

The eladrin scholar, Sikulis, who developed the ritual that utilized the Companion to weaken the plaguechanged threat, has vanished. Now it seems that the nearby city-state of Iriaebor is claiming that they have solved the plaguezone problem and are prepared to cleanse the lands.

You have been recruited by The Order of Torm to investigate the rumors surrounding Iriaebor's cure. You are instructed to be suspicious of all claims, especially the source of those claims and the Iriaebans' motivations. If there is truth to the matter and your help is needed, you are to assist them wherever possible.

You are being sent to meet directly with the new Iriaebor council headed by Lord Krieger, a powerful merchant guild master who, as information suggests, may be the person responsible for leaking the rumors. Although you have not been granted an audience with Lord Krieger, you should have no trouble getting in to see him when you present orders from Everyn Cadwy, an influential representative in the Order of Torm.

If the PCs are members of an Elturgard meta-organization give them the Player's Handout 1. If a PC is not a member of any Elturgard meta-organization, they are instead contacted by the Shields of Kilgrave and asked to work on their behalf. These PCs are under no obligation to do as the Shields wish.

The PCs are promised a reward of 50 / 85 / 150 / 300 / 450 gp for taking on this task.

If the PCs have any questions about the state of politics between Iriaebor and Elturgard reference the following bullet points

- Iriaebor is officially independent of Elturgard, though Elturgard continues to woo them with gifts and emissaries.
- Small companies of Elturgard knights often frequent the city offering aid where needed. Recent events in Elturel have caused the Order to command their knights back to the city.

- Iriaebor has no interest in becoming an official state of Elturgard and would prefer a stronger position in this relationship.

Bellavous
It is possible some of the PCs may have this quasit as a familiar. Before continuing the adventure, read or paraphrase the following to those PCs:

Mischievous, feisty, defiant, and unpredictable; those are just a few of the ways you could describe your quasit familiar, Bellavous. Given the chance, you might just trade him in for a more reliable companion. As it is, he's been spending a lot of time away from you and only seems to be around when you've demanded it. Now he has completely disappeared and refuses, or is unable, to answer your summons. You fear he's gotten himself into something that you're sure to regret.

Throughout the adventure, look for shaded text like this to handle situations where Bellavous may be present or affect the encounter for a PC that has him as a familiar.

Taikos
Taikos is a paladin in the Shield of Kilgrave who was expelled from the Order of Torm for his spellscar. In ELTU3-2 *Blue Wounds*, Taikos followed a vision sent to him by Torm, finding his way into an abyssal pocket dimension threatening to expand to engulf the entire city of Elturel. Taikos was in search of a cure to the terrible changes wrought upon innocent creatures by the Spellplague.

Look for shaded text like this for information on how to role-play Taikos during the adventure.

Sikulis
Sikulis is an eladrin sage once imprisoned in the Dungeon of the Inquisitor. During the events of ADCP2-1 *The Paladin's Plague*, Sikulis designed the ritual to change the Companion so that its effects targeted the corruption of the Spellplague instead of the corruption of undeath.

Look for shaded text like this for information on how to role-play Sikulis during the adventure.

Encounter 1: Loose Ends

Setup

Lord Krieger: Iriaebor council member; male human (Diplomacy +10, Intimidate +8, Insight + 6)
Andrielle: female eladrin

The PCs start in Elturel and travel as far as Berdusk via the River Chionthar using a sail-assisted skiff that was graciously provided by the Order of Torm. Rapids prevent travel beyond that point. They complete the journey on foot or with mounts to cross the remaining distance several miles north of the riverbank, eventually picking up the Dusk Road just north of Iriaebor. The distance from Elturel to Iriaebor is approximately 280 miles and the PCs make the journey without incident.

Fast Play Options

After reading the initial read-aloud text, quickly transition to the PCs' arrival at the High Tower. Keep descriptions of the city and interactions with the citizens to an absolute minimum. As the adventure progresses, you can utilize the additional flavor presented here to fill in the gaps and bring the city to life.

Arrival in Iriaebor

As they approach the city from a few miles out, read or paraphrase the following:

Even several miles away, the City of a Thousand Spires is an impressive site to behold. Standing majestically on a sprawling ridge above the north fork of the river Chionthar, the city is split into three sections. The Docks, at the bottom of the ridge on the river Chionthar, the Old City, built on the ridge itself, and the Lower City, on the flatlands top of the ridge. The city is crammed with many tall, crumbling towers leaning on each other and joined by bridges and narrow, winding streets hidden in shadow. Nearly a third of Old City is in complete ruins; now only the remnants of past glories.

The PCs join the Dusk Road north of the city where ***they*** pass trade caravans heading in and out of the city. A single caravan and various others are entering the gates ahead of them.

The city gates are wide open to caravans and travelers afoot, but all who pass by are stopped momentarily by city guards before being allowed to proceed. Two guards wearing chainmail armor and carrying long swords approach the PCs as they come to the gates. Both guards wear crimson capes trimmed in bronze. The guards ask for the PCs' reasons for visiting Iriaebor and then direct them to the High Tower of Iriaebor at the center of Old City. Though they give directions without a quarrel, it is obvious that they are somewhat less than thrilled with the PCs' presence.

As the PCs travel within the city, make them aware that citizens are giving them looks of disgust or making rude comments that they are unwelcome. The comments seem to come mostly out of crowds, from windows high up in city spires, or are mumbled under breath. No one is brave enough to confront a band of capable adventurers directly, but the PCs should definitely be made to feel unwelcome. If the PCs are offended by the way they are being treated and wish to confront a citizen with questions, they find someone who agrees to give them the low-down:

- Iriaebor is a town of laborers. Adventurers have always been viewed with intolerance. People seem to look at them as dreamers, treasure hunters, rebels, or just plain troublemakers. Adventuring is not viewed as a "real" job.
- Not everyone shares the belief that adventurers should be unwelcome, but it is a large majority.
- Despite the usual distaste for adventurers, things are beginning to change. Along with the change in government, perhaps other bad remnants of Iriaebor's sordid past can also change.

The short trek to the High Tower is otherwise uneventful.

The High Tower of Iriaebor

The High Tower is visible from anywhere in the city. Its tall spires easily tower over every other building. The three narrow spires and two irregularly shaped buildings are interconnected by a fortified wall enclosing a mammoth courtyard. Guards in crimson capes patrol the battlements, the outer walls, and all entrances.

At the High Tower of Iriaebor, members of the Freedom Guard escort the PCs to the top of one of the spires where they meet Lord Krieger and Andrielle. The High Tower is heavily guarded. Groups of crimson caped guards are stationed everywhere on the grounds and on every level of the spire. The crimson capes on these guards are trimmed in platinum. They are obviously an elite force of armed soldiers tasked with protecting the government council.

When the PCs enter the chamber, read or paraphrase the following:

You are brought into a large circular chamber with a single, throne-like chair on a platform by the far side. A middle-aged man in crimson robes sits upon the throne. An eladrin female in a brown cloak and carrying a scythe stands by one of two large windows through which stream the only rays of light into the place. She barely gives you a sideways glance as you enter; her attention seems to be focused on something very far away. The man on the throne raises his head at your approach.

See Appendix 1 for information on NPCs in this encounter.

Allow the PCs to start to explain the reason for their visit. However, just when they are about to tell who sent them and why they are there, Lord Krieger interrupts them. If they don't say anything, Lord Krieger waits a moment and then proceeds with:

"Don't tell me. Let me guess. The Order of Torm has sent you to investigate the rumors that we have a cure for their plaguelands and spellscarred citizens. Don't be surprised. I've been expecting you. You see, I am the one who allowed the information to slip beyond these walls. I am Lord Krieger, the preeminent member of the new Iriaebor council."

After a momentary pause, Lord Krieger continues. "We are on the verge of a major breakthrough. A cure is within our grasp, but... our work is not yet complete."

Lord Krieger gestures to the female eladrin. She steps away from the window, coming forward to continue where he left off. "I have been working tirelessly on the problem for ever so long. My work is almost finished, but there are some loose ends that need to be taken care of before I can finalize the ritual cleansing. Some vital notes and ingredients to complete the task are still needed. Research has revealed to me where these can be found, but retrieving them is proving to be more than a trivial task. Taikos, a paladin in the Shields of Kilgrave, was the last to attempt the mission, but he has not returned and we fear he may have perished."

Lord Krieger stands and moves closer. "We know how important a cure is to all of Elturgard. If you can assist us in this matter then we beseech you to take up Taikos's mission and complete his task. And if you hold out any hope that he still lives, I encourage you to begin at once. There may be little time remaining."

As the PCs talk with Lord Krieger and Andrielle, they can learn some or all of the following information:

- Taikos arrived two days ago with orders from the Shields of Kilgrave to investigate the rumor and assist the Iriaebens if possible.
- Taikos was convinced that a cure was at hand and he offered his assistance in finding key information and ingredients to complete a new ritual. He was asked to stand by until he was needed.
- Yesterday, Taikos was sent to the Old City ruins, but has not returned. It is feared that he is either dead or in grave danger. Lord Krieger makes it clear that there is still hope that Taikos may yet be alive and that the PCs should take up his mission, if, for no other reason, to rescue him.
- Most consider a trip into the Old City ruins a suicide mission. Troll problems have been escalating and recent mercenary additions to the Freedom Guard have had their hands full just keeping troll activity from spilling over the ruined boundaries of Old City. That and rumors of other nefarious creatures inhabiting the ruins has limited the number of volunteers.
- The information and additional ingredients for the ritual are believed to exist in a secret laboratory of a pre-Spellplague healer of great renown. The healer, a priest of Chauntea by the name of Baelar, was known for his dedication to Iriaebor and was famed for his amazing restorative cures. In his time, he created rituals that increased the fertility of the lands, wiped out blight, and cleansed the local livestock from a plague that threatened to seriously cripple the city's ability to maintain its economy. Although he worked out of the Golden Bowl of the Goddess, everyone suspected he had a secret laboratory in Old City where he worked his most miraculous cures. Andrielle has uncovered details on the location of that lab and she's convinced that the information and ingredients that she needs can be found there.

If the PCs question the veracity of any cure claims, Andrielle is able to present a case for convincing any unbelievers. She can easily describe the previous ritual implemented by Sikulis, including minute details of how it was developed. She does leave out any involvement of the Companion. This knowledge alone should convince PCs that she's not a fraud. An Easy DC Insight check reveals that she appears to be telling the truth. She is, in fact, telling the truth that a cure is at hand, but the fact that most of the key knowledge came from Sikulis is conveniently omitted.

If the PCs ask about Sikulis, Lord Krieger answers that he does not know where the scholar is. Attempting to perceive a deception fails since he is telling the truth. Only Andrielle knows Sikulis's whereabouts and she

artfully avoids answering any questions directly, deferring to Lord Krieger who truthfully admits that he has no information about the scholar.

Passive Insight [Easy]: *The priestess doesn't seem fully focused on the conversation--as though her thoughts, even now, are focused on deciphering the ritual.*

Passive Insight [Moderate]: *Lord Krieger seems honest and direct. He's obviously very focused on insuring the success of the ritual and appears to be concerned with the best interests of the citizenry.*

Passive Insight [Hard]: *Something doesn't seem quite right. You can't nail down anything specific, but you make a mental note to remember this feeling as it may serve you in the future.*

If the PCs have *Sikulis's Journal* (*ELTU05*), found in ELTU3-2 Blue Wounds, Andrielle requests that it be turned over to her. It could make progress on the ritual go even faster.

Andrielle has a map that points the way to the location of the secret lab. She also provides a list of what she is expecting to find there with enough detail to identify the specific things she needs.

Lord Krieger provides the PCs with orders explaining their mission and that they are under his direction. The orders are sealed with Krieger's personal crest. Presenting the document to Freedom Guard soldiers should avoid any unnecessary conflict.

Dungeoneering [Easy]: Troll flesh grows at an alarming rate. Only burning a troll with fire or acid can keep the creature down.

When the PCs are ready to depart, Lord Krieger says to them:

"If you haven't visited Iriaebor before, you might have noticed that our citizens are not very receptive to outsiders – especially adventurers such as yourselves. I will arrange accommodations for you at The Glib Unicorn. They have a culture there of acceptance and tolerance. You'll have no trouble finding it as you make your way to the ruins. Once you've completed your mission in the Old City ruins, I suggest that you rest and clean up before returning here. I'll expect you back at the High Tower in the morning."

Ending the Encounter

Should the PCs search for Alchemist's Fire or Alchemist's Acid in the city, they find several alchemists, but learn that the Freedom Guard has bought nearly every vial in the city. The party can find only one vial of Alchemist's Fire and one vial of Alchemist's Acid, and must pay the prices listed in Encounter Two. The descriptions for both items are in the New Rules section.

The encounter ends when the PCs depart for Old City. They are escorted out of the High Tower by several members of the Freedom Guard. Proceed to Encounter 2.

Milestone

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

Treasure

There is no treasure in this encounter.

Encounter 2: Freedom Guard

Setup

Virna: Dusk Talon mercenary; female human (Streetwise +14, Bluff +10, Stealth +12)
Kilgran: Dusk Talon mercenary; male dwarf (Streetwise +12, Bluff +8, Stealth +10)

The PCs encounter beleaguered members of the Freedom Guard who are tasked with patrolling the edge of the Old City ruins. They've been fighting an ever growing problem of troll attacks from within the ruins. With the dwindling support of the Elturel paladins, the problem has been harder to contain. The weakened Freedom Guard has been recently bolstered with the hiring of mercenaries; unknown to them, a great many coming from a faction of Dusk Talons operating within the region.

A group of 8 soldiers from the Freedom Guard led by Kilgran and Virna are stationed at the border between Old City proper and the Old City ruins. They've been assigned with patrolling a hot spot of troll activity. Unless otherwise instructed, they are also charged with keeping citizens, particularly adventurers, from entering the ruins. Kilgran, Virna, and the other soldiers wear crimson capes with copper trim.

Kilgran and Virna challenge the PCs when they approach. As they near the border between Old City proper and the Old City ruins, read or paraphrase the following:

Out of the shadows you hear a female voice shout out, "Halt!" Suddenly, two well-armed soldiers wearing crimson capes with copper trim slip from the shadows and block your approach. The female speaks again, "More adventurers, I take it. And just where do you think you're going?" Six more soldiers step into the light with their hands on the hilt of their weapons, ready to pull them at any false move.

Showing Lord Krieger's sealed orders allows them to pass, but the two soldiers warn them about the troll problem.

See Appendix 1 for information on NPCs in this encounter.

If the PCs chat with Kilgran and Virna, they learn some or all of the following information:

- Everything west of the temple of Chauntea is in ruins. It's been like that since the Spellplague. No reasonable attempts have ever been made to rebuild the ruined portions of Old City.
- Troll habitation in the ruins started about a year ago. No one knows where exactly the trolls came from or how they infiltrated the ruins.
- Troll attacks have been more frequent in the past few months.
- Kilgran and Virna are unhappy that they've been given the difficult task of repelling troll raids.
- Kilgran and Virna feel that they are being taken advantage of in the absence of the Elturgard paladins. However, they believe that if they could help Iriaebor secure independence that their situation would improve. Their commission isn't great, but at least it's a steady income.
- They use fire traps, crude fire bombs, fiery arrows, and other similar techniques to keep troll invaders from entering Old City. They've been successful for the most part, but the frequency of attacks is beginning to take its toll.

<u>If the PCs engaged them in conversation, Virna and Kilgran ask for a favor before they enter the ruins</u>. With all the troll problems, Virna figures the PCs might stumble across something that might help them. She offers a reward if the PCs can provide any information that will help them find troll camps or locations where the trolls are infiltrating Old City.

<u>If any PCs are already members of the Dusk Talons</u>, easily discovered by hand signals or pass phrases, Viran insists that they undertake the proposed task instead of just making a request. In addition, they can tell their fellow Dusk Talons that since the city is hiring so many for the new Freedom Guard, it has created an excellent opportunity for the Talons to infiltrate the city's law enforcement.

<u>If the PCs accept the task and return with the map found on the troll in Encounter 3</u>, Virna and Kilgran pay them the gold listed in the treasure section. They also take the PCs aside and quietly ask them to consider joining the Dusk Talons if they aren't already members of an Elturgard metaorg. If the PCs are interested, Virna and Kilgran say that they will give their personal recommendations for membership.

<u>If the PCs want access to anti-troll items</u>, the Freedom Guard will be reluctant to part with their inventory, but can be persuaded to sell some at a 30% inflation rate. The following are available:

Alchemist's Acid:
3 Vials Available
Level: 1 / 1 / 6 / 6 / 11
Cost: 26 / 26 / 97 / 97 / 455 gp

Alchemist's Fire:

3 Vials Available
Level: 1 / 1 / 6 / 6 / 11
Cost : 26 / 26 / 97 / 97 / 455 gp

Ending the Encounter

The encounter ends when the PCs enter the Old City Ruins. They may return to Virna and Kilgran after completing Encounter 3 and receive their reward for the task assigned to them by Virna.

Milestone

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

Treasure

The PCs receive 13 / 20 / 39 / 76 / 113 gp from Kilgran and Virna if they return from the ruins with the map taken from the troll in Encounter 4.

Encounter 3: Old City Ruins

Encounter Level 3/5/7/9/11 (725/1000/1450/2000/2900 XP)

Setup

This encounter includes the following creatures at Adventure Level 2:
1 Troll (Level 5) (T)
4 Troll Runts (Level 4) (R)
1 Centipede Scuttler (Level 1) (S)
1 Relentless Cockatrice (Level 2) (C)

This encounter includes the following creatures at Adventure Level 4:
1 Troll (Level 7) (T)
4 Troll Runts (Level 5) (R)
1 Centipede Scuttler (Level 3) (S)
1 Relentless Cockatrice (Level 4) (C)

This encounter includes the following creatures at Adventure Level 6:
1 Troll (T)
4 Troll Runts (Level 8) (R)
1 Centipede Scuttler (Level 5) (S)
1 Relentless Cockatrice (Level 6) (C)

This encounter includes the following creatures at Adventure Level 8:
1 Troll (Level 11) (T)
4 Troll Runts (Level 9) (R)
1 Centipede Scuttler (Level 7) (S)
1 Relentless Cockatrice (Level 8) (C)

This encounter includes the following creatures at Adventure Level 10:
1 Troll (Level 13) (T)
4 Troll Runts (Level 12) (R)
1 Centipede Scuttler (Level 9) (S)
1 Relentless Cockatrice (Level 10) (C)

Fast Play Options

This encounter can run long if the PCs have no means to permanently dispose of the trolls using fire or acid. Although unlikely, since the PCs could have purchased items from Virna and Kilgran in Encounter 2, it's still a possibility. Perhaps they didn't buy enough or they ran out before they finished off all the trolls. If this is the case and trolls continue to pop back up with no reprieve in sight, the relentless cockatrice joins the combat early and targets a troll instead of a PC. When this happens, the remaining trolls flee in fear and do not return to the battle. Do not let this encounter drag on, once it is clear the PCs have reached such an impasse.

As the adventurers enter the area, read:

After a relatively short trek through several ruined city blocks, you arrive at the bridge indicated on the map provided by Andrielle. If all is as expected, the Healer's home should be not too far on the other side.

When the PCs get to the other side of the bridge, trolls come out from around the building to their left. As soon as they spot the PCs, they charge into battle.

After 2 rounds of combat, the centipede scuttler comes out of the sewer grating and joins the battle (see Tactics). If the unstable terrain collapses before then, it emerges sooner (see Features of the Area).

As soon as the PCs dispatch the troll threat or move into the tower, whether or not the centipede scuttler is still alive, the relentless cockatrice swoops down from its perch and tries to pick off a lone PC. It uses stealth and the growing shadows to attempt a surprise attack. If the PCs have gone down into the sewers, the relentless cockatrice attacks them there

Aftermath

After the PCs defeat all the monsters, read or paraphrase the following:

Examining the area beyond the bridge, you come upon two stone statues. The first is a troll lashing out with its clawed hands and the other is an armored warrior swinging a longsword.

If checked closer, the PCs can identify the armored warrior as Taikos. The relentless cockatrice is responsible for turning him and the troll to stone.

The Healer's Lab

The top left building is indicated on Andrielle's map as the building containing the healer's secret lab. If the PCs search the first floor of the building, they can find a secret trapdoor that leads to a stairway down to the library/lab. Locating the trapdoor is easy and only requires that the PCs make a concerted effort to search the area. The door is locked and the key is no longer available. Breaking the door open is not difficult, but might take more than one PC working together to make it happen. The trapdoor opens to a stairway leading 10

feet down to an elaborate library and lab. So much of the library/lab is damaged beyond repair. It takes several rounds for the PCs to search through scrolls, books, powders, and potions before locating the specific items that Andrielle listed. Thankfully, the items are clearly marked and everything that was required is there.

The PCs also find a vial of *oil of flesh returned* in the healer's lab. If they don't need it for themselves, they may use it to restore Taikos.

Taikos

If restored to life, Taikos is very grateful for being spared an eternity as a lifeless statue. He can provide the following information:

- Taikos was sent by the Shields of Kilgrave to investigate the rumors of a cure. The Knights are anxious to rid themselves of their spellscars and restoring honor to their order.
- Taikos was instructed to help the powers in Iriaebor to implement the cure if any assistance was required.
- After meeting with Lord Krieger and Andrielle, Taikos was convinced that they were very close to providing a cure and vowed to help them complete the ritual.
- If asked if he trusts Lord Krieger and Andrielle, he shrugs and says that he has found no reason, as yet, to doubt their intentions or motivations.

For groups of 4-5 PCs, Taikos offers his services to the PCs if they'll have him. Otherwise, he asks to be brought up to speed on the current situation and explains that he needs to head back to Elturel to make a report to the Shields of Kilgrave.

If Taikos is invited to join the PCs, he is available to be run as a companion character for the rest of this adventure. His stat block for each tier is available in Appendix 2. He can be run as a DM character, or he can be given to a volunteer player to run during combats and any role-playing decisions to be made by the DM.

Features of the Area

Illumination: Dusk is fast approaching and lighting conditions change during this encounter.

Start of Encounter: The areas outdoors are brightly lit and the areas within buildings are dimly lit. Underground areas are in darkness.

After Defeating the Trolls: After the PCs defeat the trolls, the outdoor areas are dimly lit and building interiors are in darkness. Underground areas are in darkness.

Cracked Sewer Grate: The sewer grate at the center of the map is cracked and partially ajar. It can easily be fully removed to gain access to the unused sewers below. However, the ground around the grate is unstable. See below.

Unstable Terrain: The sewer grate and the adjacent squares (4x4) are unstable ground. If a single medium sized creature stands on any one of the squares, the ground gives slightly and the creature notices that it is unstable. If 2 or more medium-sized creatures or a single large creature stands on more than one of the squares, the entire 4x4 area collapses, causing the creatures to fall underground 10 feet (2 squares). Falling creatures take 1d10 damage and find themselves in a dried up sewer tunnel. The tunnel provides an alternate route into the healer's secret library/lab. See the underground map page for a layout of the tunnel and how it leads to the healer's lab. The rubble pile provides a way to climb back to the surface, but it is difficult terrain and requires 4 squares of movement to get out.

Rubble: Areas of rubble can be found within the sewers and some areas on the surface. It costs 2 squares of movement to enter these squares. At the extreme edges of the sewer map the rubble completely blocks the underground passageway. No movement is possible beyond the areas shown on the underground map.

Tactics

All trolls are mindless brutes that fight to the death (and beyond). They immediately move adjacent to approaching enemies and use their *claw* attack repeatedly. They like to gang up on opponents as much as possible, preferring not to go one on one with any enemies. Please note that a PC can burn a downed troll with a lit torch by using a move action.

The centipede scuttler is a wild card in this encounter. Two rounds after combat begins (or one if your party is having an easy time of it), the centipede scuttles out of the broken sewer grating and attacks the nearest creature. If the PCs move near to the grate sooner, the centipede joins the fray immediately. There is a good chance it attacks the trolls first, but if a PC is closest then it attacks them instead. If it kills anything then it moves on to the next closest target. If bloodied, the centipede scuttles back into the hole in the ground and only attacks again if creatures find their way down there.

The cockatrice does not attack until after the PCs have defeated the trolls, unless the PCs enter the tower. It swoops down from the tower where Taikos and the troll statues are located. It opens combat with *double attack* using a combination of *bite* attack and *mark of*

death. It continues to relentlessly assault the same PC until that PC has been slowed. It then moves on to a new opponent using the same or similar tactic.

Scaling the Encounter

Make the following adjustments to the combat based on the number of PCs present. Also note, if your PCs are particularly competent or strong, you might move a troll runt or two next to the rubble, as they poke at it with a stick, making it more likely the PCs will engage the centipede sooner.

Four PCs: Remove the Centipede Scuttler.

Six PCs: Add 3 Troll Runts.

Ending the Encounter

The encounter ends when the PCs have obtained the notes and materials from the healer's lab, dispatched the cockatrice, and head back to the main city.

If the trolls are searched after combat, the PCs find a crude map in the larger troll's possession. The map depicts a large area of the Old City ruins, including the area the PCs are currently in. The bridge is clearly marked as a landmark and shows an arrow pointing toward the section of Old City outside the ruins. Several other buildings are marked for unknown reasons. If brought to Virna and Kilgran, the map is sufficient to complete the minor quest they were tasked with.

If multiple PCs have been turned to stone and the party does not have the rituals to turn them back, they can easily locate a ritual caster (at normal cost), despite the late hour.

Milestone

If the PCs give the map to Virna and Kilgran (Encounter 2), they complete a Minor Objective worth 25 / 35 / 50 / 70 / 100 XP each.

This encounter counts toward a milestone.

Treasure

In addition to the notes and ingredients required for the ritual cleansing, the PCs find *oil of flesh returned* (See Treasure D), and *healer's armor* (See Treasure A).

Encounter 3: Old City Ruins (Adventure Level 2)

Troll — **Level 5 Brute**
Large natural humanoid — XP 200
HP 80; **Bloodied** 40 — **Initiative** +6
AC 17, **Fortitude** 19, **Reflex** 14, **Will** 13 — **Perception** +4
Speed 8

Traits

Regeneration
The troll regains 5 hit points whenever it starts its turn and has at least 1 hit point. When the troll takes fire or acid damage, its regeneration does not function on its next turn.

Troll Healing (healing)
Whenever an attack that doesn't deal acid or fire damage reduces the troll to 0 hit points, the troll does not die and instead falls unconscious until the start of its next turn, when it returns to life with 15 hit points. If an attack hits the troll and deals any acid or fire damage while the troll is unconscious, it does not return to life in this way.

Standard Actions

m Claw • At-Will
Attack: Melee 2 (one creature); +10 vs. AC
Hit: 3d4 + 2 damage. If the attack bloodies the target, the troll uses claw against it again.

Str 22 (+8)	**Dex** 18 (+6)	**Wis** 14 (+4)
Con 20 (+7)	**Int** 5 (-1)	**Cha** 9 (+1)

Alignment chaotic evil — **Languages** Common, Giant

Troll Runt — **Level 4 Minion Brute**
Large natural humanoid — XP 44
HP 1; a missed attack never damages a minion — **Initiative** +5
AC 16, **Fortitude** 18, **Reflex** 16, **Will** 13 — **Perception** +4
Speed 8

Traits

Troll Runt Healing (healing)
If the troll runt is reduced to 0 hit points by an attack that does not deal acid or fire damage, it falls prone and remains at 0 hit points until the start of its next turn, when it regains 1 hit point. If an attack deals acid or fire damage to the troll runt while it is at 0 hit points, it is destroyed.

Standard Actions

m Claw • At-Will
Attack: Melee 2 (one creature); +7 vs. AC
Hit: 6 damage

Str 18 (+6)	**Dex** 16 (+5)	**Wis** 14 (+4)
Con 16 (+5)	**Int** 5 (-1)	**Cha** 10 (+2)

Alignment chaotic evil — **Languages** Giant

Centipede Scuttler — **Level 1 Skirmisher**
Medium natural beast — XP 100
HP 27; **Bloodied** 13 — **Initiative** +6
AC 15, **Fortitude** 13, **Reflex** 16, **Will** 10 — **Perception** +0
Speed 8, climb 8 (spider climb)

Standard Actions

m Bite (poison) • **At-Will**
Attack: Melee 1 (one creature); +6 vs. AC
Hit: 1d6 + 1 damage, and ongoing 5 poison damage (save ends). A target already taking ongoing poison damage is also weakened (save ends).

M Feed • At-Will
Attack: Melee 1 (one weakened creature) ; +6 vs. AC
Hit: 3d6 + 1 damage.

Move Actions

Scuttle • At-Will
Effect: The centipede shifts 4 squares. When it shifts into an ally's space, that movement does not count toward the 4 squares the centipede can shift.

Skills Stealth +10

Str 14 (+2)	**Dex** 18 (+4)	**Wis** 10 (+0)
Con 11 (+0)	**Int** 2 (-2)	**Cha** 9 (-1)

Alignment unaligned — **Languages** --

Relentless Cockatrice	**Level 2 Elite Skirmisher**
Medium natural beast	XP 250
HP 78; **Bloodied** 39	**Initiative** +7
AC 18, **Fortitude** 16, **Reflex** 16, **Will** 14	**Perception** +1
Speed 4, fly 6 (clumsy)	Low-light vision
Saving Throws +2; **Action Points** 1	
Immune petrification	

TRAITS

Combat Advantage

The cockatrice deals 2d6 extra damage when it hits a creature it has combat advantage against.

STANDARD ACTIONS

m Bite • At-Will

Attack: Melee 1 (one creature); +7 vs. AC
Hit: 1d6 + 1 damage and the cockatrice makes a secondary attack against the same target.
Secondary Attack: +5 vs. Fortitude
Hit: The target is slowed (save ends).
First Failed Saving Throw: The target is immobilized instead of slowed (save ends).
Second Failed Saving Throw: The target is petrified.

C Mark of Death (fear) **• Recharge** (5-6)

Effect: Close burst 5 (targets one creature)
Effect: The target is marked and grants combat advantage to the cockatrice (save ends).

Double Attack • At-Will

The relentless cockatrice makes either two bite attacks or bite and mark of death (if recharged).

TRIGGERED ACTIONS

M Buffeting Wings • Recharge (4-6)

Trigger: When an enemy moves adjacent to the cockatrice
Effect: The cockatrice uses its bite against the triggering enemy and then shifts 3 squares.

Death's Release (necrotic)

Trigger: When the cockatrice is reduced to 0 hit points or fewer.
Attack: Close burst 3; +4 vs. Fortitude
Hit: 2d6 + 3 necrotic damage, and the target is knocked prone.

Skills Stealth +10

Str 9 (+0)	**Dex** 18 (+5)	**Wis** 11 (+1)
Con 15 (+3)	**Int** 2 (-3)	**Cha** 4 (-2)

Alignment unaligned **Languages** --

Note: Relentless Killer template applied (*Open Grave*).

Encounter 3: Old City Ruins (Adventure Level 4)

Troll — **Level 7 Brute**
Large natural humanoid — XP 300
HP 100; **Bloodied** 50 — **Initiative** +7
AC 19, **Fortitude** 21, **Reflex** 16, **Will** 15 — **Perception** +5
Speed 8

Traits

Regeneration
The troll regains 5 hit points whenever it starts its turn and has at least 1 hit point. When the troll takes fire or acid damage, its regeneration does not function on its next turn.

Troll Healing (healing)
Whenever an attack that doesn't deal acid or fire damage reduces the troll to 0 hit points, the troll does not die and instead falls unconscious until the start of its next turn, when it returns to life with 15 hit points. If an attack hits the troll and deals any acid or fire damage while the troll is unconscious, it does not return to life in this way.

Standard Actions

m Claw • At-Will
Attack: Melee 2 (one creature); +12 vs. AC
Hit: 3d6 + 5 damage. If the attack bloodies the target, the troll uses claw against it again.

Str 22 (+9)	**Dex** 18 (+7)	**Wis** 14 (+5)
Con 20 (+8)	**Int** 5 (+0)	**Cha** 9 (+2)

Alignment chaotic evil — **Languages** Common, Giant

Troll Runt — **Level 5 Minion Brute**
Large natural humanoid — XP 50
HP 1; a missed attack never damages a minion — **Initiative** +5
AC 17, **Fortitude** 19, **Reflex** 17, **Will** 14 — **Perception** +4
Speed 8

Traits

Troll Runt Healing (healing)
If the troll runt is reduced to 0 hit points by an attack that does not deal acid or fire damage, it falls prone and remains at 0 hit points until the start of its next turn, when it regains 1 hit point. If an attack deals acid or fire damage to the troll runt while it is at 0 hit points, it is destroyed.

Standard Actions

m Claw • At-Will
Attack: Melee 2 (one creature); +8 vs. AC
Hit: 6 damage

Str 18 (+6)	**Dex** 16 (+5)	**Wis** 14 (+4)
Con 16 (+5)	**Int** 5 (-1)	**Cha** 10 (+2)

Alignment chaotic evil — **Languages** Giant

Centipede Scuttler — **Level 3 Skirmisher**
Medium natural beast — XP 150
HP 43; **Bloodied** 21 — **Initiative** +7
AC 17, **Fortitude** 15, **Reflex** 18, **Will** 12 — **Perception** +1
Speed 8, climb 8 (spider climb)

Standard Actions

m Bite (poison) **• At-Will**
Attack: Melee 1 (one creature); +8 vs. AC
Hit: 1d6 + 2 damage, and ongoing 5 poison damage (save ends). A target already taking ongoing poison damage is also weakened (save ends).

M Feed • At-Will
Attack: Melee 1 (one weakened creature) ; +8 vs. AC
Hit: 3d6 + 2 damage.

Move Actions

Scuttle • At-Will
Effect: The centipede shifts 4 squares. When it shifts into an ally's space, that movement does not count toward the 4 squares the centipede can shift.

Skills Stealth +11

Str 14 (+3)	**Dex** 18 (+5)	**Wis** 10 (+1)
Con 11 (+1)	**Int** 2 (-3)	**Cha** 9 (+0)

Alignment unaligned — **Languages** --

Relentless Cockatrice	**Level 4 Elite Skirmisher**
Medium natural beast	XP 350
HP 110; **Bloodied** 55	**Initiative** +8
AC 20, **Fortitude** 18, **Reflex** 18, **Will** 16	**Perception** +2
Speed 4, fly 6 (clumsy)	Low-light vision
Saving Throws +2; **Action Points** 1	
Immune petrification	

TRAITS

Combat Advantage

The cockatrice deals 2d6 extra damage when it hits a creature it has combat advantage against.

STANDARD ACTIONS

m Bite • At-Will

Attack: Melee 1 (one creature); +9 vs. AC

Hit: 1d6 + 2 damage and the cockatrice makes a secondary attack against the same target.

Secondary Attack: +7 vs. Fortitude

Hit: The target is slowed (save ends).

First Failed Saving Throw: The target is immobilized instead of slowed (save ends).

Second Failed Saving Throw: The target is petrified.

C Mark of Death (fear) **• Recharge** (5-6)

Effect: Close burst 5 (targets one creature)

Effect: The target is marked and grants combat advantage to the cockatrice (save ends).

Double Attack • At-Will

The relentless cockatrice makes either two bite attacks or bite and mark of death (if recharged).

TRIGGERED ACTIONS

M Buffeting Wings • Recharge (4-6)

Trigger: When an enemy moves adjacent to the cockatrice

Effect: The cockatrice uses its bite against the triggering enemy and then shifts 3 squares.

Death's Release (necrotic)

Trigger: When the cockatrice is reduced to 0 hit points or fewer.

Attack: Close burst 3; +6 vs. Fortitude

Hit: 2d6 + 4 necrotic damage, and the target is knocked prone.

Skills Stealth +11

Str 9 (+1)	**Dex** 18 (+6)	**Wis** 11 (+2)
Con 15 (+4)	**Int** 2 (-2)	**Cha** 4 (-1)

Alignment unaligned **Languages** --

Note: Relentless Killer template applied (*Open Grave*).

Encounter 3: Old City Ruins (Adventure Level 6)

Troll — **Level 9 Brute**
Large natural humanoid — XP 400
HP 120; **Bloodied** 60 — **Initiative** +8
AC 21, **Fortitude** 23, **Reflex** 18, **Will** 17 — **Perception** +6
Speed 8

Traits

Regeneration
The troll regains 5 hit points whenever it starts its turn and has at least 1 hit point. When the troll takes fire or acid damage, its regeneration does not function on its next turn.

Troll Healing (healing)
Whenever an attack that doesn't deal acid or fire damage reduces the troll to 0 hit points, the troll does not die and instead falls unconscious until the start of its next turn, when it returns to life with 15 hit points. If an attack hits the troll and deals any acid or fire damage while the troll is unconscious, it does not return to life in this way.

Standard Actions

m Claw • At-Will
Attack: Melee 2 (one creature); +14 vs. AC
Hit: 3d6 + 6 damage. If the attack bloodies the target, the troll uses claw against it again.

Str 22 (+10)	**Dex** 18 (+8)	**Wis** 14 (+6)
Con 20 (+9)	**Int** 5 (+1)	**Cha** 9 (+3)

Alignment chaotic evil — **Languages** Common, Giant

Troll Runt — **Level 8 Minion Brute**
Large natural humanoid — XP 87
HP 1; a missed attack never damages a minion — **Initiative** +7
AC 20, **Fortitude** 22, **Reflex** 20, **Will** 17 — **Perception** +6
Speed 8

Traits

Troll Runt Healing (healing)
If the troll runt is reduced to 0 hit points by an attack that does not deal acid or fire damage, it falls prone and remains at 0 hit points until the start of its next turn, when it regains 1 hit point. If an attack deals acid or fire damage to the troll runt while it is at 0 hit points, it is destroyed.

Standard Actions

m Claw • At-Will
Attack: Melee 2 (one creature); +11 vs. AC
Hit: 8 damage

Str 18 (+8)	**Dex** 16 (+7)	**Wis** 14 (+6)
Con 16 (+7)	**Int** 5 (+1)	**Cha** 10 (+4)

Alignment chaotic evil — **Languages** Giant

Centipede Scuttler — **Level 5 Skirmisher**
Medium natural beast — XP 200
HP 59; **Bloodied** 29 — **Initiative** +8
AC 19, **Fortitude** 17, **Reflex** 20, **Will** 14 — **Perception** +2
Speed 8, climb 8 (spider climb)

Standard Actions

m Bite (poison) • **At-Will**
Attack: Melee 1 (one creature); +10 vs. AC
Hit: 1d6 + 2 damage and ongoing 5 poison damage (save ends). A target already taking ongoing poison damage is also weakened (save ends).

M Feed • At-Will
Attack: Melee 1 (one weakened creature) ; +10 vs. AC
Hit: 3d6 + 2 damage.

Move Actions

Scuttle • At-Will
Effect: The centipede shifts 4 squares. When it shifts into an ally's space, that movement does not count toward the 4 squares the centipede can shift.

Skills Stealth +12

Str 14 (+4)	**Dex** 18 (+6)	**Wis** 10 (+2)
Con 11 (+2)	**Int** 2 (-2)	**Cha** 9 (+1)

Alignment unaligned — **Languages** --

Relentless Cockatrice	**Level 6 Elite Skirmisher**
Medium natural beast	XP 250
HP 142; **Bloodied** 71	**Initiative** +9
AC 22, **Fortitude** 20, **Reflex** 20, **Will** 18	**Perception** +3
Speed 4, fly 6 (clumsy)	Low-light vision
Saving Throws +2; **Action Points** 1	
Immune petrification	

TRAITS

Combat Advantage

The cockatrice deals 2d6 extra damage when it hits a creature it has combat advantage against.

STANDARD ACTIONS

m Bite • At-Will

Attack: Melee 1 (one creature); +11 vs. AC
Hit: 1d6 + 2 damage and the cockatrice makes a secondary attack against the same target.
Secondary Attack: +9 vs. Fortitude
Hit: The target is slowed (save ends).
First Failed Saving Throw: The target is immobilized instead of slowed (save ends).
Second Failed Saving Throw: The target is petrified.

C Mark of Death (fear) **• Recharge** (5-6)

Effect: Close burst 5 (targets one creature)
Effect: The target is marked and grants combat advantage to the cockatrice (save ends).

Double Attack • At-Will

The relentless cockatrice makes either two bite attacks or bite and mark of death (if recharged).

TRIGGERED ACTIONS

M Buffeting Wings • Recharge (4-6)

Trigger: When an enemy moves adjacent to the cockatrice
Effect: The cockatrice uses its bite against the triggering enemy and then shifts 3 squares.

Death's Release (necrotic)

Trigger: When the cockatrice is reduced to 0 hit points or fewer.
Attack: Close burst 3; +8 vs. Fortitude
Hit: 2d6 + 5 necrotic damage, and the target is knocked prone.

Skills Stealth +12		
Str 9 (+2)	**Dex** 18 (+7)	**Wis** 11 (+3)
Con 15 (+5)	**Int** 2 (-1)	**Cha** 4 (+0)
Alignment unaligned	**Languages** --	

Note: Relentless Killer template applied (*Open Grave*).

Encounter 3: Old City Ruins (Adventure Level 8)

Troll — **Level 11 Brute**
Large natural humanoid — XP 600
HP 140; **Bloodied** 70 — **Initiative** +9
AC 23, **Fortitude** 25, **Reflex** 20, **Will** 19 — **Perception** +7
Speed 8

Traits

Regeneration
The troll regains 5 hit points whenever it starts its turn and has at least 1 hit point. When the troll takes fire or acid damage, its regeneration does not function on its next turn.

Troll Healing (healing)
Whenever an attack that doesn't deal acid or fire damage reduces the troll to 0 hit points, the troll does not die and instead falls unconscious until the start of its next turn, when it returns to life with 15 hit points. If an attack hits the troll and deals any acid or fire damage while the troll is unconscious, it does not return to life in this way.

Standard Actions

m Claw • At-Will
Attack: Melee 2 (one creature); +16 vs. AC
Hit: 3d6 + 7 damage. If the attack bloodies the target, the troll uses claw against it again.

Str 22 (+11)	**Dex** 18 (+9)	**Wis** 14 (+7)
Con 20 (+10)	**Int** 5 (+2)	**Cha** 9 (+4)

Alignment chaotic evil — **Languages** Common, Giant

Troll Runt — **Level 9 Minion Brute**
Large natural humanoid — XP 100
HP 1; a missed attack never damages a minion — **Initiative** +7
AC 21, **Fortitude** 23, **Reflex** 21, **Will** 18 — **Perception** +6
Speed 8

Traits

Troll Runt Healing (healing)
If the troll runt is reduced to 0 hit points by an attack that does not deal acid or fire damage, it falls prone and remains at 0 hit points until the start of its next turn, when it regains 1 hit point. If an attack deals acid or fire damage to the troll runt while it is at 0 hit points, it is destroyed.

Standard Actions

m Claw • At-Will
Attack: Melee 2 (one creature); +12 vs. AC
Hit: 8 damage

Str 18 (+8)	**Dex** 16 (+7)	**Wis** 14 (+6)
Con 16 (+7)	**Int** 5 (+1)	**Cha** 10 (+4)

Alignment chaotic evil — **Languages** Giant

Centipede Scuttler — **Level 7 Skirmisher**
Medium natural beast — XP 300
HP 75; **Bloodied** 37 — **Initiative** +9
AC 21, **Fortitude** 19, **Reflex** 22, **Will** 16 — **Perception** +3
Speed 8, climb 8 (spider climb)

Standard Actions

m Bite (poison) • **At-Will**
Attack: Melee 1 (one creature); +12 vs. AC
Hit: 1d6 + 3 damage, and ongoing 5 poison damage (save ends). A target already taking ongoing poison damage is also weakened (save ends).

M Feed • At-Will
Attack: Melee 1 (one weakened creature) ; +12 vs. AC
Hit: 3d6 + 3 damage.

Move Actions

Scuttle • At-Will
Effect: The centipede shifts 4 squares. When it shifts into an ally's space, that movement does not count toward the 4 squares the centipede can shift.

Skills Stealth +13

Str 14 (+5)	**Dex** 18 (+7)	**Wis** 10 (+3)
Con 11 (+3)	**Int** 2 (-1)	**Cha** 9 (+2)

Alignment unaligned — **Languages** --

Relentless Cockatrice	**Level 8 Elite Skirmisher**
Medium natural beast	XP 700
HP 174; **Bloodied** 87	**Initiative** +10
AC 24, **Fortitude** 22, **Reflex** 22, **Will** 20	**Perception** +4
Speed 4, fly 6 (clumsy)	Low-light vision
Saving Throws +2; **Action Points** 1	
Immune petrification	

TRAITS

Combat Advantage

The cockatrice deals 2d6 extra damage when it hits a creature it has combat advantage against.

STANDARD ACTIONS

m Bite • At-Will

Attack: Melee 1 (one creature); +13 vs. AC
Hit: 1d6 + 4 damage and the cockatrice makes a secondary attack against the same target.
Secondary Attack: +11 vs. Fortitude
Hit: The target is slowed (save ends).
First Failed Saving Throw: The target is immobilized instead of slowed (save ends).
Second Failed Saving Throw: The target is petrified.

C Mark of Death (fear) **• Recharge** (5-6)

Effect: Close burst 5 (targets one creature)
Effect: The target is marked and grants combat advantage to the cockatrice (save ends).

Double Attack • At-Will

The relentless cockatrice makes either two bite attacks or bite and mark of death (if recharged).

TRIGGERED ACTIONS

M Buffeting Wings • Recharge (4-6)

Trigger: When an enemy moves adjacent to the cockatrice
Effect: The cockatrice uses its bite against the triggering enemy and then shifts 3 squares.

Death's Release (necrotic)

Trigger: When the cockatrice is reduced to 0 hit points or fewer.
Attack: Close burst 3; +10 vs. Fortitude
Hit: 2d6 + 6 necrotic damage, and the target is knocked prone.

Skills Stealth +13		
Str 9 (+3)	**Dex** 18 (+8)	**Wis** 11 (+2)
Con 15 (+6)	**Int** 2 (+0)	**Cha** 4 (+1)
Alignment unaligned	**Languages** --	

Note: Relentless Killer template applied (*Open Grave*).

Encounter 3: Old City Ruins (Adventure Level 10)

Troll — **Level 13 Brute**
Large natural humanoid — XP 800
HP 160; **Bloodied** 80 — **Initiative** +10
AC 25, **Fortitude** 27, **Reflex** 22, **Will** 21 — **Perception** +8
Speed 8

Traits

Regeneration
The troll regains 5 hit points whenever it starts its turn and has at least 1 hit point. When the troll takes fire or acid damage, its regeneration does not function on its next turn.

Troll Healing (healing)
Whenever an attack that doesn't deal acid or fire damage reduces the troll to 0 hit points, the troll does not die and instead falls unconscious until the start of its next turn, when it returns to life with 15 hit points. If an attack hits the troll and deals any acid or fire damage while the troll is unconscious, it does not return to life in this way.

Standard Actions

m Claw • At-Will
Attack: Melee 2 (one creature); +18 vs. AC
Hit: 4d4 + 11 damage. If the attack bloodies the target, the troll uses claw against it again.

Str 22 (+12)	**Dex** 18 (+10)	**Wis** 14 (+8)
Con 20 (+11)	**Int** 5 (+3)	**Cha** 9 (+5)

Alignment chaotic evil — **Languages** Common, Giant

Troll Runt — **Level 12 Minion Brute**
Large natural humanoid — XP 175
HP 1; a missed attack never damages a minion — **Initiative** +9
AC 24, **Fortitude** 26, **Reflex** 24, **Will** 21 — **Perception** +8
Speed 8

Traits

Troll Runt Healing (healing)
If the troll runt is reduced to 0 hit points by an attack that does not deal acid or fire damage, it falls prone and remains at 0 hit points until the start of its next turn, when it regains 1 hit point. If an attack deals acid or fire damage to the troll runt while it is at 0 hit points, it is destroyed.

Standard Actions

m Claw • At-Will
Attack: Melee 2 (one creature); +15 vs. AC
Hit: 10 damage

Str 18 (+10)	**Dex** 16 (+9)	**Wis** 14 (+8)
Con 16 (+9)	**Int** 5 (+3)	**Cha** 10 (+6)

Alignment chaotic evil — **Languages** Giant

Centipede Scuttler — **Level 9 Skirmisher**
Medium natural beast — XP 400
HP 91; **Bloodied** 45 — **Initiative** +10
AC 23, **Fortitude** 21, **Reflex** 24, **Will** 18 — **Perception** +4
Speed 8, climb 8 (spider climb)

Standard Actions

m Bite (poison) **• At-Will**
Attack: Melee 1 (one creature); +14 vs. AC
Hit: 1d8 + 7 damage, and ongoing 5 poison damage (save ends). A target already taking ongoing poison damage is also weakened (save ends).

M Feed • At-Will
Attack: Melee 1 (one weakened creature) ; +14 vs. AC
Hit: 3d8 + 7 damage.

Move Actions

Scuttle • At-Will
Effect: The centipede shifts 4 squares. When it shifts into an ally's space, that movement does not count toward the 4 squares the centipede can shift.

Skills Stealth +14

Str 14 (+6)	**Dex** 18 (+8)	**Wis** 10 (+4)
Con 11 (+4)	**Int** 2 (+0)	**Cha** 9 (+3)

Alignment unaligned — **Languages** --

Relentless Cockatrice	**Level 10 Elite Skirmisher**
Medium natural beast	XP 1000
HP 206; **Bloodied** 103	**Initiative** +11
AC 26, **Fortitude** 24, **Reflex** 24, **Will** 22	**Perception** +5
Speed 4, fly 6 (clumsy)	Low-light vision
Saving Throws +2; **Action Points** 1	
Immune petrification	

TRAITS

Combat Advantage

The cockatrice deals 2d8 extra damage when it hits a creature it has combat advantage against.

STANDARD ACTIONS

m Bite • At-Will

Attack: Melee 1 (one creature); +15 vs. AC
Hit: 1d8 + 8 damage, and the cockatrice makes a secondary attack against the same target.
Secondary Attack: +13 vs. Fortitude
Hit: The target is slowed (save ends).
First Failed Saving Throw: The target is immobilized instead of slowed (save ends).
Second Failed Saving Throw: The target is petrified.

C Mark of Death (fear) **• Recharge** (5-6)

Effect: Close burst 5 (targets one creature)
Effect: The target is marked and grants combat advantage to the cockatrice (save ends).

Double Attack • At-Will

The relentless cockatrice makes either two bite attacks or bite and mark of death (if recharged).

TRIGGERED ACTIONS

M Buffeting Wings • Recharge (4-6)

Trigger: When an enemy moves adjacent to the cockatrice
Effect: The cockatrice uses its bite against the triggering enemy and then shifts 3 squares.

Death's Release (necrotic)

Trigger: When the cockatrice is reduced to 0 hit points or fewer.
Attack: Close burst 3; +12 vs. Fortitude
Hit: 2d8 + 10 necrotic damage, and the target is knocked prone.

Skills Stealth +14

Str 9 (+4)	**Dex** 18 (+9)	**Wis** 11 (+3)
Con 15 (+7)	**Int** 2 (+1)	**Cha** 4 (+2)

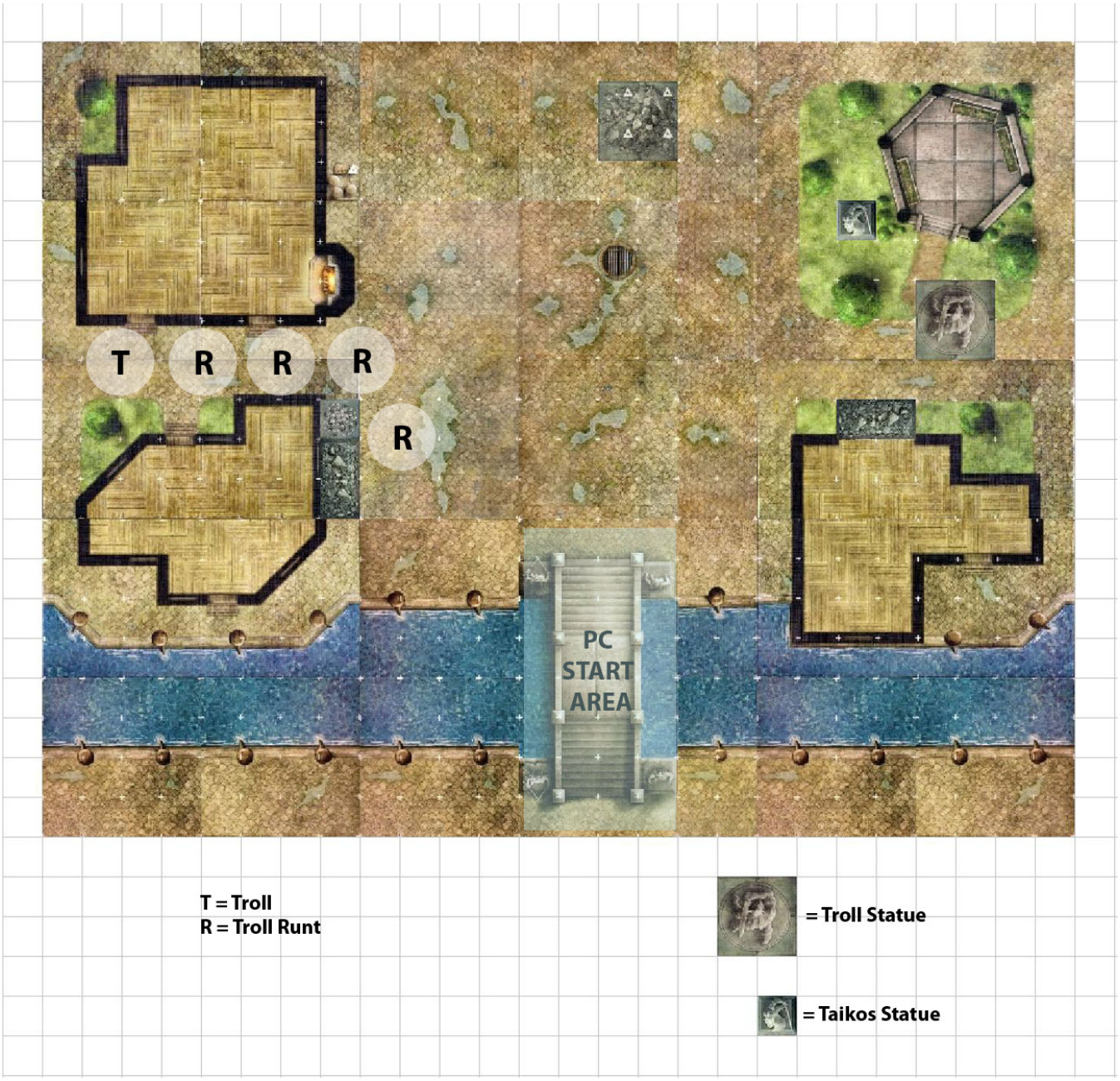
Alignment unaligned **Languages** --

Note: Relentless Killer template applied (*Open Grave*).

Encounter 3: Old City Ruins Surface Map

Tile Sets Needed

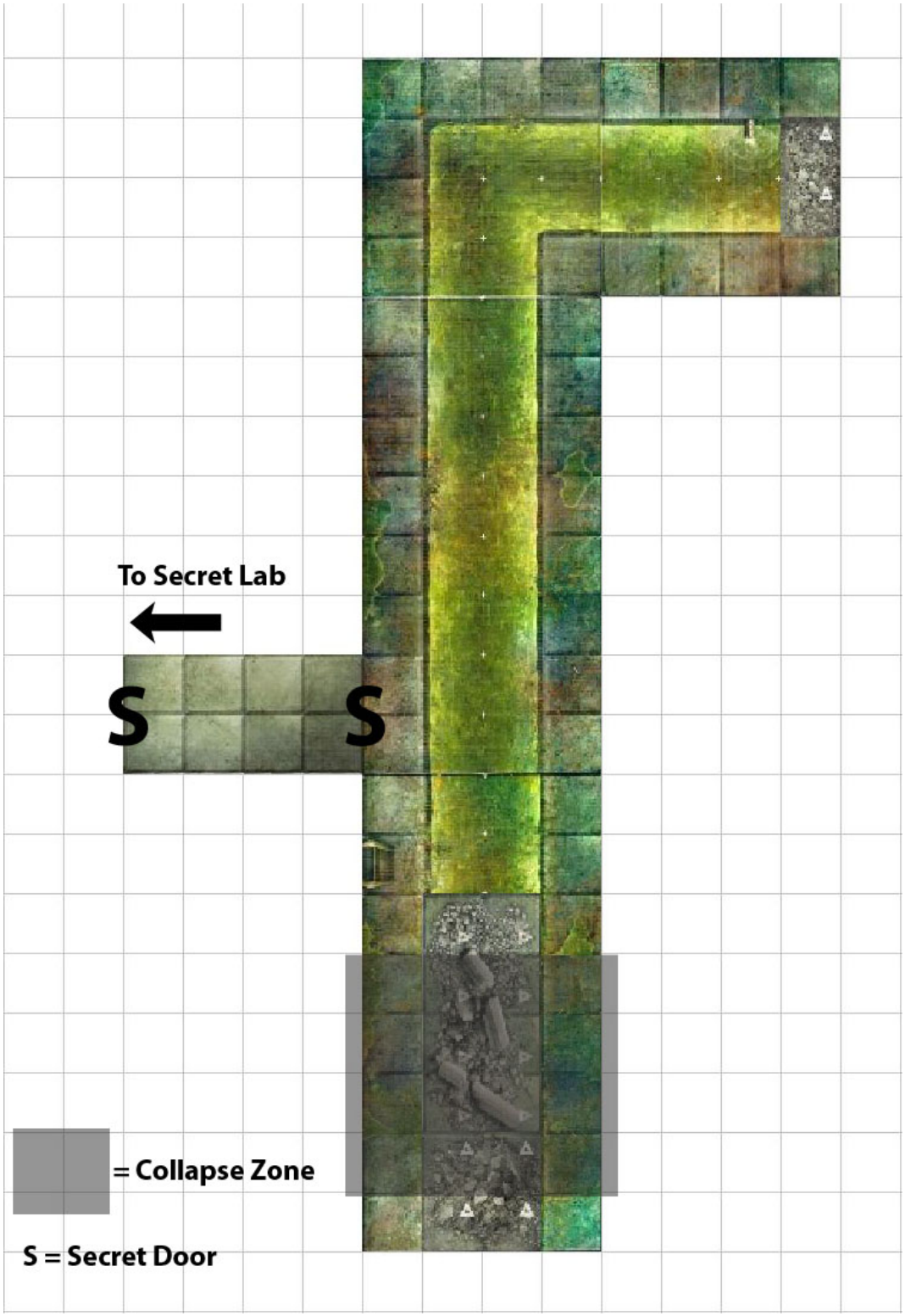
Dungeon Tiles Master Set - The City x2
Dungeon Tiles Master Set - The Dungeon x1 (Troll Statue)
Dungeon Tiles x1 (Taikos Statue & Rubble)



Encounter 3: Old City Ruins Underground Map

Tile Sets Needed

Dungeon Tiles Master Set - The City x1
Dungeon Tiles Master Set - The Dungeon x1



Encounter 4: The Lion's Roar

Setup

Thaerden: Lion's Den member; male half-elf

After retrieving the notes and the ingredients from the healer's secret lab, the PCs head back to Old City proper. As the PCs pass by The Glib Unicorn, they walk right into the midst of a Lion's Den guild meeting.

Fast Play Options

This encounter can run long if the players get wrapped up in the role-playing opportunities, such as non-members trying to sneak into the Lion's Den meeting or trying to find holes in Thaerden's story. While a large quantity of information is provided for those with no time constraints to role-play for some time, in convention settings be mindful of those parts of the encounter critical to the adventure (Thaerden's information about Andrielle and where she can be found and provide, but abbreviate, those parts that are not necessary (the Lion's Den meeting).

The Glib Unicorn

The Glib is an old tumble-down house that has been joined to three others, so it's now more than twice as large as most comparable inns. The main and secondary buildings are for guest rooms, offices, and a restaurant/bar. The third building has been converted to a large hall and is often used by local guilds to hold meetings.

The interior is wood-paneled, dimly lit, and crowded with randomly laid old, stained rugs. No two rooms share matching furniture. The inn has a comfortable, relaxing atmosphere that makes it a great place to sit and talk for hours.

The Glib Unicorn was formerly known as the Wandering Wyvern. Most remnants of the old identity have been stripped away. Aside from some remaining knick knacks, the only obvious relic from the former inn is a wooden sign with a painting of a green wyvern that leans against the wall behind the front desk.

Rooms cost 1 gp a head per night with all meals included and stabling if needed. Drinks are extra.

The Lion's Den rents the large hall of The Glib Unicorn once a month for their meeting place. There is a meeting scheduled for tonight and Lion's Den members are gathering from all over town.

As the PCs approach The Glib Unicorn, read or paraphrase the following:

The Glib Unicorn is exploding with activity. Men and women are loitering around one of the larger attached buildings while dozens of others are filing inside as they come from all different parts of town.

A couple of men stand near the main building and are engaged in a heated discussion regarding the new city council. One man seems to be debating the merits of the new system while the other, an older gentleman with a pipe in one hand and a tankard of ale in the other, is predicting doom and gloom for the future of trade and commerce in Iriaebor.

As you approach the entrance, the man with the pipe notices you. He stops debating with the other man and calls out, "Hey, I recognize you!" His speech is slightly slurred and there is a false bravado to his manner. "Saw you up at the High Tower earlier today; escorted in and out by our city's finest—like you was royalty or something. What business do you have with Lord Krieger? What's his game now anyway?"

The man, Thaerden, is a bit tipsy, but not seriously intoxicated. The PCs can converse with him on an intelligent level and his responses appear to be truthful and not just the alcohol talking.

If the PCs engage him in conversation or start to leave without saying anything, read the following:

"I deliver goods and materials. Most of my business is local. That's <u>my</u> territory. And I can tell ya that there's some strange happenings in the neighborhood that's for sure."

If the PCs ask him to elaborate, he can provide the following information:

- He makes local deliveries to the High Tower, nearby government buildings, and various businesses in the vicinity.
- He's seen several strange things over the past couple of months. One night when he was running late, rushing to make a delivery, he saw a man being carried into the tower of Lord Krieger's priestess. He thought the man was dead at first, but he believes he was more likely drugged. His hands and feet were bound with rope. Several other times, usually in the early morning, he's seen a large group of men and women leaving the priestess's tower. They deliberately avoided all eye contact and never spoke a word. On another occasion, Thaerden is certain that he saw a tiny creature with horns and a tail leaving the tower, but when he did a double take, it vanished into thin air. (A PC with Bellavous as a familiar

recognizes the description as loosely describing a quasit.)

- The priestess's tower is not at the High Tower proper. She has a separate spire of her own a block to the south of the High Tower. Thaerden can provide exact directions if requested.

If asked to describe the man in captivity, Thaerden responds as follows:

"It was an elderly eladrin in scholarly robes. And I never saw him come out of that place since that night. If I had to guess, I'd say he was being forced to do something there against his will. If you're into something involving Lord Krieger and that priestess, I'd bet my horses that you're being played for fools."

If questioned regarding his distrust for the government, he elaborates with the following information:

- Lord Krieger was the only authority in Iriaebor for as long as he can remember. He led the last vestiges of a merchant controlled government instituted by Lord Bron more than a hundred years ago. Under his reign. bitter merchant rivalries often erupted in bloodshed. That was the primary reason there was an outcry for change. The fact that it took so long is a testament to the tenacious control that Lord Krieger had over the citizenry.
- Lord Krieger continues to serve on the new council, but it is expected that he will be replaced once the new order is established.
- Thaerden senses that Krieger is not going to step down easy and believes he has plans in motion to re-seat himself as the sole ruler of Iriaebor, which would return the city to the days of bitter, merchant warfare.
- Thaerden is also concerned that Krieger has allowed a cult known as The Way to be in the city. The movement believes that the gods either don't exist or no longer care about life on Toril anymore, and beyond that sacrilege, he is especially concerned about rumors from an incident in Elturel, during which members of The Way were accused of a string of murders, caused confusion and disarray in the group.

Taikos

If Taikos is with the PCs, he recognizes the description of the elderly eladrin and is convinced that it must be Sikulis. He is insulted for being called a fool and is nearly incited to teach Thaerden a lesson for such a loose tongue, but he stays his hand considering the man's tipsy state. After some thought, Taikos recommends that the PCs investigate the matter, possibly seeking her in her tower, before returning to Lord Krieger. He doesn't want to play the part of anybody's fool.

Thaerden doesn't have much else to say, but he'll happily engage the PCs in talk all evening long if they have a mind to it. Otherwise, he'll depart to join the Lion's Den gathering in the meeting hall.

The meeting itself is not an essential aspect of this adventure, but if the PCs try to enter the hall they are denied access unless they themselves are members of The Lion's Den. If they gain access, the following information can be learned as the meeting progresses:

- The meeting is something of a cross between a trade show and a union meeting, where the members of the Lion's Den in Iriaebor meet to collectively improve their businesses, show off new wares that might be of interest to other members and partake in good drink and food.
- The Lion's Den has a majority of members who are against the new Iriaeban government because it reduces the power that the merchant guild houses have always had in the city.
- There is some talk, however, that Lord Krieger is a man that might someday return power to the merchant guilds. He is, after all, a powerful merchant guild master himself. Others feel that he'll never be able to accomplish anything with the majority of power in the hands of the other 2 council members.
- There is talk about Iriaebor severing all ties with Elturgard and the Order of Torm. The general feeling is that the reign of the Elturel paladins is oppressive and narrow-minded.
- Some dissenters point out that since the paladins have been recalled to Elturel that law and order have suffered, especially with the recent increase in troll threats. Others maintain that the Freedom Guard is doing well under the circumstances and that things will likely improve as more soldiers are hired to fill the vacancies left by the Tormites.
- A good majority seem to be favoring Lord Krieger returning to full authority and an independent Iriaebor, free of the Elturel paladins.
- A few members bring up the matter of Lord Krieger's priestess. While some seem to feel that her Chauntean faith will serve the council well, others feel that she is an influence that they'd rather see removed, especially since many suspect she will ally with Lady Brialle and the farmers, diminishing the strength of the merchants and the Lion's Den further.

Bellavous
If any PCs have Bellavous as a familiar, the PC finds a letter waiting with the innkeeper when they check in to get their room. The letter is signed Bellavous and simply reads, *"Boss, you are in danger and I won't be able to help you. Get out of town while you can."*

Ending the Encounter

The encounter ends when the PCs have finished role-playing with the Lion's Den members and secure accommodations at the inn.

If the PCs decide to investigate Andrielle to see if Sikulis is being held prisoner, proceed to Encounter 5. If the PCs want to return to Lord Krieger and discuss the matter with him first, proceed to Encounter 6.

Researching Andrielle

It is possible that the PCs might search the city for a temple to Chauntea in order to learn more about Andreille. There is a temple, but the clerics there do not know anything about her. They know she has come to the city a few months ago, supposedly to help Lord Krieger. She has not spent much time at the temple, only stopping by once to pay her respects.

Milestone

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

Treasure

There is no treasure in this encounter.

Encounter 5: Rescue Sikulis

Encounter Level 3/5/7/9/11 (788/1025/1400/2050/2800 XP)

Setup

This encounter includes the following creatures at Adventure Level 2:
2 Jackalwere Harriers (Level 2) (J)
3 Dread Marauders (Level 2) (M)
1 Flaming Dread Archer (Level 4) (A)
Sikulis (S)

This encounter includes the following creatures at Adventure Level 4:
2 Jackalwere Harriers (Level 3) (J)
3 Dread Marauders (Level 3) (M)
1 Flaming Dread Archer (A)
Sikulis (S)

This encounter includes the following creatures at Adventure Level 6:
2 Jackalwere Harriers (Level 5) (J)
3 Dread Marauders (Level 5) (M)
1 Flaming Dread Archer (Level 8) (A)
Sikulis (S)

This encounter includes the following creatures at Adventure Level 8:
2 Jackalwere Harriers (Level 7) (J)
3 Dread Marauders (Level 7) (M)
1 Flaming Dread Archer (Level 10) (A)
Sikulis (S)

This encounter includes the following creatures at Adventure Level 10:
2 Jackalwere Harriers (Level 9) (J)
3 Dread Marauders (Level 9) (M)
1 Flaming Dread Archer (Level 12) (A)
Sikulis (S)

The PCs can learn the location of Andrielle's spire from members of The Lion's Den (Encounter 4), from Lord Krieger (Encounter 6, Scene 3), or from Dagg and Jorlan (Encounter 7).

Andrielle rents space on the top floors of a nearby spire with her sleeping chambers above the laboratory. The tower is not guarded from the outside and the PCs have no trouble finding their way up the stairs to Andrielle's chambers. However, whenever the PCs arrive, Andrielle is not present. She is either elsewhere in town or at Fendarl's Gate preparing the portions of the ritual that are already completed.

Andrielle has made certain preparations to give the false appearance that she is in her lab working on the ritual cleansing at all times. She has also carefully disguised her real laboratory where Sikulis has been imprisoned. If anyone comes to her room, they find a jackalwere harrier impersonating Andrielle working quietly in a small lab with no other exits. The jackalwere harrier is wearing identical clothing and has shape changed to look like Andrielle. The jackalwere harrier's job is to pretend to work on alchemical experiments and to put at ease any suspicious parties that might arrive inquiring about her work.

If the PCs knock on the door, read or paraphrase the following:

After a few moments, the door opens and Andrielle stands before you with a scroll in one hand and a vial of red liquid in the other. She seems harried by the sudden intrusion. After looking somewhat oddly at you for a moment, she speaks. "Yes? What can I do for you?"

This is, of course, the jackalwere harrier impersonating Andrielle. This creature has no knowledge of the PCs and can easily be exposed as a fraud if the PCs ask a few pointed questions that it obviously could not answer. However, it evades direct questions and use bluff wherever possible to hide its true nature.

If the PCs break the door down or find other means to enter the room without being invited, read or paraphrase the following:

You find yourself in some sort of laboratory. Small tables near the far wall are littered with glass vials containing many-colored liquids. Scrolls and books lie scattered amongst the containers. Lord Krieger's priest, Andrielle, sits at one of the tables where she seems to be examining scrolls and pouring liquids from container to container.

If the PCs use stealth and are not detected, they may observe Andrielle's double for some time as she appears to be conducting experiments. However, a Moderate DC Arcana check reveals that her experiments don't appear to be real. She seems to simply be randomly mixing various liquids and looking through random books and scrolls to no purpose.

When the PCs are discovered or make themselves known, Andrielle's double angrily chastises them for the intrusion. Read or paraphrase the following:

Andrielle stops what she's doing and turns sharply at your sudden appearance. "What is this?! Why are you interrupting my experiments?!"

Andrielle's double converses with the PCs and refutes any accusations they have about Sikulis being a captive. She is most upset at the intrusion and wants only to get back to her work. If the PCs insist, she offers to allow them to do a cursory search of the chamber to satisfy them that she is telling the truth. However, if they get too close to the bookcase with the secret door or are making a far too thorough search, she cuts them off and insists that they leave so she can continue her research. If the PCs refuse to leave and threats of the watch do not force them out, she will attack hoping to flee to (and alert) her allies behind the secret door.

If the PCs do a quick examination of the room, they find no evidence of Sikulis having been there.

Perception Check [DC Moderate]
You notice a strange looking book that seems out of place on the bookshelf along the far wall. It is pulled out slightly and titled at an angle.

Perception Check [DC Hard]
You notice scratches along the wall that exactly match the top and bottom of the bookshelf. It appears that the bookshelf might slide aside.

Pulling the oddly tilted book causes the bookshelf to slide aside revealing a tunnel to the lab and prison chamber. If anyone moves to activate the secret door, the jackalwere harrier quickly intercepts them to block it. It attacks if they try to force their way past.

As the PCs enter the lab and prison chamber, read or paraphrase the following text:

The secret door opens to a much larger chamber. The area beyond contains a well-equipped laboratory with a vast array of glass vials filled with chemicals, powders, plants, and even live insects. There are two bookshelves stocked with books, notes, scrolls and other reference material. At the far end of the room is an iron cage suspended above a pool of clear liquid by a chain attached to a swiveling crane arm. An elderly man in scholarly robes is slumped in a corner of the cage. The markings of a teleportation circle are inscribed on a 15'x15' section of floor on the left side of the chamber.

Working diligently at one of the lab tables is Lord Krieger's priestess, Andrielle. Not far from her are three imposing undead guardians with purplish skin wearing moldering leather armor. Opposite the pool of clear liquid is a similar guardian with a fiery aura and armed with a longbow.

Andrielle in this chamber is once again a jackalwere harrier impersonating the priestess. At this point, the PCs are probably thinking that they've made it past the facade to confront the "real" Andrielle. However, this Andrielle does not take the time to promote the facade. She simply attacks when the PCs enter.

Andrielle
Andrielle can see and hear everything that is going on during this combat encounter using the dread marauder *eyes of undeath* power. She can also speak through the marauders if the opportunity presents itself and the DM deems it appropriate. Although she could pop back through the portal and confront the PCs, she knows it would jeopardize her mission. She remains at Fendarl's Gate working even harder on completing the ritual. She will not return through the portal if the area is compromised.

Sikulis
After Sikulis is released, he thanks the PCs for helping him and he reveals the following information:

- Sikulis doesn't recall details of his capture. He was working on critical research in his lab in Elturel when he vaguely remembers intruders in black garb bursting in on him. The next thing he remembers is waking up in a cage in this lab and having a piercing headache. He is not even sure where "here" is.
- He has been forced to provide information to the woman known as Andrielle in exchange for food, water, and the right to live.
- The ritual she is developing seems to be a twisted version of what he previously created to affect the Companion. Sikulis believes that this new ritual is a dangerous gamble that will almost certainly permanently damage Amaunatur's Gift.
- Sikulis firmly believes that Andrielle's ritual will work. Its success may, in fact, be solely due to his own previous rituals (*ADCP2-1 Paladin's Plague*). The Companion never went back to normal afterwards, and while it still functions, it has not repaired itself and it is likely that it is the reason Andrielle's ritual will succeed. Sikulis shamefully admits that he regrets his actions.
- Andrielle is very close to completing the new ritual even without the notes and ingredients from the healer's secret lab. She may take a little longer to get the job done, but he has no doubt that she is on the verge of success.

- The teleportation circle in the lab is the means by which Andrielle is moving to and from the location where she plans to perform the ritual. It operates only for groups that have a teleportation key, which only Andrielle and some of her followers possess.
- Sikulis does not know the destination of the teleportation circle.
- Andrielle has lots of help. In addition to 2 quasits, one called Renceti and the other Bellavous, a large group of people recently went through the portal and have not returned. Andrielle also vanished through the portal and has not been back.

Features of the Area

Illumination: The main chamber and the lab/prison chamber are brightly lit.

Acid Pool: This is a 20' x 40' (4x8 squares) and 5' (1 square) deep pool of acid. Creatures entering the acid pool suffer +8 + AL vs. Fort for 1d6 / 1d6 / 2d6 / 2d6 / 3d6 hp damage; miss for half damage. Creatures starting their turn in the acid pool take 5 / 5 / 10 / 10 / 15 ongoing acid damage. If Sikulis is lowered into the acid, he can survive for 3 rounds.

Cage: A 10' x 10' iron cage is suspended 15' (3 squares) above the acid pool on a massive iron chain through a crane arm. The chain and crane arm are controlled by a wheel and lever in the position indicated on the map key. This allows the cage to swing out and be lowered to the ground in front of the acid pool. The lever controls the chain to raise or lower it and the wheel operates the crane to swing it back and forth. Swinging the cage out to safe ground takes a standard action. Once the lever has been struck by the archer's arrow (see Tactics), the lever no longer functions.

Teleportation Circle: This special permanent keyed portal provides instantaneous transportation for up to 8 creatures to the base of the tower at Fendarl's Gate (See Encounter 8). Standing in the vicinity of the circle allows anyone to see a haze-infused vision of the portal at the other end of the connection, as well as the environment 60 feet beyond it. This amounts to seeing some rubble at the base of a tower with a grass and weed covered area surrounding it. To use the portal, at least one creature in the group must be carrying a portal key--a circular ivory disk etched with the circle's sigil. Andrielle, Renceti, Bellavous, and select members of The Way all have portal keys.

Tactics

The dread archer targets the PCs at range first with *arcing volley*. After a round of combat, Andrielle assesses the threat, through the eyes and ears of the dread marauders, and decides that it is too risky to allow the PCs to rescue Sikulis. She instructs the dread archer to use its *longbow* to fire on the control mechanisms for the cage. Dimwitted as they are, this is the only command other than "Attack" or "Guard" that she knows they will follow since she has prepared them for this contingency. A hit on AC 12 / 14 / 16 / 18 / 20 causes the controls to fail and the cage begins to lower at a rate of 1 square per round. In 3 rounds the cage enters the acid and begins affecting Sikulis. The broken chain mechanism prevents PCs from stopping the cage from lowering, but they can operate the wheel device to swing the cage out and away from the acid pool. After attacking the cage controls, the dread archer proceeds to attack PCs at range using *longbow*.

Jackalwere harriers use their scythe to attack enemies and try to prevent PCs from reaching the cage controls. If the flaming dread archer does not succeed in damaging the cage control lever, one of the jackalwere harriers will move to the controls and take care of the task.

Dread marauders use *skirmish strike* to flank enemies and attack with their short swords. If at range, they use their longbows. They are not smart enough on their own to intentionally block PCs from reaching and operating the cage controls. For the duration of this encounter, Sikulis is considered a protected individual with regards to the dread marauders' *in the master's defense* power.

Scaling the Encounter

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

Four PCs: Remove one dread marauder.

Six PCs: Add one dread marauder.

Ending the Encounter

The encounter ends when the PCs defeat the guardians, liberate Sikulis, and have a chance to search the lab and examine the portal. Allow for some time to role-play with Sikulis before moving on to the next encounter.

Searching amongst the books, scrolls, and other notes in the lab, the PCs find Andrielle's information on the new ritual, but it looks like the most important stuff is elsewhere. The details that are present however suggest to anyone with the Ritual Casting feat, that Andrielle's ritual looks very promising. They do NOT find a portal key for the teleportation circle. The only person with a key who is not already at Fendarl's Gate is Jorlan (See Encounter 7).

If the PCs try to bypass using the portal key and hijack the portal, they find that it is beyond their capabilities. You may allow them to make the attempt,

by whatever means they may have available, but tell them that it appears to be futile.

If the PCs have not yet returned to the High Tower to report to Lord Krieger then proceed to Encounter 6, Scene 1. If they have already met with Lord Krieger and were in Andrielle's lab on orders to confront Andrielle and rescue Sikulis then return to Encounter 6, Scene 3 and allow the PCs to present their newfound evidence of treachery. With Sikulis and the evidence found in Andrielle's lab, they now auto-succeed at the skill challenge. Lord Krieger sends them to take Andrielle into custody. If the PCs decide that they don't want to risk returning to Lord Krieger, proceed to Encounter 7.

Taikos

If Taikos is with the PCs, he wants to make it clear that he is in favor of performing the ritual. The Companion was a gift of Amaunator and is not sacred to Torm. It is also not necessary, as plenty of cities remain free of undead without a Companion of their own and besides it disrupts the natural balance of nature to have no night and have the surrounding area always bathed in full sunlight.

That said however, he also now believes that Andrielle is a dangerous individual who should be brought to justice. He is uncertain whether or not Lord Krieger is in on her treachery, but his instincts say that he is not. He defers to the PCs on how they can accomplish both goals.

Milestone

Rescuing Sikulis is the completion of a Minor Objective; the PCs each earn 25 / 35 / 50 / 70 / 100 XP. This encounter counts toward a milestone.

Treasure

The PCs find an *alchemical formula book of bloodstinger poison and herbal poultice* (See Treasure B), and 6 / 10 / 18 / 37 / 56 gp each in Andrielle's hidden laboratory.

Encounter 5: Rescue Sikulis (Adventure Level 2)

Jackalwere Harrier	**Level 2 Minion Soldier**
Medium natural humanoid (shapechanger)	XP 31
HP 1; a missed attack never damages a minion	**Initiative** +5
AC 22, **Fortitude** 24, **Reflex** 21, **Will** 20	**Perception** +1
Speed 6	

Traits

Combat Advantage

Whenever the harrier hits a creature granting combat advantage to it, that creature falls prone.

Standard Actions

m Bite • At-Will

Requirement: The harrier must be in jackal form.
Attack: Melee 1 (one creature); +7 vs. AC
Hit: 5 damage.

m Scythe (weapon) **• At-Will**

Requirement: The harrier must be in eladrin form.
Attack: Melee 1 (one creature); +7 vs. AC
Hit: 3 damage, and the target grants combat advantage to the next attack made against it before the start of the harrier's next turn.

Minor Actions

Change Shape (polymorph) **• At-Will**

Effect: The harrier alters its physical form to appear as a Medium jackal or an eladrin until it uses change shape again or until it drops to 0 hit points. The creature retains its statistics in its new form. Its clothing, armor, and other possessions do not change. To assume a specific individual's form, the harrier must have seen that individual. Other creatures can make a DC 26 Insight check to discern that either form is a disguise.

Skills Athletics +9, Stealth +8

Str 17 (+4)	**Dex** 15 (+3)	**Wis** 11 (+1)
Con 14 (+3)	**Int** 10 (+1)	**Cha** 14 (+3)

Alignment evil **Languages** Common

Note: Change Shape was altered from human to eladrin and weapon was changed to scythe.

Dread Marauder	**Level 2 Skirmisher**
Medium natural humanoid	XP 125
HP 39; **Bloodied** 19	**Initiative** +6
AC 16, **Fortitude** 14, **Reflex** 14, **Will** 12	**Perception** +8
Speed 6	low-light vision

Traits

Combat Advantage

The dread marauder deals 1d6 extra damage against any creature granting combat advantage to it.

In the Master's Defense

The dread marauder has combat advantage against each target adjacent to its master or its protected individual.

Eyes of Undeath

The dread marauder's master can see or hear anything the marauder can see or hear. The master can also speak through the marauder.

Standard Actions

m Short Sword (weapon) **• At-Will**

Attack: Melee 1 (one creature); +7 vs. AC
Hit: 2d6 + 5 damage.

r Long Bow (weapon) **• At-Will**

Attack: Ranged 20/40 (one creature); +7 vs. AC
Hit: 1d10 + 3 damage.

Skirmish Strike • At-Will

Effect: the marauder shifts 3 squares and uses short sword or longbow.

Str 16 (+4)	**Dex** 16 (+4)	**Wis** 14 (+3)
Con 15 (+3)	**Int** 4 (-2)	**Cha** 9 (+10)

Alignment unaligned **Languages** understands Common
Equipment: leather armor, short sword, longbow, arrow x20

Note: Updated *In the master's defense* power to include protected individual.

Flaming Dread Archer	**Level 4 Artillery**
Medium natural animate (undead)	XP 175
HP 45; **Bloodied** 22	**Initiative** +5
AC 16, **Fortitude** 16, **Reflex** 16, **Will** 14	**Perception** +4
Speed 6	
Resist 10 fire; **Vulnerable** 10 cold	

TRAITS

Eyes of Undeath

The dread archer's master can see or hear anything the archer can see or hear. The master can also speak through the archer.

O **Fiery Aura** (fire) • **Aura** 1

Any creature that ends its turn in the aura takes 5 fire damage.

STANDARD ACTIONS

m **Short Sword** (weapon) • **At-Will**

Attack: Melee 1 (one creature); +9 vs. AC

Hit: 1d6 + 5 damage.

r **Longbow** (weapon, fire) • **At-Will**

Attack: Ranged 20/40 (one creature); +11 vs. AC

Hit: 1d10 + 1 fire damage.

A **Arcing Volley** (weapon, fire) • **Encounter**

Attack: Area burst 1 within 10 (enemies in the burst); +11 vs. AC

Hit: 1d10 + 1 fire damage.

TRIGGERED ACTIONS

Sudden Flare (fire) • **At-Will**

Trigger: An enemy within 20 squares of the archer hits it.

Effect (immediate reaction): Close burst 10 (triggering enemy in the burst). The target takes 5 fire damage.

Str 16 (+5)	**Dex** 16 (+5)	**Wis** 14 (+4)
Con 15 (+4)	**Int** 4 (-1)	**Cha** 9 (+1)

Alignment unaligned **Languages** understands Common

Equipment short sword, longbow, arrow x40

Note: Replaced *channel of undeath* power with *fiery aura*. Added fire keyword to longbow and arcing volley. Swapped *sustained attack* for re-flavored *sudden jolt* from lizardfolk shocker. Added resist fire and vulnerable cold.

Encounter 5: Rescue Sikulis (Adventure Level 4)

Jackalwere Harrier **Level 3 Minion Soldier**
Medium natural humanoid (shapechanger) XP 37
HP 1; a missed attack never damages a minion **Initiative** +5
AC 23, **Fortitude** 25, **Reflex** 22, **Will** 21 **Perception** +1
Speed 6

Traits

Combat Advantage
Whenever the harrier hits a creature granting combat advantage to it, that creature falls prone.

Standard Actions

m Bite • At-Will
Requirement: The harrier must be in jackal form.
Attack: Melee 1 (one creature); +8 vs. AC
Hit: 5 damage.

m Scythe (weapon) **• At-Will**
Requirement: The harrier must be in eladrin form.
Attack: Melee 1 (one creature); +8 vs. AC
Hit: 3 damage, and the target grants combat advantage to the next attack made against it before the start of the harrier's next turn.

Minor Actions

Change Shape (polymorph) **• At-Will**
Effect: The harrier alters its physical form to appear as a Medium jackal or an eladrin until it uses change shape again or until it drops to 0 hit points. The creature retains its statistics in its new form. Its clothing, armor, and other possessions do not change. To assume a specific individual's form, the harrier must have seen that individual. Other creatures can make a DC 26 Insight check to discern that either form is a disguise.

Skills Athletics +9, Stealth +8

Str 17 (+4)	**Dex** 15 (+3)	**Wis** 11 (+1)
Con 14 (+3)	**Int** 10 (+1)	**Cha** 14 (+3)

Alignment evil **Languages** Common

Note: Change Shape was altered from human to eladrin and weapon was changed to scythe.

Dread Marauder **Level 3 Skirmisher**
Medium natural humanoid XP 150
HP 47; **Bloodied** 23 **Initiative** +6
AC 17, **Fortitude** 15, **Reflex** 15, **Will** 13 **Perception** +8
Speed 6 low-light vision

Traits

Combat Advantage
The dread marauder deals 1d6 extra damage against any creature granting combat advantage to it.

In the Master's Defense
The dread marauder has combat advantage against each target adjacent to its master or its protected individual.

Eyes of Undeath
The dread marauder's master can see or hear anything the marauder can see or hear. The master can also speak through the marauder.

Standard Actions

m Short Sword (weapon) **• At-Will**
Attack: Melee 1 (one creature); +8 vs. AC
Hit: 2d6 + 5 damage.

r Long Bow (weapon) **• At-Will**
Attack: Ranged 20/40 (one creature); +8 vs. AC
Hit: 1d10 + 3 damage.

Skirmish Strike • At-Will
Effect: the marauder shifts 3 squares and uses short sword or longbow.

Str 16 (+4)	**Dex** 16 (+4)	**Wis** 14 (+3)
Con 15 (+3)	**Int** 4 (-2)	**Cha** 9 (+10)

Alignment unaligned **Languages** understands Common
Equipment: leather armor, short sword, longbow, arrow x20

Note: Updated *In the master's defense* power to include protected individual.

Flaming Dread Archer	**Level 6 Artillery**
Medium natural animate (undead)	XP 250
HP 57; **Bloodied** 28	**Initiative** +6
AC 18, **Fortitude** 18, **Reflex** 18, **Will** 16	**Perception** +5
Speed 6	
Resist 10 fire; **Vulnerable** 10 cold	

TRAITS

Eyes of Undeath

The dread archer's master can see or hear anything the archer can see or hear. The master can also speak through the marauder.

O Fiery Aura (fire) • **Aura** 1

Any creature that ends its turn in the aura takes 5 fire damage.

STANDARD ACTIONS

m Short Sword (weapon) • **At-Will**

Attack: Melee 1 (one creature); +11 vs. AC

Hit: 1d6 + 6 damage.

r Longbow (weapon, fire) • **At-Will**

Attack: Ranged 20/40 (one creature); +13 vs. AC

Hit: 1d10 + 2 fire damage.

A Arcing Volley (weapon, fire) • **Encounter**

Attack: Area burst 1 within 10 (enemies in the burst); +13 vs. AC

Hit: 1d10 + 2 fire damage.

TRIGGERED ACTIONS

Sudden Flare (fire) • **At-Will**

Trigger: An enemy within 20 squares of the archer hits it.

Effect (immediate reaction): Close burst 10 (triggering enemy in the burst). The target takes 5 fire damage.

Str 16 (+6)	**Dex** 16 (+6)	**Wis** 14 (+5)
Con 15 (+5)	**Int** 4 (+0)	**Cha** 9 (+2)

Alignment unaligned **Languages** understands Common

Equipment short sword, longbow, arrow x40

Note: Replaced *channel of undeath* power with *fiery aura*. Added fire keyword to longbow and arcing volley. Swapped *sustained attack* for re-flavored *sudden jolt* from lizardfolk shocker. Added resist fire and vulnerable cold.

Encounter 5: Rescue Sikulis (Adventure Level 6)

Jackalwere Harrier — **Level 5 Minion Soldier**
Medium natural humanoid (shapechanger) — XP 50
HP 1; a missed attack never damages a minion — **Initiative** +6
AC 25, **Fortitude** 27, **Reflex** 24, **Will** 23 — **Perception** +2
Speed 6

Traits

Combat Advantage
Whenever the harrier hits a creature granting combat advantage to it, that creature falls prone.

Standard Actions

m Bite • At-Will
Requirement: The harrier must be in jackal form.
Attack: Melee 1 (one creature); +10 vs. AC
Hit: 6 damage.

m Scythe (weapon) **• At-Will**
Requirement: The harrier must be in eladrin form.
Attack: Melee 1 (one creature); +10 vs. AC
*Hit:*4 damage, and the target grants combat advantage to the next attack made against it before the start of the harrier's next turn.

Minor Actions

Change Shape (polymorph) **• At-Will**
Effect: The harrier alters its physical form to appear as a Medium jackal or an eladrin until it uses change shape again or until it drops to 0 hit points. The creature retains its statistics in its new form. Its clothing, armor, and other possessions do not change. To assume a specific individual's form, the harrier must have seen that individual. Other creatures can make a DC 27 Insight check to discern that either form is a disguise.

Skills Athletics +10, Stealth +9

Str 17 (+5)	**Dex** 15 (+4)	**Wis** 11 (+2)
Con 14 (+4)	**Int** 10 (+2)	**Cha** 14 (+4)

Alignment evil — **Languages** Common

Note: Change Shape was altered from human to eladrin and weapon was changed to scythe.

Dread Marauder — **Level 5 Skirmisher**
Medium natural humanoid — XP 200
HP 63; **Bloodied** 31 — **Initiative** +7
AC 19, **Fortitude** 17, **Reflex** 17, **Will** 15 — **Perception** +9
Speed 6 — low-light vision

Traits

Combat Advantage
The dread marauder deals 1d6 extra damage against any creature granting combat advantage to it.

In the Master's Defense
The dread marauder has combat advantage against each target adjacent to its master or its protected individual.

Eyes of Undeath
The dread marauder's master can see or hear anything the marauder can see or hear. The master can also speak through the marauder.

Standard Actions

m Short Sword (weapon) **• At-Will**
Attack: Melee 1 (one creature); +10 vs. AC
Hit: 2d6 + 6 damage.

r Long Bow (weapon) **• At-Will**
Attack: Ranged 20/40 (one creature); +10 vs. AC
Hit: 1d10 + 5 damage.

Skirmish Strike • At-Will
Effect: the marauder shifts 3 squares and uses short sword or longbow.

Str 16 (+5)	**Dex** 16 (+5)	**Wis** 14 (+4)
Con 15 (+4)	**Int** 4 (-1)	**Cha** 9 (+11)

Alignment unaligned — **Languages** understands Common
Equipment: leather armor, short sword, longbow, arrow x20

Note: Updated *In the master's defense* power to include protected individual.

Flaming Dread Archer	**Level 8 Artillery**
Medium natural animate (undead)	XP 350
HP 69; **Bloodied** 34	**Initiative** +7
AC 20, **Fortitude** 20, **Reflex** 20, **Will** 18	**Perception** +6
Speed 6	
Resist 10 fire; **Vulnerable** 10 cold	
TRAITS	
Eyes of Undeath	
The dread archer's master can see or hear anything the archer can see or hear. The master can also speak through the marauder.	
O **Fiery Aura** (fire) • **Aura** 1	
Any creature that ends its turn in the aura takes 5 fire damage.	
STANDARD ACTIONS	
m **Short Sword** (weapon) • **At-Will**	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 1d6 + 7 damage.	
r **Longbow** (weapon, fire) • **At-Will**	
Attack: Ranged 20/40 (one creature); +15 vs. AC	
Hit: 1d10 + 3 fire damage.	
A **Arcing Volley** (weapon, fire) • **Encounter**	
Attack: Area burst 1 within 10 (enemies in the burst); +15 vs. AC	
Hit: 1d10 + 3 fire damage.	
TRIGGERED ACTIONS	
Sudden Flare (fire) • **At-Will**	
Trigger: An enemy within 20 squares of the archer hits it.	
Effect (immediate reaction): Close burst 10 (triggering enemy in the burst). The target takes 5 fire damage.	
Str 16 (+7) **Dex** 16 (+7) **Wis** 14 (+6)	
Con 15 (+6) **Int** 4 (+1) **Cha** 9 (+3)	
Alignment unaligned **Languages** understands Common	
Equipment short sword, longbow, arrow x40	

Note: Replaced *channel of undeath* power with *fiery aura*. Added fire keyword to longbow and arcing volley. Swapped *sustained attack* for re-flavored *sudden jolt* from lizardfolk shocker. Added resist fire and vulnerable cold.

Encounter 5: Rescue Sikulis (Adventure Level 8)

Jackalwere Harrier — **Level 7 Minion Soldier**
Medium natural humanoid (shapechanger) — XP 75
HP 1; a missed attack never damages a minion — **Initiative** +7
AC 27, **Fortitude** 29, **Reflex** 26, **Will** 25 — **Perception** +3
Speed 6

Traits

Combat Advantage
Whenever the harrier hits a creature granting combat advantage to it, that creature falls prone.

Standard Actions

m Bite • At-Will
Requirement: The harrier must be in jackal form.
Attack: Melee 1 (one creature); +12 vs. AC
Hit: 7 damage.

m Scythe (weapon) **• At-Will**
Requirement: The harrier must be in eladrin form.
Attack: Melee 1 (one creature); +12 vs. AC
Hit: 5 damage, and the target grants combat advantage to the next attack made against it before the start of the harrier's next turn.

Minor Actions

Change Shape (polymorph) **• At-Will**
Effect: The harrier alters its physical form to appear as a Medium jackal or an eladrin until it uses change shape again or until it drops to 0 hit points. The creature retains its statistics in its new form. Its clothing, armor, and other possessions do not change. To assume a specific individual's form, the harrier must have seen that individual. Other creatures can make a DC 28 Insight check to discern that either form is a disguise.

Skills Athletics +11, Stealth +10

Str 17 (+6)	**Dex** 15 (+5)	**Wis** 11 (+3)
Con 14 (+5)	**Int** 10 (+3)	**Cha** 14 (+5)

Alignment evil — **Languages** Common

Note: Change Shape was altered from human to eladrin and weapon was changed to scythe.

Dread Marauder — **Level 7 Skirmisher**
Medium natural humanoid — XP 300
HP 79; **Bloodied** 39 — **Initiative** +8
AC 21, **Fortitude** 19, **Reflex** 19, **Will** 17 — **Perception** +10
Speed 6 — low-light vision

Traits

Combat Advantage
The dread marauder deals 1d6 extra damage against any creature granting combat advantage to it.

In the Master's Defense
The dread marauder has combat advantage against each target adjacent to its master or its protected individual.

Eyes of Undeath
The dread marauder's master can see or hear anything the marauder can see or hear. The master can also speak through the marauder.

Standard Actions

m Short Sword (weapon) **• At-Will**
Attack: Melee 1 (one creature); +12 vs. AC
Hit: 2d6 + 7 damage.

r Long Bow (weapon) **• At-Will**
Attack: Ranged 20/40 (one creature); +12 vs. AC
Hit: 1d10 + 6 damage.

Skirmish Strike • At-Will
Effect: the marauder shifts 3 squares and uses short sword or longbow.

Str 16 (+6)	**Dex** 16 (+6)	**Wis** 14 (+5)
Con 15 (+5)	**Int** 4 (+0)	**Cha** 9 (+12)

Alignment unaligned — **Languages** understands Common
Equipment: leather armor, short sword, longbow, arrow x20

Note: Updated *In the master's defense* power to include protected individual.

Flaming Dread Archer	**Level 10 Artillery**
Medium natural animate (undead)	XP 500
HP 81; **Bloodied** 40	**Initiative** +8
AC 22, **Fortitude** 22, **Reflex** 22, **Will** 20	**Perception** +7
Speed 6	
Resist 10 fire; **Vulnerable** 10 cold	

TRAITS

Eyes of Undeath

The dread archer's master can see or hear anything the archer can see or hear. The master can also speak through the marauder.

O **Fiery Aura** (fire) • **Aura** 1

Any creature that ends its turn in the aura takes 5 fire damage.

STANDARD ACTIONS

m **Short Sword** (weapon) • **At-Will**

Attack: Melee 1 (one creature); +15 vs. AC

Hit: 1d8 + 10 damage.

r **Longbow** (weapon, fire) • **At-Will**

Attack: Ranged 20/40 (one creature); +17 vs. AC

Hit: 1d12 + 6 fire damage.

A **Arcing Volley** (weapon, fire) • **Encounter**

Attack: Area burst 1 within 10 (enemies in the burst); +17 vs. AC

Hit: 1d12 + 6 fire damage.

TRIGGERED ACTIONS

Sudden Flare (fire) • **At-Will**

Trigger: An enemy within 20 squares of the archer hits it.

Effect (immediate reaction): Close burst 10 (triggering enemy in the burst). The target takes 5 fire damage.

Str 16 (+8)	**Dex** 16 (+8)	**Wis** 14 (+7)
Con 15 (+7)	**Int** 4 (+2)	**Cha** 9 (+4)

Alignment unaligned **Languages** understands Common

Equipment short sword, longbow, arrow x40

Note: Replaced *channel of undeath* power with *fiery aura*. Added fire keyword to longbow and arcing volley. Swapped *sustained attack* for re-flavored *sudden jolt* from lizardfolk shocker. Added resist fire and vulnerable cold.

Encounter 5: Rescue Sikulis (Adventure Level 10)

Jackalwere Harrier — **Level 9 Minion Soldier**
Medium natural humanoid (shapechanger) — XP 100
HP 1; a missed attack never damages a minion — **Initiative** +7
AC 29, **Fortitude** 31, **Reflex** 28, **Will** 7 — **Perception** +3
Speed 6

Traits

Combat Advantage
Whenever the harrier hits a creature granting combat advantage to it, that creature falls prone.

Standard Actions

m Bite • At-Will
Requirement: The harrier must be in jackal form.
Attack: Melee 1 (one creature); +14 vs. AC
Hit: 8 damage.

m Scythe (weapon) **• At-Will**
Requirement: The harrier must be in eladrin form.
Attack: Melee 1 (one creature); +14 vs. AC
Hit: 8 damage, and the target grants combat advantage to the next attack made against it before the start of the harrier's next turn.

Minor Actions

Change Shape (polymorph) **• At-Will**
Effect: The harrier alters its physical form to appear as a Medium jackal or an eladrin until it uses change shape again or until it drops to 0 hit points. The creature retains its statistics in its new form. Its clothing, armor, and other possessions do not change. To assume a specific individual's form, the harrier must have seen that individual. Other creatures can make a DC 29 Insight check to discern that either form is a disguise.

Skills Athletics +12, Stealth +11

Str 17 (+7)	**Dex** 15 (+6)	**Wis** 11 (+4)
Con 14 (+6)	**Int** 10 (+4)	**Cha** 14 (+6)

Alignment evil — **Languages** Common

Note: Change Shape was altered from human to eladrin and weapon was changed to scythe.

Dread Marauder — **Level 9 Skirmisher**
Medium natural humanoid — XP 400
HP 95; **Bloodied** 47 — **Initiative** +9
AC 23, **Fortitude** 21, **Reflex** 21, **Will** 19 — **Perception** +11
Speed 6 — low-light vision

Traits

Combat Advantage
The dread marauder deals 1d6 extra damage against any creature granting combat advantage to it.

In the Master's Defense
The dread marauder has combat advantage against each target adjacent to its master or its protected individual.

Eyes of Undeath
The dread marauder's master can see or hear anything the marauder can see or hear. The master can also speak through the marauder.

Standard Actions

m Short Sword (weapon) **• At-Will**
Attack: Melee 1 (one creature); +14 vs. AC
Hit: 2d8 + 10 damage.

r Long Bow (weapon) **• At-Will**
Attack: Ranged 20/40 (one creature); +14 vs. AC
Hit: 1d12 + 9 damage.

Skirmish Strike • At-Will
Effect: the marauder shifts 3 squares and uses short sword or longbow.

Str 16 (+7)	**Dex** 16 (+7)	**Wis** 14 (+6)
Con 15 (+6)	**Int** 4 (+1)	**Cha** 9 (+13)

Alignment unaligned — **Languages** understands Common
Equipment: leather armor, short sword, longbow, arrow x20

Note: Updated *In the master's defense* power to include protected individual.

Flaming Dread Archer	**Level 12 Artillery**
Medium natural animate (undead)	XP 700
HP 93; **Bloodied** 46	**Initiative** +9
AC 24, **Fortitude** 24, **Reflex** 24, **Will** 22	**Perception** +8
Speed 6	
Resist 10 fire; **Vulnerable** 10 cold	

TRAITS

Eyes of Undeath

The dread archer's master can see or hear anything the archer can see or hear. The master can also speak through the marauder.

O **Fiery Aura** (fire) • **Aura** 1

Any creature that ends its turn in the aura takes 10 fire damage.

STANDARD ACTIONS

m **Short Sword** (weapon) • **At-Will**

Attack: Melee 1 (one creature); +17 vs. AC

Hit: 1d8 + 11 damage.

r **Longbow** (weapon, fire) • **At-Will**

Attack: Ranged 20/40 (one creature); +19 vs. AC

Hit: 1d12 + 7 fire damage.

A **Arcing Volley** (weapon, fire) • **Encounter**

Attack: Area burst 1 within 10 (enemies in the burst); +19 vs. AC

Hit: 1d12 + 7 fire damage.

TRIGGERED ACTIONS

Sudden Flare (fire) • **At-Will**

Trigger: An enemy within 20 squares of the archer hits it.

Effect (immediate reaction): Close burst 10 (triggering enemy in the burst). The target takes 10 fire damage.

Str 16 (+9)	**Dex** 16 (+9)	**Wis** 14 (+8)
Con 15 (+8)	**Int** 4 (+3)	**Cha** 9 (+5)

Alignment unaligned **Languages** understands Common

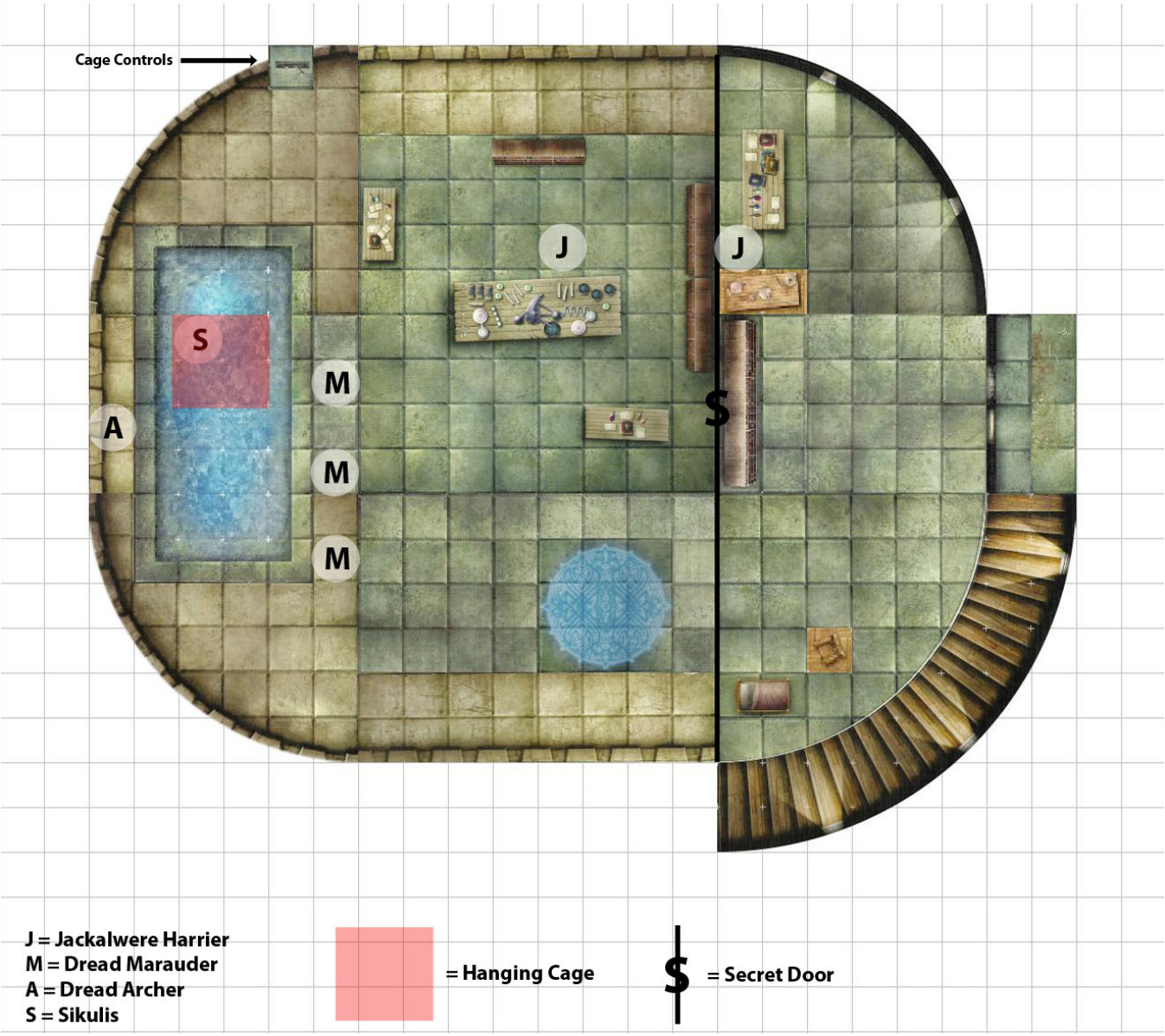
Equipment short sword, longbow, arrow x40

Note: Replaced *channel of undeath* power with *fiery aura*. Added fire keyword to longbow and arcing volley. Swapped *sustained attack* for re-flavored *sudden jolt* from lizardfolk shocker. Added resist fire and vulnerable cold.

Encounter 5: Rescue Sikulis

Tile Sets Needed

Dungeon Tiles Master Set - The Dungeon x1
Dungeon Tiles Master Set - The City x1
Arcane Towers x 2



Encounter 6: Where do your loyalties lie?

Run this encounter when the PCs return to the High Tower to report to Lord Krieger. This encounter is broken down into multiple scenes, some of which are mutually exclusive. Start with Scene 1 and then proceed to the next appropriate scene as outlined in the Ending the Scene section. Some scenes will force you to go to another encounter and that is also noted in the Ending the Scene section.

A Brief Summary of the Scenes

Scene 1 - Return to the High Tower: The encounter deals with the initially return of the PCs to see Lord Krieger. Start here, regardless of the PCs intent.

Scene 2 - Imprisoned: Lord Krieger wants nothing to interfere with his plan to gain true independence for Iriaebor. If the PCs attempt to expose Andrielle's treachery without proof, and insist that their word be taken without proof, they force Lord Krieger to imprison them in the city's dungeon. This scene also covers escaping the dungeon.

Scene 3 - Blowing the Whistle: The PCs attempt to expose Andrielle's treachery with proof and convince Lord Krieger that she has betrayed the city.

Scene 4 - Willing Subjects: The PCs return with the ingredients and notes and turn them over without impugning Andrielle. This scene also includes not telling Lord Krieger what's going on, on purpose.

Milestone

This encounter only counts toward a milestone if either Scene 2 or Scene 3 are run.

Treasure

There is no treasure in this encounter.

Scene 1: Return to the High Tower

Setup

Lord Krieger: Iriaebor council member; male human (Diplomacy +10, Intimidate +8, Insight + 6)

This is a short role-playing encounter just to set the scene for when the PCs come back to the High Tower for the first time after being sent to the Old City Ruins. Depending on their intentions, this leads to other scenes. See Ending the Scene below for which scene to go to next based on the PCs' actions here.

Returning to the High Tower of Iriaebor, the Freedom Guard once again escorts you to the councilman's chamber atop the tallest spire. As you enter the chamber, Lord Krieger sits alone on his throne in quiet contemplation. The priestess, Andrielle, is absent. As you enter, Lord Krieger springs to his feet in anticipation of what news you have brought.

Lord Krieger is anxious to hear what the PCs have to say and is very hopeful that they have succeeded in their quest. He is not expecting any unusual reports and is quite shocked if the PCs have come to make accusations of treachery or foul play. If Sikulis is with them he is confused, but thankful that he has been found and is well. He is also relieved to hear that Taikos is not dead, especially if he has been restored from stone.

If the PCs indicate that they were successful in their quest, Lord Krieger asks for them to turn over the notes and ingredients that were recovered. If they refuse or say that they didn't bring them with them, he is upset and demands an explanation.

See below for how to proceed based on the PCs' response to Lord Krieger's demand for an explanation.

Ending the Scene

If the PCs refuse to turn over the notes and ingredients from the healer's lab and provide no reason why then proceed to Scene 2. If they confront Lord Krieger with accusations of treachery then proceed to Scene 3. If they cooperate and turn over the notes and ingredients then proceed to Scene 4.

Scene 2: Imprisoned

Skill Challenge, Complexity 1 (125/175/250/350/500 XP) or 2 (250/350/500/700/1000 XP)

Lord Krieger wants nothing to interfere with his plan to gain true independence for Iriaebor and he is convinced that the ritual is the means to get the job done. Unless the PCs have provided the evidence to expose Andrielle's treachery, they are imprisoned in the city's dungeon--out of the way so that they cannot interfere with his plans.

"I'm sorry that it's come to this, but we can't have dissidents making decisions for the good citizens of our city. Perhaps a few months in the Void will change your minds."

Lord Krieger snaps his fingers and the well-armed soldiers of the Freedom Guard surround you. The sheer number of soldiers makes it impossible to resist arrest. You'll have to bide you're your time for a more promising opportunity for escape.

If the PCs brought with them the notes and items from the healer's lab then the guards confiscate them and they are taken to be turned over to Andrielle.

This almost certainly ensures that the ritual is performed. Andrielle receives the materials shortly after the PCs are taken away and she immediately heads to Fendarl's Gate (see Encounter 8) to finalize the ritual. For the final steps to complete the ritual she does not need Sikulis's assistance.

If the PCs did not bring the notes and ingredients from the healer's lab, Lord Krieger sends soldiers to The Glib Unicorn to see if they can obtain them that way. Unless the PCs took precautions to prevent this sort of action, the items will soon be in Andrielle's hands anyway.

The PCs are taken to a permanent teleportation circle within a guarded room and stripped of their possessions. They are transported to an underground level of the city that apparently has no exits. Another guarded room is the destination point for the teleportation circle. The PCs are escorted down a long tunnel to a dank, moldy cell block. The underground tunnel system is vast and the cells are brimming with prisoners. The PCs' equipment is transported in a large cart and stored in a room central to all the cells in the block. A couple of guards are permanently stationed in the cell block. They have the familiar crimson capes with copper trim.

As the PCs are being transported to the dungeon, they may speak with the guards. Doing so may reveal some or all of the following information:

- The Void is the name given to the city's dungeon. It is so named because its actual location is not generally known and the only method for getting to it is via a teleportation circle.
- No one has ever escaped from the Void. (Not True)
- Punishment for escaping the dungeon is death. Serving out the sentence is highly encouraged. (Scare Tactic)

If any PCs are members of the Dusk Talons, have them make a Moderate DC Streetwise check. Note that they receive the +2 streetwise bonus as a meta-org benefit. If they succeed, tell them that they suspect that these guards may be members of the Dusk Talons. They may attempt to use pass phrases or hand signals to confirm their theory. If they do so, the guards respond appropriately. Once they've established their relationship with the Dusk Talons, the guards imprison them in the cell at the end of the cell block rather than one of the other closer cells. If Dusk Talon PCs do not try to identify themselves along the way, the guards find a folded copper coin in their possession when their items are taken. This finding tips them off that the PC is a member of the Dusk Talons and they imprison the PCs in the last cell anyway.

When the PCs are placed and locked in the cell at the end of the block, read the following to one of the players who has a Dusk Talon character:

As the guard locks the cell, he looks you in the eye and says "Don't get too comfortable. Appearances can be deceiving. Be ready." He glances briefly at the right side cell wall and then walks away from the locked door.

The guard walks down the hall and out of sight, leaving the PCs alone to plot their escape. After some time for the PCs to discover the secret door, the Dusk Talon guards return, open the cell, and slip the PCs' equipment to them.

There are two possibilities for the PCs to escape the dungeon with the easiest coming with help from the Dusk Talon guards. If the PCs identified themselves as Dusk Talon members and are imprisoned in the last cell, run the Raging River Escape skill challenge. If they have no members of the Dusk Talons within their group, run the Reverse Breakout skill challenge.

If the PCs are ambitious and decide to jump the guards as they are being led through the dungeon to their cell, jumpstart the Reverse Breakout skill challenge and have them make a group Strength check to determine their first success. Also, add an automatic success to the challenge by circumventing the need to break out of the cell.

NOTE REGARDING DUSK TALON ASSISTANCE: Gaining the Dusk Talons' help to escape the dungeon counts toward the PC's use of their meta-org benefit as outlined in the *Living Forgotten Realms Meta-Organization Guide*. If the PCs have already used this benefit, they will not receive the Dusk Talons help in this encounter. Instead, run the Reverse Breakout skill challenge.

Skill Challenge: Raging River Escape

Setup: A secret door in the cell wall can be found with an Easy DC Perception check. The door opens to a long, dark tunnel ending at a barred window overlooking the raging Chionthar river below. The bars are a facade and can be removed and replaced with little effort. Once through the window, the PCs drop down to a narrow ledge that is constantly assaulted by the rushing waters of the Chionthar.
Goal: The PCs must successfully navigate the narrow ledge running along the raging Chionthar to reach an iron rung ladder leading up to street level.
Complexity: 1 (4 successes before 3 failures)
Primary Skills: Acrobatics, Athletics, Dungeoneering, Perception
Other Skills: Stealth
Victory: The PCs successfully traverse the narrow ledge to the iron rung ladder and return to street level without being detected.
Defeat: The PCs successfully traverse the narrow ledge to the iron rung ladder and return to street level without being detected, but they each lose a healing surge in the process.

Individual Checks
Dungeoneering [Easy DC] (no successes)
You use your knowledge of dungeon construction to discern the best method to proceed along the dangerous ledge. All PCs receive a +2 bonus on their next group skill check.

Perception [Moderate DC] (no successes)
You notice something that should help the group navigate the ledge more easily. All PCs receive a +2 bonus on their next group skill check.

Group Checks
Acrobatics [Easy DC] (1 success)
You coordinate a tricky maneuver along the ledge to avoid the swelling river as it threatens to sweep you away.

Athletics [Easy DC] (1 success)
You cling to crevices and stand firm along the ledge as you make your way toward the ladder. You slip into the waters of the Chionthar, but fight your way back to the ledge without being swept away.

Stealth [Moderate DC] (1 success, 1 maximum)
You carefully and quietly make your way along the ledge or up the ladder without drawing attention from citizens with line of sight or within earshot.

Skill Challenge: Reverse Breakout

Goal: The PCs must disguise themselves as Freedom Guard soldiers and escape back to the tower by using the teleportation circle.
Complexity: 2 (6 successes before 3 failures)
Primary Skills: Bluff, Intimidate, Stealth, Thievery
Other Skills: Perception, Strength
Victory: The PCs successfully return to the High Tower of Iriaebor via the teleportation circle and leave the tower without raising an alarm.
Defeat: The PCs make their escape, but each PC loses a healing surge and an alarm is raised. The Freedom Guard does not pursue the PCs beyond the High Tower and Lord Krieger is made aware of the incident immediately. Whether Andrielle was given the ingredients or not is irrelevant now. Andrielle has told Lord Krieger that everything is ready for the ritual even without the ingredients and that she's preparing to execute the ritual very soon. Lord Krieger is no longer concerned with the PCs at this point, but they should be made to feel like they need sneak around the city whenever Freedom Guard soldiers are nearby.

Individual Checks
Bluff [Easy DC] (1 success, 2 maximum)
Disguised as Freedom Guard soldiers, you convince the guards that you are escorting prisoners to the High Tower for questioning.

Intimidate [Easy DC] (1 success, 2 maximum)
With threatening speech and intimidating body language, you convince Freedom Guard soldiers that you are not to be dealt with lightly. A reminder that you were sent by the Order of Torm convinces them to turn a blind eye to your escape.

Perception [Easy DC] (no successes)
You notice something about the guards' patrol routines that enables the group to limit or avoid a potential encounter.

Strength [Hard DC] (1 success, 1 maximum*)
You use brute strength to bend the bars of the cell door.

Thievery [Easy DC] (1 success, 1 maximum*)
You make a crude lock pick from a metal eating utensil and use it to open the cell door lock.

*Only 1 opportunity exists to either bend bars or pick locks. So either option counts toward a single maximum of 1.

Group Checks
Stealth [Moderate DC] (1 success, 3 maximum)
You avoid all contact with prison guards by moving silently and hiding in shadows.

Strength [Easy DC] (1 success, 1 maximum)
You overpower unsuspecting guards, knocking them unconscious. You steal their crimson capes for disguise.

Bellavous
If any PCs have Bellavous as a familiar, and the PC gets them self into real trouble, the quasit will surreptitiously aid them while under the cover of *invisibility*. Change one of their failures in this skill challenge to a success and describe a guard being distracted suddenly, or a piece of drift wood moving against the current to them, or some similar odd occurrence that saves the PC.

Ending the Scene

The scene ends when the PCs have made their escape by either method. If the PCs have not yet gone to Andrielle's tower to investigate and they want to do so now, proceed to Encounter 5. If they are unsure what to do next, proceed to Encounter 7.

Success: See Victory text for whichever skill challenge the PCs undertake.

Failure: See Defeat text for whichever skill challenge the PCs undertake.

Scene 3: Blowing the Whistle

Skill Challenge, Complexity 1 (125/175/250/350/500 XP)

Setup

Lord Krieger: Iriaebor council member; male human (Diplomacy +10, Intimidate +8, Insight + 6)

Run this scene if the PCs are attempting to blame Lord Krieger, Andrielle, or both for dishonest dealings. Depending on whether the PCs have rescued Sikulis or not has a significant bearing on the skill challenge outcome.

Lord Krieger is clearly upset at what you are suggesting. "Those are some strong allegations and I assure you that I won't entertain such notions without something concrete to back it up. Come out with it then and show me what evidence you have to support your claims. But be careful. You tread on thin ice."

Skill Challenge: Prove Dishonest Dealings

Goal: The PCs attempt to discredit Lord Krieger, Andrielle, and the city of Iriaebor in general.
Complexity: 1 (4 successes before 3 failures)
Primary Skills: Bluff, Diplomacy, Intimidate, Insight
Other Skills: Religion
Victory: The PCs convince Lord Krieger that Andrielle is a traitor with her own agenda. In the process, the PCs learn that Lord Krieger and the city of Iriaebor are not directly involved in the priestess's actions.
Defeat: The PCs fail to convince Lord Krieger that Andrielle is a traitor. Instead, the PCs are seen as enemies of the state and are arrested. Proceed to Scene 2.

<u>If the PCs have Sikulis with them and he testifies on their behalf</u>, the PCs gain 2 automatic successes in this skill challenge.

Bluff [Hard DC] (1 success, no maximum)
You craft a deceitful argument to convince Lord Krieger to consider your position.

Diplomacy [Moderate DC] (1 success, no maximum)
You choose just the right way to present a compelling argument supported by personal experience to convince Lord Krieger that you are telling the truth.

Insight [Moderate DC] (1 success, 1 maximum)
You realize that Lord Krieger is not using deception to defend his position. Once you are able to discern his motivations, you know that Andrielle was likely operating independently of the council. This knowledge helps you in targeting the priestess's involvement and not inciting Lord Krieger.

Intimidate [Hard DC] (1 success, 1 maximum)
You intimidate Lord Krieger by reminding him who sent you on your mission and that the Elturel paladins would not deal with Irieabor lightly if he chooses to ignore your accusations.

Religion [Hard DC] (trained only; 1 success, 1 maximum)
You realize something from the Chauntea faith that might poke a hole in Andrielle's otherwise flawless facade.

During and after the skill challenge there are opportunities for the PCs to learn more about Andrielle and her relationship with Lord Krieger. The following should be revealed through role-playing:

- Andrielle has recently started a crusade to restore the Temple of Chauntea just at the edge of the Old City Ruins.
- Andrielle approached Krieger openly some months back and expressed her concern over the plaguelands and spellscarred citizens of Elturgard. The Great Mother's most despised enemy is Talona, the lady of pestilence, since she has a disposition to wreak suffering, disease and decay upon the natural world. The cursed plague lands and suffering spellscarred citizens seemed to be via the influence of Talona. Krieger says that Andrielle was convinced that Chauntea tasked her with lifting the plague from the region.
- Andrielle presented Krieger with credible evidence that she had already done considerable research on the plague problem and that there was hope that a cure could be developed.
- Krieger wasn't receptive of the idea at first, but Andrielle persuaded him that finding a cure first, before the paladins of Elturel, could strengthen his position for Iriaebor's true independence.
- Whether Lord Krieger ever realizes that Andrielle is a traitor or not, he still wants the ritual to proceed. He is not concerned with the Order of Torm outlawing rituals involving the Companion. His first concern is whether the ritual she has prepared will, in fact, work. If the PCs are confident that it can, then he wants it to be performed. If the PCs can deal with Andrielle and still allow the ritual to proceed, he is in favor of

that approach. Otherwise, he wants all the materials, notes, and items retrieved intact so that they can take over where Andrielle left off.

Ending the Scene

The scene ends when the PCs successfully complete the skill challenge, the PCs fail the skill challenge, or the PCs call it a draw.

Success: The PCs convince Lord Krieger that their accusations may be true. He lets them go so that they may prove that Sikulis is a prisoner and to rescue him. Proceed to Encounter 5. If the PCs have already rescued Sikulis and he is with them then Lord Krieger asks that they confront Andrielle and take her into custody to face justice. Proceed to Encounter 7.

Failure: The PCs fail to convince Lord Krieger that their accusations are true. He views the PCs' as enemies of the state and has them arrested. Proceed to Scene 2.

Calling it a Draw: If the PCs abort the skill challenge before complete failure, they can avoid imprisonment. Offering to Lord Krieger that perhaps they were wrong and apologizing to him gives them a reprieve. They may then take one of the other options available. If they cooperate with Lord Krieger and turn over the notes and ingredients found in the secret lab then proceed to Scene 4. If they didn't bring the notes and ingredients with them, they are allowed to leave, but are ordered to fetch them and deliver them straight to Andrielle at her laboratory. Proceed to Encounter 7. If the PCs have not yet Rescued Sikulis then this is their chance to do so now. Proceed to Encounter 5.

Scene 4: Willing Subjects

Setup

Lord Krieger: Iriaebor council member; male human (Diplomacy +10, Intimidate +8, Insight + 6)

You are running this scene because the PCs are either oblivious to the truth of what's going on or believe that the ritual is too important to the region to abandon it. In any case, run this encounter if the PCs decide to turn over the notes and ingredients found in the Old City Ruins. They are willing to allow the ritual to take place despite what they have learned from Thaerden, the Lion's Den member, or from their own investigations.

Lord Krieger is obviously pleased with your cooperation. "Thank you for helping in this matter. Our city will forever be indebted to you for helping complete the ritual. All of Elturgard will hail you as heroes for ridding Elturel of the plaguezones and curing the citizens burning with spellscars. I will see to it that Andrielle receives these materials immediately. It will likely take some time for her to incorporate these findings into the ritual, but we ask that you remain in Iriaebor until the task is complete. We may still need your help before the ritual is performed."

Lord Krieger tells the PCs that he will send for them when everything has been prepared. He has no idea how long that will take.

Ending the Scene

The scene ends when the PCs leave the High Tower and head back to The Glib Unicorn to wait for a summons. Proceed to Encounter 7.

DM NOTE: It is also possible that some PCs will realize they lack the proof or social skills to convince Lord Krieger of Andrielle's guilt, but still want to visit Andrielle by offering to deliver the ingredients directly to Andrielle or aid her research. Lord Krieger initially says that everything has been accounted for the PCs should take some well deserved rest before they are needed for the ritual. If the PCs press that they wish to be of more service, Lord Krieger is pleased with their desire to aid the city and is happy to allow the PCs to deliver the goods personally. Proceed directly to Encounter 7 on the way to Encounter 8.

Encounter 7: The Wrong Way

Setup

Dagg: Male changeling co-leader of The Way (unaligned)
Jorlan: Male human member of The Way (unaligned)

Run this encounter if the PCs are either preparing to confront Andrielle on orders from Lord Krieger or have just escaped the dungeon and are unsure of how to proceed.

See Appendix 1 for information on NPCs in this encounter.

As you are traveling the streets of Iriaebor, two men approach you from out of the shadows. It looks as though they were hiding there in wait for you. The first of them speaks, "Don't be alarmed. We mean you no harm. We just want to talk. I'm Dagg, and this is Jorlan. We have information of vital importance to your mission here. Is there someplace we can meet in private?"

If the PCs are wary of Dagg and don't want to talk, he insists that it is urgent. If players participated in ELTU3-1 they recognize him as a co-leader of The Way. He doesn't give details, but reveals that it has something to do with Andrielle and the new ritual cleansing being developed. That should persuade the PCs to agree to a meeting.

Once they've found a private place to meet, Dagg reveals the following information:

- Dagg is co-leader of a movement called The Way. The Way's mission is to save people from the tyranny of the gods and actively oppose the Order of Torm. They believe that the gods either don't exist or no longer care about life on Toril anymore. Furthermore, they believe that theocracies like the Order of Torm use religion to enslave people and that the people do not need religion to live in an ordered, enlightened society. Dagg says that they believe in being good to one another, to better one's self, and that everyone should be free from tyranny, but they outright reject that religion has anything to do with it. If this offends any PCs, Dagg apologizes, but says that they should listen to what he has to say about Andrielle before making judgments.
- An incident in Elturel, during which members of The Way were accused of a string of murders, caused confusion and disarray in the group. Fear drove many members into hiding while a large group decided to split off and move to Iriaebor.
- Dagg suspected that there was something more to the division amongst members and he traveled to Iriaebor to investigate.
- Dagg discovered that The Way members were in league with Lord Krieger's priestess on some project of obvious importance. Dagg has been spying on their activities.
- One evening, Dagg managed to draw Jorlan away from the priestess's watchful eye and learned the truth of the matter.
- Dagg was able to convince Jorlan that what he was doing was wrong and to abandon Andrielle and the other radicals.
- As Dagg was spying on the activities of The Way members and the priestess, Andrielle, he became aware of the PCs' involvement in the matter. Surmising that they were outsiders who might be able to help, he decided to break the silence and approach them before it was too late.
- If Dagg previously met any of the PCs from ELTU3-1 *Good Intentions*, he is lucid and friendly to those who helped him escape. For those that tried to have him arrested, he is clearly cold and abrasive to. If this constitutes the majority of the PCs, he makes it clear that he's unhappy with the fact that he needs their help, but he says that he doesn't have a choice.

Jorlan can provide the following additional information:

- Jorlan and the other Way members were actively recruited by a man named Thoughtwell or Thoughtspell or something like that. He convinced them that radical steps must be taken to discredit the gods and strike a blow to the Order of Torm. As martyrs, they were to be the catalyst that set events into motion to change the way of life in Elturgard forever. Once recruited, they were sent to meet with Andrielle in Iriaebor.
- The splinter group Way members have agreed to help Andrielle as participants in a ritual that is designed to alter the Companion similarly to the first ritual that helped weaken the plaguechanged army invading Elturgard. In order to generate the energy required for the ritual, The Way members volunteered to be living sacrifices to transfer their entire life-energy to power the ritual.
- The new ritual not only involves the Companion once again, but it is a dangerous procedure that threatens to permanently damage its proper operation. The group believed that is was a small price to pay to

stamp out the plaguezones and prove their point about the gods.

- Jorlan believes that Andrielle and Thoughtspell are taking direction from some more powerful force in the region. He is uncertain who or what it is, but he's sure it is a foe more dangerous than Andrielle herself.
- Dagg reminded Jorlan that the very nature of the ritual involving human sacrifice is fundamentally against their philosophy. The possibility that there may be a powerful evil force pulling the strings only furthered stoked Jorlan's anger. Leaving the radicals and returning to the core group was like lifting a heavy burden from his soul.
- The sacrifice and ritual cleansing is to take place as soon as all the ingredients have been gathered and prepared. Jorlan believes that time is very near.
- Fendarl's Gate is the location of the ritual and sacrifice. The ruined palace is found 60 miles west along the river Chionthar. Andrielle has a teleportation circle that can instantly transport them there, but a teleportation key is required to activate the portal. Fortunately, Jorlan has one of the keys.

Taikos
If Taikos is present, he makes no efforts to hide his dislike for The Way, but he is grateful for their willingness to contribute to the ritual cleansing. He has no problems with a martyr's sacrifice, especially from members of The Way. Taikos continues to support the ritual cleansing and wants to insure its success.

When the PCs have learned the information that Dagg and Jorlan have to share, proceed as indicated below:

If the Andrielle received the notes and ingredients found in the Old City Ruins then she completes the first phase of the ritual just as the PCs are finishing their conversation with Dagg and Jorlan. Read or paraphrase the following:

Your discussion with Dagg and Jorlan comes to a halt when there is a sudden uproar outside. A cacophony of voices are raised and people begin rushing out to see what the commotion is. Sensing that something has gone terribly wrong, you follow the masses outside to find out what's happening. There is a symphony of "Ooohs" and "Ahhhs" as citizens gather in crowds to look up at something in the darkening sky. Following the pointing fingers, you spot a long contrail of blue fire and smoke tracing a path across the horizon and in the direction of Elturel. It is difficult to make out at this distance, but the contrail seems to have been created by a large, pyramid shaped construct flying toward the Capital.

If the PCs managed to keep the notes and ingredients from falling into Andrielle's hands, read or paraphrase the following:

Regardless of whether you believe that the ends justifies the means, it is clear that Andrielle poses a dangerous threat to Elturgard and must be stopped. Based on what you know, there is no time to dawdle. With Jorlan's portal key, you believe there is still time to confront Andrielle and bring her to justice. Whether you choose to allow the ritual to execute as planned is another option altogether.

DM NOTE: Whether the PCs decide to allow the ritual to be performed or not should not affect their decision to bring Andrielle to justice. They should have gathered sufficient evidence to expose her as a traitor to Iriaebor and discern that she is working for a more powerful unknown force. However, make certain that the PCs are aware that The Order of Torm has outlawed any ritual magic that involves the Companion due to the dangerous side effects that happened during ADCP2-1.

Ending the Encounter

The encounter ends when the PCs conclude their discussion with Dagg and Jorlan. If the PCs already rescued Sikulis, allow the PCs to quickly move to Andrielle's secret lab and activate the teleportation circle to transport them to Fendarl's Gate. If the PCs have not yet rescued Sikulis, proceed to Encounter 5.

Milestone

This encounter does NOT count towards a milestone.

Treasure

There is no treasure in this encounter.

Encounter 8: Zealous Sacrifice

Encounter Level 4/6/8/10/12 (875/1250/1750/2125/2950 XP)

Setup

This encounter includes the following creatures at Adventure Level 2:
Andrielle (Level 4) (A)
6 Zombie Shamblers (Level 3) (Z)
Bellavous (Level 1) (B)
Renceti (Level 1) (R)

This encounter includes the following creatures at Adventure Level 4:
Andrielle (Level 6) (A)
6 Zombie Shamblers (Level 5) (Z)
Bellavous (Level 3) (B)
Renceti (Level 3) (R)

This encounter includes the following creatures at Adventure Level 6:
Andrielle (Level 8) (A)
6 Zombie Shamblers (Level 7) (Z)
Bellavous (Level 5) (B)
Renceti (Level 5) (R)

This encounter includes the following creatures at Adventure Level 8:
Andrielle (Level 10) (A)
6 Zombie Shamblers (Level 9) (Z)
Bellavous (Level 7) (B)
Renceti (Level 7) (R)

This encounter includes the following creatures at Adventure Level 10:
Andrielle (Level 12) (A)
6 Zombie Shamblers (Level 11) (Z)
Bellavous (Level 9) (B)
Renceti (Level 9) (R)

Fast Play Options

- Move the teleportation circle inside the tower chamber by the main doors so that the PCs can start the combat sooner.
- Once the ritual is complete, Andrielle tries to flee rather than fight.
- If combat is running long, Renceti and Bellavous opt to flee early to avoid death or capture.

The PCs use the teleportation circle in Andrielle's lab and the portal key from Jorlan to transport themselves to Fendarl's Gate to confront Andrielle. Fendarl's Gate is located about halfway between Iriaebor and Berdusk just on the bank of the River Chionthar.

Depending on the PCs actions to this point, the setup for this encounter varies. Andrielle has either already launched the Monolith toward Elturel and it is now out of range or she is preparing the launch the Monolith when the PCs arrive through the portal. If the PCs have arrived before Andrielle has launched the Monolith, they still have time to stop the ritual from being performed if they so choose.

If the Monolith has already been launched, read or paraphrase the following text when the PCs arrive through the portal:

You arrive slightly disoriented beneath a cloudy sky outside a tiny palace in ruins. The remains of the palace sit atop a rocky knob along the river's edge where a single tower, accessible by a long set of stone stairs, is the only remaining structure intact. After a moment to re-orient yourselves, you notice a tall stone platform set between the stairway and the remaining tower. Atop the platform you see a contrail of smoke and blue fire tracing a path into the sky and off in the direction of Elturel. Andrielle stands on a bridge between the platform and the tower.

If the Monolith has not yet been launched, read or paraphrase the following text when the PCs arrive through the portal:

You arrive slightly disoriented beneath a cloudy sky outside a tiny palace in ruins. The remains of the palace sit atop a rocky knob along the river's edge where a single tower, accessible by a long set of stone stairs, is the only remaining structure intact. After a moment to re-orient yourselves, you notice a tall stone platform set between the stairway and the remaining tower. Atop the platform sits a large, stone monolith in the shape of a pyramid. Crackling blue fire seems to be charging the monolith with energy as it hovers slightly above the platform. Andrielle stands on a bridge between the platform and the tower.

Andrielle is standing next to platform either watching as the Monolith is about to launch or watching as it is flying off into the distance. The viewing angle and distance to

her position make it difficult to make a positive identification. When the PCs have reached the curved portion of the stairway, they can confirm Andrielle's identity. The point indicated on the map as Targeting Range is the earliest opportunity for PCs to affect Andrielle with ranged attacks, but they will not have positive identification as yet. The distance up to her is 15 squares plus an additional 5 squares across for a total of 20 squares. If they have means to attack at a range greater than 20 squares then simply count down the stairway 1 additional square per 5 feet. Note that the angle to Andrielle at the Targeting Range gives her partial cover.

If PCs attack Andrielle at range from the stairway, she simply moves behind cover of the monolith to complete her task out of line of sight and line of effect.

The Monolith

The Monolith is a modified construct that was built using the architectural diagrams and plans found in SPEC2-1 H1 *Scourge of Scornubel*. PCs that participated in ADCP2-1 *Paladin's Plague* recognize the Monolith as something very similar to what they faced in that adventure. This Monolith provides a means for Andrielle to perform the new ritual cleansing at range. Powered by the sacrificed lives of living beings--members of The Way--the Monolith is directed by the undead souls of its victims. Its purpose is to fly to a distance outside Elturel and there unleash a massive charge of arcane blue fire upon the Companion. The affect shall cause the Companion to momentarily go nova, sending out a pulse of healing energy to everything within a 180 mile radius (roughly encompassing Berdusk).

The funding for the Monolith construction was provided by a powerful evil force operating in the region who has been directing Andrielle and others to execute a villainous plan to permanently damage the Companion.

Whether the Monolith has been launched or not, the first portion of the ritual has already been performed. Radical members of The Way have sacrificed their lives to power the Monolith and store the ritual energy within the stone construct. Amongst the 25 dead members, six have become zombie shamblers and rise to attack the PCs when they enter the tower room. Their zombie bodies are soulless, but they attack only for Andrielle and her allies.

As the adventurers enter the tower room, read:

You open the door to a most gruesome sight. At the far end of the tower room, the floor is littered with the ghastly, shriveled bodies of the victims of some sort of sacrifice. Their pale, gray-skinned bodies lie lifeless along the south wall. These must be the remains of the poor, misguided members of The Way who were convinced that radical action was needed to effect change in the region.

The rest of the chamber is partially in rubble and a gaping crevice in the floor opens to an unused level below. Another lab table with chemical mixtures sits near a blazing cauldron of fire. A pair of double doors near the corpses are opened inward; perhaps leading to the stone bridge and platform you saw on the way up the stairs.

If Renceti and Bellavous did not have a chance to turn invisible, add their descriptions to the read-aloud text and note their positions in the chamber.

Features of the Area

Illumination: The entire indoor area is brightly lit. The outdoor area is dimly lit.

Crevice: The crevice is a 10' wide (2 squares) by 40' long (8 squares) section of broken floor. The opening leads 20 feet (4 squares) down to another chamber in complete ruin. Creatures pushed into the crevice fall 20 feet (4 squares) and suffer 2d10 hit points of damage. There are large piles of rubble at one edge of the crevice that permit a fallen creature to return to the main chamber. Doing so requires the creature to move through 4 squares of difficult terrain.

Rubble: Areas containing rubble are clearly indicated and marked with triangles. These areas are difficult terrain and cost 2 squares of movement.

Corpse Zone: This area is indicated on the map by a semi-transparent oval. There are approximately 25 corpses contained in this zone. These are the shriveled, life-less remains of The Way members who sacrificed their life energy to power the ritual to be unleashed on the Companion. Six of the corpses rise from the dead as zombie shamblers when the PCs enter the chamber. The corpse zone is difficult terrain and costs 3 squares of movement.

Fire Cauldron: A fire cauldron is located near the lab table with hot fires blazing inside. Andrielle previously used the cauldron to heat ingredients and produce chemical reactions. The fire continues to burn throughout the encounter. Pushing the cauldron over causes a +12 close blast 1 attack vs. AC. Creatures hit suffer 2d6 fire damage.

Stairs: There are several sections of stairs on the map. The straight sections of stairs start at ground level near the teleportation circle and connect up with the

curved stairway about 90 feet (18 squares) up. The straight sections are completely outdoors and have no handrails or handholds of any kind. The curved section of stairs is completely covered on all sides. Once inside the curved section, creatures no longer have line of sight or line of effect to the bridge and platform. These steep stairs are considered difficult terrain for ascending (but not descending), costing 2 squares of movement.

Bridge: A stone bridge crosses from the tower interior to a 20' x 20' platform (4x4 squares) outside the tower. An arched support underneath the bridge keeps the bridge from total collapse if the Monolith crashes into it (see Monolith below).

Platform: The platform is atop a tall stone column in the area surrounded by the stairs. If Andrielle did not obtain the ingredients from the healer's secret lab, the Monolith is hovering just above the platform in launch ready mode. If she did obtain the ingredients, the Monolith has already been launched and is beyond the PCs reach. Only black scorch marks, still warm to the touch, and a visible contrail of blue fire and smoke, are evidence that the Monolith was launched from this location. The platform has rough and uneven stone protrusions that make it easy to climb. Using stealth and climbing (Moderate difficulty) the column to the platform provides a means for the PCs to surprise Andrielle.

Monolith: If the Monolith has not yet launched, it begins to do so as soon as the PCs have reached the tower room. It begins rising slowly off the platform, taking a full 3 rounds before it moves off at full speed and is out of range. Creatures within 10 squares of the Monolith can see the ethereal humanoid forms of writhing, tortured souls wailing in agony as they almost seem to be trying to escape the machine that has trapped them.

Unlike the Monoliths in ADCP2-1 *Paladin's Plague*, this modified version's sole purpose is to contain the ritual magic in a storage vessel within the construct and to unleash that upon the Companion when it has moved within range. It does not have the ability to attack. The Monolith has the following stats:

AL	2	4	6	8	10
HP	40	60	80	100	120
AC	14	161	18	20	22
Fortitude	15	17	19	21	23
Reflex	11	13	15	17	19
Will	12	14	16	18	20

The ritual itself has already been prepped and stored within the Monolith. Destroying the Monolith through attacks is the best method for preventing the final execution of the ritual. However, if someone were to hop onto the Monolith and attempt to tamper with it using Arcana or Thievery, it can also be disabled. A DC Easy Arcana/Thievery check converts to 5 points of damage. A DC Moderate Arcana/Thievery check converts to 10 points of damage. A DC Hard Arcana/Thievery check converts to 15 points of damage.

If brought to zero hit points, the Monolith comes crashing down and strikes the bridge at the edge of the platform. The bridge breaks and the first 2 squares of the bridge nearest the platform to collapse. Anyone on the last 2 squares must immediately make 2 Moderate DC Acrobatics or Athletics checks. Two failures and the creature falls to the water below. One failure and the creature is hanging onto the remaining edge of the bridge and must take a move action to pull them self up.

If a PC is on the monolith when it launches, they can choose to hold on or jump off (safely), potentially sacrificing themselves. Those who go with the monolith can continue to attack or disable it, though they will fall with it when they destroy it. Such a PC must either be able to fly, somehow arrest their fall, or fall. In the first round after take-off, they only fall 30 feet to the platform, but after that the monolith has gained some horizontal movement and it is 200 feet to the ground.

Water: The entire area constrained by the stairs and walls of the tower that surround the platform is filled with water from the Chionthar River to a depth of about 20 feet. It's just deep enough to lessen the severity of a fall from the bridge and platform above. Creatures falling into the water from the bridge or platform suffer only 1d10 damage. There are ample handholds so a Athletics check is not necessary to stay above the water.

Taikos

If Taikos is with the PCs, he continues to insist that the ritual be allowed to take place. He advocates for putting Andrielle out of commission, but he prefers to wait until the ritual is completed. Once the situation is assessed, it will be clear to him that the monolith must be untouched and that once it is launched that they could attack Andrielle at that time.

Bellavous

If any PCs have Bellavous as a familiar, the quasit is wearing a small black masquerade mask and will avoid them, preferring to attack other PCs during the encounter.

If the PC tries to talk with him, he pretends to not notice them. However, insistent PCs can eventually gain his attention and change his tactics. Two successful Moderate DC Diplomacy, Intimidate, or Bluff checks,

taken as free actions on 2 subsequent rounds, will cause Bellavous to cease attacking entirely.

Further attempts to persuade him to join the PCs' cause, however, will only force Bellavous to flee the battle and disappear altogether. If not killed at the end of the adventure, he will return to the PC as their familiar, refusing to speak of the incident for now, pretending he has no idea what the PC is talking about. (*"I think you have me confused with someone else, Boss. You know, it really hurts me to know you think all quasits look alike, when I am clearly so much more handsome than whoever this other guy is!"*)

The chance to learn more about Bellavous, and his cousin Renceti, will continue in ELTU3-7 and ELTU3-8.

Tactics

The zombie shamblers initially appear to be corpses in a massive pile of corpses by the far wall. Six of the corpses rise when the PCs enter the chamber. They surround and beat down opponents with their *slam* attack. They attempt to block PCs from returning to the tower room if any of them go out onto the bridge.

If some of the PCs played ELTU3-4 and turned down his offer to be a familiar, Bellavous is extremely angry with them, forcing him back into serving Andrielle and her ilk. He is filled with rage and happy to target them or their current familiar first whenever possible.

Renceti and Bellavous use *invisibility* as soon as they are aware of the PCs approach. Then they move to within 3 squares of Andrielle to gain the benefit of her *toughening concoction* before moving off to engage enemies.

Renceti and Bellavous use *evil temptation* to tempt PCs to attack allies and *bite* attacks after gaining tactical advantage through *invisibility*.

Bellavous uses *Cyric's dictum* to dominate one PC early in the encounter. He uses *treacherous escape* to flee the battle if Andrielle has successfully made her escape; otherwise he fights to the death.

Renceti bounces around the battlefield using teleportation to always have the best tactical advantage possible. He fights to the death unless Andrielle has successfully made her escape. In that case, he uses *invisibility* and any avenue of escape possible, including leaping off the tower to the water below.

Andrielle starts combat out on the bridge next to the Monolith launch pad. She favors *teleporting bolt* in order to drop PCs off the bridge into the water below. She'll unleash *dazzling blast* if PCs approach within range and target particularly troublesome PCs with *binding bolt* to immobilize them. She reserves *alchemists' fire* to hit multiple targets at range and *unstable admixtures* if she scores a critical. If threatened on the bridge, she'll use *fey step* to teleport somewhere safe. If she's on the platform at the edge then she can even teleport into the corridor leading up to the tower room. Whenever either or both Renceti and Bellavous are within 3 squares, she uses *toughening concoction* as a minor action whenever it recharges.

If Andrielle is seriously threatened, she attempts to make it back to the teleportation circle so she can escape back to her lab in Iriaebor. Once there she can shut down the portal and prevent the PCs from following her. If that is not possible, she tries to jusmp into the water and swim to freedom. If captured, she never reveals who she is working for. However, she will taunt the PCs with the following message if captured or on the verge of death:

"Fools! You have won no victory today. I am only a simple pawn in my master's great plan. If I fail, others will bring my master's wrath upon Elturgard."

If interrogated, she only adds that her master resides in the Forest of Wyrms, but she dares not speak his name.

Scaling the Encounter

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

Four PCs: Reduce the level of Andrielle by 1. (-12 HP, reduce all defenses and attacks by -1). Remove 2 Zombies.

Six PCs: Increase the level of Andrielle by 1. (+12 HP, increase all defenses attacks by +1). Add 2 Zombies.

Ending the Encounter

The encounter ends when the PCs defeat Andrielle and her allies and either destroy the Monolith or it flies out of range. If Andrielle flees and the PCs somehow follow her back through the portal then finish the combat using the map from Encounter 6. Once back at her lab in Iriaebor, Andrielle no longer attempts to flee. She fights to the death there. If she captured, interrogating her is beyond the scope of this adventure, but this story continues in ELTU3-7 and concludes in ELTU3-8.

Experience Points

Destroying the Monolith to prevent the ritual or purposefully allowing it finish but banishing the combatants completes a Major Objective and the PCs each earn 125 / 175 / 250 / 350 / 500 xp.

Milestone

This encounter counts toward a milestone.

Treasure

The PCs find *freezing arrows x 20*, a *brooch of shielding*, a set of *counterstrike guards* and 6 / 10 / 18 / 37 / 56 gp in the ruins at Fendarl's Gate.

Encounter 8: Zealous Sacrifice (Adventure Level 2)

Andrielle **Level 4 Elite Artillery**
Medium fey humanoid (female, eladrin) XP 350
HP 80; **Bloodied** 40 **Initiative** +5
AC 18, **Fortitude** 13, **Reflex** 17, **Will** 18 **Perception** +3
Speed 6 low-light vision
Resist 5 Poison
Saving Throws +2; +4 against fear and charm effects
Action Points 1

Standard Actions

m Scythe • At-Will
Attack: Melee 1 (one creature); +9 vs. AC
Hit: 2d6 damage, and the target is slowed until the end of Andrielle's next turn.

R Binding Bolt (force) **• Encounter**
Attack: Ranged 5 (one creature); +7 vs. Reflex
Hit: 2d6 + 3 force damage, and the target is immobilized until the end of Andrielle's next turn.
Miss: The target is slowed until the end of Andrielle's next turn.

R Teleporting Bolt (force, teleportation) **• At-Will**
Attack: Ranged 5 (one creature); +7 vs. Reflex
Hit: 2d8 + 1 force damage, and Andrielle teleports the target up to 3 squares.
Miss: Andrielle can teleport the target 1 square.

C Dazzling Blast (radiant) **• Recharge** 5
Attack: Close blast 3 (enemies in the blast); +7 vs. Will
Hit: 4d4 radiant damage, and the target is blinded until the end of Andrielle's next turn.

A Alchemist Fire (fire) **• At-Will**
Attack: Area burst 1 within 10; +7 vs. reflex
Hit: 2d4 fire
Miss: Half damage.

Minor Actions

C Toughening Concoction • Recharge 6
Attack: Close burst 3 (allies in the burst)
Effect: The target gains 1d6 temporary hit points (roll once and apply the temporary hit points to all allies) and a +2 bonus to AC and Fortitude until the end of Andrielle's next turn.

Move Actions

Fey Step (teleportation) **• Encounter**
Effect: Andrielle teleports up to 5 squares.

Triggered Actions

Unstable Admixtures
Trigger: Andrielle scores a critical hit with *alchemist fire*, or grants temporary hit points to three or more allies with *toughening concoction*.
Effect: Andrielle gains another random effect from its power. Roll d6 and consult the following table. The effect applies to one enemy hit by the *alchemist fire* power, or one enemy within the burst of the *toughening concoction* power. If multiple targets are available, Andrielle chooses which target is affected.

Roll Effect
1 The target is dazed (save ends)
2 The target takes 5 ongoing poison damage (save ends)
3 The target gains vulnerable 5 cold, fire, lightning, poison, or thunder (Andrielle's choice)
4 The target is immobilized (save ends). *Aftereffect*: The target is slowed (save ends).
5 The target is blinded (save ends)
6 The target is polymorphed into a frog (save ends). While in this form, it is slowed and dazed, and cannot make attacks or use its powers.

Skills Religion +14

Str 12 (+3)	**Dex** 16 (+5)	**Wis** 12 (+3)
Con 10 (+2)	**Int** 20 (+7)	**Cha** 16 (+5)

Alignment unaligned **Languages** Common, Elven
Equipment robe, mace, holy symbol

Note: Eladrin Twilight Incanter with Mad Alchemist template from DMG2. The weapon was changed from spear to scythe. Added religion skill.

Zombie Shambler **Level 3 Minion Brute**
Medium natural animate (undead) XP 37
HP 1; a missed attack never damages a minion **Initiative** +0
AC 15, **Fortitude** 17, **Reflex** 13, **Will** 13 **Perception** +0
Speed 4
Immune disease, poison

Standard Actions

m Slam • At-Will
Attack: Melee 1 (one creature); +8 vs. AC
Hit: 7 damage.

Triggered Actions

Deathless Hunger • Encounter
Trigger: The zombie is reduced to 0 hit points, but not by a critical hit.
Effect: Roll a d20. On a 15 or higher, the zombie is instead reduced to 1 hit point.

Str 18 (+5)	**Dex** 8 (+0)	**Wis** 8 (+0)
Con 15 (+3)	**Int** 1 (-4)	**Cha** 3 (-3)

Alignment unaligned **Languages** --

Renceti **Level 1 Elite Controller**
Tiny elemental humanoid (demon) XP 200
HP 54; **Bloodied** 27 **Initiative** +5
AC 19, **Fortitude** 10, **Reflex** 17, **Will** 15 **Perception** +7
Speed 8 Teleport 8 Darkvision
Saving Throws +2; **Action points** 1

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); +6 vs. AC
Hit: 2d6 + 2 damage, and the target grants combat advantage (save ends).

Double Attack • **At-Will**
The quasit makes two bite attacks.

MINOR ACTIONS

C **Evil Temptation** • **At-Will** (1/round)
Attack: Close burst 3 (one creature in burst); +4 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.

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 Arcana +5, Bluff +8, Stealth +10

Str 8 (-1)	**Dex** 21 (+5)	**Wis** 14 (+2)
Con 11 (+0)	**Int** 10 (+0)	**Cha** 16 (+3)

Alignment Chaotic Evil **Languages** Abyssal, Common

Bellavous **Level 1 Controller**
Tiny elemental humanoid (demon) XP 100
HP 27; **Bloodied** 13 **Initiative** +5
AC 17, **Fortitude** 10, **Reflex** 15, **Will** 13 **Perception** +7
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); +6 vs. AC
Hit: 1d6 + 5 damage, and the target grants combat advantage (save ends).

C **Cyric's Dictum** (charm) • **Encounter**
Attack: Close burst 5 (one creature in burst); +4 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); +4 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 +10

Str 8 (-1)	**Dex** 21 (+5)	**Wis** 14 (+2)
Con 11 (+0)	**Int** 10 (+0)	**Cha** 16 (+3)

Alignment Chaotic Evil **Languages** Abyssal, Common

Note: Quasit with *dictum* and *treacherous escape* from faithful Graz'zt theme (reflavored to Cyril). Added Bluff as a skill.

Encounter 8: Zealous Sacrifice (Adventure Level 4)

Andrielle **Level 6 Elite Artillery**
Medium fey humanoid (female, eladrin) XP 500
HP 104; **Bloodied** 52 **Initiative** +6
AC 20, **Fortitude** 15, **Reflex** 19, **Will** 20 **Perception** +4
Speed 6 low-light vision
Resist 5 Poison
Saving Throws +2; +4 against fear and charm effects
Action Points 1

Standard Actions

m Scythe • At-Will
Attack: Melee 1 (one creature); +11 vs. AC
Hit: 2d8 + 3 damage, and the target is slowed until the end of Andrielle's next turn.

R Binding Bolt (force) **• Encounter**
Attack: Ranged 5 (one creature); +9 vs. Reflex
Hit: 2d8 + 6 force damage, and the target is immobilized until the end of Andrielle's next turn.
Miss: The target is slowed until the end of Andrielle's next turn.

R Teleporting Bolt (force, teleportation) **• At-Will**
Attack: Ranged 5 (one creature); +9 vs. Reflex
Hit: 2d10 + 4 force damage, and Andrielle teleports the target up to 3 squares.
Miss: Andrielle can teleport the target 1 square.

C Dazzling Blast (radiant) **• Recharge** 5
Attack: Close blast 3 (enemies in the blast); +9 vs. Will
Hit: 4d6 + 1 radiant damage, and the target is blinded until the end of Andrielle's next turn.

A Alchemist Fire (fire) **• At-Will**
Attack: Area burst 1 within 10; +9 vs. reflex
Hit: 2d6 + 1 fire
Miss: Half damage

Minor Actions

C Toughening Concoction • Recharge 6
Attack: Close burst 3 (allies in the burst)
Effect: The target gains 1d6 temporary hit points (roll once and apply the temporary hit points to all allies) and a +2 bonus to AC and Fortitude until the end of Andrielle's next turn.

Move Actions

Fey Step (teleportation) **• Encounter**
Effect: Andrielle teleports up to 5 squares.

Triggered Actions

Unstable Admixtures
Trigger: Andrielle scores a critical hit with *alchemist fire*, or grants temporary hit points to three or more allies with *toughening concoction*.
Effect: Andrielle gains another random effect from its power. Roll d6 and consult the following table. The effect applies to one enemy hit by the *alchemist fire* power, or one enemy within the burst of the *toughening concoction* power. If multiple targets are available, Andrielle chooses which target is affected.

Roll Effect
1 The target is dazed (save ends)
2 The target takes 5 ongoing poison damage (save ends)
3 The target gains vulnerable 5 cold, fire, lightning, poison, or thunder (Andrielle's choice)
4 The target is immobilized (save ends). *Aftereffect*: The target is slowed (save ends).
5 The target is blinded (save ends)
6 The target is polymorphed into a frog (save ends). While in this form, it is slowed and dazed, and cannot make attacks or use its powers.

Skills Religion +15
Str 12 (+4) **Dex** 16 (+6) **Wis** 12 (+4)
Con 10 (+3) **Int** 20 (+8) **Cha** 16 (+6)
Alignment unaligned **Languages** Common, Elven
Equipment robe, mace, holy symbol

Note: Eladrin Twilight Incanter with Mad Alchemist template from DMG2. The weapon was changed from spear to scythe. Added religion skill.

Zombie Shambler **Level 5 Minion Brute**
Medium natural animate (undead) XP 50
HP 1; a missed attack never damages a minion **Initiative** +1
AC 17, **Fortitude** 19, **Reflex** 15, **Will** 15 **Perception** +1
Speed 4
Immune disease, poison

Standard Actions

m Slam • At-Will
Attack: Melee 1 (one creature); +10 vs. AC
Hit: 8 damage.

Triggered Actions

Deathless Hunger • Encounter
Trigger: The zombie is reduced to 0 hit points, but not by a critical hit.
Effect: Roll a d20. On a 15 or higher, the zombie is instead reduced to 1 hit point.

Str 18 (+6) **Dex** 8 (+1) **Wis** 8 (+1)
Con 15 (+4) **Int** 1 (-3) **Cha** 3 (-2)
Alignment unaligned **Languages** --

Renceti **Level 3 Elite Controller**
Tiny elemental humanoid (demon) XP 250
HP 86; **Bloodied** 43 **Initiative** +6
AC 21, **Fortitude** 12, **Reflex** 19, **Will** 17 **Perception** +8
Speed 8 Teleport 8 Darkvision
Saving Throws +2; **Action points** 1

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: 2d6 + 3 damage, and the target grants combat advantage (save ends).

Double Attack • **At-Will**
The quasit makes two bite attacks.

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.

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 Arcana +6, Bluff +9, Stealth +11
Str 8 (+0) **Dex** 21 (+6) **Wis** 14 (+3)
Con 11 (+1) **Int** 10 (+1) **Cha** 16 (+4)
Alignment Chaotic Evil **Languages** Abyssal, Common

Bellavous **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 creature 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) **Wis** 14 (+3)
Con 11 (+1) **Int** 10 (+1) **Cha** 16 (+4)
Alignment Chaotic Evil **Languages** Abyssal, Common

Note: Quasit with *dictum* and *treacherous escape* from faithful Graz'zt theme (reflavored to Cyril). Added Bluff as a skill.

Encounter 8: Zealous Sacrifice (Adventure Level 6)

Andrielle **Level 8 Elite Artillery**
Medium fey humanoid (female, eladrin) XP 700
HP 128; **Bloodied** 64 **Initiative** +7
AC 22, **Fortitude** 17, **Reflex** 21, **Will** 22 **Perception** +5
Speed 6 low-light vision
Resist 5 Poison
Saving Throws +2; +4 against fear and charm effects
Action Points 1

Standard Actions

m Scythe • At-Will
Attack: Melee 1 (one creature); +13 vs. AC
Hit: 2d8 + 4 damage, and the target is slowed until the end of Andrielle's next turn.

R Binding Bolt (force) **• Encounter**
Attack: Ranged 5 (one creature); +11 vs. Reflex
Hit: 2d8 + 7 force damage, and the target is immobilized until the end of Andrielle's next turn.
Miss: The target is slowed until the end of Andrielle's next turn.

R Teleporting Bolt (force, teleportation) **• At-Will**
Attack: Ranged 5 (one creature); +11 vs. Reflex
Hit: 2d10 + 5 force damage, and Andrielle teleports the target up to 3 squares.
Miss: Andrielle can teleport the target 1 square.

C Dazzling Blast (radiant) **• Recharge** 5
Attack: Close blast 3 (enemies in the blast); +11 vs. Will
Hit: 4d6 + 2 radiant damage, and the target is blinded until the end of Andrielle's next turn.

A Alchemist Fire (fire) **• At-Will**
Attack: Area burst 1 within 10; +11 vs. reflex
Hit: 2d6 + 2 fire
Miss: Half damage

Minor Actions

C Toughening Concoction • Recharge 6
Attack: Close burst 3 (allies in the burst)
Effect: The target gains 1d6 temporary hit points (roll once and apply the temporary hit points to all allies) and a +2 bonus to AC and Fortitude until the end of Andrielle's next turn.

Move Actions

Fey Step (teleportation) **• Encounter**
Effect: Andrielle teleports up to 5 squares.

Triggered Actions

Unstable Admixtures
Trigger: Andrielle scores a critical hit with *alchemist fire*, or grants temporary hit points to three or more allies with *toughening concoction*.
Effect: Andrielle gains another random effect from its power. Roll d6 and consult the following table. The effect applies to one enemy hit by the *alchemist fire* power, or one enemy within the burst of the *toughening concoction* power. If multiple targets are available, Andrielle chooses which target is affected.

Roll Effect
1 The target is dazed (save ends)
2 The target takes 5 ongoing poison damage (save ends)
3 The target gains vulnerable 5 cold, fire, lightning, poison, or thunder (Andrielle's choice)
4 The target is immobilized (save ends). *Aftereffect*: The target is slowed (save ends).
5 The target is blinded (save ends)
6 The target is polymorphed into a frog (save ends). While in this form, it is slowed and dazed, and cannot make attacks or use its powers.

Skills Religion +16

Str 12 (+5)	**Dex** 16 (+7)	**Wis** 12 (+5)
Con 10 (+4)	**Int** 20 (+9)	**Cha** 16 (+7)

Alignment unaligned **Languages** Common, Elven
Equipment robe, mace, holy symbol

Note: Eladrin Twilight Incanter with Mad Alchemist template from DMG2. The weapon was changed from spear to scythe. Added religion skill.

Zombie Shambler **Level 7 Minion Brute**
Medium natural animate (undead) XP 75
HP 1; a missed attack never damages a minion **Initiative** +2
AC 19, **Fortitude** 21, **Reflex** 17, **Will** 17 **Perception** +2
Speed 4
Immune disease, poison

Standard Actions

m Slam • At-Will
Attack: Melee 1 (one creature); +12 vs. AC
Hit: 9 damage.

Triggered Actions

Deathless Hunger • Encounter
Trigger: The zombie is reduced to 0 hit points, but not by a critical hit.
Effect: Roll a d20. On a 15 or higher, the zombie is instead reduced to 1 hit point.

Str 18 (+7)	**Dex** 8 (+2)	**Wis** 8 (+2)
Con 15 (+5)	**Int** 1 (-2)	**Cha** 3 (-1)

Alignment unaligned **Languages** --

Renceti **Level 5 Elite Controller**
Tiny elemental humanoid (demon) XP 400
HP 118; **Bloodied** 59 **Initiative** +8
AC 23, **Fortitude** 14, **Reflex** 21, **Will** 19 **Perception** +10
Speed 8 Teleport 8 Darkvision
Saving Throws +2; **Action points** 1

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); +10 vs. AC
Hit: 2d6 + 6 damage, and the target grants combat advantage (save ends).

Double Attack • **At-Will**
The quasit makes two bite attacks.

MINOR ACTIONS

C **Evil Temptation** • **At-Will (1/round)**
Attack: Close burst 3 (one creature in burst); +8 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.

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 Arcana +8, Bluff +11, Stealth +13

Str 8 (+2)	**Dex** 21 (+8)	**Wis** 14 (+5)
Con 11 (+3)	**Int** 10 (+3)	**Cha** 16 (+6)

Alignment Chaotic Evil **Languages** Abyssal, Common

Bellavous **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**
Attack: Melee 0 (one creature); +10 vs. AC
Hit: 1d6 + 7 damage, and the target grants combat advantage (save ends).

C **Cyric's Dictum** (charm) • **Encounter**
Attack: Close burst 5 (one creature in burst); +8 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); +8 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 +12

Str 8 (+1)	**Dex** 21 (+7)	**Wis** 14 (+4)
Con 11 (+2)	**Int** 10 (+2)	**Cha** 16 (+5)

Alignment Chaotic Evil **Languages** Abyssal, Common

Note: Quasit with *dictum* and *treacherous escape* from faithful Graz'zt theme (reflavored to Cyril). Added Bluff as a skill.

Encounter 8: Zealous Sacrifice (Adventure Level 8)

Andrielle **Level 10 Elite Artillery**
Medium fey humanoid (female, eladrin) XP 1,000
HP 152; **Bloodied** 76 **Initiative** +8
AC 24, **Fortitude** 19, **Reflex** 23, **Will** 24 **Perception** +6
Speed 6 low-light vision
Resist 5 Poison
Saving Throws +2; +4 against fear and charm effects
Action Points 1

Standard Actions

m Scythe • At-Will
Attack: Melee 1 (one creature); +15 vs. AC
Hit: 2d8 + 5 damage, and the target is slowed until the end of Andrielle's next turn.

R Binding Bolt (force) **• Encounter**
Attack: Ranged 5 (one creature); +13 vs. Reflex
Hit: 2d8 + 8 force damage, and the target is immobilized until the end of Andrielle's next turn.
Miss: The target is slowed until the end of Andrielle's next turn.

R Teleporting Bolt (force, teleportation) **• At-Will**
Attack: Ranged 5 (one creature); +13 vs. Reflex
Hit: 2d10 + 6 force damage, and Andrielle teleports the target up to 3 squares.
Miss: Andrielle can teleport the target 1 square.

C Dazzling Blast (radiant) **• Recharge** 5
Attack: Close blast 3 (enemies in the blast); +13 vs. Will
Hit: 4d6 + 3 radiant damage, and the target is blinded until the end of Andrielle's next turn.

A Alchemist Fire (fire) **• At-Will**
Attack: Area burst 1 within 10; +13 vs. reflex
Hit: 2d6 + 3 fire
Miss: Half damage

Minor Actions

C Toughening Concoction • Recharge 6
Attack: Close burst 3 (allies in the burst)
Effect: The target gains 1d6 temporary hit points (roll once and apply the temporary hit points to all allies) and a +2 bonus to AC and Fortitude until the end of Andrielle's next turn.

Move Actions

Fey Step (teleportation) **• Encounter**
Effect: Andrielle teleports up to 5 squares.

Triggered Actions

Unstable Admixtures
Trigger: Andrielle scores a critical hit with *alchemist fire*, or grants temporary hit points to three or more allies with *toughening concoction*.
Effect: Andrielle gains another random effect from its power. Roll d6 and consult the following table. The effect applies to one enemy hit by the *alchemist fire* power, or one enemy within the burst of the *toughening concoction* power. If multiple targets are available, Andrielle chooses which target is affected.

Roll Effect
1 The target is dazed (save ends)
2 The target takes 5 ongoing poison damage (save ends)
3 The target gains vulnerable 5 cold, fire, lightning, poison, or thunder (Andrielle's choice)
4 The target is immobilized (save ends). *Aftereffect*: The target is slowed (save ends).
5 The target is blinded (save ends)
6 The target is polymorphed into a frog (save ends). While in this form, it is slowed and dazed, and cannot make attacks or use its powers.

Skills Religion +17
Str 12 (+6) **Dex** 16 (+8) **Wis** 12 (+6)
Con 10 (+5) **Int** 20 (+10) **Cha** 16 (+8)
Alignment unaligned **Languages** Common, Elven
Equipment robe, mace, holy symbol

Note: Eladrin Twilight Incanter with Mad Alchemist template from DMG2. The weapon was changed from spear to scythe. Added religion skill.

Zombie Shambler **Level 9 Minion Brute**
Medium natural animate (undead) XP 100
HP 1; a missed attack never damages a minion **Initiative** +3
AC 21, **Fortitude** 23, **Reflex** 19, **Will** 19 **Perception** +3
Speed 4
Immune disease, poison

Standard Actions

m Slam • At-Will
Attack: Melee 1 (one creature); +14 vs. AC
Hit: 10 damage.

Triggered Actions

Deathless Hunger • Encounter
Trigger: The zombie is reduced to 0 hit points, but not by a critical hit.
Effect: Roll a d20. On a 15 or higher, the zombie is instead reduced to 1 hit point.

Str 18 (+8) **Dex** 8 (+3) **Wis** 8 (+3)
Con 15 (+6) **Int** 1 (-1) **Cha** 3 (+0)
Alignment unaligned **Languages** --

Renceti **Level 7 Elite Controller**
Tiny elemental humanoid (demon) XP 600
HP 150; **Bloodied** 75 **Initiative** +8
AC 25, **Fortitude** 16, **Reflex** 23, **Will** 21 **Perception** +10
Speed 8, Teleport 8 Darkvision
Saving Throws +2; **Action points** 1

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 + 6 damage, and the target grants combat advantage (save ends).

Double Attack • **At-Will**
The quasit makes two bite attacks.

MINOR ACTIONS

C **Evil Temptation** • **At-Will (1/round)**
Attack: Close burst 3 (one creature in burst); +9 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.

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 Arcana +8, **Bluff** +11, **Stealth** +13
Str 8 (+2) **Dex** 21 (+8) **Wis** 14 (+5)
Con 11 (+3) **Int** 10 (+3) **Cha** 16 (+6)
Alignment Chaotic Evil **Languages** Abyssal, Common

Bellavous **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 creature in burst); +10 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 +13
Str 8 (+2) **Dex** 21 (+8) **Wis** 14 (+5)
Con 11 (+3) **Int** 10 (+3) **Cha** 16 (+6)
Alignment Chaotic Evil **Languages** Abyssal, Common

Note: Quasit with *dictum* and *treacherous escape* from faithful Graz'zt theme (reflavored to Cyril). Added Bluff as a skill.

Encounter 8: Zealous Sacrifice (Adventure Level 10)

Andrielle **Level 12 Elite Artillery**
Medium fey humanoid (female, eladrin) XP 1,400
HP 176; **Bloodied** 88 **Initiative** +9
AC 24, **Fortitude** 19, **Reflex** 23, **Will** 24 **Perception** +7
Speed 6 low-light vision
Resist 5 Poison
Saving Throws +2; +4 against fear and charm effects
Action Points 1

Standard Actions

m Scythe • At-Will
Attack: Melee 1 (one creature); +17 vs. AC
Hit: 3d6 + 9 damage, and the target is slowed until the end of Andrielle's next turn.

R Binding Bolt (force) **• Encounter**
Attack: Ranged 5 (one creature); +15 vs. Reflex
Hit: 3d6 + 12 force damage, and the target is immobilized until the end of Andrielle's next turn.
Miss: The target is slowed until the end of Andrielle's next turn.

R Teleporting Bolt (force, teleportation) **• At-Will**
Attack: Ranged 5 (one creature); +15 vs. Reflex
Hit: 3d8 + 10 force damage, and Andrielle teleports the target up to 3 squares.
Miss: Andrielle can teleport the target 1 square.

C Dazzling Blast (radiant) **• Recharge** 5
Attack: Close blast 3 (enemies in the blast); +15 vs. Will
Hit: 5d6 + 4 radiant damage, and the target is blinded until the end of Andrielle's next turn.

A Alchemist Fire (fire) **• At-Will**
Attack: Area burst 1 within 10; +15 vs. reflex
Hit: 3d6 + 4 fire
Miss: Half damage

Minor Actions

C Toughening Concoction • Recharge 6
Attack: Close burst 3 (allies in the burst)
Effect: The target gains 2d6 temporary hit points (roll once and apply the temporary hit points to all allies) and a +2 bonus to AC and Fortitude until the end of Andrielle's next turn.

Move Actions

Fey Step (teleportation) **• Encounter**
Effect: Andrielle teleports up to 5 squares.

Triggered Actions

Unstable Admixtures
Trigger: Andrielle scores a critical hit with *alchemist fire*, or grants temporary hit points to three or more allies with *toughening concoction*.
Effect: Andrielle gains another random effect from its power. Roll d6 and consult the following table. The effect applies to one enemy hit by the *alchemist fire* power, or one enemy within the burst of the *toughening concoction* power. If multiple targets are available, Andrielle chooses which target is affected.

Roll Effect
1 The target is dazed (save ends)
2 The target takes 5 ongoing poison damage (save ends)
3 The target gains vulnerable 5 cold, fire, lightning, poison, or thunder (Andrielle's choice)
4 The target is immobilized (save ends). *Aftereffect*: The target is slowed (save ends).
5 The target is blinded (save ends)
6 The target is polymorphed into a frog (save ends). While in this form, it is slowed and dazed, and cannot make attacks or use its powers.

Skills Religion +18

Str 12 (+7)	**Dex** 16 (+9)	**Wis** 12 (+7)
Con 10 (+6)	**Int** 20 (+11)	**Cha** 16 (+9)

Alignment unaligned **Languages** Common, Elven
Equipment robe, mace, holy symbol

Note: Eladrin Twilight Incanter with Mad Alchemist template from DMG2. The weapon was changed from spear to scythe. Added religion skill.

Zombie Shambler **Level 11 Minion Brute**
Medium natural animate (undead) XP 150
HP 1; a missed attack never damages a minion **Initiative** +4
AC 23, **Fortitude** 25, **Reflex** 21, **Will** 21 **Perception** +4
Speed 4
Immune disease, poison

Standard Actions

m Slam • At-Will
Attack: Melee 1 (one creature); +16 vs. AC
Hit: 11 damage.

Triggered Actions

Deathless Hunger • Encounter
Trigger: The zombie is reduced to 0 hit points, but not by a critical hit.
Effect: Roll a d20. On a 15 or higher, the zombie is instead reduced to 1 hit point.

Str 18 (+9)	**Dex** 8 (+4)	**Wis** 8 (+4)
Con 15 (+7)	**Int** 1 (+0)	**Cha** 3 (+1)

Alignment unaligned **Languages** --

Renceti **Level 9 Elite Controller**
Tiny elemental humanoid (demon) XP 800
HP 118; **Bloodied** 59 **Initiative** +9
AC 27, **Fortitude** 18, **Reflex** 25, **Will** 23 **Perception** +11
Speed 8, Teleport 8 Darkvision
Saving Throws +2; **Action points** 1

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); +14 vs. AC
Hit: 2d6 + 7 damage, and the target grants combat advantage (save ends).

Double Attack • **At-Will**
The quasit makes two bite attacks.

MINOR ACTIONS

C **Evil Temptation** • **At-Will** (1/round)
Attack: Close burst 3 (one creature in burst); +12 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.

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 Arcana +9, Bluff +12, Stealth +14

Str 8 (+3)	**Dex** 21 (+9)	**Wis** 14 (+6)
Con 11 (+4)	**Int** 10 (+4)	**Cha** 16 (+7)

Alignment Chaotic Evil **Languages** Abyssal, Common

Bellavous **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**
Attack: Melee 0 (one creature); +14 vs. AC
Hit: 2d6 + 6 damage, and the target grants combat advantage (save ends).

C **Cyric's Dictum** (charm) • **Encounter**
Attack: Close burst 5 (one creature in burst); +12 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); +12 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 +14

Str 8 (+3)	**Dex** 21 (+9)	**Wis** 14 (+6)
Con 11 (+4)	**Int** 10 (+4)	**Cha** 16 (+7)

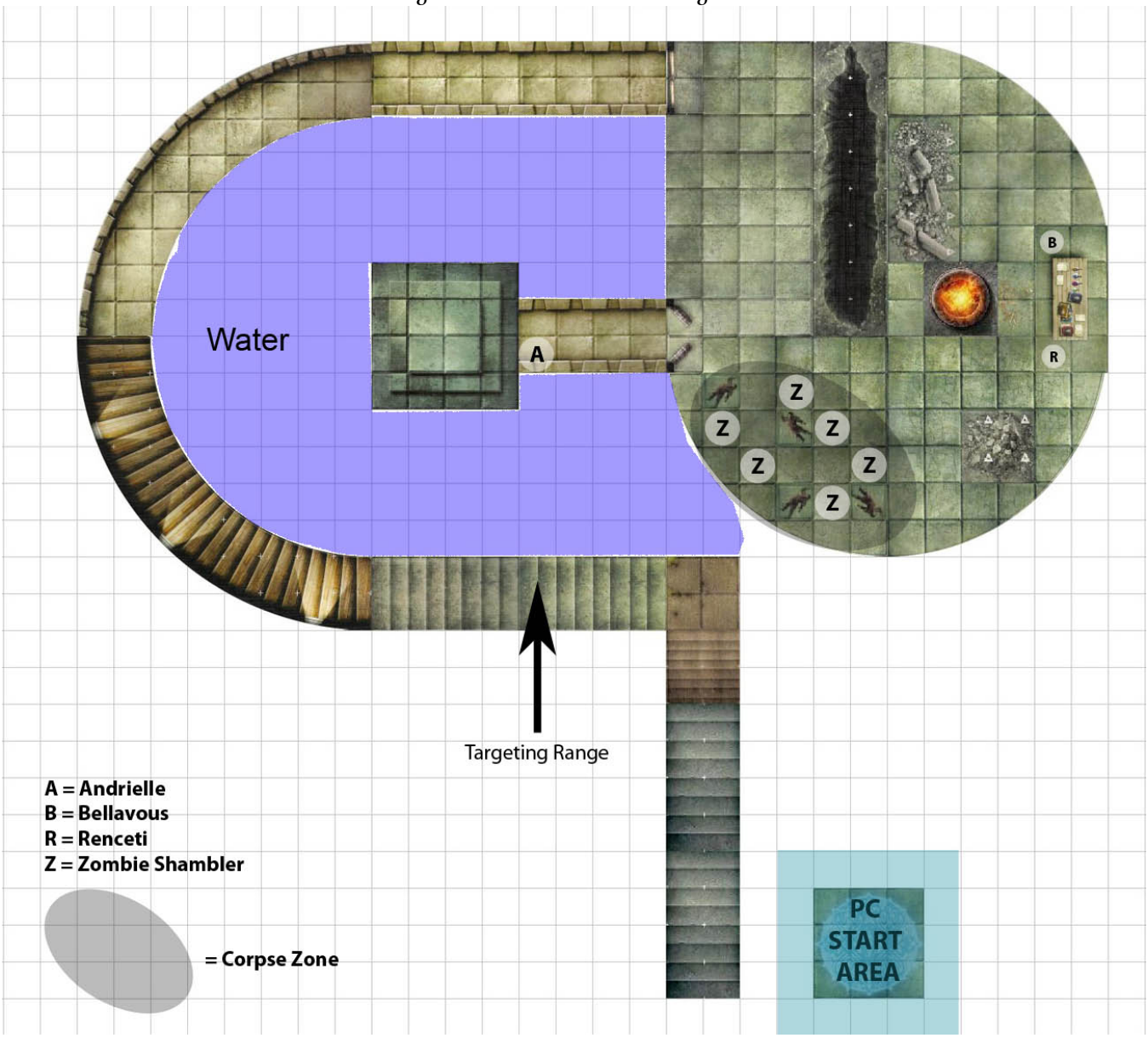
Alignment Chaotic Evil **Languages** Abyssal, Common

Note: Quasit with *dictum* and *treacherous escape* from faithful Graz'zt theme (reflavored to Cyril). Added Bluff as a skill.

Encounter 8: Zealous Sacrifice

Tile Sets Needed

Arcane Towers x1
Arcane Corridors x1
Dungeon Tiles Master Set - The Dungeon x2



Concluding the Adventure

If the PCs allowed the ritual to be performed and are on good terms with Lord Krieger, they should return to the High Tower of Iriaebor and make a final report. Lord Krieger will thank them for their help in completing the ritual. If they exposed Andrielle's true nature, he will be grateful for their help in defeating her as well.

Conclusion 1: Ritual Completed

If the PCs did not stop the Monolith from launching or allowed it to launch, it soon reaches Elturel and unleashes the ritual energy on the Companion.

After returning to Elturel to make their report to the Order of Torm, they hear various accounts of the events that transpired when the Monolith unleashed the ritual on the Companion. Read or paraphrase the following:

A crowd gathers around one ecstatic individual who relates a first-hand experience of the event that you were too far away to witness yourselves. "Suddenly I heard this thunderous boom and a blinding white-hot light exploded from the Companion. There was some sort of wave of light rippling through the city and expanding to engulf everything in its wake. When it passed through me it was as if I was on fire from the inside out! A few minutes later, the Companion flickered for several moments and then went dark and cold. It was the most amazing thing I've ever seen."

The booming noise and bright light were evidence that the transformed Companion executed its healing pulse throughout the region. The result was a total cleansing of the plaguezones and the healing of the spellscarred citizens. Unfortunately for PCs with spellscars, and for Taikos, they were beyond the range of the healing pulse and were not affected.

For completing the ritual (or allowing it to be completed), the PCs receive Story Award **ELTU17 Plaguebreaker.**

Conclusion 2: Ritual Stopped

If the PCs stopped the monolith from launching or destroyed it before it could reach altitude, read or paraphrase the following:

You have won a great victory for Elturgard today. However, you can't help but feel that it was also a crushing defeat. Your journey to Iriaebor brought with it a great anticipation that a solution to the plaguezones was at hand. Although you are certain that stopping the ritual was in the best interests of the entire region, it is unsettling that the healing power it provided had to be destroyed.

The PCs receive story award **ELTU18 Lawbearer.**

Conclusion: Either Case

If Andrielle was defeated, read the following text:

With Andrielle defeated, you can sleep peacefully knowing that a powerful agent of evil is no longer a threat to Elturgard. However, if she was merely a pawn for a more powerful force, as the evidence suggests, it could mean more trouble is still ahead.

The PCs DO NOT receive story award **ELTU19 This One Will Hurt.**

If Andrielle escaped, read the following text:

It is unfortunate that Andrielle was able to escape justice. Such an evil agent loose in Elturgard could mean more trouble is still ahead.

The PCs receive story award **ELTU19 This One Will Hurt.**

For All Conclusions

Treasure

Returning to Elturel and making a report to The Order of Torm is beyond the scope of this adventure, but if time permits, feel free to improvise a roleplaying scene for this purpose.

The PCs receive their promised reward of 50 / 85 / 150 / 300 / 450 gp at the conclusion of the adventure, regardless of how things turned out.

Story Arc Bonus

PCs who have previously played both ELTU3-2 and ELTU3-4 (in either order, and regardless of Story Awards earned or not earned in those adventures) have completed a Major Quest. These characters receive bonus XP and gold as detailed in the Rewards Summary for the Adventure Level played.

Rewards Summary

At the conclusion of the adventure, the PCs earn XP, access to Treasures, and possibly Story Awards. All totals listed here are per PC, regardless of whether there were 4, 5, or 6 PCs in the party.

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. No character can earn more than the listed maximum XP.

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.

Characters that have played both ELTU3-2 and ELTU3-4 before playing this adventure receive a Story Arc Bonus. It does not matter which Story Awards the character received in the previous adventures or this adventure. The bonus is earned for completing the story arc. The bonus includes both XP and gold, and is in addition to the other listed rewards for this adventure.

Adventure Level 2

Minimum Possible XP: 225 XP per PC

Minor Objectives
Restore Taikos: +25 XP
Completed the task for the Dusk Talons: +25 XP
Rescue Sikulis: +25 XP

Major Objective - Prevent or Complete the Ritual: +125 XP

Maximum Possible XP: 425 XP per PC

Base Gold per PC: 75 gp

Story Arc Bonus for PCs that previously participated in both ELTU3-2 and ELTU3-4**: +125 XP, +25 gp**

Adventure Level 4

Minimum Possible XP: 320 XP per PC

Minor Objectives
Restore Taikos: +35 XP
Completed the task for the Dusk Talons: +35 XP
Rescue Sikulis: +35 XP

Major Objective - Prevent or Complete the Ritual: +175 XP

Maximum Possible XP: 600 XP per PC

Base Gold per PC: 125 gp

Story Arc Bonus for PCs that previously participated in both ELTU3-2 and ELTU3-4**: +175 XP, +50 gp**

Adventure Level 6

Minimum Possible XP: 450 XP per PC

Minor Objectives
Restore Taikos: +50 XP
Completed the task for the Dusk Talons: +50 XP
Rescue Sikulis: +50 XP

Major Objective - Prevent or Complete the Ritual: +250 XP

Maximum Possible XP: 850 XP per PC

Base Gold per PC: 225 gp

Story Arc Bonus for PCs that previously participated in both ELTU3-2 and ELTU3-4**: +250 XP, +75 gp**

Adventure Level 8

Minimum Possible XP: 640 XP per PC

Minor Objectives
Restore Taikos: +70 XP
Completed the task for the Dusk Talons: +70 XP
Rescue Sikulis: +70 XP

Major Objective - Prevent or Complete the Ritual: +350 XP

Maximum Possible XP: 1200 XP per PC

Base Gold per PC: 450 gp

Story Arc Bonus for PCs that previously participated in both ELTU3-2 and ELTU3-4**: +350 XP, +125 gp**

Adventure Level 10

Minimum Possible XP: 900 XP per PC

Minor Objectives
Restore Taikos: +100 XP
Completed the task for the Dusk Talons: +100 XP
Rescue Sikulis: +100 XP

Major Objective - Prevent or Complete the Ritual: +500 XP

Maximum Possible XP: 1700 XP per PC

Base Gold per PC: 675 gp

Story Arc Bonus for PCs that previously participated in both ELTU3-2 and ELTU3-4**: +500 XP, +200 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:

Note: Treasures A, B, C, and E come at different item levels <u>based on the Adventure Level played</u> (not the PC's level). Treasure D is <u>only</u> available at AL 6-10.

Treasure A: *healer's armor* (+1/level 5 at AL 2-4, +2/level 10 at AL 6-10; *Adventurer's Vault 2*)
Found in Encounter 3

Treasure B: alchemical formula book containing recipes for Bloodstinger Poison and Herbal Poultice (level 3 at AL 2-4, level 8 at AL 6-8, Level 13 at AL 10; *Adventurer's Vault*). Choosing this Treasure <u>does not</u> cost a found-item slot.
Found in Encounter 5

Treasure C: *freezing arrows x20* (level 3 at AL 2-4, level 8 at AL 6- 10; *Adventurer's Vault 2*). Choosing this Treasure <u>does not</u> cost a found-item slot.
Found in Encounter 8

AL 6, 8, and 10 ONLY - Treasure D: *oil of flesh returned* (level 10; *Adventurer's Vault*). Choosing this Treasure does not cost a found-item slot.
Found in Encounter 3

Treasure E: *brooch of shielding* (+1/level 3 at AL 2-4, +2/ level 8 at AL 6-10; *Adventurer's Vault*).
Found in Encounter 8

Treasure F: *counterstrike guards* (level 4; Adventurer's Vault).
Found in Encounter 8

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 an *herbal poultice* 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: *herbal poultice* (level 3) plus 0 gp
AL 4: *herbal poultice* (level 3) plus 25 gp
AL 6: *herbal poultice* (level 8) plus 100 gp
AL 8: *herbal poultice* (level 8) plus 250 gp
AL 10: *herbal poultice* (level 13) 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. Note that ELTU17 and ELTU18 are mutually exclusive.

ELTU19 applies if Andrielle escaped, regardless of whether the PCs got ELTU17 or ELTU18.

ELTU17 Plaguebreaker
Your participation was essential in completing the ritual to cleanse the plague zones from the city of Elturel and the surrounding lands. The locals are eternally grateful to you, despite the loss of the Companion, and have asked you to help them rebuild the city. You may repair one of the abandoned houses in the former plague zone and claim it as a residence. This does not require you to change your home region or allegiance. The commoners of Elturel are happy to have you as a neighbor. This home is small, but it provides you with a safe place to stay during any adventure set in Elturel and may have future roleplaying benefits.

This Story Award counts as a disfavor with the Order of Torm.

ELTU18 Lawbearer
You understood the risks of reckless magic and have stopped a terrible corruption from being brought to bear against the Companion. The Order of Torm recognizes you with a ceremonial knighthood. This is an honorary title that applies within the region of Elturgard and has no attached responsibilities. Other Knights of the Order recognize that you made the right choice in a tough situation and treat you with respect, even if you are not a member of the Order. The people of Elturel see you as someone with close ties to the Order; someone who can be trusted to do what is both right and necessary.

This Story Award counts as a favor with the Order of Torm.

For either ELTU17 or ELTU18, you also gain access to purchase a single Uncommon magic item of your character level or less (at the time you use this benefit) from a player resource. When you make your purchase, record the item's name, level, and market price below (buying an item does not void the main Story Award).

ELTU19 This One Will Hurt
You allowed Andrielle to escape your grasp. One so devious and wicked as she will not soon forget those who thwarted her plans.

New Rules

Alchemist's Acid — Level 1+

When shattered, this glass vial releases a spray of acid.

Lvl 1 20 gp Lvl 6 75 gp Lvl 11 350 gp

Other: Consumable

Power (Consumable • Acid): Standard Action. Make an attack: Ranged 5/10; +4 vs. Reflex; on a hit, the attack deals 1d10 acid damage and ongoing 5 acid damage (save ends); on a miss, half damage and no ongoing acid damage.

Level 6: +9 vs. Reflex; 1d10 acid damage and ongoing 5 acid damage (save ends).

Level 11: +14 vs. Reflex; 2d10 acid damage and ongoing 5 acid damage (save ends).

Reference: *Adventurer's Vault*, page 24

Alchemist's Fire — Level 1+

When shattered, this flask fills an area with alchemical fire.

Lvl 1 20 gp Lvl 6 75 gp Lvl 11 350 gp

Other: Consumable

Power (Consumable • Fire): Standard Action. Make an attack: Area burst 1 within 10; +4 vs. Reflex; on a hit, deal 1d6 fire damage; on a miss deal half damage.

Level 6: +9 vs. Reflex; 2d6 fire damage.

Level 11: +14 vs. Reflex; 3d6 fire damage.

Reference: *Adventurer's Vault*, page 24

Bloodstinger Poison — Level 3+

Level: 3
Category: Poison
Time: 30 minutes
Component Cost: See below
Market Price: 120 gp
Key Skill: Nature or Thievery (no check)

This black poison comes from the chemically enhanced poisons of spiders, centipedes, and scorpions.

This inky toxin inflicts wounds that burn long after the initial blow is struck.

Lvl 3 30 gp Lvl 8 125 gp Lvl 13 650 gp

Alchemical Item

Power (Consumable • Poison): Standard Action. Apply the bloodstinger poison to your weapon or one piece of ammunition. Make a secondary attack against the next target you hit with the coated weapon or ammunition: +6 vs. Fortitude; on a hit, the target takes ongoing 5 poison damage (save ends).

Level 8: +11 vs. Fortitude.

Level 13: +16 vs. Fortitude.

Reference: *Adventurer's Vault*, page 26.

Brooch of Shielding — Level 3+

This ornate shield pin absorbs force attacks against you.

Lvl 3 +1 680 gp Lvl 8 +2 3,400 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Property: Gain resist 10 force.

Power (Daily): Immediate Interrupt. Use this power when you are hit by an area, close, or ranged attack. Gain resist to all damage equal to the brooch's resist force value against that attack..

Reference: *Adventurer's Vault*, page 149.

Counterstrike Guards — Level 4

A set of twin forearm shields small enough not to hinder you, these guards improve your strikes against off-balance foes.

Price: 840 gp

Item Slot: Arms

Power (Daily): Immediate Reaction. Use this power when a melee attack misses you. You make a melee basic attack against the attacker.

Reference: *Adventurer's Vault*, page 116.

Freezing Arrow — Level 3+

The shaft of this arrow is shaved from unmelting ice.

Lvl 3 +1 30 gp Lvl 8 +2 125 gp Lvl 13 + 3 650 gp

Ammunition

Enhancement: Attack rolls and damage rolls

Property: When you hit an enemy with an attack using this ammunition, that enemy takes 1d6 extra cold damage per plus and is slowed until the end of its next turn.

Reference: *Adventurer's Vault* 2, page 27.

Healer's Armor — Level 2+

This shirt of glimmering chainmail fortifies those who take bold action in battle.

Lvl 2 +1 520 gp Lvl 7 +2 2,600 gp

Armor: Chain

Enhancement: AC

Property: When you spend an action point to take an extra action, you also gain a +2 bonus to all defenses until the end of your next turn.

Power (Daily • Healing): Free Action. Trigger: You spend am action point. Effect: You forgo the bonus to all defenses granted by the armor's property. Instead, an ally within 5 squares of you uses his or her second wind as a free action.

Reference: *Adventurer's Vault* 2, page 9.

Herbal Poultice Level 3+

Level: 3
Category: Curative
Time: 30 minutes
Component Cost: See below
Market Price: 90 gp
Key Skill: Nature (no check)

This collection of medicinal herbs grants the subject extra hit points when it spends a healing surge after a short rest.

This pack of specially prepared medicinal herbs increases one's natural recuperative ability.
Lvl 3 30 gp Lvl 8 125 gp Lvl 13 650 gp
Alchemical Item
Power (Consumable • Healing): Standard Action. Use before you or an ally takes a short rest. The target of the herbal poultice regains an additional 2 hit points when he or she spends a healing surge at the end of the short rest..
Level 8: Regain an additional 4 hit points.
Level 13: Regain an additional 6 hit points..
Reference: *Adventurer's Vault*, page 28.

Oil of Flesh Returned Level 10+

This milky white oil returns petrified creatures to flesh.
Lvl 10 200 gp
Other: Consumable
Enhancement: Attack rolls and damage rolls
Power (Consumable): Minor Action. An adjacent target who is petrified can spend a healing surge to remove the petrified condition. If the target has no healing surges remaining, he or she can instead take damage equal to his or her healing surge value to remove the condition. The resistance granted by the petrified condition does not reduce this damage.
Reference: *Adventurer's Vault*, page 192.

Appendix 1: NPCs

Lord Krieger

Male Human Iriaebor Council Leader

Lord Krieger is a man with a commanding presence. Though not that tall, his manner is one of confidence and courage. He wears a crimson tunic to match the crimson capes of the city's Freedom Guard. He has dark black hair, dark skin, and eyes that seemed recessed in their own shadows. When he speaks, his voice is deep and powerful even in whispers.

Personality: Intense, assertive, intimidating
History: Lord Krieger is the most powerful merchant guild master in Iriaebor. Lord Krieger was the one and only leader for the entire city until a recent uproar prompted a change to the age-old system started by Lord Bron. When the citizens voted for a new government, Lord Krieger kept his position as branch representative of the merchant guilds, but now that there are 2 additional branches of the government, his rule is as a minority power. He realizes that he was only voted to remain on the council in order to maintain some stability during the transition period. He can already see the writing on the wall and knows his days are numbered.

Lord Krieger wants to clean up the Old City ruins, rebuild the area, and bring power back to the merchants. Solving the plaguezone problem for Elturgard is Lord Krieger's grand scheme to gain true independence for Iriaebor and return the government back into his hands alone.

Andrielle

Female Eladrin Priestess of Chauntea

Andrielle is a woman of very average looks. She wears a simple brown cloak that simply adds to her plain, ordinary appearance. The holy symbol around her neck and scythe in her hands reveal that she is a cleric of Chauntea. She seems dedicated to the Great Mother and is obviously very devout in her faith. She has long, blonde hair and green eyes.

Personality: Cold, calm, distant.
History: While Andrielle is made up to appear as a priestess of Chauntea, she is not what she claims to be. She is a villainous agent in the employ of a powerful evil force operating in the region. Her alchemical skills are being put to use to instrument a devious plan to permanently damage the Companion and thereby further crippling the paladins of Elturel. Andrielle plays the role of a proper cleric of Chauntea to perfection. She is ever talking about the Great Mother and is very knowledgeable about the Chauntea faith. Her inner personality, however, is something quite different.

It is important to note that everything Andrielle has done in relation to Lord Kreiger has been under the pretense of being a priestess of Chauntea. It has all been a carefully planned, elaborate lie to infiltrate the Iriaeben government and make it appear that they were responsible for the ritual being developed. For reasons not outlined here, Andrielle's master wants credit for the ritual to go to Iriaebor and for Lord Krieger to benefit from making it happen.

Kilgran

Male Dwarf Fighter, Freedom Guard mercenary hire; Dusk Talon

Kilgran is an imposing presence. Though short and stout, his body is built of pure muscle mass. He has dark, ruddy skin, and long, reddish hair that give him the appearance of a warrior with a fierce, fiery passion.

Personality: Confident, assertive, courageous.
History: Kilgran is a dwarf fighter who started his career as a miner for the Axebolt family in Eartheart. When the mine was shut down after a foulspawn incursion (EAST1-3), Kilgran left in search of other options. He eventually settled along the Dragon Coast where he received warrior training. After some time, he joined forces with Virna and made a living as a sword for hire. When the plea went out for help in Iriaebor, Kilgran answered the call.

Virna

Female Human Fighter, Freedom Guard mercenary hire; Dusk Talon

Virna is a beautiful, but oddly imposing woman with a certain indescribable quality that instills fear. She has medium length brown hair and tan colored skin. Her eyes are piercing black and when she looks at you, it is almost as if she were looking right through you.

Personality: Bold, confident, impulsive.
History: Virna was born and raised in Proskur where she learned to handle a sword as soon as she had the strength to wield it. Under the tutelage of her father, she trained as a sword for hire. She recently met Kilgran

and they've made a living hiring out to local merchants, pirates, and inscrutable businesses. When the plea went out for help in Iriaebor, she encouraged Kilgran to go with her.

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.

Jorlan

Male human member of The Way (unaligned)

Jorlan is a tall, thin man who walks with a slight hunch. Although he appears to be quite young, he already suffers from severe balding and his pale complexion and low weight make him appear malnourished and sickly. What's left of his hair is black and he has distinct dark circles around his sunken eyes.

Personality: Introverted, nervous.
History: Jorlan has been a social misfit all his life. An outcast as a boy, he was always laughed at and ridiculed. Jorlan has always had a strong desire to someday turn his life around and prove everyone wrong. His social problems have led Jorlan to make very poor decisions in the past. When he joined a movement called The Way, he finally found a place that he was accepted for who he was. However, his vulnerability led him down a darker path with other members of The Way who sought radical change in Elturgard and who believed they were the "heroes" to make it happen.

Taikos

Male human member of The Shields of Kilgrave (lawful good)

Taikos is fierce warrior who burns with the blue fire of a spellscar. He has long, wavy brown hair, a short mustache and beard, and striking green eyes. He speaks with a commanding voice and talks as if he has a direct line to Torm himself.

Personality: Strong-willed, fearless, loyal.
History: *Once a member of the Order of Torm,* Taikos was ejected for the taint of a spellscar. He now finds refuge with the Shields of Kilgrave where he fights for those who cannot help themselves. He is on a mission from Torm to find a cure for the plague wrought lands and to restore his honor.

Appendix 11: Taikos

Taikos (Adventure Level 2) **Level 1 Defender**
Medium natural humanoid (spellscarred) XP 100
HP 28; **Bloodied** 14; **Healing Surges** 10 **Initiative** +0
AC 18, **Fortitude** 14, **Reflex** 12, **Will** 16 **Perception** +1
Speed 5 Low-light vision

Standard Actions

m Longsword (weapon) • At-Will
Attack: Melee 1 (one creature); +8 vs. AC
Hit: 1d8 + 4 damage, and the target is marked until the end of Taikos's next turn.

r Crossbow (weapon) • At-Will
Attack: Ranged 15/30 (one creature); +7 vs. AC
Hit: 1d8 + 1 damage.

M Strike of Hope (radiant, weapon) • At-Will
Attack: Melee 1 (one creature); +8 vs. AC
Hit: 1d8 + 4 damage, and one ally within 5 squares gains 3 temporary hit points.

M Spellscarred Slam • Encounter
Attack: Melee 2 (one creature); +7 vs. AC
Hit: 1d12 + 4 fire damage.

Skills Diplomacy +8, Religion +5

Str 18 (+4)	**Dex** 11 (+0)	**Wis** 12 (+1)
Con 13 (+1)	**Int** 10 (+0)	**Cha** 16 (+3)

Alignment Lawful Good **Languages** Common
Equipment: longsword, heavy shield, plate armor, crossbow, 30 crossbow bolts, holy symbol

Taikos (Adventure Level 4) **Level 3 Defender**
Medium natural humanoid (spellscarred) XP 150
HP 40; **Bloodied** 20; **Healing Surges** 10 **Initiative** +1
AC 20, **Fortitude** 16, **Reflex** 14, **Will** 18 **Perception** +2
Speed 5 Low-light vision

Standard Actions

m Longsword (weapon) • At-Will
Attack: Melee 1 (one creature); +10 vs. AC
Hit: 1d8 + 5 damage, and the target is marked until the end of Taikos's next turn.

r Crossbow (weapon) • At-Will
Attack: Ranged 15/30 (one creature); +9 vs. AC
Hit: 1d8 + 2 damage.

M Strike of Hope (radiant, weapon) • At-Will
Attack: Melee 1 (one creature); +10 vs. AC
Hit: 1d8 + 5 damage, and one ally within 5 squares gains 4 temporary hit points.

M Scar-carving Blade (fire, necrotic, weapon) • Encounter
Attack: Melee 1 (one creature); +10 vs. AC
Hit: 1d8 + 5 damage, and the target is smeared with Taikos's burning spellscarred blood. His next successful attack against the target before the end of his next turn causes 5 extra fire and necrotic damage.

Triggered Actions

Spelleater • Encounter
Trigger: An attack targets Taikos.
Effect (Immediate Interrupt): Add 4 to Taikos's Fortitude, Reflex, and Will defenses against this attack. If the attack misses, Taikos regains hit points equal to one-half the level of the attacker or effect.

Skills Diplomacy +9, Religion +6

Str 18 (+5)	**Dex** 11 (+1)	**Wis** 12 (+2)
Con 13 (+2)	**Int** 10 (+1)	**Cha** 16 (+4)

Alignment Lawful Good **Languages** Common
Equipment: longsword, heavy shield, plate armor, crossbow, 30 crossbow bolts, holy symbol

Taikos (Adventure Level 6) **Level 5 Defender**

Medium natural humanoid (spellscarred) XP 200

HP 52; **Bloodied** 26; **Healing Surges** 10 **Initiative** +2

AC 22, **Fortitude** 18, **Reflex** 16, **Will** 20 **Perception** +3

Speed 5 Low-light vision

STANDARD ACTIONS

m Longsword (weapon) • At-Will

Attack: Melee 1 (one creature); +12 vs. AC

Hit: 1d8 + 6 damage, and the target is marked until the end of Taikos's next turn.

r Crossbow (weapon) • At-Will

Attack: Ranged 15/30 (one creature); +11 vs. AC

Hit: 1d8 + 3 damage.

M Strike of Hope (radiant, weapon) • At-Will

Attack: Melee 1 (one creature); +12 vs. AC

Hit: 1d8 + 6 damage, and one ally within 5 squares gains 5 temporary hit points.

M Scar-carving Blade (fire, necrotic, weapon) • Encounter

Attack: Melee 1 (one creature); +12 vs. AC

Hit: 1d8 + 6 damage, and the target is smeared with Taikos's burning spellscarred blood. His next successful attack against the target before the end of his next turn causes 5 extra fire and necrotic damage.

TRIGGERED ACTIONS

Spelleater • Encounter

Trigger: An attack targets Taikos.

Effect (Immediate Interrupt): Add 4 to Taikos's Fortitude, Reflex, and Will defenses against this attack. If the attack misses, Taikos regains hit points equal to one-half the level of the attacker or effect.

Skills Diplomacy +10, Religion +7

Str 18 (+6)	**Dex** 11 (+2)	**Wis** 12 (+3)
Con 13 (+3)	**Int** 10 (+2)	**Cha** 16 (+5)

Alignment Lawful Good **Languages** Common

Equipment: longsword, heavy shield, plate armor, crossbow, 30 crossbow bolts, holy symbol

Taikos (Adventure Level 8) **Level 8 Defender**

Medium natural humanoid (spellscarred) XP 350

HP 70; **Bloodied** 35; **Healing Surges** 10 **Initiative** +4

AC 25, **Fortitude** 21, **Reflex** 19, **Will** 23 **Perception** +5

Speed 5 Low-light vision

STANDARD ACTIONS

m Longsword (weapon) • At-Will

Attack: Melee 1 (one creature); +15 vs. AC

Hit: 1d8 + 8 damage, and the target is marked until the end of Taikos's next turn.

r Crossbow (weapon) • At-Will

Attack: Ranged 15/30 (one creature); +14 vs. AC

Hit: 1d8 + 5 damage.

M Strike of Hope (radiant, weapon) • At-Will

Attack: Melee 1 (one creature); +15 vs. AC

Hit: 1d8 + 8 damage, and one ally within 5 squares gains 7 temporary hit points.

M Venomous Bloodfang (necrotic, weapon) • Encounter

Attack: Melee 1 (one creature); +15 vs. AC

Hit: 1d8 + 8 damage, plus 2d6 necrotic damage. Taikos regains hit points equal to twice the necrotic damage dealt.

TRIGGERED ACTIONS

Spelleater • Encounter

Trigger: An attack targets Taikos.

Effect (Immediate Interrupt): Add 4 to Taikos's Fortitude, Reflex, and Will defenses against this attack. If the attack misses, Taikos regains hit points equal to one-half the level of the attacker or effect.

Skills Diplomacy +11, Religion +8

Str 18 (+8)	**Dex** 11 (+4)	**Wis** 12 (+5)
Con 13 (+5)	**Int** 10 (+4)	**Cha** 16 (+7)

Alignment Lawful Good **Languages** Common

Equipment: longsword, heavy shield, plate armor, crossbow, 30 crossbow bolts, holy symbol

Taikos (Adventure Level 10)	**Level 10 Defender**
Medium natural humanoid (spellscarred)	XP 500
HP 82; **Bloodied** 41; **Healing Surges** 10	**Initiative** +5
AC 27, **Fortitude** 23, **Reflex** 21, **Will** 25	**Perception** +6
Speed 5	Low-light vision

STANDARD ACTIONS

m Longsword (weapon) • At-Will

Attack: Melee 1 (one creature); +17 vs. AC
Hit: 1d8 + 9 damage, and the target is marked until the end of Taikos's next turn.

r Crossbow (weapon) • At-Will

Attack: Ranged 15/30 (one creature); +16 vs. AC
Hit: 1d8 + 6 damage.

M Strike of Hope (radiant, weapon) • At-Will

Attack: Melee 1 (one creature); +17 vs. AC
Hit: 1d8 + 9 damage, and one ally within 5 squares gains 8 temporary hit points.

C Death Vortex (necrotic) • Encounter

Attack: Close burst 2 (creatures in burst); +12 vs. Reflex
Hit: 3d8 + 8 necrotic damage.
Miss: Half damage.
Sustain Minor: Taikos can spend a healing surge to repeat the attack against all foes he previously hit (even if no longer in range, although still within line of sight) when he sustains the power. On a hit, the attack instead deals 1d8 necrotic damage and he can slide the target 2 squares.

TRIGGERED ACTIONS

Tears of Fire and Blood • Encounter

Trigger: Taikos misses an attack.
Effect (Free Action): Taikos takes 10 fire damage. If the missed attack would have hit with a +4 power bonus, the attack hits instead.

Skills Diplomacy +12, Religion +9

Str 18 (+9)	**Dex** 11 (+5)	**Wis** 12 (+6)
Con 13 (+6)	**Int** 10 (+5)	**Cha** 16 (+8)

Alignment Lawful Good **Languages** Common

Equipment: longsword, heavy shield, plate armor, crossbow, 30 crossbow bolts, holy symbol

Appendix III: Iriaebor

Description

Iriaebor is still an independent and strong city-state, despite the best efforts of Elturgard to bring it into the fold. The City of Thousand Spires is not free of Elturgard's influence, however. Where competing states might seek to overrun a rival through force of arms, Elturgard attempts to woo Iriaebor with gifts, largesse, and promises of safety, all delivered by sun-blazoned paladins. Some merchants of the city freely accept these gifts, even going so far as to allow small companies of Elturgard knights to stay in their guest towers. More than a few see this as a threat, but others say the resident paladins are gracious--and handy to have around when true evil is afoot.

Government

Until recently, the government of Iriaebor consisted of the remnants of a merchant controlled council. Before the Spellplague and the crumbling of two-thirds of Old City, the city was run by Lord Bron who carefully followed the dictates of a forty person voting merchant council. The system was generally a chaotic mess as prominent merchant houses were constantly at war with one another. With fewer merchant houses remaining, the government has been in political turmoil in recent years as the major merchant houses have struggled to maintain what little control they still have.

Very recently, the people demanded a change. The result of that change was to create a new council consisting of just 3 ruling members, each representing a portion of the city's interests. The members of the ruling council are as follows:

Lord Krieger: A powerful merchant guild master who, until recently, was the only leader Iriaebor has had for the past 20 years. Lord Krieger's guild oversees the import and export of wines, liqueurs, and ale. He represents the interests of the merchant guilds, which amounts mainly to the interests of the guild masters and the merchants under their control.

Lady Brialle: A strong-willed woman who owns and runs the largest farm in Iriaebor. She also controls or has interests in several smaller farms both in Iriaebor and neighboring cities and villages. She represents the interests of the farmers. She is currently out of town

dealing with other matters and does not appear in this adventure.

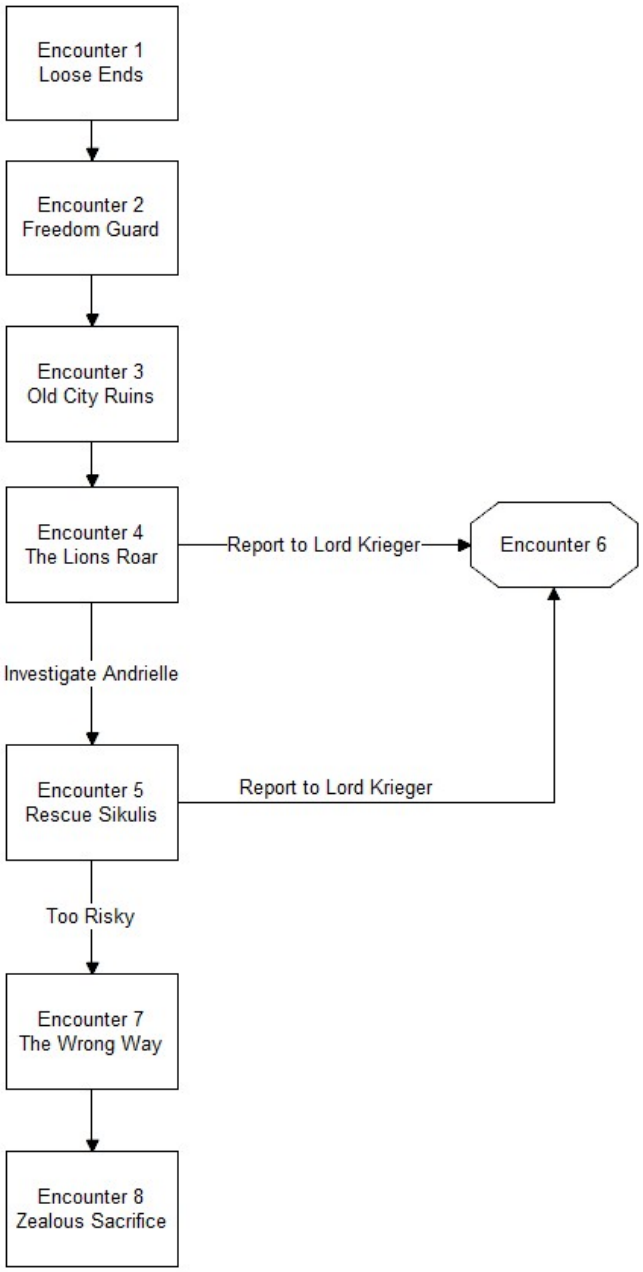
Lord Dreskel: A self-made man who rose from a lowly dockworker to managing several large warehouses along the docks of the Chionthar River in Iriaebor. Lord Dreskel represents the interests of the common man especially dock workers, warehouse employees, and even traders. He is currently out of town dealing with other matters and does not appear in this adventure.

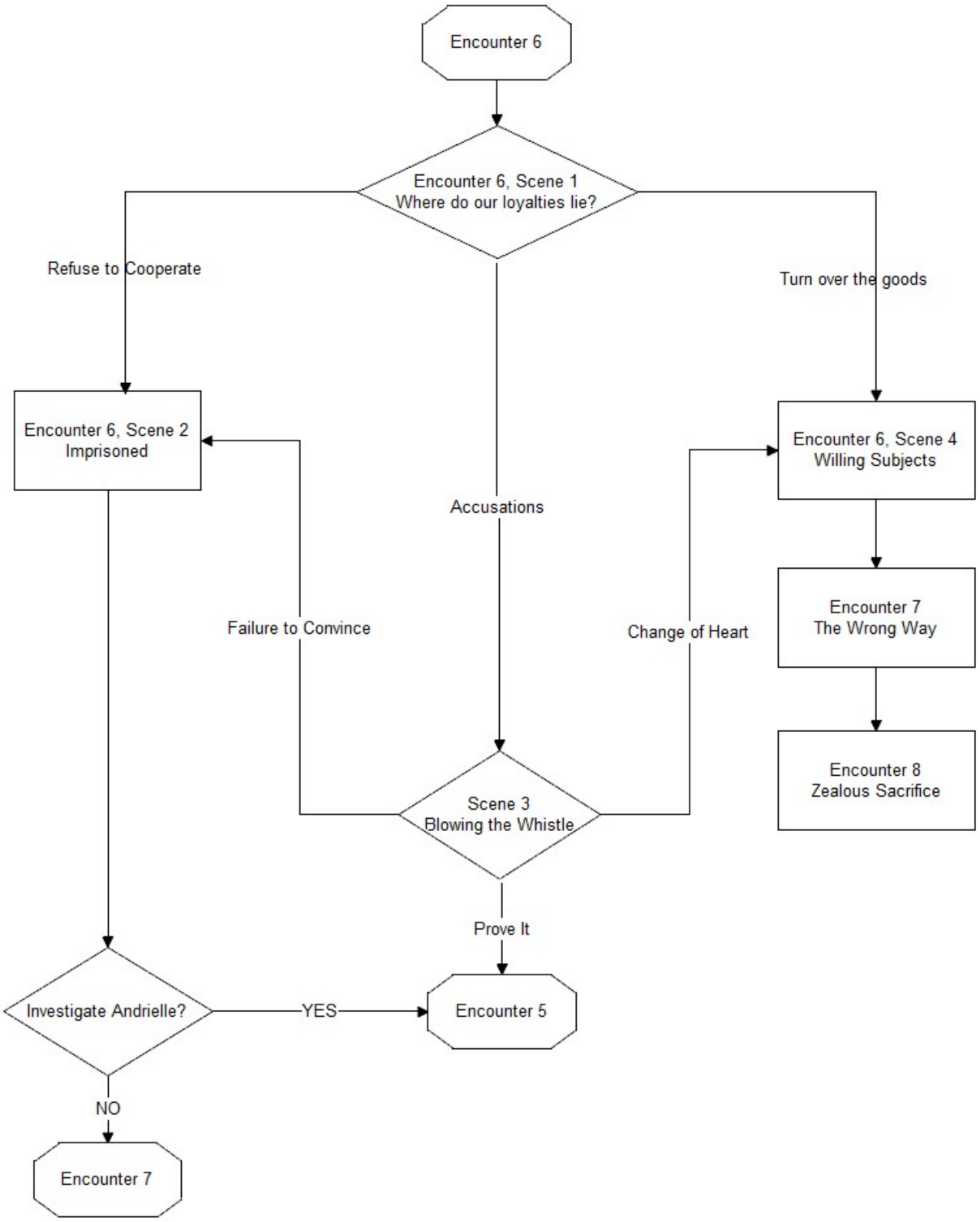
Defense

Formerly The Shield of Iriaebor, the city's armed forces are now known as The Freedom Guard. They act to both police the city and patrol the surrounding lands and are well armed. There is a distinct hierarchy of Freedom Guard soldiers. All soldiers wear crimson capes and the color of the trim denotes the hierarchy.

Platinum: Elite Freedom Guard. These privileged soldiers are tasked with guarding and protecting the High Tower of Iriaebor and the council lords.
Bronze: These are mid-grade soldiers. They guard the city perimeter, watch over the docks and the trade ships and handle trouble reported by local businesses.
Copper: Lowest grade soldier. These are supplementary forces usually consisting of hired mercenaries. They perform the grunt work such as dungeon guard duty, patrolling the old city ruins, etc.

Appendix IV: DM's Aid: Encounter Flowchart




Encounter 6
Encounter 6, Scene 1
Where do our loyalties lie?
Refuse to Cooperate
Turn over the goods
Accusations
Encounter 6, Scene 2
Imprisoned
Encounter 6, Scene 4
Willing Subjects
Encounter 7
The Wrong Way
Encounter 8
Zealous Sacrifice
Failure to Convince
Change of Heart
Scene 3
Blowing the Whistle
Prove It
Investigate Andrielle?
YES
Encounter 5
NO
Encounter 7

Handout 1: Regional Meta-Org Motivations and Goals

The following information should serve only as a guideline to help you understand your character's motivations during the adventure. Obviously, you may take the information and deduce your own conclusions.

Dusk Talons

Iriaebor has recently been hiring a large number of Dusk Talon members to help boost their declining armies. With the paladin-knights of Elturgard abandoning Iriaebor, returning to Elturel, the Dusk Talons are gaining a position of power in the city. Whatever the situation there, you could be instrumental in deciding the fate of Elturgard and possibly even weakening the paladins' control in the region.

During this Adventure: You are interested in seeing the Dusk Talons' presence in Iriaebor grow. You are not so concerned about curing the plaguezones, but if the end result strikes a blow to the paladins of Elturgard then you consider it a valid option.

Lion's Den

The new government in Iriaebor has greatly reduced the influence of the merchant's guild, which has always been the life-blood of the city. If Lord Krieger, the Councilman representing the merchants in the city, is behind the rumored cure, as information purports, then your assistance in this matter might help shift the balance of power back to the merchants.

During this Adventure: You want to do whatever it takes to support the merchant guilds in Iriaebor. Your loyalties lie with Lord Krieger and whatever plans that he has set into motion. Having him in debt to the Den would be beneficial and give the Lion's a leverage to increase their standing in the city, possibly even gaining them a place within the city government. You are interested in helping to cure the plaguezone problem, but the ends do not always justify the means.

Shields of Kilgrave

You have been contacted by the Shields of Kilgrave, a group of spellscarred paladins formerly of the Order of Torm, who seek to help those touched by the Spellplague and prove themselves in the eyes of Torm. If anyone other than The Order of Torm finds a cure for the plaguezones and spellscarred citizens, it can only be a good thing. If you can help Iriaebor instrument a cure then even better.

During this Adventure: You want to see a cure effected quickly and the Elturgard region healed of the plaguezones. You are inclined to believe that the ends justify the means no matter what method the Iriaebens have devised to solve the problem.

Order of Torm

The Order of Torm wishes to know what has become of Sikulis and Taikos. If Iriaebor truly has found a cure for the plaguezones, why have they not brought it to the Order?

During this Adventure: As a member of the Order you are to ensure the interests of the Order are maintained and do not succumb to adventurer's mercenary bend. Sikulis is to be found and returned to the care of the Order. If there is any promise to the research it should be brought before the Order for further study. Lastly the behavior of Iriaebor is in question and you are to insure the laws of the region are upheld, to include no blasphemies toward Torm, no magics to involve the Companion, and no threats are being marshaled against the Order.

Event Summary

The results of this adventure will have an impact on the future development of the Elturgard story area!

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 fill out the online 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 Senior DM or Event Organizer, who can then answer the survey online.

https://www.surveymonkey.com/s/ELTU0306LFR

The survey period closes on **01 November 2011**. The adventure remains playable after that date, but we will tabulate the results 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:
Table Number:
DM's Name:

1. Did the PCs return the troll's map to Virna and Kilgran?
a. yes
b. no

2. Did the PCs restore Taikos?
a. yes
b. no
c. no, but his statue was brought back to town

3. Did the PCs rescue Sikulis?
a. yes
b. no

4. Did the PCs cooperate and willingly turn over the notes and ingredients for the ritual?
a. yes
b. no

5. Was the ritual performed?
a. yes
b. no

6. Did Andrielle escape?
a. yes
b. no

7. Did Renceti escape?
a. yes
b. no

8. Did Bellavous escape?
a. yes
b. no

7. How many of the PCs at the table were members of the Dusk Talons?

6 5 4 3 2 1 0

8. How many of the PCs at the table were members of the Order of Torm?

6 5 4 3 2 1 0

9. How many of the PCs at the table were members of the Lion's Den?

6 5 4 3 2 1 0

10. How many PCs at the table were members of another LFR meta-organization?

6 5 4 3 2 1 0

11. 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?

5 4 3 2 1

12. 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?

5 4 3 2 1

Dungeons & Dragons
Living Forgotten Realms

_____
(character name)

Has Received Story Awards From:

ELTU3~6 True Blue

ELTU17 Plaguebreaker
Your participation was essential in completing the ritual to cleanse the plague zones from the city of Elturel and the surrounding lands. The locals are eternally grateful to you, despite the loss of the Companion, and have asked you to help them rebuild the city. You may repair one of the abandoned houses in the former plague zone and claim it as a residence. This does not require you to change your home region or allegiance. The commoners of Elturel are happy to have you as a neighbor. This home is small, but it provides you with a safe place to stay during any adventure set in Elturel and may have future roleplaying benefits. This Story Award counts as a disfavor with the Order of Torm.

ELTU18 Lawbearer
You understood the risks of reckless magic and have stopped a terrible corruption from being brought to bear against the Companion. The Order of Torm recognizes you with a ceremonial knighthood. This is an honorary title that applies within the region of Elturgard and has no attached responsibilities. Other Knights of the Order recognize that you made the right choice in a tough situation and treat you with respect, even if you are not a member of the Order. The people of Elturel see you as someone with close ties to the Order; someone who can be trusted to do what is both right and necessary. This Story Award counts as a favor with the Order of Torm.

For either ELTU17 or ELTU18, you also gain access to purchase a single Uncommon magic item of your character level or less (at the time you use this benefit) from a player resource. When you make your purchase, record the item's name, level, and market price below (buying an item does not void the main Story Award).

Item Purchased:
Item Level and Market Price:

ELTU19 This One Will Hurt
You allowed Andrielle to escape your grasp. One so devious and wicked will not soon forget those who thwarted her plans.

Dungeons & Dragons
Living Forgotten Realms

_____
(character name)

Has Received Story Awards From:

ELTU3~6 True Blue

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Item Level and Market Price:

ELTU19 This One Will Hurt
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SESSION TRACKING

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

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

Date of Play: ☐☐/☐☐/☐☐ (Month / Day / Year) Start Time: ☐☐:☐☐ (Hour / Minute)

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

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

	Player Name	WIN/DCI Number
1		
2		
3		
4		
5		
6		

DUNGEON MASTER

DM Name: _____

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SESSION TRACKING

Event Name: _____ Event Code: _____
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Adventure Title: _____ Session Number: ____
(For administrative use only)

Date of Play: ☐☐/☐☐/☐☐ (Month / Day / Year) Start Time: ☐☐:☐☐ (Hour / Minute)

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	Player Name	WIN/DCI Number
1		
2		
3		
4		
5		
6		

DUNGEON MASTER

DM Name: _____

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