

THE FALL OF ELTURGARD

A DUNGEONS & DRAGONS® *LIVING
FORGOTTEN REALMS* ADVENTURE

BY ELIZABETH CHAIPRADITKUL,
DAVID KROLNIK, AND GREG MARKS

REVIEWED BY GREG MARKS

PLAYTESTED BY GARY AFFELDT, TIM BAILEY, GARY BROWN, FLOOR
COERT, SVEN DE JONG, JOOST JOLING, SEAN MITTELSTAEDT,
BEN SIEKERT, ERIK VAN DE HAAR, AND ANDRIES VAN HELDEN

Following the discovery of corruption among the paladins of the Order of Torm and a deadly plague born of Bhaal that nearly destroyed Scornubel, Everyn Cadwy has brought together the leaders of the various Elturgardan factions for a summit to address the blight at the heart of the region. You have been asked by your allies to help represent one of these factions in order to negotiate the best possible alliance. Your task is nothing more and nothing less than to save Elturgard. A two-round continuous-play *Living Forgotten Realms* adventure set in Elturgard for characters of the Heroic tier (levels 1-10). This adventure completes the story arc that includes ELTU4-1, ELTU4-2, and ELTU4-3. We recommend that you play all these adventures in order with the same character if possible.

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.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of Wizards of the Coast. To learn more about the Game System License (GSL), please visit www.wizards.com/d20.

This is an official D&D® play document. To find out more about official D&D play and to learn more on how you can schedule and run DUNGEONS & DRAGONS game events of all sizes, visit our website at www.wizards.com/dnd, and click on "Events."

DUNGEONS & DRAGONS, D&D, RPGA, Wizards Play Network, *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual* are trademarks of Wizards of the Coast LLC in the US and other countries. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast LLC. This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental.

© 2012 Wizards of the Coast LLC

For rules questions specific to this document, visit www.wizards.com/customerservice.

Permission is granted to photocopy this document for personal use.

THE WIZARDS PLAY NETWORK

If you want to organize public *Living Forgotten Realms* games at a retail game store, you need to be associated with a Wizards Play Network (WPN) store. If you want to organize public LFR games outside of a store, you should be associated with a Wizards Play Network store, but you can be an independent organizer too. To learn more about the Wizards Play Network, visit <http://www.wizards.com/wpn>

If you want to organize LFR games at home, you don't need to be associated with the Wizards Play Network. You don't need to report your event to anyone, and neither the DM nor the players need to have DCI/RPGA membership numbers. Just find the adventure you want to play, download it, and have fun!

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

PREPARING FOR PLAY

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

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

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

READING MONSTER STAT BLOCKS

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

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

IMPORTANT DM INFORMATION

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

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

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

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

In summary, being the DM for a *Living Forgotten Realms* adventure isn't about following the adventure's text

word-for-word; it's about creating a fun, challenging game environment for the players. Chapters 1 and 2 of the *Dungeon Master's Guide* are filled with good information about being a DM for a D&D game.

APPROPRIATE CHARACTER LEVELS

This adventure supports the entire Heroic tier of play (levels 1-10). Paragon and Epic characters may not play this adventure. 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 says 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

During the three years since the events of *ADCP2-1 The Paladins' Plague*, Elturgard has been suffering the machinations of a shadowy figure known as Vacacarian. These dark devices have been aided by the deep division between the factions that control most of the country: the ruling Order of Torm; the mercantile Lion's Den; the shadowy Dusk Talons; and Iriaebor, the only free city in Elturgard able to resist political control by the Order.

Now the hammer finally falls, as Vacacarian's plans have reached their fruition and Elturgard is at its most vulnerable. The three adventures in this story arc have each revealed another facet of the plot and made the situation in Elturgard worse:

In *ELTU4-1 Born by Fiends*, adventurers learned that a corrupting influence had spread to a number of important NPCs in the region, from the Order of Torm in Elturel, all the way to Iriaebor and its Freedom Guard. The minds of many powerful people were being influenced by cursed garnet necklaces.

In *ELTU4-2 The Iriaebor Gambit*, Vacacarian tried to isolate and weaken the faction most likely to uncover his plans: the Dusk Talons. Adventurers disrupted his efforts and discovered that the plot had been implemented by Zhentarim mercenaries. These mercenaries were hired by Scyllira, an information broker, criminal, and slaver who was working across the border at the Boareskyr Bridge (last encountered by some PCs in *ELTU3-5 In the Blood*).

In *ELTU4-3 Minutes to Midnight*, the leader of the Dusk Talons, Nualla A'Ashemmi, publically surrendered herself to the Order of Torm so that she might be used as bait to flush out more of Vacacarian's minions. The ploy worked. The adventurers discovered that in addition to the garnet necklaces, many individuals had been infected with some sort of parasite that controlled their actions. To make matters still worse, a mutagenic plague based on the Essence of Bhaal was released on the city of Scornubel by Everyn Cadwy's brother Jalden (both of the Cadwy brothers are paladins of the Order of Torm) who was controlled by one of the parasites. The plague nearly destroyed the city as a large swath of the populace was turned into great protean reptilian beasts or resilient undead.

The power of Elturel is greatly weakened. The populace no longer trusts the Order of Torm to protect them. Scornubel lies practically in ruins. Iriaebor threatens to break away from Elturgard entirely. The factions remain at each other's throats. It seems as though the only question that remains is whether Elturgard will tear itself apart from within or whether its enemies will tear it apart from without. The need for heroes has never been greater.

DM'S INTRODUCTION

Following the now blatant power grabs by Vacacarian, the leaders of many of the factions have agreed that they must put aside their differences and work together to thwart their common foe. At the direction of the High Observer, paladin Everyn Cadwy has arranged a summit of all the representatives of the various factional groups in Elturel with the goal of working out their differences and joining forces to root out Vacacarian and his minions with an organized front. What none of them realize is that the High Observer is Vacacarian, and he has formed an alliance with Netheril, Najara, and the remnants of the Order of Blue Fire to take over the country and rule it with a true iron fist. The summit is an excuse to bring all his enemies to one place so they can be wiped out.

The adventure begins when the PCs are called to the summit at the behest of one of the many factions to be represented. The PCs are asked to help negotiate a treaty, provide security, mediate disputes, and/or offer testimony of the various things they have seen; with their exact role to be determined by their previous activities in the region (or lack thereof).

After the PCs are given a chance to participate in working out a treaty, a second group of paladins from the Order of Torm arrives, insisting that everyone present is under arrest for treason and sedition, by order

of the High Observer. Taikos (a spellscarred paladin of the Shields of Kilgrave who has appeared in several previous adventures) senses that some of the paladins are spellscarred. He realizes this shouldn't be possible as the Order purged its ranks of the spellscarred several years ago, causing the formation of the Shields of Kilgrave. These "paladins" are actually corrupted knights from the Order of Blue Fire. Assuming the PCs do not allow the arrest and execution of the various NPC notables, a fight ensues and it is clear that their foes are doing everything they can to kill as many of the important NPCs as possible.

As the fight ends, the PCs can exit the feast hall to witness Elturel in the middle of a citywide purge. The PCs are attacked again on the streets by a group of Netherese and yuan-ti. It is clear that Elturel is being overrun and the Companion, once thought entirely devoid of power, has instead been corrupted and is working against the PCs by helping the mutagenic powers of their foes.

The leaders of the surviving delegations suggest that it may be time to quit Elturel and regroup elsewhere, but before they leave the city, each group suggests rescuing some person or item that would be necessary to continue the fight. The NPCs agree to hole up in the feast hall and let the PCs conduct the rescue missions, expecting that the feast hall likely will not be searched again in the near future since it was just raided. The PCs have the opportunity to choose who they will rescue, only having time to complete roughly two objectives (from a much longer list) before they must escape. This may be a tough choice for many PCs, and their efforts are made harder the longer they remain in Elturel, as the corrupted Order begins locking down the city.

Once the PCs complete their two objectives, they rendezvous with the NPCs in the meeting hall and must then execute an escape.

Having fled the city they must now determine where they will go. It is clear that staying in Elturgard is not a great idea. The Freedom Guard of Iriaebor is likely also corrupted (see the events of the ELTU4s), Scornubel is a disaster area, and Elturel is certainly not safe. Berdusk or Triel might be reasonable safe havens, but if all the other cities have fallen, these two cities are likely to be next. The PCs could make for the border, but which way should they go? The PCs will have to choose which country to use as a safe haven to plot the reclamation of Elturgard. Baldur's Gate is the only nearby country or city that does not require the PCs to pass through enemy or dangerous territory.

As the PCs arrive at the border and try to cross, the band of refugees is attacked by a party sent after them

from Elturel to close the border and make sure no one escapes. After defeating their foes, the way is clear.

Finally, the PCs and refugees arrive in whichever country or city they sought solace in and the adventure concludes with dire news about the fall of Elturgard, its public alliance with Najara and Netheril. The refugees vow to form a government in exile to free Elturgard.

FAST PLAY OPTIONS

This adventure has three or more combats and many opportunities for role-playing, which may cause the adventure to run longer than the two-round (8 hour) play session it is designed for. Some encounters have a section that offers options for the DM to shorten the duration of that particular encounter. These sections are labelled Fast Play Options.

In convention settings where time is usually a factor, the DM should consider calling fights early, once the PCs' success is a foregone conclusion. Do not dock them XP or treasure for this, of course.

THE CORRUPTED COMPANION

Following the events of *ELTU3-6 Blue Fire*, it was believed that the attempt to cleanse the taint of the Spellplague from the area around Elturel had snuffed out the already weakened Companion (which had first been tampered with in *ADCP2-1 The Paladins' Plague*).

While the Companion hung apparently dead and lifeless above Elturel, no longer ablaze with Amaunator's holy light, it was not entirely without power. Indeed its corruption was Vacacarian's master stroke and the key to his plans.

At the beginning of Encounter Two, the Companion flares with a shadowy blue fire that has the following effects:

- Creatures (including PCs) with the Shadow, Undead, Reptile, or Plaguechanged keywords receive a +1 bonus to Initiative checks. These creatures feel good about being in the shadow of the Companion's sickly light. This has already been added into the stat blocks of affected monsters.
- Attacks with the necrotic keyword gain a +1 bonus to damage. Attacks with the radiant keyword take a -1 penalty to damage. This has already been added into the stat blocks of affected monsters. This does not apply to ongoing damage.
- The range of the Spellplague sense trait (common to all plaguechanged and spellscarred creatures) is doubled from 5 squares to 10 squares. Spellscarred PCs who have an offensive spellscar gain a +1 bonus to attack rolls made with their spellscar power.

- There may be additional effects in the future as the corrupted Companion grows in power.
- The PCs do not automatically know these effects, but the DM should point them out (and allow appropriate skill checks, e.g. Arcana) as they occur during play.
- These effects only function in Elturel; for purposes of this adventure, the effects only apply from Encounter 2 through Encounter 6. In particular, these effects are not active for Encounters 7 and 8, because the PCs are no longer in range of the corrupted Companion during these two encounters.

ESSENCE OF BHAAL DISEASE

Several of the creatures in this adventure are tainted with the Essence of Bhaal, a disease created by Vacacarian and further corrupted by the Spellplague and the sorcery of the yuan-ti. Those that die while infected become mutated creatures resistant to light.

Note that some PCs may have Story Awards that help or hinder their Endurance checks against Essence of Bhaal, or give them a bonus to Heal checks made to treat those infected with Essence of Bhaal.

Essence of Bhaal	Level 2 / 4 / 6 / 8 / 10
Stage 0: The target recovers from the disease.	
Stage 1 (Initial Stage): While affected by stage 1, the target loses a healing surge.	
Stage 2: While affected by stage 2, the target loses a healing surge. The target also takes a -2 penalty to AC, Fortitude, and Reflex.	
Stage 3: While affected by stage 3, the target loses all healing surges and also takes a -2 penalty to AC, Fortitude, and Reflex.	
Check: At the end of each extended rest, the target makes an Endurance check if it is at stage 1 or 2. If the character:	
<ul style="list-style-type: none"> • <i>Misses the Easy DC:</i> The stage of the disease increases by 1. • <i>Beats the Easy DC:</i> No change. • <i>Beats the Moderate DC:</i> The stage of the disease decreases by 1. 	

KEEPING TRACK OF REFUGEES

As the adventure progresses, the PCs will begin to gather a large number of refugees beyond the NPCs who attended the summit. Their success at doing so affects their rewards, so you should keep careful track of how many refugees are traveling under the protection of the party. Shown below is a convenient chart that lists those encounters that have a chance of adding to or subtracting from the total refugees.

Encounter	Max Added	Max Subtracted
3	+4	
5-a	+6	
5-b	+1	
5-c	+9	
5-d	+6	
5-e	+2	
5-f	+3 (unborn eggs)	
6 - beginning	+15	
6 - any option	+4	-15
7-scene 1	+11	
7-scene 2	+20	
7-scene 3	+12	
7-scene 4	+9	
7-scene 5		-5
8		-12

On average, a party is expected to rescue approximately 70 refugees (not counting the NPCs present for the summit in Encounter 1, who are not included in the above totals and should not be tracked as part of the count).

PLAYER'S INTRODUCTION

Before beginning, each player should determine which faction their PC has arrived to support and what their role is expected to be.

Allied Faction: The summit requires that each PC attend in support of one of the factions:

- *Order of Torm:* The Order of Torm is an alliance of the state religion (Torm) and the church of Amaunator. They support the causes of duty and righteousness with their rule of the country. They are a highly hierarchical and ordered faction that seeks to protect the country. A good choice for lawful good PCs or PCs in this meta-organization.
- *Dusk Talons:* The Dusk Talons are a group of rogues and freedom fighters who are against the restrictive rule of the Order of Torm and at the same time are conducting a shadow war against the Zhentarim. A good choice for roguish or freedom loving PCs or PCs in this meta-organization.
- *Lion's Den:* The Lion's Den is the Merchant's Guild of Elturgard and their large number of retained adventurers. They believe in prosperity, particularly for their members, but also for the entire region. Their primary method to achieve this prosperity is to maintain the status quo and a balance of power among the factions while supporting public works for the populace. A good choice for PCs with a commercial bent and who are willing to work for coin or PCs in this meta-organization.
- *The Free City of Iriaebor:* The City of Iriaebor sits on the eastern edge of Elturgard and has resisted joining Elturgard despite that country's overtures to join. The city thrives on trade on The Dusk Road and the Chionthar River; making the city a natural stopover for caravans. A good choice for PC with ties to Lord Krieger or the Freedom Guard of Iriaebor.
- *The Shield of Kilgrave:* The Shields of Kilgrave are former members of the Order of Torm that have been spellscarred. The Order purged all of their spellscarred members due to the danger to the populace of having them around, but the Shields have not given up their faith and desire to return. The recent purification of the spellplague from the area around Elturel has cleansed many of the Shield's members. A good choice for spellscarred or good PCs.
- *Tyrangal:* Tyrangal is believed to be an eladrin woman who is a staunch foe of the pro-spellplague Order of Blue Fire. She has been tangentially involved in Elturgardian politics over the last two years and seems to have built up a significant number of covert

information sources who owe her favors. A good choice for PCs with alliances to the region.

When determining which faction the PC will support, keep in mind several things.

First, PCs who are members of a specific meta-organization (Order of Torm, Dusk Talons or Lion's Den) will be expected by their organization to ally with their organization.

Secondly, PCs may have a number of positive and negative favors from previous ADCP, ELTU, and SPEC adventures. Those with more favors in a specific faction are likely to be asked by that faction. Those with disfavours will not be allowed to aid that faction, as they are known to be untrustworthy. Each group does what they can to make sure there are no traitors in their midst and try to avoid having any PC that is trying to purposely scuttle their efforts.

The DM is encouraged to separate PCs into separate factions whenever possible. For example, if two PCs each have one favor for the Dusk Talons and one favor for Taikos (a paladin from the Shields of Kilgrave); one is invited by the Talons and the other is invited by the Shields. In the end, make sure the player agrees that they would actually ally with the faction they are in Elturel to support. It is possible for multiple PCs to support the same faction.

Faction Role: There are several roles the PCs might be filling at the summit. Each player should choose one of the following roles:

- *Negotiator:* The PC is a talented and/or gregarious silver-tongued individual who has been sent to be a negotiator for the faction's efforts. A good choice for players who enjoy role-playing, PCs with social skills, and PCs who have played several ELTU adventures.
- *Security:* The PC is a capable combatant who has been asked to provide security for their faction. A good choice for players who do not enjoy role-playing, a PC who is perceptive, or has a martial bent.
- *Mediator:* The PC is a level headed individual who is able to see multiple stand points and organize them into a coherent picture. A good choice for players who enjoy role-playing, PCs who are intuitive, and PCs who have played several ELTU adventures.
- *Witness:* The PC does not have a strong desire to promote a specific cause but has been involved in some event in the region (whether it was an ADCP, ELTU, or SPEC) and has been asked to provide witness to the events they witnessed. A good choice for a PC that does not strongly support any faction

that has played at least one adventure in the Elturgard region.

The role the PC takes is more a personal choice based on the play preferences of the player than a function of any story award.

Once the players have chosen a faction and a role, had each player the appropriate handout (Handout I) detailing their faction's goals, then read or paraphrase the following to the players:

You arrived yesterday in Elturel, the capital of Elturgard, in response to a request for aid from an ally or employer. A momentous event in the history of the country is at hand: a summit to unite the disparate factions. For the last day you have been in a closed session with representatives of your faction working out what your options, goals, and resources are.

Armed with a plan, your faction's delegates have filed into a grand chamber in the Faith and Family, a feast hall in the center of the city that has been designated as the neutral ground for the meetings to be held over the next four days.

Each faction has been granted two seats at a ring-shaped table in the center of the room, with a number of chairs arranged behind the table. As you arrive there are several relaxed conversations going on throughout the room. Servants pass through a small break in the ring to set pitchers of water and wine alongside baskets of warm rolls.

Give the players a chance to introduce themselves and take a quick stock of what NPCs are present. Once everyone is ready, begin Encounter One.

ENCOUNTER 1: COMMON GROUND

IMPORTANT NPCs

The NPCs present vary. See Appendix I for a master list.

The PCs and NPCs are here to represent their factions with the common goal of ironing out their differences. The DM should balance the length of this encounter with the desires of the table, as it can easily drag out with some PCs monopolizing the playing time, however if the players enjoy heavy role-playing and you are not in a time sensitive environment, play as long as you desire.

The potentially large number of NPCs can be overwhelming for some players and the DM is encouraged to use a battlemat for this encounter so it is clear which NPCs are available to speak with (and who might be able to overhear whom).

Everyn Cadwy, paladin and representative of the Order of Torm pounds his mug on the table and stands to address the crowd:

“I welcome you all to this momentous event in Elturgard’s history. As evil besets us, we balance on the edge of a great cliff, jostling with each other. At the behest of the High Observer, I have convened this mighty gathering so that we might set aside our differences and work as one for the betterment of all. Thank you for your attendance and for your heartfelt desire to act in good faith. I know that whatever differences we may have had in the past or may yet have in the future, we are all here because we truly want and need to do what is right for the people of Elturgard.

“I would like to begin with a proposal...”

This encounter is intended to be freeform with the players interacting not only with each other but with the NPCs, as each side attempts to hammer out the best deal possible for themselves.

When role-playing the NPCs, assume that all of them are reasonable and are at this summit in good faith. The treachery and obvious corruption eating away at Elturgard over the last two years has motivated the factions to come together. They want a deal. While they try to get the deal they want, as long as they get something out of it, they are likely to agree.

The goal of this encounter is to have the PCs work it out amongst themselves as much as possible while involving everyone. For example, have the mediators make some Diplomacy checks to calm the NPCs, while the security PCs make Perception or Insight checks to eavesdrop or observe some of the negotiators to gain hints about what the other side wants. If two factions

disagree over some point of recent history, they turn to a Witness PC to testify about what they saw.

If your table is not in favor of role-playing out the creation of this treaty, you can also treat the situation like a logic puzzle where each faction has to work out what they have to trade and who wants it, and what they will give in turn for it.

Unless you are playing in an environment with no time constraints, you will likely want to limit this encounter to 20-30 minutes of play time.

ENDING THE ENCOUNTER

Just when the PCs have helped hammer out the details of a treaty that could forge the factions together in a unified alliance, they are attacked.

Move directly to Encounter 2.

MILESTONE

This encounter counts toward a milestone.

TREASURE

There is no treasure to be found in this encounter.

ENCOUNTER 2: TREASON

ENCOUNTER LEVEL 4/6/8/10/12

CREATURES

This encounter includes the following creatures at all Adventure Levels:

5 Bhaalspawn Grunts begin off map

2 Fallen Paladins of Torm (P)

1 Jerix, Plaguechanged Blackguard (J)

1 Corrupt Order of Torm Archer (A)

Jerix and the fallen paladins begin having just entered the room. The archer is in the hallway, visible through the open door. The Bhaalspawn grunts are down the hallway, off the map; they enter after combat begins.

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present. If the PCs are particularly strong, you might consider adding a second wave of Bhaalspawn Grunts that join their allies after the second round. If your party is particularly weak, or is made up of mostly 1st-level PCs, consider reducing the defenses of all the foes by 2.

Four PCs: Remove one Fallen Paladin of Torm.

Six PCs: Add one Corrupt Order of Torm Archer.

FAST PLAY OPTIONS

This encounter is not intended to run long, but rather to get the players into the action after they formed an alliance between the discordant factions. As such, there are four options for decreasing the length of this combat.

Initiative: There are a large number of foes and NPCs involved in this combat, it is a good idea to have the initiative checks pre-rolled when you prepare an adventure. However, another option would be to have the PCs roll initiative and then evenly distribute the foes and allied NPCs between them. If you do so, the enemies should act in the following order: Fallen Paladins of Torm, Corrupt Order of Torm Archer, Bhaalspawn Grunts, and then Jerix.

NPC Control: Allowing a player to control one or both of the NPCs from his allied faction lets the DM focus on moving the combat along.

Target Choice: The NPC allies have potent abilities that can help the PCs significantly. After the first round, if you have the attackers focus their attacks entirely on the PCs instead of continuing to threaten their NPC allies, it would allow the NPCs to assist the PCs in

removing threats quicker. Going easy on the players likely changes the overall success of the adventure so this option should be used with caution.

Stat Block Modifications: For all non-minion creatures, deduct 25% of their base hit points and reduce their defenses by 2, but add bonus damage equal to the AL to all their attacks. This results in a much bloodier, but quicker fight. Only choose this option if it is clear the party has significant healing resources.

SETUP

Read:

As you finish drawing up the treaty, the doors to the room fly open and a number of armored paladins with swords drawn enter. “Everyn Cadwy and all of you present, by the order of the High Observer you are hereby charged with treason against Elturgard and are commanded to immediately submit to transport to the Dungeons of the Inquisitor!”

Cadwy seems shocked to silence. Cries of “Treachery!” and “Betrayal!” echo throughout the room as many rise to their feet and chairs are knocked to the ground.

Taikos lays a hand on Cadwy’s arm and calmly says “Everyn, something’s wrong. I sense that some of them are spellscarred.”

The lead knight offers a feral smile. “Looks like they’re resisting, boys! Execute everyone who doesn’t surrender.”

The knights move forward. If the PCs do not resist, the knights begin executing the NPCs on the spot with whoever is closest, prompting all of the other NPCs to resist and urge the PCs to do the same. It should be clear that no true paladin of Torm would behave this way and the PCs should not have qualms against defending themselves.

FEATURES OF THE AREA

Illumination: While there are no windows in the room, it is well-lit by several hanging chandeliers and a fireplace. If the fire is doused, the light level drops to dim.

Doorway: The door is wide enough to allow one Medium creature to pass through easily. It can be used to take cover.

Fireplace: The large fireplace has a roaring fire within. Anyone entering or ending their turn in a fire takes either 5 (AL 2-6) or 10 (AL 8-10) points of fire damage. If the fire is in the area of effect of a spell with

the Cold descriptor or that creates significant amounts of water (DM's discretion), the fire is doused.

NPC Allies: The dignitaries' primary goal is to avoid being killed. They shift away from foes and take defensive actions. Some of the primary NPCs, however, have additional powers that they can use to aid the PCs. Their statistics are detailed in Appendix 1.

Table: The huge table is heavy and PCs can jump onto it with an Easy DC Athletics check. It can also be used as cover by crouching behind it.

TACTICS

The initial goal of the corrupted Tormites is to execute as many of the NPCs as possible. By killing the leaders of the factions, it makes it less likely that an organized resistance can be mustered to overturn the coup. As such they focus on killing the NPCs until the PCs interpose themselves or generally make too much of a nuisance of themselves.

The fallen paladins of Torm immediately move to block access to the room's exit and use *longsword* against an NPC if possible. If in combat with a PC, they use *longsword* and *punitive darkness* so that they can follow up with *corrupt smite* next round. They use *knight's shove* whenever possible to lock down their foes. In all ways they behave like religious fanatics who no longer understand the religion they claim to follow.

The corrupt Order of Torm archer targets NPCs that the PCs try to remove from combat by moving them to the back of the room with *longbow*. If targeted by consistent fire, he takes cover using the door frame and switches his target selection to include the annoying PC as one of his two targets. He uses *close shot* if anyone moves next to him. The archer realizes that the Order he serves now is not the one he originally joined, but he no longer cares.

The Bhaalspawn grunts appear as corporeal undead with odd pustules and patches of reptilian skin here and there. Those PCs that have seen the effects of the Essence of Bhaal disease in previous Elturgard adventures immediately recognize them as infected. The Bhaalspawn spread out through the room and each attack a different target with *grabbing claws* if feasible. The next round they *bite*. They continue to do so as long as they have an enemy grabbed. If they have infected a target with *bite* and the target gets free of their grab, they attempt to grab a different target and ignore their previous target as long as doing so does not provoke opportunity attacks, trigger marks, or damage them.

Jerix the plaguechanged blackguard is a former paladin of Torm corrupted by the Order of Blue Fire when he was spellscarred. When combat begins a blue

flame flickers from his eyes and his hands are encased in fire. He begins by focusing on anyone grabbed by a Bhaalspawn grunt in order to do extra damage. If no one is grabbed, he targets a new foe with his *burning grasp* and follows up next round with *mace*. He tries not to be adjacent to any of his allies in case foes trigger his *plaguechanged resilience*. Jerix holds a special hatred for those who still walk the righteous path and will target those displaying holy symbols of Torm or Amaunator; particularly if they are members of the Order of Torm.

ENDING THE ENCOUNTER

When the threat has passed the PCs can take a short rest, tend to their wounded, interrogate prisoners, and then decide how to proceed.

Interrogating Prisoners: The Bhaalspawn are animalistic and barely controlled by their allies. They cannot be interrogated. The fallen paladins and the archer know only the first two items; Jerix can give all of the bullet points below (but must be coerced to talk).

- The Order of Torm is taking over Elturel and then the entire country. The time to negotiate has ended and order must be imposed. (Astute observers will note the contradiction of these supposed "holy" members of the Order of Torm working with undead Bhaalspawn; thus proving the corruption is rooted deep within the Order.)
- They were sent here to arrest a group of heretical traitors and eliminate the threat to the sanctity and safety of the High Observer's divinely authorized rule.
- The factions at this summit represent the last obstacles to the High Observer's plan, those who are unable to follow orders or work together. This is why they were gathered, so that they might be eliminated. Unlike these fools who can never be expected to work together, the High Observer has forged a powerful alliance with the Empire of Netheril, the Kingdom of Najara, and the Order of Blue Fire.

When the PCs are ready to leave, they find that everyone at the summit beyond their allies is either dead or missing. The sounds of combat and screaming can be heard outside. Proceed to Encounter 3.

MILESTONE

This encounter counts toward a milestone.

TREASURE

The PCs find an *amulet of physical resolve* (+1 at AL 2-4 and +2 at AL 6-10), a set of *bracers of perfect shot*, a pair of *boarding boots* (AL 4+ only), and a *casque of tactics* +1.

ENCOUNTER 2: TREASON (ADVENTURE LEVEL 2)

Bhaalspawn Grunts		Level 4 Minion Soldier
Medium natural humanoid (undead)		XP 44
HP 1; a missed attack never damages a minion.		Initiative +7
AC 20, Fortitude 18, Reflex 16, Will 14		Perception +7
Speed 6		Darkvision
STANDARD ACTIONS		
m Grabbing Claws • At-Will		
Attack: Melee 1 (one creature); +9 vs. AC		
Hit: 5 damage, and the target is grabbed (escape DC 15) if the Bhaalspawn grunt has no creature grabbed.		
M Bite (disease) • At-Will		
Attack: Melee 1 (one creature grabbed by the Bhaalspawn grunt); +9 vs. AC		
Hit: 8 damage. At the end of the encounter, the target makes a saving throw. On a failure, the target contracts the Essence of Bhaal (stage 1).		
Str 18 (+6)	Dex 14 (+4)	Wis 11 (+2)
Con 18 (+6)	Int 7 (0)	Cha 10 (+2)
Alignment chaotic evil Languages Common		

Note: Plague Demon Chaos Footsoldier modified for level, race and disease, Monster Vault: Threats to the Nentir Vale.

Jerix, Plaguechanged Blackguard		Level 4 Brute
Medium natural humanoid (human, plaguechanged)		XP 175
HP 63; Bloodied 31		Initiative +2
AC 15, Fortitude 16, Reflex 13, Will 13		Perception +1
Speed 6		
STANDARD ACTIONS		
m Mace (weapon) • At-Will		
Attack: Melee 1 (one creature); +8 vs. AC		
Hit: 1d12 + 7 damage, or 1d12+13 against any grabbed target.		
M Burning Grasp (fire) • At-Will		
Attack: Melee 1 (one creature); +6 vs. Reflex		
Hit: 10 fire damage and Jerix grabs the target (Escape DC 13) if he does not have a creature grabbed.		
TRIGGERED ACTIONS		
Plaguechanged Resilience • Encounter		
Trigger: Jerix is reduced to 0 hit points.		
Effect: Each adjacent creature takes 5 fire damage and Jerix is instead reduced to 1 hit point.		
Str 16 (+5)	Dex 8 (+1)	Wis 8 (+1)
Con 13 (+3)	Int 8 (+1)	Cha 10 (+2)
Alignment chaotic evil Languages Common		

Note: Plaguechanged Grunt modified for level, slight adjustment to wording of basic attack, and removed the randomness in Plaguechanged Resilience, Dungeon Magazine 195.

Fallen Paladin of Torm		Level 4 Soldier
Medium natural humanoid (human)		XP 175
HP 35; Bloodied 17		Initiative +6
AC 20, Fortitude 17, Reflex 16, Will 15		Perception +2
Speed 5		
STANDARD ACTIONS		
m Longsword (weapon) • At-Will		
Attack: Melee 1 (one creature); +11 vs. AC		
Hit: 1d8 + 6 damage, and the target is marked until the end of the fallen paladin's next turn.		
M Corrupt Smite • Recharge 5-6		
Attack: Melee 1 (one creature that the fallen paladin has combat advantage against); +11 vs. AC		
Hit: 1d8 + 10 damage, and the target falls prone.		
TRIGGERED ACTIONS		
M Punitive Darkness (necrotic) • Encounter		
Trigger: The fallen paladin hits with a melee attack.		
Effect (No Action): The attack does 1d6+1 extra necrotic damage and the target grants combat advantage until the end of the fallen paladin's next turn.		
Knight's Shove • At-Will		
Trigger: A Creature marked by the fallen paladin shifts.		
Effect (Opportunity Action): The fallen paladin makes a longsword attack against the triggering creature. If it hits, the target falls prone.		
Str 16 (+5)	Dex 14 (+4)	Wis 11 (+2)
Con 15 (+4)	Int 10 (+2)	Cha 12 (+3)
Alignment evil Languages Common		

Note: Knight of the Eye modified for level, removed dagger, Dungeon Magazine 171.

Corrupt Order of Torm Archer		Level 4 Artillery
Medium natural humanoid (human)		XP 175
HP 44; Bloodied 22		Initiative +6
AC 18, Fortitude 16, Reflex 18, Will 15		Perception +3
Speed 6		
STANDARD ACTIONS		
m Short Sword (weapon) • At-Will		
Attack: Melee 1 (one creature); +9 vs. AC		
Hit: 1d6 + 10 damage		
r Longbow (weapon) • At-Will		
Attack: Ranged 20/40 (one or two creatures); +11 vs. AC		
Hit: 1d10 + 5 damage.		
TRIGGERED ACTIONS		
R Close Shot (weapon) • Encounter		
Trigger: An enemy enters a square adjacent to the corrupt Order of Torm archer.		
Effect (Immediate Reaction): The corrupt Order of Torm archer makes a ranged basic attack against the triggering enemy. This attack does not provoke opportunity attacks.		
Skills Stealth +11, Streetwise +7, Thievery +11		
Str 12 (+3)	Dex 18 (+6)	Wis 12 (+3)
Con 14 (+4)	Int 10 (+2)	Cha 11 (+2)
Alignment evil Languages Common		

Note: Wolf Runner Swiftarrow modified for level, Monster Vault: Threats to the Nentir Vale.

ENCOUNTER 2: TREASON (ADVENTURE LEVEL 4)

Bhaalspawn Grunts		Level 6 Minion Soldier
Medium natural humanoid (undead)		XP 63
HP 1; a missed attack never damages a minion.		Initiative +8
AC 22, Fortitude 20, Reflex 18, Will 16		Perception +8
Speed 6		Darkvision
STANDARD ACTIONS		
m Grabbing Claws • At-Will		
Attack: Melee 1 (one creature); +11 vs. AC		
Hit: 6 damage, and the target is grabbed (escape DC 16) if the Bhaalspawn grunt has no creature grabbed.		
M Bite (disease) • At-Will		
Attack: Melee 1 (one creature grabbed by the Bhaalspawn grunt); +11 vs. AC		
Hit: 9 damage. At the end of the encounter, the target makes a saving throw. On a failure, the target contracts the Essence of Bhaal (stage 1).		
Str 18 (+7)	Dex 14 (+5)	Wis 11 (+3)
Con 18 (+7)	Int 7 (+1)	Cha 10 (+3)
Alignment chaotic evil Languages Common		

Note: Plague Demon Chaos Footsoldier modified for level, race and disease, Monster Vault: Threats to the Nentir Vale.

Jerix, Plaguechanged Blackguard		Level 6 Brute
Medium natural humanoid (human, plaguechanged)		XP 250
HP 83; Bloodied 41		Initiative +3
AC 15, Fortitude 16, Reflex 13, Will 13		Perception +2
Speed 6		
STANDARD ACTIONS		
m Mace (weapon) • At-Will		
Attack: Melee 1 (one creature); +10 vs. AC		
Hit: 1d12 + 8 damage, or 1d12+14 against any grabbed target.		
M Burning Grasp (fire) • At-Will		
Attack: Melee 1 (one creature); +8 vs. Reflex		
Hit: 10 fire damage and Jerix grabs the target (Escape DC 14) if he does not have a creature grabbed.		
TRIGGERED ACTIONS		
Plaguechanged Resilience • Encounter		
Trigger: Jerix is reduced to 0 hit points.		
Effect: Each adjacent creature takes 5 fire damage and Jerix is instead reduced to 1 hit point.		
Str 16 (+6)	Dex 8 (+2)	Wis 8 (+2)
Con 13 (+4)	Int 8 (+2)	Cha 10 (+3)
Alignment chaotic evil Languages Common		

Note: Plaguechanged Grunt modified for level, slight adjustment to wording of basic attack, and removed the randomness in Plaguechanged Resilience, Dungeon Magazine 195.

Fallen Paladin of Torm		Level 6 Soldier
Medium natural humanoid (human)		XP 250
HP 51; Bloodied 25		Initiative +7
AC 22, Fortitude 19, Reflex 18, Will 17		Perception +3
Speed 5		
STANDARD ACTIONS		
m Longsword (weapon) • At-Will		
Attack: Melee 1 (one creature); +13 vs. AC		
Hit: 1d8 + 7 damage, and the target is marked until the end of the fallen paladin's next turn.		
M Corrupt Smite • Recharge 5-6		
Attack: Melee 1 (one creature that the fallen paladin has combat advantage against); +13 vs. AC		
Hit: 1d8 + 11 damage, and the target falls prone.		
TRIGGERED ACTIONS		
M Punitive Darkness (necrotic) • Encounter		
Trigger: The fallen paladin hits with a melee attack.		
Effect (No Action): The attack does 1d6+1 extra necrotic damage and the target grants combat advantage until the end of the fallen paladin's next turn.		
Knight's Shove • At-Will		
Trigger: A Creature marked by the fallen paladin shifts.		
Effect (Opportunity Action): The fallen paladin makes a longsword attack against the triggering creature. If it hits, the target falls prone.		
Str 16 (+6)	Dex 14 (+5)	Wis 11 (+3)
Con 15 (+5)	Int 10 (+3)	Cha 12 (+4)
Alignment evil Languages Common		

Note: Knight of the Eye modified for level, removed dagger, Dungeon Magazine 171.

Corrupt Order of Torm Archer		Level 6 Artillery
Medium natural humanoid (human)		XP 250
HP 56; Bloodied 28		Initiative +7
AC 20, Fortitude 18, Reflex 20, Will 17		Perception +4
Speed 6		
STANDARD ACTIONS		
m Short Sword (weapon) • At-Will		
Attack: Melee 1 (one creature); +11 vs. AC		
Hit: 1d6 + 11 damage		
r Longbow (weapon) • At-Will		
Attack: Ranged 20/40 (one or two creatures); +13 vs. AC		
Hit: 1d10 + 6 damage.		
TRIGGERED ACTIONS		
R Close Shot (weapon) • Encounter		
Trigger: An enemy enters a square adjacent to the corrupt Order of Torm archer.		
Effect (Immediate Reaction): The corrupt Order of Torm archer makes a ranged basic attack against the triggering enemy. This attack does not provoke opportunity attacks.		
Skills Stealth +12, Streetwise +8, Thievery +12		
Str 12 (+4)	Dex 18 (+7)	Wis 12 (+4)
Con 14 (+5)	Int 10 (+3)	Cha 11 (+3)
Alignment evil Languages Common		

Note: Wolf Runner Swiftarrow modified for level, Monster Vault: Threats to the Nentir Vale.

ENCOUNTER 2: TREASON (ADVENTURE LEVEL 6)

Bhaalspawn Grunts		Level 8 Minion Soldier
Medium natural humanoid (undead)		XP 88
HP 1; a missed attack never damages a minion.		Initiative +9
AC 24, Fortitude 22, Reflex 20, Will 18		Perception +9
Speed 6		Darkvision
STANDARD ACTIONS		
m Grabbing Claws • At-Will		
Attack: Melee 1 (one creature); +13 vs. AC		
Hit: 7 damage, and the target is grabbed (escape DC 17) if the Bhaalspawn grunt has no creature grabbed.		
M Bite (disease) • At-Will		
Attack: Melee 1 (one creature grabbed by the Bhaalspawn grunt); +13 vs. AC		
Hit: 10 damage. At the end of the encounter, the target makes a saving throw. On a failure, the target contracts the Essence of Bhaal (stage 1).		
Str 18 (+8)	Dex 14 (+6)	Wis 11 (+4)
Con 18 (+8)	Int 7 (+2)	Cha 10 (+4)
Alignment chaotic evil Languages Common		

Note: Plague Demon Chaos Footsoldier modified for level, race and disease, Monster Vault: Threats to the Nentir Vale.

Jerix, Plaguechanged Blackguard		Level 8 Brute
Medium natural humanoid (human, plaguechanged)		XP 350
HP 103; Bloodied 51		Initiative +4
AC 17, Fortitude 18, Reflex 15, Will 15		Perception +3
Speed 6		
STANDARD ACTIONS		
m Mace (weapon) • At-Will		
Attack: Melee 1 (one creature); +12 vs. AC		
Hit: 1d12 + 9 damage, or 1d12+15 against any grabbed target.		
M Burning Grasp (fire) • At-Will		
Attack: Melee 1 (one creature); +10 vs. Reflex		
Hit: 10 fire damage and Jerix grabs the target (Escape DC 15) if he does not have a creature grabbed.		
TRIGGERED ACTIONS		
Plaguechanged Resilience • Encounter		
Trigger: Jerix is reduced to 0 hit points.		
Effect: Each adjacent creature takes 5 fire damage and Jerix is instead reduced to 1 hit point.		
Str 16 (+7)	Dex 8 (+3)	Wis 8 (+3)
Con 13 (+5)	Int 8 (+3)	Cha 10 (+4)
Alignment chaotic evil Languages Common		

Note: Plaguechanged Grunt modified for level, slight adjustment to wording of basic attack, and removed the randomness in Plaguechanged Resilience, Dungeon Magazine 195.

Fallen Paladin of Torm		Level 8 Soldier
Medium natural humanoid (human)		XP 350
HP 67; Bloodied 33		Initiative +8
AC 24, Fortitude 21, Reflex 21, Will 19		Perception +4
Speed 5		
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 the fallen paladin's next turn.		
M Corrupt Smite • Recharge 5-6		
Attack: Melee 1 (one creature that the fallen paladin has combat advantage against); +15 vs. AC		
Hit: 1d8 + 12 damage, and the target falls prone.		
TRIGGERED ACTIONS		
M Punitive Darkness (necrotic) • Encounter		
Trigger: The fallen paladin hits with a melee attack.		
Effect (No Action): The attack does 1d6+1 extra necrotic damage and the target grants combat advantage until the end of the fallen paladin's next turn.		
Knight's Shove • At-Will		
Trigger: A Creature marked by the fallen paladin shifts.		
Effect (Opportunity Action): The fallen paladin makes a longsword attack against the triggering creature. If it hits, the target falls prone.		
Str 16 (+7)	Dex 14 (+6)	Wis 11 (+4)
Con 15 (+6)	Int 10 (+4)	Cha 12 (+5)
Alignment evil Languages Common		

Note: Knight of the Eye modified for level, removed dagger, Dungeon Magazine 171.

Corrupt Order of Torm Archer		Level 8 Artillery
Medium natural humanoid (human)		XP 350
HP 68; Bloodied 34		Initiative +8
AC 22, Fortitude 20, Reflex 22, Will 19		Perception +5
Speed 6		
STANDARD ACTIONS		
m Short Sword (weapon) • At-Will		
Attack: Melee 1 (one creature); +13 vs. AC		
Hit: 1d6 + 12 damage		
r Longbow (weapon) • At-Will		
Attack: Ranged 20/40 (one or two creatures); +15 vs. AC		
Hit: 1d10 + 7 damage.		
TRIGGERED ACTIONS		
R Close Shot (weapon) • Encounter		
Trigger: An enemy enters a square adjacent to the corrupt Order of Torm archer.		
Effect (Immediate Reaction): The corrupt Order of Torm archer makes a ranged basic attack against the triggering enemy. This attack does not provoke opportunity attacks.		
Skills Stealth +13, Streetwise +9, Thievery +13		
Str 12 (+5)	Dex 18 (+8)	Wis 12 (+5)
Con 14 (+6)	Int 10 (+4)	Cha 11 (+4)
Alignment evil Languages Common		

Note: Wolf Runner Swiftarrow modified for level, Monster Vault: Threats to the Nentir Vale.

ENCOUNTER 2: TREASON (ADVENTURE LEVEL 8)

Bhaalspawn Grunts		Level 10 Minion Soldier
Medium natural humanoid (undead)		XP 125
HP 1; a missed attack never damages a minion.		Initiative +10
AC 26, Fortitude 24, Reflex 22, Will 20		Perception +10
Speed 6		Darkvision
STANDARD ACTIONS		
m Grabbing Claws • At-Will		
Attack: Melee 1 (one creature); +15 vs. AC		
Hit: 8 damage, and the target is grabbed (escape DC 18) if the Bhaalspawn grunt has no creature grabbed.		
M Bite (disease) • At-Will		
Attack: Melee 1 (one creature grabbed by the Bhaalspawn grunt); +15 vs. AC		
Hit: 10 damage. At the end of the encounter, the target makes a saving throw. On a failure, the target contracts the Essence of Bhaal (stage 1).		
Str 18 (+9)	Dex 14 (+7)	Wis 11 (+5)
Con 18 (+9)	Int 7 (+3)	Cha 10 (+5)
Alignment chaotic evil Languages Common		

Note: Plague Demon Chaos Footsoldier modified for level, race and disease, Monster Vault: Threats to the Nentir Vale.

Jerix, Plaguechanged Blackguard		Level 10 Brute
Medium natural humanoid (human, plaguechanged)		XP 500
HP 123; Bloodied 61		Initiative +5
AC 19, Fortitude 20, Reflex 13, Will 13		Perception +4
Speed 6		
STANDARD ACTIONS		
m Mace (weapon) • At-Will		
Attack: Melee 1 (one creature); +14 vs. AC		
Hit: 1d12 + 10 damage, or 1d12+16 against any grabbed target.		
M Burning Grasp (fire) • At-Will		
Attack: Melee 1 (one creature); +12 vs. Reflex		
Hit: 10 fire damage and Jerix grabs the target (Escape DC 16) if he does not have a creature grabbed.		
TRIGGERED ACTIONS		
Plaguechanged Resilience • Encounter		
Trigger: Jerix is reduced to 0 hit points.		
Effect: Each adjacent creature takes 10 fire damage and Jerix is instead reduced to 1 hit point.		
Str 16 (+8)	Dex 8 (+4)	Wis 8 (+4)
Con 13 (+6)	Int 8 (+4)	Cha 10 (+5)
Alignment chaotic evil Languages Common		

Note: Plaguechanged Grunt modified for level, slight adjustment to wording of basic attack, and removed the randomness in Plaguechanged Resilience, Dungeon Magazine 195.

Fallen Paladin of Torm		Level 10 Soldier
Medium natural humanoid (human)		XP 500
HP 85; Bloodied 41		Initiative +9
AC 26, Fortitude 23, Reflex 23, Will 21		Perception +5
Speed 5		
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 the fallen paladin's next turn.		
M Corrupt Smite • Recharge 5-6		
Attack: Melee 1 (one creature that the fallen paladin has combat advantage against); +17 vs. AC		
Hit: 1d8 + 13 damage, and the target falls prone.		
TRIGGERED ACTIONS		
M Punitive Darkness (necrotic) • Encounter		
Trigger: The fallen paladin hits with a melee attack.		
Effect (No Action): The attack does 2d6+1 extra necrotic damage and the target grants combat advantage until the end of the fallen paladin's next turn.		
Knight's Shove • At-Will		
Trigger: A Creature marked by the fallen paladin shifts.		
Effect (Opportunity Action): The fallen paladin makes a longsword attack against the triggering creature. If it hits, the target falls prone.		
Str 16 (+8)	Dex 14 (+7)	Wis 11 (+5)
Con 15 (+7)	Int 10 (+5)	Cha 12 (+6)
Alignment evil Languages Common		

Note: Knight of the Eye modified for level, removed dagger, Dungeon Magazine 171.

Corrupt Order of Torm Archer		Level 10 Artillery
Medium natural humanoid (human)		XP 500
HP 80; Bloodied 40		Initiative +9
AC 24, Fortitude 22, Reflex 24, Will 21		Perception +6
Speed 6		
STANDARD ACTIONS		
m Short Sword (weapon) • At-Will		
Attack: Melee 1 (one creature); +15 vs. AC		
Hit: 1d6 + 13 damage		
r Longbow (weapon) • At-Will		
Attack: Ranged 20/40 (one or two creatures); +17 vs. AC		
Hit: 1d10 + 8 damage.		
TRIGGERED ACTIONS		
R Close Shot (weapon) • Encounter		
Trigger: An enemy enters a square adjacent to the corrupt Order of Torm archer.		
Effect (Immediate Reaction): The corrupt Order of Torm archer makes a ranged basic attack against the triggering enemy. This attack does not provoke opportunity attacks.		
Skills Stealth +14, Streetwise +10, Thievery +14		
Str 12 (+6)	Dex 18 (+9)	Wis 12 (+6)
Con 14 (+7)	Int 10 (+5)	Cha 11 (+5)
Alignment evil Languages Common		

Note: Wolf Runner Swiftarrow modified for level, Monster Vault: Threats to the Nentir Vale.

ENCOUNTER 2: TREASON (ADVENTURE LEVEL 10)

Bhaalspawn Grunts		Level 12 Minion Soldier	
Medium natural humanoid (undead)		XP 175	
HP 1; a missed attack never damages a minion.		Initiative +11	
AC 28, Fortitude 26, Reflex 24, Will 22		Perception +11	
Speed 6		Darkvision	
STANDARD ACTIONS			
m Grabbing Claws • At-Will			
Attack: Melee 1 (one creature); +17 vs. AC			
Hit: 8 damage, and the target is grabbed (escape DC 19) if the Bhaalspawn grunt has no creature grabbed.			
M Bite (disease) • At-Will			
Attack: Melee 1 (one creature grabbed by the Bhaalspawn grunt); +17 vs. AC			
Hit: 10 damage. At the end of the encounter, the target makes a saving throw. On a failure, the target contracts the Essence of Bhaal (stage 1).			
Str 18 (+10)	Dex 14 (+8)	Wis 11 (+6)	
Con 18 (+10)	Int 7 (+4)	Cha 10 (+6)	
Alignment chaotic evil		Languages Common	

Note: Plague Demon Chaos Footsoldier modified for level, race and disease, Monster Vault: Threats to the Nentir Vale.

Jerix, Plaguechanged Blackguard		Level 12 Brute
Medium natural humanoid (human, plaguechanged)		XP 700
HP 143; Bloodied 71		Initiative +6
AC 21, Fortitude 22, Reflex 15, Will 15		Perception +5
Speed 6		
STANDARD ACTIONS		
m Mace (weapon) • At-Will		
Attack: Melee 1 (one creature); +16 vs. AC		
Hit: 1d12 + 11 damage, or 1d12+17 against any grabbed target.		
M Burning Grasp (fire) • At-Will		
Attack: Melee 1 (one creature); +14 vs. Reflex		
Hit: 10 fire damage and Jerix grabs the target (Escape DC 17) if he does not have a creature grabbed.		
TRIGGERED ACTIONS		
Plaguechanged Resilience • Encounter		
Trigger: Jerix is reduced to 0 hit points.		
Effect: Each adjacent creature takes 10 fire damage and Jerix is instead reduced to 1 hit point.		
Str 16 (+9)	Dex 8 (+5)	Wis 8 (+5)
Con 13 (+7)	Int 8 (+5)	Cha 10 (+6)
Alignment chaotic evil		Languages Common

Note: Plaguechanged Grunt modified for level, slight adjustment to wording of basic attack, and removed the randomness in Plaguechanged Resilience, Dungeon Magazine 195.

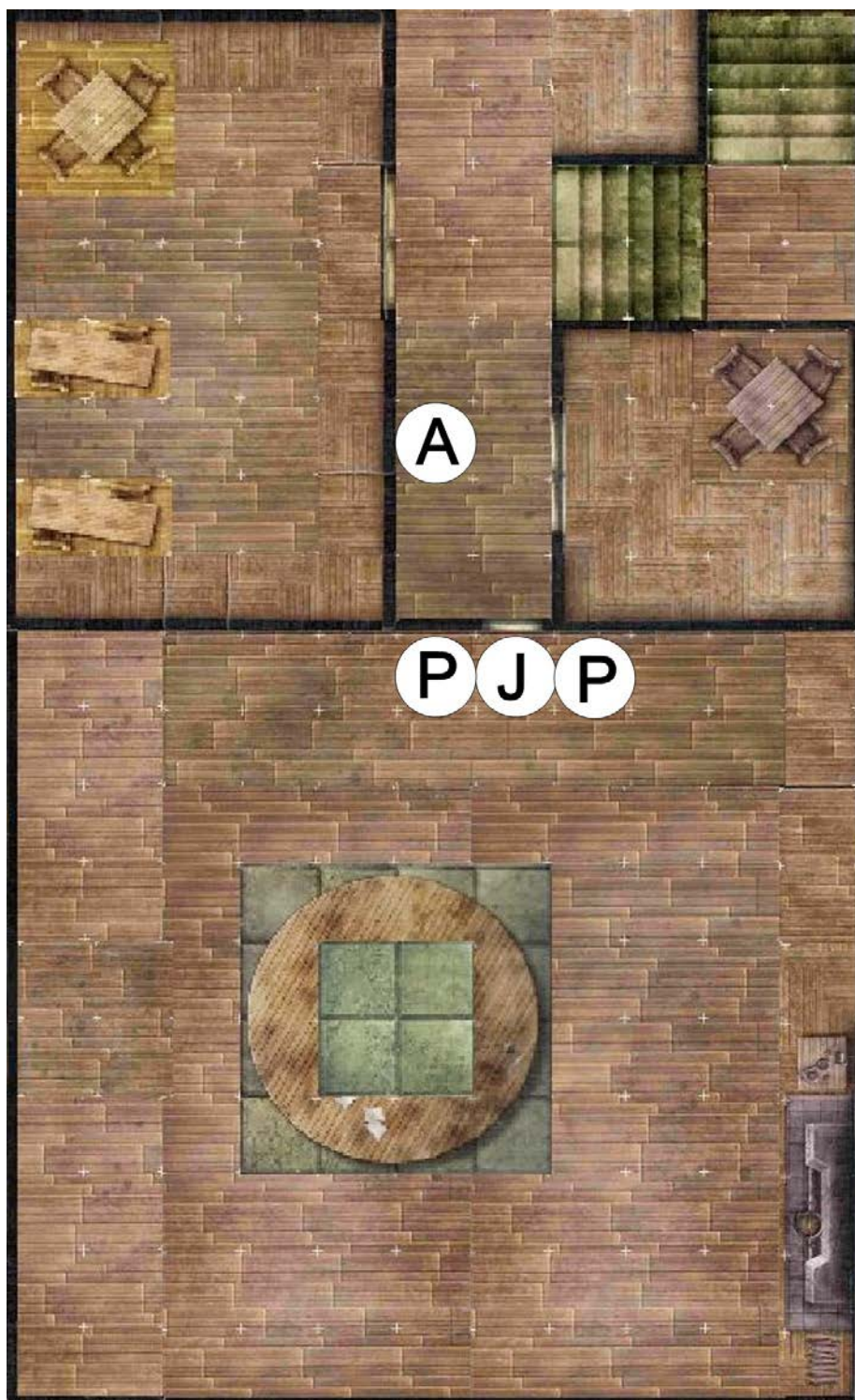
Fallen Paladin of Torm		Level 12 Soldier
Medium natural humanoid (human)		XP 700
HP 101; Bloodied 50		Initiative +10
AC 28, Fortitude 25, Reflex 25, Will 23		Perception +6
Speed 5		
STANDARD ACTIONS		
m Longsword (weapon) • At-Will		
Attack: Melee 1 (one creature); +19 vs. AC		
Hit: 1d8 + 10 damage, and the target is marked until the end of the fallen paladin's next turn.		
M Corrupt Smite • Recharge 5-6		
Attack: Melee 1 (one creature that the fallen paladin has combat advantage against); +19 vs. AC		
Hit: 1d8 + 14 damage, and the target falls prone.		
TRIGGERED ACTIONS		
M Punitive Darkness (necrotic) • Encounter		
Trigger: The fallen paladin hits with a melee attack.		
Effect (No Action): The attack does 2d6+1 extra necrotic damage and the target grants combat advantage until the end of the fallen paladin's next turn.		
Knight's Shove • At-Will		
Trigger: A Creature marked by the fallen paladin shifts.		
Effect (Opportunity Action): The fallen paladin makes a longsword attack against the triggering creature. If it hits, the target falls prone.		
Str 16 (+9)	Dex 14 (+8)	Wis 11 (+6)
Con 15 (+8)	Int 10 (+6)	Cha 12 (+7)
Alignment evil		Languages Common

Note: Knight of the Eye modified for level, removed dagger, Dungeon Magazine 171.

Corrupt Order of Torm Archer		Level 12 Artillery
Medium natural humanoid (human)		XP 700
HP 92; Bloodied 46		Initiative +10
AC 26, Fortitude 24, Reflex 26, Will 23		Perception +7
Speed 6		
STANDARD ACTIONS		
m Short Sword (weapon) • At-Will		
Attack: Melee 1 (one creature); +17 vs. AC		
Hit: 1d6 + 14 damage		
r Longbow (weapon) • At-Will		
Attack: Ranged 20/40 (one or two creatures); +19 vs. AC		
Hit: 1d10 + 9 damage.		
TRIGGERED ACTIONS		
R Close Shot (weapon) • Encounter		
Trigger: An enemy enters a square adjacent to the corrupt Order of Torm archer.		
Effect (Immediate Reaction): The corrupt Order of Torm archer makes a ranged basic attack against the triggering enemy. This attack does not provoke opportunity attacks.		
Skills Stealth +14, Streetwise +10, Thievery +14		
Str 12 (+7)	Dex 18 (+10)	Wis 12 (+7)
Con 14 (+8)	Int 10 (+6)	Cha 11 (+6)
Alignment evil	Languages Common	

Note: Wolf Runner Swiftarrow modified for level, Monster Vault: Threats to the Nentir Vale.

ENCOUNTER 2: TREASON MAP



ENCOUNTER 3: IN THE ASHES

ENCOUNTER LEVEL 3/5/7/9/11

CREATURES

This encounter includes the following creatures at all Adventure Levels:

1 Yuan-ti Conglomeration (C)

2 Yuan-ti Biters (Y)

2 Shadar-kai Shadow Sirens (S)

The yuan-ti biters are closest to PCs with the shadar-kai shadow sirens mixed in with the family members near the door to the stable. The yuan-ti conglomeration is inside the stable, out of sight at the start of the combat.

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present. If the PCs are particularly strong, you might consider adding an additional yuan-ti biter that joins his allies after the third round. If your party is particularly weak, or is made up of mostly 1st-level PCs, consider reducing the yuan-ti conglomeration's hit points by 40 and removing its action point.

Four PCs: Remove one shadar-kai shadow siren.

Six PCs: Add one yuan-ti biter.

SETUP

As the PCs exit the feast hall, read:

Elturel is burning. Screams and smoke fill the air. The sounds of steel on steel and splintering wood echo from nearby. Dead bodies litter the streets. In the sky above you, the Companion has somehow been restored to life, but now instead of Amaunator's holy light, it radiates a sickening, shadowy blue flame.

Your allies look about, mouths agape, shock clear on their faces. "By the gods, the city is lost. What do we do?"

Before you can answer, a nearby stable door smashes open and a group of shadar-kai women and reptilian men drag out a family that appears to have been hiding within. "Come on human scum, the High Obsserver sssaysss you gotsss to come with usss!" hisses one of the grinning snake men while the other splashes some blue paint on the stable.

Noticing you, he lets the child he was carrying go and draws his sword. "What'sss thisss now? You ssshouldn't be here... at leassst not alive."

The PCs are first onto the street with the NPCs behind them near the entrance to feast hall. The NPCs from the summit help as needed, but are primarily focused on getting the family to join them inside the feast hall.

FEATURES OF THE AREA

Illumination: It is dusk outside. While there are ample shadows to find concealment (DM's discretion), the fires and street lanterns fill the area with bright illumination.

Buildings: The wide street is surrounded by many buildings. All of them are one story tall (with the exception of the feast hall, which is two) and can be climbed with Easy DC Athletics checks. If the PCs wish, they can jump through any number of doors or windows.

The door of each of the nearby buildings has a splash of blue paint, signifying that it has been cleared.

Fire: There are several active fires burning in the area. Anyone entering or ending their turn in a fire takes either 5 (AL 2-6) or 10 (AL 8-10) points of fire damage. If the fire is in the area of effect of a spell with the Cold descriptor or that creates significant amounts of water (DM's discretion), the fire is doused.

Refugee Family: The family consists of a man, a woman, and two children. They begin the encounter mixed with the yuan-ti biters and shadar-kai shadow sirens, acting at the end of the first round. During their turn, if the PCs have not moved them, they will withdraw via the safest path possible to put the PCs between them and the monsters. They do not fight. Treat them as minions with all of their defenses equal to 10. Once they are past the combat, any survivors will flee into the feast hall with the other NPCs.

TACTICS

Groups of yuan-ti and shadar-kai are moving from house to house looking for citizens that have not yet been rounded up or those that might offer resistance to locking down the city. Things are very chaotic at the moment and the corrupted Order of Torm and their allies have not yet gotten word that the PCs and NPCs survived the purge at the feast hall. As such, the monsters are shocked to see that the PCs have not been hauled off or killed by the team that was sent to deal with them. They mean to rectify that as quickly as possible. Unlike the previous combat, these monsters focus on the obvious threats (the PCs) instead of trying to kill as many of the NPCs as possible.

The yuan-ti biters move as a group focusing on the same target, staying next to each other to take advantage of their *grisly feast* power. The biters fight to the death.

The shadar-kai shadow sirens spread out and try to avoid melee combat, taking cover when possible to decrease damage from ranged attackers. If a melee attacker moves next to them, they use *slashing shroud* and move away. Otherwise they use *shadow dirge* and *shadow song* to move enemies next to the conglomeration or the biters. If a PC demonstrates a lack of ranged abilities, they may also choose to immobilize them instead, leaving them out of the combat while their allies focus on other PCs. If the yuan-ti conglomeration and yuan-ti biters are defeated, the shadow sirens run for it.

The yuan-ti conglomeration is an amorphous mass of reptile parts and absorbed victims made undead by the Essence of Bhaal disease. It moves to the nearest foe and uses *snake strike*. Once it has been injured and there is a nearby dead body (likely one of the family or another one of its allies), it uses *conglomeration* to add the body's mass to its own. The conglomeration fights to the death.

ENDING THE ENCOUNTER

The PCs may now rest for several minutes and decide how to proceed.

Interrogating the Prisoners: Since information is in short supply, the PCs may wish to interrogate some of the prisoners. The conglomeration is of animal intelligence. Even if somehow contained, it cannot speak. The biters are from Najara to the north and are here working with the shadow sirens from Netheril. They have been specifically tasked with clearing houses and bringing in captives. Emptied houses are marked with blue paint. They know that something has been done to the Companion, so that it now empowers them.

Questioning the Family: The family members are: Alson (father), Kasha (mother), Prat (older son) and Prin (younger daughter). They are not sure what's going on but they saw smoke and realized there was fighting in the streets. Realizing that the city was under attack, they ran into the stable to borrow horses to flee. Unfortunately, they were seen and followed. The horses are now dead (killed by the conglomeration) and any surviving family members now need protection. The summit NPCs suggest leaving the family with them in the feast hall while the PCs proceed to assess the situation in the city.

When the PCs are ready to move on, the NPCs suggest several possible courses of action. Proceed to Encounter 4.

MILESTONE

This encounter counts toward a milestone.

TREASURE

The PCs find a *jade sea snake figurine of wondrous power* (AL 6+ only), a *ring of dragons* (AL 6+ only), a suit of *scale of the serpent* (+1 at AL 2-4, +2 at AL 6-10), and a *viper's belt*

ENCOUNTER 3: IN THE ASHES (ADVENTURE LEVEL 2)

Shadar-kai Shadow Siren	Level 1 Controller
Medium natural humanoid (shadar-kai)	XP 100
HP 29; Bloodied 14	Initiative +0
AC 15, Fortitude 12, Reflex 12, Will 14	Perception +3
Speed 6	low-light vision
TRAITS	
Dizzying Aura • Aura 2	
Enemies in the aura that attempt to shift, shift 1 less square.	
STANDARD ACTIONS	
m Slashing Shroud • At-Will	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 1d10+3 damage, and the shadar-kai shadow siren becomes invisible to the target until the end of the siren's next turn.	
r Shadow Song (charm) • At-Will	
Attack: Ranged 10 (one creature); +5 vs. Will	
Hit: 1d6+5 psychic damage and the shadar-kai shadow siren chooses to either slide the target 3 squares or to immobilize the target until the end of the siren's next turn.	
r Shadow Dirge (charm) • Recharge 5-6	
The shadar-kai shadow siren makes two <i>shadow song</i> attacks, each against a different target.	
MOVE ACTIONS	
Shadow Jaunt (teleportation) • Encounter	
Effect: The shadar-kai shadow siren teleports up to 3 squares and become insubstantial until the start of her next turn.	
Skills: Diplomacy +8, Intimidate +8	
Str 11 (0) Dex 10 (0) Wis 13 (+1)	
Con 13 (+1) Int 13 (+1) Cha 16 (+3)	
Alignment evil Languages Common, Netherese	

Note: Goblin Acolyte of Maglubiyet aura and ranged attacks reflavored for theme; race changed to shadar-kai, switch Wis and Cha values; Monster Manual 2.

Yuan-ti Conglomeration	Level 2 Elite Brute
Large natural animate (reptile, undead)	XP 250
HP 94; Bloodied 47	Initiative +5
AC 14, Fortitude 14, Reflex 14, Will 13	Perception +3
Immune disease, poison; Resist 10 necrotic	Darkvision
Vulnerable 5 radiant	
Speed 7	
Action Points 1	
STANDARD ACTIONS	
m Bite (disease, poison) • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d4+3 damage and ongoing 5 poison (save ends). At the end of the encounter, the target makes a saving throw. On a failure, the target contracts the Essence of Bhaal (stage 1).	
m Scimitar (charm) • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d8+3 damage (crit 1d8+11) plus 5 poison damage	
M Snake Strike • At-Will	
The yuan-ti conglomeration makes a <i>bite</i> and a <i>scimitar</i> attack.	
MOVE ACTIONS	
Conglomeration (healing) • Encounter	
Effect: The yuan-ti conglomeration absorbs a dead body, healing 2 points of damage and gaining a +2 bonus to attacks and damage until the end of the conglomeration's next turn.	
Str 16 (+4) Dex 16 (+4) Wis 14 (+3)	
Con 17 (+4) Int 3 (-3) Cha 3 (-3)	
Alignment evil Languages -	

Note: Yuan-ti Boneshard Skeleton made elite, modified for level, made large, removed boneshard burst, changed boneshard to bite with added disease, added snake strike and conglomeration; Fortress of the Yuan-ti.

Yuan-ti Biters	Level 3 Brute
Medium natural humanoid (reptile), yuan-ti	XP 150
HP 41; Bloodied 20	Initiative +4
AC 17, Fortitude 16, Reflex 15, Will 13	Perception +5
Resist 10 Poison	
Speed 7	
TRAITS	
Unspeakable Hunger	
The yuan-ti biter gains a +2 bonus to attack and damage rolls while bloodied.	
STANDARD ACTIONS	
m Scimitar (weapon) • At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 1d6 + 3 damage	
MINOR ACTIONS	
M Horrific Bite • At-Will (1/round)	
Attack: Melee 1 (one creature the yuan-ti biter has combat advantage against); +6 vs. Reflex	
Hit: ongoing 5 damage (save ends)	
TRIGGERED ACTIONS	
Grisly Feast	
Trigger: An adjacent yuan-ti biter hits with <i>horrific bite</i>	
Effect (immediate reaction): the yuan-ti biter makes a melee basic attack as a free action.	
Skills: Intimidate +6, Stealth +8	
Str 16 (+4) Dex 14 (+3) Wis 9 (0)	
Con 11 (+1) Int 8 (0) Cha 11 (+1)	
Alignment evil Languages Common, Draconic	

Note: Lesser Eater of the Dead race changed to yuan-ti; Dungeon Magazine 375.

ENCOUNTER 3: IN THE ASHES (ADVENTURE LEVEL 4)

Shadar-kai Shadow Siren	Level 3 Controller
Medium natural humanoid (shadar-kai)	XP 150
HP 45; Bloodied 22	Initiative +1
AC 17, Fortitude 14, Reflex 14, Will 16	Perception +4
Speed 6	low-light vision
TRAITS	
Dizzying Aura • Aura 2	
Enemies in the aura that attempt to shift, shift 1 less square.	
STANDARD ACTIONS	
m Slashing Shroud • At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 1d10+4 damage, and the shadar-kai shadow siren becomes invisible to the target until the end of the siren's next turn.	
r Shadow Song (charm) • At-Will	
Attack: Ranged 10 (one creature); +7 vs. Will	
Hit: 1d6+6 psychic damage and the shadar-kai shadow siren chooses to either slide the target 3 squares or to immobilize the target until the end of the siren's next turn.	
r Shadow Dirge (charm) • Recharge 5-6	
The shadar-kai shadow siren makes two <i>shadow song</i> attacks, each against a different target.	
MOVE ACTIONS	
Shadow Jaunt (teleportation) • Encounter	
Effect: The shadar-kai shadow siren teleports up to 3 squares and become insubstantial until the start of her next turn.	
Skills: Diplomacy +9, Intimidate +9	
Str 11 (+1) Dex 10 (+1) Wis 13 (+2)	
Con 13 (+2) Int 13 (+2) Cha 16 (+4)	
Alignment evil Languages Common, Netherese	

Note: Goblin Acolyte of Maglubiyet modified for level, aura and ranged attacks reflavored for theme; race changed to shadar-kai, switch Wis and Cha values; Monster Manual 2.

Yuan-ti Conglomeration	Level 4 Elite Brute
Large natural animate (reptile, undead)	XP 350
HP 134; Bloodied 67	Initiative +6
AC 16, Fortitude 16, Reflex 16, Will 15	Perception +4
Immune disease, poison; Resist 10 necrotic	Darkvision
Vulnerable 5 radiant	
Speed 7	
Action Points 1	
STANDARD ACTIONS	
m Bite (disease, poison) • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 1d4+4 damage and ongoing 5 poison (save ends). At the end of the encounter, the target makes a saving throw. On a failure, the target contracts the Essence of Bhaal (stage 1).	
m Scimitar (charm) • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 1d8+4 damage (crit 1d8+12) plus 5 poison damage	
M Snake Strike • At-Will	
The yuan-ti conglomeration makes a <i>bite</i> and a <i>scimitar</i> attack.	
MOVE ACTIONS	
Conglomeration (healing) • Encounter	
Effect: The yuan-ti conglomeration absorbs a dead body, healing 4 points of damage and gaining a +2 bonus to attacks and +4 bonus to damage until the end of the conglomeration's next turn.	
Str 16 (+5) Dex 16 (+5) Wis 14 (+4)	
Con 17 (+5) Int 3 (-2) Cha 3 (-2)	
Alignment evil Languages -	

Note: Yuan-ti Boneshard Skeleton made elite, modified for level, made large, removed boneshard burst, changed boneshard to bite with added disease, added snake strike and conglomeration; Fortress of the Yuan-ti.

Yuan-ti Biters	Level 5 Brute
Medium natural humanoid (reptile), yuan-ti	XP 200
HP 61; Bloodied 30	Initiative +5
AC 19, Fortitude 18, Reflex 17, Will 15	Perception +6
Resist 10 Poison	
Speed 7	
TRAITS	
Unspeakable Hunger	
The yuan-ti biter gains a +2 bonus to attack and damage rolls while bloodied.	
STANDARD ACTIONS	
m Scimitar (weapon) • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 1d6 + 4 damage	
MINOR ACTIONS	
M Horrific Bite • At-Will (1/round)	
Attack: Melee 1 (one creature the yuan-ti biter has combat advantage against); +8 vs. Reflex	
Hit: ongoing 5 damage (save ends)	
TRIGGERED ACTIONS	
Grisly Feast	
Trigger: An adjacent yuan-ti biter hits with <i>horrific bite</i>	
Effect (immediate reaction): the yuan-ti biter makes a melee basic attack as a free action.	
Skills: Intimidate +7, Stealth +9	
Str 16 (+5) Dex 14 (+4) Wis 9 (+1)	
Con 11 (+2) Int 8 (+1) Cha 11 (+2)	
Alignment evil Languages Common, Draconic	

Note: Lesser Eater of the Dead race changed to yuan-ti and modified for level; Dungeon Magazine 375.

ENCOUNTER 3: IN THE ASHES (ADVENTURE LEVEL 6)

Shadar-kai Shadow Siren	Level 5 Controller
Medium natural humanoid (shadar-kai)	XP 200
HP 61; Bloodied 30	Initiative +2
AC 19, Fortitude 16, Reflex 16, Will 18	Perception +5
Speed 6	low-light vision
TRAITS	
Dizzying Aura • Aura 2	
Enemies in the aura that attempt to shift, shift 1 less square.	
STANDARD ACTIONS	
m Slashing Shroud • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 1d10+5 damage, and the shadar-kai shadow siren becomes invisible to the target until the end of the siren's next turn.	
r Shadow Song (charm) • At-Will	
Attack: Ranged 10 (one creature); +9 vs. Will	
Hit: 1d6+7 psychic damage and the shadar-kai shadow siren chooses to either slide the target 3 squares or to immobilize the target until the end of the siren's next turn.	
r Shadow Dirge (charm) • Recharge 5-6	
The shadar-kai shadow siren makes two <i>shadow song</i> attacks, each against a different target.	
MOVE ACTIONS	
Shadow Jaunt (teleportation) • Encounter	
Effect: The shadar-kai shadow siren teleports up to 3 squares and become insubstantial until the start of her next turn.	
Skills: Diplomacy +10, Intimidate +10	
Str 11 (+2)	Dex 10 (+2) Wis 13 (+3)
Con 13 (+3)	Int 13 (+3) Cha 16 (+5)
Alignment evil Languages Common, Netherese	

Note: Goblin Acolyte of Maglubiyet modified for level, aura and ranged attacks reflavored for theme; race changed to shadar-kai, switch Wis and Cha values; Monster Manual 2.

Yuan-ti Conglomeration	Level 6 Elite Brute
Large natural animate (reptile, undead)	XP 500
HP 174; Bloodied 87	Initiative +7
AC 18, Fortitude 18, Reflex 18, Will 17	Perception +5
Immune disease, poison; Resist 10 necrotic	Darkvision
Vulnerable 5 radiant	
Speed 7	
Action Points 1	
STANDARD ACTIONS	
m Bite (disease, poison) • At-Will	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 1d4+5 damage and ongoing 5 poison (save ends). At the end of the encounter, the target makes a saving throw. On a failure, the target contracts the Essence of Bhaal (stage 1).	
m Scimitar (charm) • At-Will	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 1d8+5 damage (crit 1d8+13) plus 5 poison damage	
M Snake Strike • At-Will	
The yuan-ti conglomeration makes a <i>bite</i> and a <i>scimitar</i> attack.	
MOVE ACTIONS	
Conglomeration (healing) • Encounter	
Effect: The yuan-ti conglomeration absorbs a dead body, healing 6 points of damage and gaining a +2 bonus to attacks and +6 bonus to damage until the end of the conglomeration's next turn.	
Str 16 (+6)	Dex 16 (+6) Wis 14 (+5)
Con 17 (+6)	Int 3 (-1) Cha 3 (-1)
Alignment evil Languages -	

Note: Yuan-ti Boneshard Skeleton made elite, modified for level, made large, removed boneshard burst, changed boneshard to bite with added disease, added snake strike and conglomeration; Fortress of the Yuan-ti.

Yuan-ti Biters	Level 7 Brute
Medium natural humanoid (reptile), yuan-ti	XP 300
HP 81; Bloodied 40	Initiative +6
AC 21, Fortitude 20, Reflex 19, Will 17	Perception +7
Resist 10 Poison	
Speed 7	
TRAITS	
Unspeakable Hunger	
The yuan-ti biter gains a +2 bonus to attack and damage rolls while bloodied.	
STANDARD ACTIONS	
m Scimitar (weapon) • At-Will	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 1d6 + 5 damage	
MINOR ACTIONS	
M Horrific Bite • At-Will (1/round)	
Attack: Melee 1 (one creature the yuan-ti biter has combat advantage against); +10 vs. Reflex	
Hit: ongoing 10 damage (save ends)	
TRIGGERED ACTIONS	
Grisly Feast	
Trigger: An adjacent yuan-ti biter hits with <i>horrific bite</i>	
Effect (immediate reaction): the yuan-ti biter makes a melee basic attack as a free action.	
Skills: Intimidate +8, Stealth +10	
Str 16 (+6)	Dex 14 (+5) Wis 9 (+2)
Con 11 (+3)	Int 8 (+2) Cha 11 (+3)
Alignment evil Languages Common, Draconic	

Note: Lesser Eater of the Dead race changed to yuan-ti and modified for level; Dungeon Magazine 375.

ENCOUNTER 3: IN THE ASHES (ADVENTURE LEVEL 8)

Shadar-kai Shadow Siren	Level 7 Controller
Medium natural humanoid (shadar-kai)	XP 300
HP 77; Bloodied 38	Initiative +3
AC 21, Fortitude 18, Reflex 18, Will 20	Perception +6
Speed 6	low-light vision
TRAITS	
Dizzying Aura • Aura 2	
Enemies in the aura that attempt to shift, shift 1 less square.	
STANDARD ACTIONS	
m Slashing Shroud • At-Will	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 1d10+6 damage, and the shadar-kai shadow siren becomes invisible to the target until the end of the siren's next turn.	
r Shadow Song (charm) • At-Will	
Attack: Ranged 10 (one creature); +11 vs. Will	
Hit: 1d6+8 psychic damage and the shadar-kai shadow siren chooses to either slide the target 3 squares or to immobilize the target until the end of the siren's next turn.	
r Shadow Dirge (charm) • Recharge 5-6	
The shadar-kai shadow siren makes two <i>shadow song</i> attacks, each against a different target.	
MOVE ACTIONS	
Shadow Jaunt (teleportation) • Encounter	
Effect: The shadar-kai shadow siren teleports up to 3 squares and become insubstantial until the start of her next turn.	
Skills: Diplomacy +11, Intimidate +11	
Str 11 (+3)	Dex 10 (+3) Wis 13 (+4)
Con 13 (+4)	Int 13 (+4) Cha 16 (+6)
Alignment evil Languages Common, Netherese	

Note: Goblin Acolyte of Maglubiyet modified for level, aura and ranged attacks reflavored for theme; race changed to shadar-kai, switch Wis and Cha values; Monster Manual 2.

Yuan-ti Conglomeration	Level 8 Elite Brute
Large natural animate (reptile, undead)	XP 700
HP 214; Bloodied 107	Initiative +8
AC 20, Fortitude 20, Reflex 20, Will 19	Perception +6
Immune disease, poison; Resist 10 necrotic	Darkvision
Vulnerable 5 radiant	
Speed 7	
Action Points 1	
STANDARD ACTIONS	
m Bite (disease, poison) • At-Will	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 1d4+6 damage and ongoing 10 poison (save ends). At the end of the encounter, the target makes a saving throw. On a failure, the target contracts the Essence of Bhaal (stage 1).	
m Scimitar (charm) • At-Will	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 1d8+6 damage (crit 1d8+14) plus 10 poison damage	
M Snake Strike • At-Will	
The yuan-ti conglomeration makes a <i>bite</i> and a <i>scimitar</i> attack.	
MOVE ACTIONS	
Conglomeration (healing) • Encounter	
Effect: The yuan-ti conglomeration absorbs a dead body, healing 8 points of damage and gaining a +2 bonus to attacks and +8 bonus to damage until the end of the conglomeration's next turn.	
Str 16 (+7)	Dex 16 (+7) Wis 14 (+6)
Con 17 (+7)	Int 3 (0) Cha 3 (0)
Alignment evil Languages -	

Note: Yuan-ti Boneshard Skeleton made elite, modified for level, made large, removed boneshard burst, changed boneshard to bite with added disease, added snake strike and conglomeration; Fortress of the Yuan-ti.

Yuan-ti Biters	Level 9 Brute
Medium natural humanoid (reptile), yuan-ti	XP 400
HP 101; Bloodied 50	Initiative +7
AC 23, Fortitude 22, Reflex 21, Will 19	Perception +8
Resist 10 Poison	
Speed 7	
TRAITS	
Unspeakable Hunger	
The yuan-ti biter gains a +2 bonus to attack and damage rolls while bloodied.	
STANDARD ACTIONS	
m Scimitar (weapon) • At-Will	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 1d6 + 6 damage	
MINOR ACTIONS	
M Horrific Bite • At-Will (1/round)	
Attack: Melee 1 (one creature the yuan-ti biter has combat advantage against); +12 vs. Reflex	
Hit: ongoing 10 damage (save ends)	
TRIGGERED ACTIONS	
Grisly Feast	
Trigger: An adjacent yuan-ti biter hits with <i>horrific bite</i>	
Effect (immediate reaction): the yuan-ti biter makes a melee basic attack as a free action.	
Skills: Intimidate +9, Stealth +11	
Str 16 (+7)	Dex 14 (+6) Wis 9 (+3)
Con 11 (+4)	Int 8 (+3) Cha 11 (+4)
Alignment evil Languages Common, Draconic	

Note: Lesser Eater of the Dead race changed to yuan-ti and modified for level; Dungeon Magazine 375.

ENCOUNTER 3: IN THE ASHES (ADVENTURE LEVEL 10)

Shadar-kai Shadow Siren	Level 9 Controller
Medium natural humanoid (shadar-kai)	XP 400
HP 93; Bloodied 46	Initiative +4
AC 23, Fortitude 20, Reflex 20, Will 22	Perception +7
Speed 6	low-light vision
TRAITS	
Dizzying Aura • Aura 2	
Enemies in the aura that attempt to shift, shift 1 less square.	
STANDARD ACTIONS	
m Slashing Shroud • At-Will	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 1d10+7 damage, and the shadar-kai shadow siren becomes invisible to the target until the end of the siren's next turn.	
r Shadow Song (charm) • At-Will	
Attack: Ranged 10 (one creature); +13 vs. Will	
Hit: 1d6+9 psychic damage and the shadar-kai shadow siren chooses to either slide the target 3 squares or two immobilize the target until the end of the siren's next turn.	
r Shadow Dirge (charm) • Recharge 5-6	
The shadar-kai shadow siren makes to <i>shadow song</i> attacks, each against a different target.	
MOVE ACTIONS	
Shadow Jaunt (teleportation) • Encounter	
Effect: The shadar-kai shadow siren teleports up to 3 squares and become insubstantial until the start of her next turn.	
Skills: Diplomacy +12, Intimidate +12	
Str 11 (+4)	Dex 10 (+4) Wis 13 (+5)
Con 13 (+5)	Int 13 (+5) Cha 16 (+7)
Alignment evil Languages Common, Netherese	

Note: Goblin Acolyte of Maglubiyet modified for level, aura and ranged attacks reflavored for theme; race changed to shadar-kai, switch Wis and Cha values; Monster Manual 2.

Yuan-ti Conglomeration	Level 10 Elite Brute
Large natural animate (reptile, undead)	XP 1000
HP 254; Bloodied 127	Initiative +9
AC 22, Fortitude 22, Reflex 22, Will 21	Perception +7
Immune disease, poison; Resist 10 necrotic	Darkvision
Vulnerable 5 radiant	
Speed 7	
Action Points 1	
STANDARD ACTIONS	
m Bite (disease, poison) • At-Will	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 1d4+7 damage and ongoing 10 poison (save ends). At the end of the encounter, the target makes a saving throw. On a failure, the target contracts the Essence of Bhaal (stage 1).	
m Scimitar (charm) • At-Will	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 1d8+7 damage (crit 1d8+15) plus 10 poison damage	
M Snake Strike • At-Will	
The yuan-ti conglomeration makes a <i>bite</i> and a <i>scimitar</i> attack.	
MOVE ACTIONS	
Conglomeration (healing) • Encounter	
Effect: The yuan-ti conglomeration absorbs a dead body, healing 10 points of damage and gaining a +2 bonus to attacks and +10 bonus to damage until the end of the conglomeration's next turn.	
Str 16 (+8)	Dex 16 (+8) Wis 14 (+7)
Con 17 (+8)	Int 3 (+1) Cha 3 (+1)
Alignment evil Languages -	

Note: Yuan-ti Boneshard Skeleton made elite, modified for level, made large, removed boneshard burst, changed boneshard to bite with added disease, added snake strike and conglomeration; Fortress of the Yuan-ti.

Yuan-ti Biters	Level 11 Brute
Medium natural humanoid (reptile), yuan-ti	XP 600
HP 121; Bloodied 60	Initiative +8
AC 25, Fortitude 24, Reflex 23, Will 21	Perception +9
Resist 10 Poison	
Speed 7	
TRAITS	
Unspeakable Hunger	
The yuan-ti biter gains a +4 bonus to attack and damage rolls while bloodied.	
STANDARD ACTIONS	
m Scimitar (weapon) • At-Will	
Attack: Melee 1 (one creature); +16 vs. AC	
Hit: 1d6 + 7 damage	
MINOR ACTIONS	
M Horrific Bite • At-Will (1/round)	
Attack: Melee 1 (one creature the yuan-ti biter has combat advantage against); +14 vs. Reflex	
Hit: ongoing 10 damage (save ends)	
TRIGGERED ACTIONS	
Grisly Feast	
Trigger: An adjacent yuan-ti biter hits with <i>horrific bite</i>	
Effect (immediate reaction): the yuan-ti biter makes a melee basic attack as a free action.	
Skills: Intimidate +10, Stealth +12	
Str 16 (+8)	Dex 14 (+7) Wis 9 (+4)
Con 11 (+5)	Int 8 (+4) Cha 11 (+5)
Alignment evil Languages Common, Draconic	

Note: Lesser Eater of the Dead race changed to yuan-ti and modified for level; Dungeon Magazine 375.

ENCOUNTER 3: IN THE ASHES MAP



ENCOUNTER 4: ALLIES AND ALLIANCES

IMPORTANT NPCs

Everyn Cadwy: Male human; Order of Torm

Liahanna Conmara: Female Tiefling; Lion's Den

Lord Krieger: Human Male; Free City of Iriaebor

Nualla A'Ashemmi: Female Human; Dusk Talons

Taikos: Male Human, Shields of Kilgrave

Tylian Kel'talorn: Female Human; Tyrangal

In this role-playing encounter the PCs speak to members of each faction, who ask them for different kinds of help. The text assumes the lead representative of each faction is still alive. If that is not the case, substitute the secondary member in their place and alter the read aloud text as appropriate. If both are dead, have the PC find information in their ally's belongings suggesting this is what they would want.

It is clear that the group must quickly leave the city; however, there is time to save a few key people first. As the fall of Elturel sinks in for the PCs and the factions, they have hard choices to make. Whatever is left of the diplomats and the PCs retreat back into the grand chamber of the *Faith and Family* to discuss future plans. The PCs do not have much time before the entire city is taken over and whatever two factions they choose to aid in this encounter will have a significant leg up in the formation of a new government once the group flees Elturel. The PCs have time to accede to the requests of just two factions before moving on to Encounter 6. Any more than this and they will be trapped in Elturel for certain.

A resounding clash of metal against wood echoes through the feast hall as the Paladins of Torm brace the door. From the small windows you can see smoke rising in the air and hear the faint sound of shouts from across the city. It is abundantly clear that Elturel is no longer safe. What is left of the council that had begun earlier in the day begins to discuss what must be done. After some discussion Everyn addresses your group.

"Friends, it is clear to all of the faction leaders assembled here that we must flee the city while we still can." He pauses for a moment taking in a large inhale of breath. "I believe, and it is the consensus of the group, that our best course of action is to abandon the city... for now. I have spoken to the others and we think there is time to save a few key assets that may help us in the coming months. I task you to speak with whom you wish and rescue as much as you can. I will remain here with

what is left of our factions and prepare to save what we can of the populace of the city.

"You have hard choices ahead of you. I do not envy your task. Whom to save and whom to leave... these are the kinds of decisions that haunt people's dreams for the rest of their lives. May Torm's justice guide you."

The PCs have time to help two factions (e.g. play two of the linked encounters) before it is time to flee Elturel. This rough time limit is mentioned by every NPC they speak to (the message is consistent). Each faction's quest will lead to either a skill challenge or combat encounter where the PCs are tasked with rescuing something that will be useful later. Within each of these encounters the PCs will need to also make some moral choices on saving civilians or going directly for the goal.

As more foes enter the city, the challenge of the Encounters will increase. Therefore, each faction pushes for their goal to be accomplished first, fearing that if it is done second, perhaps the PCs will not succeed.

The PCs should realize that whatever factions they decide to help will get a serious power boost compared to the other factions and this will influence the future government of Elturel.

In time sensitive environments, the first bullet point of every faction can be used to give a summary to the PCs of who or what that faction would like to save. However, it is recommended that the players be allowed to role-play this scene out as much as possible, given the importance of their choices in shaping the future of a shattered Elturel.

The Lion's Den (Encounter 5a)

"Bull's balls and piss buckets!" The merchant in front of you mutters under her breath. Noticing you she straightens her posture slightly and unfolds her arms, "Sorry about the language, I hope you are going to be able to lend a hand, this is important."

- The Den would like the PCs to save three key investors staying in the south of the city. Together they have the buying power and resources to assist in the future retaking or rebuilding of Elturel if necessary, not to mention keeping the Lion's Den well-funded and stocked.
- The investors are rather rotund and (the merchant believes) cowardly in certain situations, so it might take some coercing to 'get their arses in line.'
- The Den member is the only NPC who flat out offers to pay the PCs for their services if the investors are brought back to her.

The Dusk Talons (Encounter 5b)

A tall woman stands before you. She wears a tired smile upon her face. "I wish we were making this deal under better circumstances, but I was impressed by your skills at the negotiation table. I've heard a lot about you, and I know you can help me now."

- The Talons would like the PCs to rescue the Keeper of Names, an ancient member of the Dusk Talons, who resides in the sewers, and is the only person who knows the full list of the members of the organization. By saving him, the faction will be able to pool its resources and use its contacts to regroup after escaping the city.
- The rogue has no idea how the old man knows all the members, but she knows he exists; she tried to get her own name wiped from the record years ago, and failed. "A girl can never be too careful."
- Without the Keeper, many agents will be alone and cut off from the organization. This could cause the deaths of many agents and will be a huge loss to the organization.
- If the PCs are polite to her and spend enough time speaking with Nualla (or the replacement NPC), she will warn them to keep an eye out while in the sewers for things that might "pop up" while they are walking around down there.
- If the PCs ask where she has heard "a lot about them" she says she has her sources.

The Order of Torm (Encounter 5c)

The paladin of Torm approaches. He addresses your group plainly: "We haven't much time, but for what it matters, I am thankful you will help us."

- The Order of Torm would like the PCs to rescue a group of recruits from the orphanage in Elturel.
- These recruits are young orphans who have pledged themselves to Torm, but are yet too young to take on the full duties of knighthood.
- The Paladin admits that perhaps under more favorable circumstances this would be a good test of the children's mettle, but as things stand it will simply be a bloodbath.
- He believes that the young recruits may be able to be organized into a fighting force later on and would be a moral boost to the Paladins of Torm who have spent time training them and investing in their future.
- The children have some martial prowess and once rescued should be able to make valuable assets to the cause as "Torm's chosen."

- Of course while they are at the orphanage, the PCs should try to rescue as many other children as they possibly can.

The Shields of Kilgrave (Encounter 5d)

A member of the Shields of Kilgrave stands before you. A slight blue glow emanates from the neck plating on his armor, though his spellscar is well hidden. He shifts uncomfortably, loosening his leather lapels before addressing your group.

- The Shields of Kilgrave would like the PCs to save a few Sisters (nuns) of Torm that they have been protecting in the city. The group of women were found to be spellscarred and were waiting to be moved out of the city when this disaster hit.
- The Sisters have dedicated their lives to healing the sick and even in their condition they continue to do so. However, they are not skilled in combat.
- With the sisters' skill they would be a valuable asset in healing the casualties (past and present) resulting from this incursion.

Iriaebor (Encounter 5e)

"Magic," the representative from Iriaebor smiles a sly grin at you stabbing his dagger into the table. "You want it and we got it. Help me get our shipment off the boats in the docks and we will give these tainted... things... one hell of a fight."

- The faction of Iriaebor would like the PCs to retrieve two mages and a shipment of runestones at the docks.
- The Freedom Guard in Iriaebor had been working with/for the Order of Torm to import magical protection into the city based on the design used to contain the trolls in the Old City district of Iriaebor. However, Elturel was caught unaware of this attack and the cargo was unable to be unloaded. He suspects the traitors uncovered in the Freedom Guard have only made matters worse.
- If the PCs speak with the representative for a bit, he explains that he has had "problems" with the Salty Sea Dog (the ship the PCs need to head to) before. The crew is a band of drunken cutthroats, but they are good at protecting things, if they can be motivated.
- The runestones could help in the eventual protection of wherever the party chooses to flee to later on. Getting the runestones will also mean that the Paladins will be indebted to Iriaebor, which suits Iriaebor just fine. The runestones took months to create and are extremely powerful.

Tyrangal (Encounter 5f)

A slight woman with blonde hair, wearing copper robes, stands in the corner. She seems to be organizing the various plans for fleeing the city. As you pass, she quietly asks for a moment of your time.

- Tylian Kel'talorn reveals herself as a “friend” of Tyrangal and asks for the PCs’ help in rescuing valuable cargo in the warehouse district that she was having shipped through the city. She explains that she would try to get members of the city guard to get the crate, but she doesn’t know who else can be trusted and she has placed certain “precautions” over the cargo, lest it be tampered with.
- The crate she wants the PCs to get is small and black with yellow magical runes on it. It must arrive back to her unharmed and unopened.
- If the PCs push on what their precautions should be, she says “Nothing a quick mind cannot shield against.”
- Under no circumstances will she tell the PCs what is being shipped, but she is truthful (Easy DC Insight) in her assertion that the cargo will undoubtedly help the refugees later on.
- Streetwise DC 25 - If the PCs ask around about Tylian, they find out she is a former noble and sister of a former Priestess of Cyric named Lillian. Having been orphaned at a young age, the two sisters took very different paths in life.

ENDING THE ENCOUNTER

If PCs insist on further speaking to the main NPCs still surviving, make it clear the NPCs are too embroiled in planning to save *as much as the city as possible*, they really do not have time for the PCs. If the PCs want to help, they need to move quickly.

If the players suggest splitting the party so that they save more assets, the faction members warn that the opposition would be too great and each asset is far too important to not be given full intention. If the players insist and time allows, run the encounters without scaling for the reduced number of players (this is *not* recommended!)

Proceed to Encounter 5.

MILESTONE

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

TREASURE

There is no treasure in this encounter.

ENCOUNTER 5: CHOICES

Having chosen what factions they would like to help in Encounter 4, the PCs set off to save the various assets for their chosen factions.

- For the Lion's Den run Encounter 5a [combat]
- For the Dusk Talons run Encounter 5b [combat]
- For the Order of Torm run Encounter 5c [combat]
- For the Shield of Kilgrave run Encounter 5d [skill]
- For Iriaebor run Encounter 5e [skill]
- For Tyrangal run Encounter 5f [skill]

The PCs get a short (but not extended) rest at the end of each of their two chosen sub-encounters. From a meta-game perspective it is ideal if the players choose one combat encounter and one skill challenge, but don’t force them to adjust their choices to make that happen.

Once they have completed the first of their two Encounter 5 objectives, read the following:

With a loud hiss and whine, you feel the floor beneath you shake. Cries arise from around the room, and after a quick conference the spellcasters report to you.

“The Lion’s Den Guild House just went up! The invaders have destroyed the teleportation circles out of the city. We haven’t got much more time - whatever else you are going to do it had better be quick.”

As the tension mounts between both encounters and more foes spread throughout the city, the challenge of the second sub-encounter increases.

If the second Encounter the PCs chose is a skill challenge: Increase the DCs of all skill checks by 2.

If the second Encounter the PCs chose is a combat: Three minions of the appropriate type enter the battle from behind the PCs at the beginning of the third round.

ENDING THE ENCOUNTER

Once the PCs have completed two of the six sub-encounters (5a-5f) move onto Encounter 6.

MILESTONE

Each of the two sub-encounters counts separately toward a milestone.

TREASURE

There is no treasure in this encounter, other than the resources gathered during the sub-encounters.

ENCOUNTER 5A: HEROES AND MERCHANTS

COMBAT, EL EQUAL TO THE AL

CREATURES

This encounter includes the following creatures at all ALs:

4 Crazy Human Rabble (C)

2 Plague Taint Thought Eater (P)

1 Genasi Lieutenant (G)

For this encounter (5a) use Monster Group A & Map A, found at the end of this section. Use the information below to flavor the area and for feature information. If the players choose both Encounters 5a and 5c, which feature the same creatures, use Monster Group B for the second encounter.

SCALING THE ENCOUNTER

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

Four PCs: Remove one plague taint thought eater.

Six PCs: Add one plague taint thought eater.

As your group arrives at the trading house described by the Lion's Den representative, the scene is grimmer than you expected. Night is creeping over the horizon, the streets are in utter ruin, and the buildings are crawling with foes. At the end of the lane you see that the merchants you were looking for have made their way out of the building, but have been waylaid by your enemies. On the other side of the street you see a family who has tried to do the same, but gotten caught as well. Both groups cry out for your help, but can you get to both in time?

In this encounter, the PCs must decide between helping the merchants and/or keeping the family from being murdered. At the end of each round an innocent NPC will be killed and therefore, the PCs must make choices on who to save.

FEATURES OF THE AREA

Illumination: Bright illumination.

Buildings: The wide streets are surrounded by many buildings. All of them are two stories tall and can be climbed with Easy DC Athletics checks.

Debris: There is debris on the ground from damage to streets and buildings; this counts as difficult terrain.

Market Stalls: There are market stalls at the bottom of the map. If an enterprising PC searches through them as a standard action during the combat, they find one *potion of cure light wounds* with an Easy DC Perception check. There is only the one unbroken potion.

Merchants (M) & Family (F): To save the Merchants the PCs may make a Standard action skill check at Moderate DC or a Minor action skill check at Hard DC to attempt to save an NPC. The PC must be within 10 squares of the target and use a verbal skill such as Bluff, Diplomacy, or Intimidate to make the chosen NPC move. If the PC is successful the NPC will move 6 squares towards the end of the map immediately and continue to move 6 squares towards the end of the map at the start of each turn thereafter.

Statues: There are three large statues of Torm in the area. They count as blocking terrain.

Body Count

At the end of each round an innocent NPC is killed by enemies within the buildings shooting at them, unless there is at least one PC adjacent to them. There are infinitely many archers; they should be treated as an environmental effect rather than as specific foes. If there is a PC adjacent to the targeted NPC, the PC can choose to take damage equal to twice the AL to prevent the NPC being killed that round. Make it clear to the players that they can do this. Powers that protect against missile fire may also be used in place of this option.

Roll randomly to determine the targeted NPC each round; however, in any given round, if the PCs decide to actively protect one group (either the merchants or the family) and ignore the other, then the group they did not protect should be the group chosen to have someone die. In other words, if the PCs choose to focus just only the merchants, one member of the family should be killed each round; if the PCs all go to the family and ignore the merchants, one merchant will be killed each round. If the PCs split their efforts (this does not have to be exact; use your judgment) then simply roll randomly to see which NPC is targeted each round.

TACTICS

The entire enemy group, directed by the genasi lieutenant, focuses on slowing and hindering the PCs getting to the merchants and family on the map. They wish to stop the PCs achieving their goal and use all their powers in order to do so. The enemies do not focus on hurting the NPCs, because they have their archer allies to do so at the end of each round.

The crazed human rabble use their *aura of madness* to slide the merchants and family as far away from the end of the map as possible, directed by the genasi lieutenant. The thought eaters focus on slowing the PCs so that they cannot reach the innocent NPCs. The genasi lieutenant attacks the weakest looking PC and continues to do so. If one specific PC seems to be the leader when it comes to “directing traffic” (ordering NPCs to move), the genasi will move to attack that character.

ENDING THE ENCOUNTER

The monsters fight to the death; therefore, this encounter ends when all the monsters are dead or the PCs exit the map after all living NPCs have been escorted off the map.

If the PCs choose to rescue the family and do not manage to save **at least one** merchant, the Lion’s Den member does not consider them to have succeeded; though they do not blame them for their choice. If the party saves at least one merchant, they are considered to have succeeded in this mission.

If this is the second Encounter 5 the PCs have attempted, proceed to Encounter 6.

ENCOUNTER 5B: MUCK, MUCK, AND MORE MUCK

COMBAT, EL EQUAL TO THE AL

CREATURES

This encounter includes the following creatures and trap at all ALs:

- 5 Murk Wretch (M)
- 1 Ceiling Scythe (T)
- 1 Dark Mage (D)
- 1 Zealot of Bhaal (Z)

For this encounter (5b) use Monster Group B & Map B, found at the end of this section. Use the information below to flavor the area and for feature information.

SCALING THE ENCOUNTER

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

Four PCs: Remove the ceiling scythe

Six PCs: Add one dark mage.

The stench of the sewers floods your nose as you open the hatch you were directed towards. Descending into what can only be described as the rotten innards of Elturel, it takes all of your will not to gag.

Besides the expected human waste, you begin to notice parts of distorted bodies bobbing past you and it becomes clear that these horrid creatures that have taken over Elturel must have been dumping bodies down here for quite some time. If the rogue was correct in her information that barely anyone ever comes to see the Keeper of Names, it is no wonder the bodies had not been discovered sooner.

As you mull this thought over, you realize you are going to have to consider it later, because even if the traps you were warned are in place down here don't worry you, the low moaning you hear from the tunnel ahead surely should.

This encounter is rather straightforward. The PCs must find the Keeper of Names and bring him to safety. The Keeper of Names is fast asleep in the throne during the entire combat and only awakens at the end to thank the PCs for saving him and comment on the mess they have made of his home.

FEATURES OF THE AREA

Illumination: There are small torches on the walls which shed dim light.

Portals: When a creature is pushed through a portal in the room, they are teleported randomly to one of the other portals in the room and fall prone. The portals are considered hazardous terrain and so creatures receive a saving throw to avoid being pushed through them.

Sludge Pits: Several 10 foot deep pits filled with sewer water are marked on the map in green. With a Hard DC Perception check a PC can note them, despite the water and sludge covering the floor. If a PC mistakenly walks into or is moved into one of the pits they must make a saving throw or fall in. The sludge is a thick viscous fluid that acts much like quicksand. If the PC is stuck in the pit they have concealment, but at the start of their turn they take damage equal to twice the AL, indicating they are slowly drowning. Murk Wretches ignore this damage. It requires a Moderate DC Athletics check to climb/swim out.

Sludge & Slime: The floors are covered with thick black sludge from the sewers. Though not harmful, it is extremely slippery. If a character takes two movement actions during the same turn (such as a double move), at the start of the second movement action, the character must make an Easy DC Acrobatics check or fall prone. At the start of any run or charge action, even if it the character's first movement of the turn, the character must make a Moderate DC Acrobatics check or fall prone. The enemies are not affected by the slime as they are slippery creatures themselves.

Tombs: There are two raised tombs from the former Keepers of Names in the central room. These cost one extra square of movement to walk onto.

TACTICS

The enemies have scouted this room ahead of time and were just about to kill the Keeper of Names before the PCs arrived. Therefore, they know where the traps and pits are and will not run into them. Furthermore, all creatures use their powers to the best of their abilities to push the PCs into the hazards of the area.

The zealot of Bhaal targets the PC who is most mobile and tries to impede them as much as possible. If he has the possibility of bull rushing a PC into a trap, portal, or pit he does so.

The dark mage tries to stay far out of the combat throwing vials where it can. However, if a PC gets close it will use it tries to knock the PC into one of the portals to get them away.

The murk wretches hide within the sludge pits till the PCs enter the main chamber and get past the trap. They are controlled by the mage and therefore have orders not to get slashed down by the traps. If the dark mage is slain, they are no longer controlled and while they will continue to attack their current target they choose the next target based on distance and not former allegiances.

ENDING THE ENCOUNTER

The encounter ends when all the monsters are dead or unconscious. The PCs have no time to interrogate the creatures and must immediately move on to the next encounter.

If this is the second Encounter 5 the PCs have done, proceed to Encounter 6.

ENCOUNTER 5c: HOLDING BACK THE TIDE

COMBAT, EL EQUAL TO THE AL

CREATURES

This encounter includes the following creatures at all ALs:

- 4 Crazy Human Rabble (C)
- 2 Plague Taint Thought Eaters (P)
- 1 Genasi Lieutenant (G)

For this encounter (5c) use Monster Group A & Map A, found at the end of this section. Use the information below to flavor the area and for feature information. If the players choose both encounters 5a and 5c, which feature the same creatures, use Monster Group B for the second encounter.

SCALING THE ENCOUNTER

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

Four PCs: Remove one plague taint thought eater.

Six PCs: Add one plague taint thought eater.

You arrive at the orphanage to see the smoldering ashes of buildings all about you. This must have been some of the smoke you saw from the window of the summit. In the nearby houses you see shadowy figures and gleaming eyes staring at you menacingly. People are running in every direction trying to flee the scene, but as they do other members of the crowd let out howling screams, grabbing civilians and throwing them to the floor. In front of the building you see that the young recruits you are looking for have made a small barricade and are protecting a group of younger orphans from foes that have surrounded them.

A Spellplague-warped water genasi barks out orders as blue flames lick over his watery mane. The moment he sees you the genasi lets out a laugh, black smoke exhaling from his mouth. With a flick of his wrist you see more civilians grasp their heads in screams and then turn to you with hungry looking eyes.

In this encounter, the PCs must rescue the Order of Torm recruits before they are completely swallowed by monsters. Saving the other orphans is preferable (morally), but not required.

Each round more and more monsters will enter the map, till the entire area is swallowed. Therefore, make it

clear to the PCs the main goal is to save the recruits and as more monsters enter the map, that it is not possible to fight all of them.

FEATURES OF THE AREA

Illumination: Bright light.

Buildings: The wide streets are surrounded by many buildings. All of them are two stories tall and can be climbed with Easy DC Athletics checks.

Civilians: For the first two combat rounds the entire map is considered difficult terrain as civilians flee the area. Any blast, burst, or area powers are advised against during this time, as they could hit a civilian. If the PCs choose to use the power anyway, it increases the DC by 2 for the entire party to convince the orphans and recruits to listen to them.

Debris: There is debris on the floor from the houses and buildings that were destroyed. This counts as difficult terrain.

Market Stalls: There are market stalls at the bottom of the map. If an enterprising PC searches through them as a standard action during the combat, they find one *potion of cure light wounds* with an Easy DC Perception check. There is only the one unbroken potion.

Statues: There are three large statues of Torm in the area. They count as blocking terrain.

Young Recruits (R) & Orphans (O): The young recruits of the Order of Torm have organized themselves somewhat and are more competent than the other orphans. With a social skill check (Easy DC) from a PC each recruit will move at speed 5 in the direction of the PCs choosing though they do not like leaving the other children. The other orphans are scared, small children and with a social skill check (Moderate DC) they will begin to flee the scene at speed 3. If the PCs wish, the young recruits can also be ordered to guard the orphans while fleeing the map. If so, the entire group moves together at speed 3. If they flee together, blasts and bursts will not hurt the group as the young recruits use their shields to form a phalanx and protect the group.

Waves of Enemies

More and more enemies flood onto the map from the doors. One enemy is placed in the door closest to the largest group of PCs and then the rest are spread clockwise over the remaining doors. All new enemies act on the same initiative turn as their counterparts. At the end of each round roll a d6 and add the following:

- Roll 1-3: Four Crazy Human Rabble
- Roll 4-5: Two Plague Taint Thought Eaters
- Roll 6: One Genasi Lieutenant

TACTICS

The entire group, directed by the genasi lieutenant, focuses on slowing and hindering the PCs from getting to the children. They wish to stop the PCs from achieving their goal and use all their powers in order to do so. The enemies do not focus on hurting the children, because they do not see them as a real threat and only wish to hinder the PCs plans and kill them. However, the enemies could not care less if the children get caught in blasts or bursts.

The crazed human rabble use their *aura of madness* to slide the orphans as far away from the end of the map as possible, directed by the genasi lieutenant. The thought eaters focus on slowing the PCs so that they cannot reach the orphans. The genasi lieutenant attacks the weakest looking PC and continues to do so. If one particular PC seems to be the leader as far as “directing traffic” is concerned (telling the orphans what to do / where to go), the genasi attacks that PC.

ENDING THE ENCOUNTER

The waves of monsters never end; therefore this encounter ends when the PCs, along with any remaining recruits and/or orphans, exit the map.

If this is the second Encounter 5 the PCs have done, proceed to Encounter 6.

ENCOUNTER 5D: IN SICKNESS AND IN HEALTH

SKILL CHALLENGE, LEVEL EQUAL TO AL, COMPLEXITY 3

IMPORTANT NPCs

Nessa: Human female, lead Sister of Torm.

Fera: Human female, Sister of Torm.

Erittan Bloomwaddle: Gnome female, Sister of Torm

Goal: Gain entrance to where the spellscarred healers are hiding, then assist them in escaping to the feast hall.

Complexity: 3 (8 successes before 3 failures)

Primary Skills: Bluff, Diplomacy, Heal, Insight

Other Skills: Intimidate, Religion

Victory: The PCs bring the healers back to the hall.

Defeat: The PCs do not manage to convince the healers to go back with them.

This encounter is set in four scenes. Scene 2 is for role-play purposes and the role-playing elements can be omitted in time sensitive environments. However, as each scene contains vital information, make sure its information is communicated to the players.

In this encounter the PCs meet Nessa, the leader of the Sisters of Torm. The Sisters are a group of healers with spellscars. Nessa is wary of the adventurers at first, but once she admits them into her safe haven the PCs discover it is because she is caring for quite a few dire cases and is unwilling to leave them. Because of her patients' condition, she and her companions have not fled the city yet for fear that they would not survive the trip. The PCs must try to assist Nessa however they can and convince her and the other sisters to leave with them.

If a PC wishes to use a skill not listed and has a good idea, allow them to do so; reward creativity.

Scene 1 - Knock, Knock (2 successes)

Arriving at the correct address, you knock on the door. Your knock is unanswered for a moment and then the top half of the split door opens to reveal a young, shaven-headed woman, clad in simple robes. She nods a greeting: "Hello, can I help you?"

Fera is under strict orders from Nessa not to let anyone into the house of healing that she does not know so she is wary of the PCs. In order to gain entrance, the PCs

must convince Fera to let them in and that they mean no harm in order to continue with the skill challenge.

Intimidation will not work on Fera and will push the NPCs into becoming more wary of the PCs. Any attempt to Intimidate Fera increases the difficulty by 5 for each subsequent check in this scene.

PCs that are spellscarred receive a +2 bonus to the checks in this scene.

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

The PC urges Fera of the party's non-hostile intentions.

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

The PC convinces Fera that he has indeed been here before or know Sister Nessa, and she should let him in.

Heal [Moderate DC] (1 success, 2 maximum)

The PC shows Fera what a competent healer she is and explains that the party can be of help.

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

The PC uses their knowledge of Torm and the tenants of His faith to convince the sister of the party's good intentions.

Once the PCs have achieved at least two successes, Fera invites them in.

Scene 2 - Greetings (no successes)

Entering the dimly lit entryway you see a rather plain woman with a shaved head standing there. However, as her eyes blaze blue with the fire of the Spellplague, it is hard to regard her as plain.

"Welcome and my apologies about Fera's interrogation at the door, we are wary of visitors, especially now, as you can understand. I am thankful that the Sheilds sent someone to come collect us, however, I am not sure we can leave quite yet, not with our patients in this condition."

Nessa is calm and friendly, if any party members are rude or brash, she does not get offended and simply smiles moving onto a different subject. The information Nessa has to share with the party is:

- There are three critically ill patients that cannot be moved in their present condition.
- The three Sisters would find it preferable to die protecting the patients, than leave them alone to fend for themselves.

- The Sisters have been associated with the Shields of Kilgrave for a while now; helping them with healing when they could. Nessa believes much as the Shields do; that because she is spellscarred does not mean that she cannot still help the greater good.
- Patient 1 is a male elf who has intensive burns over half of his body. He is in so much constant pain that it is impossible to move him.
- Patient 2 is a male human who has been in the sisters' care for a year now. His name is Redhart and the voices he hears makes him prone to suicidal fits.
- Patient 3 is a halfling female who came to the sisters a week ago. She is suffering from a spellscar that has crippled her leg. Nessa is not sure if the halfling's pain is more physical or that of a bruised ego.
- Nessa became scarred only a few years ago. She was not doing much with her life, but once receiving the scar she felt called by Torm to defend the helpless.
- Diplomacy (Moderate DC): Nessa's spellscar haunts her, showing her visions of wounds on people before they happen. She has learned to control her visions and uses them to help heal the sick.

Scene 3 - To heal what is broken... (4 successes)

"You must understand," Nessa continues, "that we simply cannot leave without our patients. It is not what Torm would demand and it is not what I believe is right. I understand why we must leave this place, but perhaps you can help in some way we have not yet seen. If your wisdom could add to ours on how to help our most dire cases, perhaps we would be able to leave."

In this scene the PCs must address the complaints of the three intensive care patients mentioned in Scene 2. The PCs should be encouraged to think of creative solutions for moving these patients, reward creativity.

- Patient 1: Yéarlin, male elf. Solemn, pained mood. Burns over half of his body.
- Patient 2: Redhart, male human. Panicked, fearful mood. Hears voices in his head. Heal checks will not work for Redhart.
- Patient 3: Bernadette, halfling female. Sad, whiny mood. Crippled leg from spellscar.

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

The PC lies to a patient telling them that they are a medical professional and the wounds/illnesses are not as dire as the patient might have previously thought.

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

The PC sings the patient a song or tells them a story lifting their mood and giving them strength to travel.

Heal [Moderate DC] (1 success, 2 maximum)

The PC manages to stabilize the patient enough that they might be able to be moved.

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

The PC empathises with the patient, addressing their fear and pain.

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

The PC uses a prayer or wisdom that their god has to offer in order to soothe the patient and temporarily make them forget their pain.

Scene 3 - Safe Haven (2 successes)

"I am amazed. The Shields were right to send you. The patients seem ready to move and I believe my Sisters having seen the havoc outside are ready to leave as well. I cannot express the gratitude I have in my heart, that we can all leave this place together." Nessa smiles at you. "Please, lead the way to safety."

With an end in sight, the PCs must now navigate the dangerous streets of Elturel in order to get the Sisters and their patients to safety. Travelling with the group of Sisters and three patients, a full on fight is not an option at this point; not without heavy casualties.

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

The PC takes on the burden of carrying one patient the entire way, to allow the group to move faster.

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

The PC scouts ahead, making sure the entire group can move down safe passageways without enemies.

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

The PC uses knowledge of the city streets to keep the group away from large traffic ways and ambush points.

ENDING THE ENCOUNTER

Success: The PCs have stabilized the patients and brought them with the Sisters to safety.

Failure: If the PCs reach 3 failures before 8 successes at any time before the end of the encounter, the patients begin to act up and the Sisters must turn back to their shelter. The Sisters are not willing to leave the patients behind and it is obvious that they cannot be moved in this condition. There is no time to spend trying to convince them.

If this is the second Encounter 5 the PCs have done, proceed to Encounter 6.

ENCOUNTER 5E: ME HEARTIES

SKILL CHALLENGE, LEVEL EQUAL TO AL, COMPLEXITY 3

SETUP

Goal: The PCs must retrieve the Iriaeborian mages and the runestones from a ship docked in Elturel's harbour.

Complexity: 3 (8 successes before 3 failures)

Primary Skills: Athletics, Diplomacy, Endurance, Intimidate,

Other Skills: Acrobatics, Bluff

Victory: The PCs retrieve the runestones and bring the mages back to the summit hall.

Defeat: The PCs in the process of escaping return to the summit hall empty-handed.

This encounter is set in two scenes. In Scene 1, the PCs must organize a group of drunken/sleeping sailors into defending their boat while the PCs search for the Rune Stones. In Scene 2, the PCs must escape the boat safely with the runestones and mages.

The sound of shattering glass echoes behind you as you run down the alley way and fling your back flush against the stone wall. Your party has successfully dodged yet another patrol of foes and miraculously you have made it over a low wall and onto the docks. In front of you, the Salty Sea Dog's sails hang tied on the mast. This part of the docks is seemingly oblivious to the chaos in the rest of the city.

You make your way towards the gangplank, clearing your throat to address the twenty snoozing sailors on deck, when you hear a sound from behind you. Across the docks you see that the group chasing you has caught up and spotted you. Some fifteen black clad guardsmen run towards the Salty Sea Dog with more likely on the way. The Salty Sea Dog's crew is quite possibly a worthy fighting group, but at this moment they are very much unaware of their impending doom.

A role-playing interlude is placed between Scene 1 and 2 for the PCs to interact with the mages from Iriaebor. In time sensitive environments, this can be skipped as the mages burst out from belowdecks and demand they be taken off the ship as quickly as possible.

Scene 1 - Wake up, lazy scoundrels! (4 successes)

When the PCs have at least 4 successes or 2 failures in this scene move on to the Interlude.

In this scene the PCs must awaken and organize the sailors into a fighting force to protect the ship while they get the cargo to safety. Half the sailors are drunk and the others are sleeping. It will take some convincing for the PCs to get the sailors up and ready.

The Captain of the *Salty Sea Dog* is missing, if the sailors are asked about her, they say she went into town to sell something and has not come back.

If a player wishes to use a skill not on the list below allow them to do so - reward creativity.

Athletics [Moderate DC] (1 success, no maximum)

The PC using their obvious physical prowess, shames the sailor into wiping the crumbs off his beer belly and getting ready for a fight.

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

The PC uses their leadership skills to organize the sailors into some kind of fighting force.

Intimidate [Moderate DC] (1 success, no maximum)

The PC threatens to do worse to the sailor than any enemy if they do not awake right away.

Interlude - The Mages...

Your party has managed to turn the sailors into a semblance of an organized fighting force. The grizzled, scarred sailors brandish their sabres and broken bottles, yelling curses at the approaching enemies.

Now organized, the PCs are sent back by the sailors to get the cargo they are looking for as the sailors begin to engage the enemy soldiers in melee.

The PCs head to the hatch leading belowdecks to find that it is locked. A mage by the name of Jerome is holding the other side, demanding to know what the ruckus is about. Jerome will not open the door until the PCs can prove that they are bona fide adventurers. The mages are not stupid and will quickly realize that the PCs are truthful, but this does not mean they won't give them a hard time until they prove themselves.

Things Jerome knows about adventurers and might want proof on:

- Most parties have a ritual caster, the mages would be interested in seeing his/her ritual book handed through a crack beneath the door.
- Most parties have an overly loud religious fellow, a speech on his (surely good aligned) god would calm Jerome's fears slightly.
- Most parties have at least one shifty looking individual, typically with murderous and/or thieving skills in abundance; Jerome will need assurance that he or she isn't an enemy.

- Most parties have a loud brutish fellow who makes morally questionable choices, but professes it is for the sake of the mission. Jerome will ridicule this person and watch to see if he keeps his cool.
- Most parties have one PC who is simply too nice and earnest... Jerome does not trust these types.

Scene 2 - Swim for it! (4 successes)

As the mages emerge from below decks dragging a crate behind them, a barrel flies past your head and smashes against the side of the ship. The sailors and soldiers are now fully engaged in a bloody fight. If you are going to get out of here, you need to do it quick!

With the mages and runestones in tow, the PCs must escape from the boat. They can choose to either dodge their way through the fighting or jump off the boat and swim to safety.

There are two mages and one crate that must be shielded or carried by a PC. The three individuals who choose to do this have their skill check DCs increase by 5.

For every failed check a PC makes in this scene they lose 1 healing surge from being either pulled under water, being hit by enemy soldiers, or pelted by projectiles coming off the ship.

If a PC fails a check and is carrying either a mage or the crate, they drop what they are holding/shielding. Their next turn in the skill challenge, they must chase them down and pick the person/item back up and cannot participate with another skill roll that turn. As this can be boring or frustrating for players, try to get them to role-play or explain what they do to retrieve the lost item.

Acrobatics [Moderate DC] (1 success, no maximum)

The PC tumbles away from projectiles, carefully using a barrel of grog to spring off of.

Athletics [Moderate DC] (1 success, no maximum)

The PC jumps off the boat and begins to swim to shore. Or the PC jumps towards the mast and past a group of sailors pinning a soldier to the ground.

Endurance [Moderate DC] (1 success, no maximum)

The PC bull rushes through a group of enemies clearing some of the way for the rest of the party.

ENDING THE ENCOUNTER

Success: The PCs escape with the mages and crate intact, making it back to the summit hall and safety.

Failure: The PCs lose the mages and/or the crate in the process of escaping.

If this is the second Encounter 5 the PCs have done, proceed to Encounter 6.

ENCOUNTER 5F: SUSPICIOUS CONTENT

SKILL CHALLENGE, LEVEL EQUAL TO AL, COMPLEXITY 3

SETUP

Goal: The PCs are sent by Tylian to the warehouse district of Elturel where they must pick up a protected shipment. When the PCs arrive in the district they find it swarming with enemies and must make their way through them to the warehouse. Once at the warehouse the PCs must solve riddles and maneuver through traps in order to reach the cargo to bring back to Tylian.

Complexity: 3 (8 successes before 3 failures)

Primary Skills: Acrobatics, Athletics, Arcana, Perception, Streetwise, Thievery

Other Skills: Insight, Streetwise

Victory: The PCs bring the small crate back to Tylian unharmed and unopened, and are thanked for their effort.

Defeat: The PCs do not manage to make it to the warehouse to retrieve the crate or the PCs return the crate to Tylian opened (see Ending the Encounter).

Every round the majority of PCs must have succeeded in their particular skill check in order for it to count towards a group success for the skill challenge. If the majority of PCs fail their check, it is counted as a failure. Time is dear and if players wish to cast rituals to get past obstacles in the skill challenge they may do so. It counts as one success towards the entire encounter, however it also costs each non-assisting PC one healing surge as they must fight off enemies while the ritual is cast.

This skill challenge should be cinematic and players should be encouraged to work together in order to solve the problems ahead of them and protect the cargo. If players choose to assist another player rather than complete an action on their own (and do so successfully) it is counted towards the success of the round.

The encounter is broken into two scenes The Approach (1) and The Cargo (2). If the PCs have not failed or succeeded in three group checks after four rounds of Scene 1, move onto Scene 2.

Scene 1 - The Approach (3 successes)

Entering the Warehouse District of Elturel you begin to truly see the city is no longer under the sway of the paladins. Groups of yuan-ti accompanied by black oozing undead minions roam the streets en masse and

everywhere you look there is another enemy. It is going to be a hard push to reach the warehouse in the center of the district.

This scene requires teamwork and the DM is encouraged to throw new obstacles in front of the PCs after each round that they must collectively move around together. If a player thinks of a creative skill to use that is not on this list, let them use it.

Acrobatics/Athletics [Moderate DC] (1 success, no maximum)

The PCs climb buildings, leap from place to place, and run as fast as they can in order to get to the warehouse.

Arcana [Moderate DC] (trained only; 1 success, no maximum)

The PC uses their keen magical sense to track the cargo that Tylian has sent them for. The magical forces within the cargo are strong enough that those who know what they are looking for can spot it.

Streetwise [Moderate DC] (1 success, no maximum)

The PC plots a course through the back alleys and rooftops.

Thievery [Hard DC] (trained only; 1 success, no maximum)

The PC speedily unlocks a door to a house and the party rushes in right before a patrol of enemies pass.

Scene 2 - The Cargo

Scene 2 takes place in three stages, the PCs must complete each before moving onto the next. If they fail at a scene, each PC must make a saving throw or lose a healing surge as a trap is set off. Regardless, they still move onto the next part.

If the PCs solve the riddles and traps with their own wit and no rolls, it still counts as one success towards the entire Encounter. Otherwise, the players can choose to use their skills to give them hints or as Scene 1, if the majority of players succeed in their skill checks it is considered a success for this stage.

Scene 2a (1 success)

You arrive at the warehouse and entering the building you come into a small room. Where once this room might have been rather mundane, you can see that the door ahead is etched in magical runes. As you inspect the door closer, mist begins to leak from the keyhole and a mouth forms, saying:

"Useful are many, precious are some; of war, beauty and fashion I come. I languish red under the sun and yet brown can my lovely color run. Born in rock and bathed in fire, only one of which is the truest desire."

The characters must answer this riddle before continuing to the next stage. The answer to this riddle is: Copper. When the PCs directly answer the mouth correctly the door swings open to the next room. If the PCs answer incorrectly, it takes some effort but the stronger of the party force the door open and a trap is sprung.

Arcana [Moderate DC] (trained only; 1 success, 1 maximum)

Hint: The PC coaxes the first letter of the answer out of the Magic Mouth - "C"

Direct skill: The PC begins to manipulate the magical energies of the arcane lock to open it.

Insight [Moderate DC] (trained only; 1 success, no maximum)

Hint: The PC is reminded of the robe Tylian was wearing.

Direct skill: The PC begins to narrow down the possibilities of an answer. Tell the players in any possibilities they have suggested are wrong.

Scene 2b (2 successes)

Moving into the next room you see that you have entered the warehouse, which is surprisingly empty. Large continents of crates are stacked neatly in different areas of the warehouse and small islands of goods are scattered about. It would seem as if this arrangement was without meaning, if your good sense did not tell you better.

The characters must find the correct outcropping of crates in order to move onto the next stage. The crates are set up as a map of Faerun. The correct set of crates is one in the shape of the region of Chondath. If the PCs cannot find the correct set of crates, they end up setting off a few traps before stumbling on a set of crates which have the same sigil that Tylian was wearing on her cloak.

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

Hint: The PC climbs a ladder in the warehouse to get a better view of the crates. Oddly enough they see one group that looks to be arranged in the shape of the region they come from.

Direct Skill: The player notices that the crates are placed in shapes of the lands of Faerun.

History/Streetwise [Hard DC] (trained only; 1 success, no maximum)

Hint: The PC remembers reading or hearing that Tyrangal supposedly comes from the center of Faerun.

Perception/Thievery [Moderate DC] (trained only; 1 success, no maximum)

Hint: The PC notices that many of the crates are marked with symbols from different regions in Faerun.

Or: The PC notices crates which are obvious traps, maneuvering the party around them. If this is used multiple times, the PCs get closer and closer to the correct section of crates.

Scene 2c (2 successes)

Having found the correct group of crates with some considerable effort, you see they are all in different shapes and sizes. Some are curved, rounded boxes and others have sharp edges and spikes. However, two boxes stand out to you. They are at the edge of a pile and seem to fit perfectly next to one another.

The PCs must place the boxes in the correct shape, once they do the center box will open and reveal the crate that Tylian wished them to bring back to her. See Appendix III for the crate puzzle solution and pieces. Handout III has a copy without the solution for the players. This scene can run one of two ways.

1. The PCs are given the puzzle pieces and three rounds to put the puzzle together, each character getting one turn per round. If they have not solved the puzzle by the end of these three rounds, a trap goes off and each person loses a healing surge. Figuring out the puzzle by hand counts as two successes for this part of the scene.
2. The PCs may roll skill checks to put the boxes together (as normal).

Arcana [Moderate DC] (trained only, 1 success, 1 maximum)

Direct skill: The crates radiate magic; the pattern of the auras helps suggest the proper arrangement.

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

Direct skill: The PC deftly picks up a box (making sure not to break the contents) and places it down in the correct place.

Insight/Nature [Moderate DC] (trained only; 1 success, no maximum)

Hint: The PC notices that one of the crates is shaped like the wing of a beast.

ENDING THE ENCOUNTER

Success: If the PCs have gained more successes than failures the entire encounter - even if they have failed in this part 2c - at the end of Scene 2c a crate face opens and reveals the box the PCs need to bring back to Tylian.

Failure: The PCs do not manage to find the correct crate in time and wasting any more time in the warehouse would mean that they could not help another faction.

If this is the second Encounter 5 the PCs have done, proceed to Encounter 6.

OPTIONAL: WHAT'S IN THE CRATE?

There may be PCs who wish to open the crate before bringing it back to Tylian. To open the crate without smashing it (which would destroy the contents), they will need to solve the puzzle of the box itself.

The box is smooth with no visible openings; with yellow magical glowing runes on it. At what must be the face of the box there is an engraved dragon lying above a smooth oval indentation. If the Draconic word for "egg" (Insight, Hard DC) is spoken while using Arcana (Hard DC) to break the wards on the crate, it swings open. Inside the PC finds three dragon eggs.

Opening the box causes the failure of Encounter 5f. When they return back to the feast hall, Tylian is gone and the PCs do not gain experience for this encounter. The PCs also find that by opening the box they have broken the incubation of the eggs effectively killing the dragons within.

ENCOUNTER 5: MONSTER GROUP A (EL 2)

Crazed Human Rabble	Level 2 Minion
Medium natural humanoid	XP 31
HP 1; a missed attack never damages a minion	Initiative +1
AC 15, Fortitude 13, Reflex 11, Will 11; see also mob rule	
Speed 6	Perception +1
TRAITS	
Aura of Madness • Aura 3	
When creature starts its turn within 3 squares of the human rabble, the human rabble slides the triggering creature 1 square.	
Mob Rule	
The human rabble gains a +2 power bonus to all defenses while at least two other human rabble are within 5 squares of it.	
STANDARD ACTIONS	
M Club (weapon) • At-Will	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 4 damage.	
TRIGGERED ACTIONS	
Psychic Feedback	
Trigger: The human rabble drops to 0 hit points.	
Effect: Each enemy adjacent to one or more human rabble takes 2 psychic damage. (For this adventure, this damage does not affect the non-combatants.)	
Str 14 (+3)	Dex 10 (+1) Wis 10 (+1)
Con 12 (+2)	Int 9 (0) Cha 11 (+1)
Alignment unaligned	Languages Common
Equipment: club	

Note: Dungeon Master's Guide 2.

Plague Taint Thought Eater (level 2)	Level 2 Controller
Small aberrant magical beast (plaguechanged)	XP 125
HP 26; Bloodied 13	Initiative +3
AC 14, Fortitude 13, Reflex 13, Will 15	Perception +6
Speed 1, fly 6 (hover)	
Resist in substantial; Vulnerable 5 psychic	
STANDARD ACTIONS	
m Tendril Caress • At-Will	
Attack: Ranged 10 (one creature); +6 vs. Will	
Hit: 1d4+5 psychic damage, and the target is dazed until the thought eater's next turn.	
R Spirit Haze • At-Will	
Attack: Melee 1 (one creature); +6 vs. Reflex	
Hit: 1d6+5 psychic damage.	
C Thought Fog • Recharge 5,6	
Attack: Close Blast 5 (enemies); +5 vs. Will	
Hit: The target is slowed (save ends). First Failed Saving Throw: The target is immobilized instead of slowed (save ends).	
Taint Feeding • At-Will, Healing	
The thought eater targets a helpless or unconscious creature; the thought eater insubstantial and its fly speed until the end of its next turn, and it makes a coup de grace against the target. If the thought eater kills the target, it regains all of its hit points.	
Str 11 (+1)	Dex 12 (+2) Wis 10 (+1)
Con 13 (+2)	Int 5 (-2) Cha 16 (+4)
Alignment unaligned	Languages -

Note: Re-flavoured Fell Taint Thought Eater; Monster Manual 2.

Gensai Lieutenant	Level 2 Elite Lurker
Medium elemental humanoid (water), genasi	XP 250
HP 58; Bloodied 29	Initiative +2
AC 16, Fortitude 13, Reflex 15, Will 14	
Speed 6	Perception +6; tremorsense
Action Points 1; Saving Throws +2	
STANDARD ACTIONS	
m Piercing Thrust • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d6+3 damage (1d6+9 on critical hit).	
M Double Attack • At-Will	
Genasi Lieutenant makes two piercing thrust attacks.	
C Dart Spray • Encounter	
Attack: Close blast 3 (all enemies); +5 vs. Reflex	
Hit: 2d6+3 damage and the target is slowed (save ends).	
TRIGGERED ACTIONS	
M Counter • Recharge 5,6	
Trigger: When hit with a melee attack.	
Attack (Immediate Reaction): Melee 1 (triggering enemy); +7 vs. AC	
Hit: 1d10+3 (1d10+9 on critical hit) and the target is dazed (save ends).	
Str 11 (+1)	Dex 12 (+2) Wis 10 (+1)
Con 13 (+2)	Int 5 (-2) Cha 16 (+4)
Alignment unaligned	Languages Common, Netherese, Primordial

Note: Re-flavoured Valshelar; Dungeon Magazine 172.

ENCOUNTER 5: MONSTER GROUP A (EL 4)

Crazed Human Rabble	Level 4 Minion
Medium natural humanoid	XP 44
HP 1; a missed attack never damages a minion	Initiative +2
AC 17, Fortitude 15, Reflex 13, Will 13; see also mob rule	
Speed 6	Perception +2
TRAITS	
Aura of Madness • Aura 3	
When creature starts its turn within 3 squares of the human rabble, the human rabble slides the triggering creature 1 square.	
Mob Rule	
The human rabble gains a +2 power bonus to all defenses while at least two other human rabble are within 5 squares of it.	
STANDARD ACTIONS	
m Club (weapon) • At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 5 damage.	
TRIGGERED ACTIONS	
Psychic Feedback	
Trigger: The human rabble drops to 0 hit points.	
Effect: Each enemy adjacent to one or more human rabble takes 2 psychic damage. (For this adventure, this damage does not affect the non-combatants.)	
Str 14 (+4)	Dex 10 (+2) Wis 10 (+2)
Con 12 (+3)	Int 9 (+1) Cha 11 (+2)
Alignment unaligned	Languages Common
Equipment: club	

Note: Dungeon Master's Guide 2.

Gensai Lieutenant	Level 4 Elite Lurker
Medium elemental humanoid (water), genasi	XP 350
HP 90; Bloodied 45	Initiative +3
AC 18, Fortitude 15, Reflex 17, Will 16	
Speed 6	Perception +7; tremorsense
Action Points 1; Saving Throws +2	
STANDARD ACTIONS	
m Piercing Thrust • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 1d6+4 damage (1d6+9 on critical hit).	
M Double Attack • At-Will	
Genasi Lieutenant makes two piercing thrust attacks.	
C Dart Spray • Encounter	
Attack: Close blast 3 (all enemies); +7 vs. Reflex	
Hit: 2d6+4 damage and the target is slowed (save ends).	
TRIGGERED ACTIONS	
M Counter • Recharge 5,6	
Trigger: When hit with a melee attack.	
Attack (Immediate Reaction): Melee 1 (triggering enemy); +9 vs. AC	
Hit: 1d10+4 (1d10+10 on critical hit) and the target is dazed (save ends).	
Str 11 (+2)	Dex 12 (+3) Wis 10 (+2)
Con 13 (+3)	Int 5 (-1) Cha 16 (+5)
Alignment unaligned	Languages Common, Netherese, Primordial
Note: Re-flavoured Valshelar; Dungeon Magazine 172.	

Plague Taint Thought Eater	Level 4 Controller
Small aberrant magical beast (plaguechanged)	XP 175
HP 42; Bloodied 21	Initiative +4
AC 16, Fortitude 15, Reflex 15, Will 17	Perception +7
Speed 1, fly 6 (hover)	
Resist in substantial; Vulnerable 5 psychic	
STANDARD ACTIONS	
m Tendril Caress • At-Will	
Attack: Ranged 10 (one creature); +8 vs. Will	
Hit: 1d4+6 psychic damage, and the target is dazed until the thought eater's next turn.	
R Spirit Haze • At-Will	
Attack: Melee 1 (one creature); +8 vs. Reflex	
Hit: 1d6+6 psychic damage.	
C Thought Fog • Recharge 5-6	
Attack: Close Blast 5 (enemies); +7 vs. Will	
Hit: The target is slowed (save ends). first Failed Saving Throw: The target is immobilized instead of slowed (save ends).	
Taint Feeding • At-Will, Healing	
The thought eater targets a helpless or unconscious creature; the thought eater insubstantial and its fly speed until the end of its next turn, and it makes a coup de grace against the target. If the thought eater kills the target, it regains all of its hit points.	
Str 11 (+2)	Dex 12 (+3) Wis 10 (+2)
Con 13 (+3)	Int 5 (-1) Cha 16 (+5)
Alignment unaligned	Languages -

Note: Re-flavoured Fell Taint Thought Eater; Monster Manual 2.

ENCOUNTER 5: MONSTER GROUP A (EL 6)

Crazed Human Rabble	Level 6 Minion
Medium natural humanoid	XP 63
HP 1; a missed attack never damages a minion	Initiative +3
AC 19, Fortitude 17, Reflex 15, Will 15; see also mob rule	
Speed 6	Perception +3
TRAITS	
Aura of Madness • Aura 3	
When creature starts its turn within 3 squares of the human rabble, the human rabble slides the triggering creature 1 square.	
Mob Rule	
The human rabble gains a +2 power bonus to all defenses while at least two other human rabble are within 5 squares of it.	
STANDARD ACTIONS	
m Club (weapon) • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 6 damage.	
TRIGGERED ACTIONS	
Psychic Feedback	
Trigger: The human rabble drops to 0 hit points.	
Effect: Each enemy adjacent to one or more human rabble takes 2 psychic damage. (For this adventure, this damage does not affect the non-combatants.)	
Str 14 (+5)	Dex 10 (+3) Wis 10 (+3)
Con 12 (+4)	Int 9 (+2) Cha 11 (+3)
Alignment unaligned	Languages Common
Equipment: club	

Note: Dungeon Master's Guide 2.

Gensai Lieutenant	Level 6 Elite Lurker
Medium elemental humanoid (water), genasi	XP 500
HP 122; Bloodied 61	Initiative +4
AC 20, Fortitude 17, Reflex 19, Will 18	
Speed 6	Perception +8; tremorsense
Action Points 1; Saving Throws +2	
STANDARD ACTIONS	
m Piercing Thrust • At-Will	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 1d6+5 damage (1d6+10 on critical hit).	
m Double Attack • At-Will	
Genasi Lieutenant makes two piercing thrust attacks.	
C Dart Spray • Encounter	
Attack: Close blast 3 (all enemies); +9 vs. Reflex	
Hit: 2d6+5 damage and the target is slowed (save ends).	
TRIGGERED ACTIONS	
M Counter • Recharge 5,6	
Trigger: When hit with a melee attack.	
Attack (Immediate Reaction): Melee 1 (triggering enemy); +11 vs. AC	
Hit: 1d10+5 (1d10+10 on critical hit) and the target is dazed (save ends).	
Str 11 (+3)	Dex 12 (+4) Wis 10 (+3)
Con 13 (+4)	Int 5 (0) Cha 16 (+6)
Alignment unaligned	Languages Common, Netherese, Primordial
Note: Re-flavoured Valshelar; Dungeon Magazine 172.	

Plague Taint Thought Eater	Level 6 Controller
Small aberrant magical beast (plaguechanged)	XP 250
HP 58; Bloodied 29	Initiative +5
AC 18, Fortitude 17, Reflex 17, Will 19	Perception +8
Speed 1, fly 6 (hover)	
Resist in substantial; Vulnerable 5 psychic	
STANDARD ACTIONS	
m Tendril Caress • At-Will	
Attack: Ranged 10 (one creature); +10 vs. Will	
Hit: 1d4+7 psychic damage, and the target is dazed until the thought eater's next turn.	
R Spirit Haze • At-Will	
Attack: Melee 1 (one creature); +10 vs. Reflex	
Hit: 1d6+7 psychic damage.	
C Thought Fog • Recharge 5,6	
Attack: Close Blast 5 (enemies); +9 vs. Will	
Hit: The target is slowed (save ends). first Failed Saving Throw: The target is immobilized instead of slowed (save ends).	
Taint Feeding • At-Will, Healing	
The thought eater targets a helpless or unconscious creature; the thought eater insubstantial and its fly speed until the end of its next turn, and it makes a coup de grace against the target. If the thought eater kills the target, it regains all of its hit points.	
Str 11 (+3)	Dex 12 (+4) Wis 10 (+3)
Con 13 (+4)	Int 5 (0) Cha 16 (+6)
Alignment unaligned	Languages -

Note: Re-flavoured Fell Taint Thought Eater; Monster Manual 2.

ENCOUNTER 5: MONSTER GROUP A (EL 8)

Crazed Human Rabble	Level 8 Minion
Medium natural humanoid	XP 88
HP 1; a missed attack never damages a minion	Initiative +4
AC 21, Fortitude 19, Reflex 17, Will 17; see also mob rule	
Speed 6	Perception +4
TRAITS	
Aura of Madness • Aura 3	
When creature starts its turn within 3 squares of the human rabble, the human rabble slides the triggering creature 1 square.	
Mob Rule	
The human rabble gains a +2 power bonus to all defenses while at least two other human rabble are within 5 squares of it.	
STANDARD ACTIONS	
m Club (weapon) • At-Will	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 7 damage.	
TRIGGERED ACTIONS	
Psychic Feedback	
Trigger: The human rabble drops to 0 hit points.	
Effect: Each enemy adjacent to one or more human rabble takes 5 psychic damage. (For this adventure, this damage does not affect the non-combatants.)	
Str 14 (+6)	Dex 10 (+4) Wis 10 (+4)
Con 12 (+5)	Int 9 (+3) Cha 11 (+4)
Alignment unaligned	Languages Common
Equipment: club	

Note: Dungeon Master's Guide 2.

Gensai Lieutenant	Level 8 Elite Lurker
Medium elemental humanoid (water), genasi	XP 700
HP 154; Bloodied 77	Initiative +5
AC 22, Fortitude 19, Reflex 21, Will 20	
Speed 6	Perception +9; tremorsense
Action Points 1; Saving Throws +2	
STANDARD ACTIONS	
m Piercing Thrust • At-Will	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 1d6+6 damage (1d6+11 on critical hit).	
M Double Attack • At-Will	
Genasi Lieutenant makes two piercing thrust attacks.	
C Dart Spray • Encounter	
Attack: Close blast 3 (all enemies); +11 vs. Reflex	
Hit: 2d6+6 damage and the target is slowed (save ends).	
TRIGGERED ACTIONS	
M Counter • Recharge 5,6	
Trigger: When hit with a melee attack.	
Attack (Immediate Reaction): Melee 1 (triggering enemy); +13 vs. AC	
Hit: 1d10+6 (1d10+11 on critical hit) and the target is dazed (save ends).	
Str 11 (+4)	Dex 12 (+5) Wis 10 (+4)
Con 13 (+5)	Int 5 (+1) Cha 16 (+7)
Alignment unaligned	Languages Common, Netherese, Primordial
Note: Re-flavoured Valshelar; Dungeon Magazine 172.	

Plague Taint Thought Eater	Level 8 Controller
Small aberrant magical beast (plaguechanged)	XP 350
HP 74; Bloodied 37	Initiative +6
AC 20, Fortitude 19, Reflex 19, Will 21	Perception +9
Speed 1, fly 6 (hover)	
Resist in substantial; Vulnerable 5 psychic	
STANDARD ACTIONS	
m Tendril Caress • At-Will	
Attack: Ranged 10 (one creature); +12 vs. Will	
Hit: 1d4+8 psychic damage, and the target is dazed until the thought eater's next turn.	
R Spirit Haze • At-Will	
Attack: Melee 1 (one creature); +12 vs. Reflex	
Hit: 1d6+8 psychic damage.	
C Thought Fog • Recharge 5-6	
Attack: Close Blast 5 (enemies); +11 vs. Will	
Hit: The target is slowed (save ends). first Failed Saving Throw: The target is immobilized instead of slowed (save ends).	
Taint Feeding • At-Will, Healing	
The thought eater targets a helpless or unconscious creature; the thought eater insubstantial and its fly speed until the end of its next turn, and it makes a coup de grace against the target. If the thought eater kills the target, it regains all of its hit points.	
Str 11 (+4)	Dex 12 (+5) Wis 10 (+4)
Con 13 (+5)	Int 5 (+1) Cha 16 (+7)
Alignment unaligned	Languages -

Note: Re-flavoured Fell Taint Thought Eater; Monster Manual 2.

ENCOUNTER 5: MONSTER GROUP A (EL 10)

Crazed Human Rabble	Level 10 Minion
Medium natural humanoid	XP 125
HP 1; a missed attack never damages a minion	Initiative +5
AC 23, Fortitude 21, Reflex 19, Will 19; see also mob rule	
Speed 6	Perception +5
TRAITS	
Aura of Madness • Aura 3	
When creature starts its turn within 3 squares of the human rabble, the human rabble slides the triggering creature 1 square.	
Mob Rule	
The human rabble gains a +2 power bonus to all defenses while at least two other human rabble are within 5 squares of it.	
STANDARD ACTIONS	
m Club (weapon) • At-Will	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 9 damage.	
TRIGGERED ACTIONS	
Psychic Feedback	
Trigger: The human rabble drops to 0 hit points.	
Effect: Each enemy adjacent to one or more human rabble takes 5 psychic damage. (For this adventure, this damage does not affect the non-combatants.)	
Str 14 (+7)	Dex 10 (+5) Wis 10 (+5)
Con 12 (+6)	Int 9 (+4) Cha 11 (+5)
Alignment unaligned	Languages Common
Equipment: club	

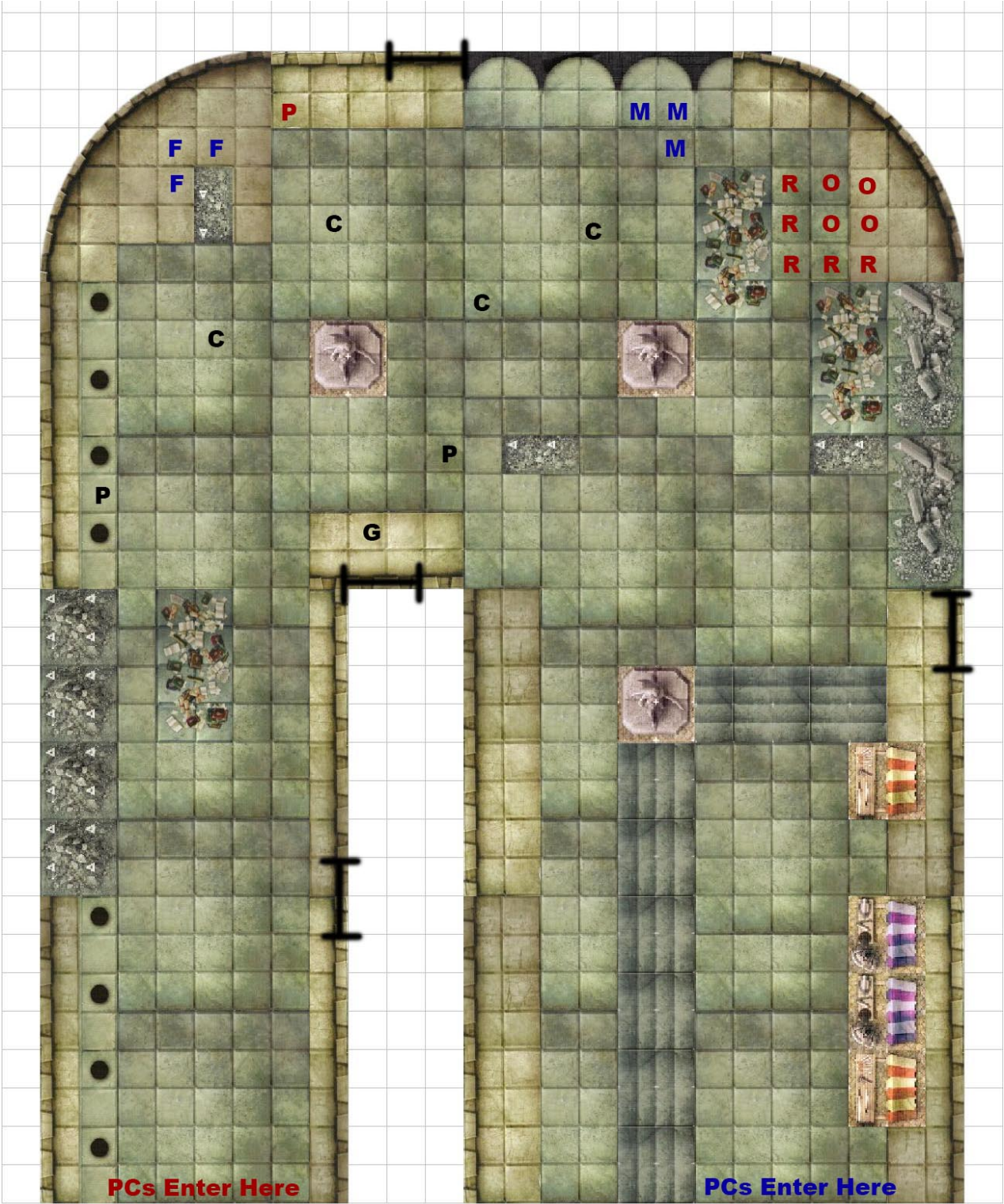
Note: Dungeon Master's Guide 2.

Gensai Lieutenant	Level 10 Elite Lurker
Medium elemental humanoid (water), genasi	XP 1000
HP 186; Bloodied 93	Initiative +6
AC 24, Fortitude 21, Reflex 23, Will 22	
Speed 6	Perception +10; tremorsense
Action Points 1; Saving Throws +2	
STANDARD ACTIONS	
m Piercing Thrust • At-Will	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 1d6+7 damage (1d6+12 on critical hit).	
M Double Attack • At-Will	
Genasi Lieutenant makes two piercing thrust attacks.	
C Dart Spray • Encounter	
Attack: Close blast 3 (all enemies); +13 vs. Reflex	
Hit: 2d6+8 damage and the target is slowed (save ends).	
TRIGGERED ACTIONS	
M Counter • Recharge 5,6	
Trigger: When hit with a melee attack.	
Attack (Immediate Reaction): Melee 1 (triggering enemy); +15 vs. AC	
Hit: 1d10+7 (1d10+12 on critical hit) and the target is dazed (save ends).	
Str 11 (+5)	Dex 12 (+6) Wis 10 (+5)
Con 13 (+6)	Int 5 (+2) Cha 16 (+8)
Alignment unaligned	Languages Common, Netherese, Primordial
Note: Re-flavoured Valshelar; Dungeon Magazine 172.	

Plague Taint Thought Eater	Level 10 Controller
Small aberrant magical beast (plaguechanged)	XP 500
HP 90; Bloodied 45	Initiative +7
AC 22, Fortitude 21, Reflex 21, Will 23	Perception +10
Speed 1, fly 6 (hover)	
Resist in substantial; Vulnerable 5 psychic	
STANDARD ACTIONS	
m Tendril Caress • At-Will	
Attack: Ranged 10 (one creature); +14 vs. Will	
Hit: 1d4+9 psychic damage, and the target is dazed until the thought eater's next turn.	
R Spirit Haze • At-Will	
Attack: Melee 1 (one creature); +14 vs. Reflex	
Hit: 1d6+9 psychic damage.	
C Thought Fog • Recharge 5,6	
Attack: Close Blast 5 (enemies); +13 vs. Will	
Hit: The target is slowed (save ends). first Failed Saving Throw: The target is immobilized instead of slowed (save ends).	
Taint Feeding • At-Will, Healing	
The thought eater targets a helpless or unconscious creature; the thought eater insubstantial and its fly speed until the end of its next turn, and it makes a coup de grace against the target. If the thought eater kills the target, it regains all of its hit points.	
Str 11 (+5)	Dex 12 (+6) Wis 10 (+5)
Con 13 (+6)	Int 5 (+2) Cha 16 (+8)
Alignment unaligned	Languages -

Note: Re-flavoured Fell Taint Thought Eater; Monster Manual 2.

ENCOUNTER 5: MAP A



- Encounter 5a
- Encounter 5c



Doorway

ENCOUNTER 5: MONSTER GROUP B (EL 2)

Murk Wretch	Level 1 Minion
Medium natural humanoid (aquatic, blind)	XP 25
HP 1; a missed attack never damages a minion	Initiative +2
AC 13, Fortitude 14, Reflex 13, Will 12;	Perception +1
Speed 6, swim 6;	Blindsight 10
Immune blinded, gaze	
TRAITS	
Aquatic	
The wretch can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.	
STANDARD ACTIONS	
m Claws (weapon) • At-Will	
Attack: Melee 1 (one creature); +4 vs. AC	
Hit: 3 damage, the wretch shifts 1 square, and the wretch pulls the target 1 square to the square adjacent to it.	
Skills Stealth +7	
Str 17 (+3)	Dex 15 (+2) Wis 12 (+1)
Con 14 (+2)	Int 6 (-2) Cha 8 (-1)
Alignment Evil	Languages Elven

Note: Dungeon Magazine 181.

Ceiling Scythe	Level 2 Lurker
Trap	XP 125
Trap: The scything blades emerge from the ceiling and sweep across the hallway.	
Initiative +4	
STANDARD ACTIONS	
m Blades • At-Will	
Trigger: The trap rolls initiative when a creature steps on a linked pressure plate.	
Attack: Melee (all creatures in trap squares); +7 vs. AC	
Hit: 2d6+2 damage, and the target slides 1 square and is knocked prone. A prone creature takes 1d6 extra damage.	
COUNTERMEASURES	
Smash	
A character can ready an action to attack a pendulum blade (AC 16, Fortitude 5, Reflex 15; hp 15). Destroying a blade renders one row of squares safe from attack.	

Note: Dungeon Magazine Annual.

Dark Mage	Level 2 Controller
Small shadow humanoid	XP 125
HP 38; Bloodied 19	Initiative +6
AC 16, Fortitude 12, Reflex 14, Will 14	Perception +5
Speed 6	Darkvision
STANDARD ACTIONS	
m Sickle and Broom • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 2d4+5 damage and the target is pushed 1 square and knocked prone.	
A Unlabelled Vial • At-Will (6/Encounter)	
Attack: Area burst 1 within 20 (creatures in the burst); +5 vs. Reflex	
Hit: Roll a d4:	
1: Ongoing 8 fire damage (save ends).	
2: 1d8 cold damage, and the target is immobilized (save ends).	
3: 1d8+1 necrotic damage, and the target is blinded (save ends).	
4: The target gains 5 temporary hit points and is dazed (save ends).	
c Rubbish Blast • Encounter	

Attack: Close blast 5 (enemies in blast); +5 vs. Reflex

Hit: 2d6+5 damage and the target is knocked prone.

MOVE ACTIONS

Dark Step • Recharge when first bloodied

Effect (No Action): Each enemy adjacent to the mage is blinded until the end of his or her next turn.

TRIGGERED ACTIONS

Killing Dark • Encounter

Effect: The mage shifts 4 squares and gains combat advantage against each creature that it ends its move adjacent to until it's next turn.

Skills Arcana +8, History +8

Str 11 (+1)	Dex 18 (+5)	Wis 18 (+5)
Con 14 (+3)	Int 15 (+3)	Cha 13 (+2)

Alignment unaligned **Languages** Common, Netherese

Equipment: broom, 6 unlabelled vials, sickle.

Note: Re-flavoured Nadir dark one butler; Dungeon Magazine 192.

Zealot of Bhaal		Level 2 Elite Brute
Medium natural humanoid		XP 250
HP 128; Bloodied 64		Initiative +2
AC 14, Fortitude 13, Reflex 12, Will 11		Perception +9
Speed 6		
Action Points 1; Saving Throws +2		
TRAITS		
One Foot in the Grave		
The Zealot of Bhaal gains +2 damage against any target infected with the Essence of Bhaal disease.		
STANDARD ACTIONS		
m Greatsword • At-Will		
Attack: Melee 1 (one creature); +5 vs. AC		
Hit: 1d10+6 damage (1d10+18 on critical hit).		
M Double Attack • At-Will		
The Zealot makes two Greatsword attacks. If both attacks hit the same target, the target is knocked prone.		
C You Will Kneel • Recharge 6		
Attack: Close burst 1 (all enemies); +5 vs. AC		
Hit: 1d10+6 damage, and the target is pushed one square and knocked prone.		
C Mark of Loathing • Encounter, Fear		
Attack: Close burst 5 (one creature); +5 vs. AC		
Effect: The target is marked and grants combat advantage to the Zealot (save ends).		
TRIGGERED ACTIONS		
Martyr's Farewell • Fear		
Trigger: The Zealot is reduced to 0 hit points of fewer		
Effect: The Zealot makes a greatsword attack against all enemies within reach. A target struck by this attack is shaken until the end of its next turn in addition to taking damage.		
Str 18 (+5)	Dex 12 (+2)	Wis 16 (+4)
Con 14 (+3)	Int 11 (+1)	Cha 8 (0)
Alignment Evil		Languages Common
Equipment chainmail, greatsword		
Note: Re-flavoured Zealot of Bane; Dungeon Magazine 175.		

ENCOUNTER 5: MONSTER GROUP B (EL 4)

Murk Wretch	Level 3 Minion
Medium natural humanoid (aquatic, blind)	XP 38
HP 1; a missed attack never damages a minion	Initiative +3
AC 15, Fortitude 16, Reflex 15, Will 14;	Perception +2
Speed 6, swim 6;	Blindsight 10
Immune blinded, gaze	
TRAITS	
Aquatic	
The wretch can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.	
STANDARD ACTIONS	
m Claws (weapon) • At-Will	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 4 damage, the wretch shifts 1 square, and the wretch pulls the target 1 square to the square adjacent to it.	
Skills Stealth +8	
Str 17 (+4)	Dex 15 (+3) Wis 12 (+2)
Con 14 (+3)	Int 6 (-1) Cha 8 (0)
Alignment Evil Languages Elven	

Note: Dungeon Magazine 181.

Ceiling Scythe	Level 4 Lurker
Trap	XP 175
Trap: The scything blades emerge from the ceiling and sweep across the hallway.	
Initiative +5	
STANDARD ACTIONS	
m Blades • At-Will	
<i>Trigger:</i> The trap rolls initiative when a creature steps on a linked pressure plate.	
Attack: Melee (all creatures in trap squares); +9 vs. AC	
Hit: 2d6+3 damage, and the target slides 1 square and is knocked prone. A prone creature takes 1d6 extra damage.	
COUNTERMEASURES	
Smash	
A character can ready an action to attack a pendulum blade (AC 18, Fortitude 7, Reflex 17; hp 25). Destroying a blade renders one row of squares safe from attack.	

Note: Dungeon Magazine Annual.

Dark Mage (level 4)	Level 4 Controller
Small shadow humanoid	XP 175
HP 54; Bloodied 27	Initiative +7
AC 18, Fortitude 14, Reflex 16, Will 16	Perception +6
Speed 6	Darkvision
STANDARD ACTIONS	
m Sickle and Broom • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 2d4+6 damage and the target is pushed 1 square and knocked prone.	
A Unlabelled Vial • At-Will (6/Encounter)	
Attack: Area burst 1 within 20 (creatures in the burst); +7 vs. Reflex	
Hit: Roll a d4:	
1: Ongoing 9 fire damage (save ends).	
2: 1d8+1 cold damage, and the target is immobilized (save ends).	
3: 1d8+2 necrotic damage, and the target is blinded (save ends).	
4: The target gains 5 temporary hit points and is dazed (save ends).	

c Rubbish Blast • Encounter
Attack: Close blast 5 (enemies in blast); +7 vs. Reflex
Hit: 2d6+6 damage and the target is knocked prone.
MOVE ACTIONS
Dark Step • Recharge when first bloodied
Effect (No Action): Each enemy adjacent to the mage is blinded until the end of his or her next turn.
TRIGGERED ACTIONS
Killing Dark • Encounter
Effect: The mage shifts 4 squares and gains combat advantage against each creature that it ends its move adjacent to until it's next turn.
Skills Arcana +9, History +9
Str 11 (+2) Dex 18 (+6) Wis 18 (+6)
Con 14 (+4) Int 15 (+4) Cha 13 (+3)
Alignment unaligned Languages Common, Netherese
Equipment: broom, 6 unlabelled vials, sickle.
Note: Re-flavoured Nadir dark one butler; Dungeon Magazine 192.

Zealot of Bhaal	Level 4 Elite Brute
Medium natural humanoid	XP 350
HP 128; Bloodied 64	Initiative +3
AC 16, Fortitude 15, Reflex 14, Will 13	Perception +10
Speed 6	
Action Points 1; Saving Throws +2	
TRAITS	
One Foot in the Grave	
The Zealot of Bhaal gains +5 damage against any target infected with the Essence of Bhaal disease.	
STANDARD ACTIONS	
m Greatsword • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d10+7 damage (1d10+19 on critical hit).	
M Double Attack • At-Will	
The Zealot makes two Greatsword attacks. If both attacks hit the same target, the target is knocked prone.	
C You Will Kneel • Recharge 6	
Attack: Close burst 1 (all enemies); +7 vs. AC	
Hit: 1d10+7 damage, and the target is pushed one square and knocked prone.	
C Mark of Loathing • Encounter, Fear	
Attack: Close burst 5 (one creature); +7 vs. AC	
Effect: The target is marked and grants combat advantage to the Zealot (save ends).	
TRIGGERED ACTIONS	
Martyr's Farewell • Fear	
<i>Trigger:</i> The Zealot is reduced to 0 hit points of fewer	
Effect: The Zealot makes a greatsword attack against all enemies within reach. A target struck by this attack is shaken until the end of its next turn in addition to taking damage.	
Str 18 (+6) Dex 12 (+3) Wis 16 (+5)	
Con 14 (+4) Int 11 (+2) Cha 8 (+1)	
Alignment Evil Languages Common	
Equipment chainmail, greatsword	
Note: Re-flavoured Zealot of Bane; Dungeon Magazine 175.	

ENCOUNTER 5: MONSTER GROUP B (EL 6)

Murk Wretch	Level 5 Minion
Medium natural humanoid (aquatic, blind)	XP 50
HP 1; a missed attack never damages a minion	Initiative +4
AC 17, Fortitude 18, Reflex 17, Will 16;	Perception +3
Speed 6, swim 6;	Blindsight 10
Immune blinded, gaze	
TRAITS	
Aquatic	
The wretch can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.	
STANDARD ACTIONS	
m Claws (weapon) • At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 5 damage, the wretch shifts 1 square, and the wretch pulls the target 1 square to the square adjacent to it.	
Skills Stealth +9	
Str 17 (+5)	Dex 15 (+4) Wis 12 (+3)
Con 14 (+4)	Int 6 (0) Cha 8 (+1)
Alignment Evil Languages Elven	

Note: Dungeon Magazine 181.

Ceiling Scythe	Level 6 Lurker
Trap	XP 250
Trap: The scything blades emerge from the ceiling and sweep across the hallway.	
Initiative +6	
STANDARD ACTIONS	
m Blades • At-Will	
<i>Trigger:</i> The trap rolls initiative when a creature steps on a linked pressure plate.	
Attack: Melee (all creatures in trap squares); +11 vs. AC	
Hit: 2d6+4 damage, and the target slides 1 square and is knocked prone. A prone creature takes 1d6 extra damage.	
COUNTERMEASURES	
Smash	
A character can ready an action to attack a pendulum blade (AC 20, Fortitude 9, Reflex 19; hp 35). Destroying a blade renders one row of squares safe from attack.	

Note: Dungeon Magazine Annual.

Dark Mage	Level 6 Controller
Small shadow humanoid	XP 250
HP 70; Bloodied 35	Initiative +8
AC 20, Fortitude 16, Reflex 18, Will 18	Perception +7
Speed 6	Darkvision
STANDARD ACTIONS	
m Sickle and Broom • At-Will	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 2d4+7 damage and the target is pushed 1 square and knocked prone.	
A Unlabelled Vial • At-Will (6/Encounter)	
Attack: Area burst 1 within 20 (creatures in the burst); +9 vs. Reflex	
Hit: Roll a d4:	
1: Ongoing 10 fire damage (save ends).	
2: 2d6 cold damage, and the target is immobilized (save ends).	
3: 2d6+1 necrotic damage, and the target is blinded (save ends).	
4: The target gains 5 temporary hit points and is dazed (save ends).	

c Rubbish Blast • Encounter
Attack: Close blast 5 (enemies in blast); +9 vs. Reflex
Hit: 2d6+7 damage and the target is knocked prone.
MOVE ACTIONS
Dark Step • Recharge when first bloodied
Effect (No Action): Each enemy adjacent to the mage is blinded until the end of his or her next turn.
TRIGGERED ACTIONS
Killing Dark • Encounter
Effect: The mage shifts 4 squares and gains combat advantage against each creature that it ends its move adjacent to until it's next turn.
Skills Arcana +10, History +10
Str 11 (+3) Dex 18 (+7) Wis 18 (+7)
Con 14 (+5) Int 15 (+5) Cha 13 (+4)
Alignment unaligned Languages Common, Netherese
Equipment: broom, 6 unlabelled vials, sickle.
Note: Re-flavoured Nadir dark one butler; Dungeon Magazine 192.

Zealot of Bhaal	Level 6 Elite Brute
Medium natural humanoid	XP 500
HP 168; Bloodied 84	Initiative +4
AC 18, Fortitude 17, Reflex 16, Will 15	Perception +11
Speed 6	
Action Points 1; Saving Throws +2	
TRAITS	
One Foot in the Grave	
The Zealot of Bhaal gains +5 damage against any target infected with the Essence of Bhaal disease.	
STANDARD ACTIONS	
m Greatsword • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 1d10+8 damage (1d10+20 on critical hit).	
M Double Attack • At-Will	
The Zealot makes two Greatsword attacks. If both attacks hit the same target, the target is knocked prone.	
c You Will Kneel • Recharge 6	
Attack: Close burst 1 (all enemies); +9 vs. AC	
Hit: 1d10+8 damage, and the target is pushed one square and knocked prone.	
c Mark of Loathing • Encounter, Fear	
Attack: Close burst 5 (one creature); +9 vs. AC	
Effect: The target is marked and grants combat advantage to the Zealot (save ends).	
TRIGGERED ACTIONS	
Martyr's Farewell • Fear	
<i>Trigger:</i> The Zealot is reduced to 0 hit points or fewer	
Effect: The Zealot makes a greatsword attack against all enemies within reach. A target struck by this attack is shaken until the end of its next turn in addition to taking damage.	
Str 18 (+7)	Dex 12 (+4) Wis 16 (+6)
Con 14 (+5)	Int 11 (+3) Cha 8 (+2)
Alignment Evil Languages Common	
Equipment chainmail, greatsword	
Note: Re-flavoured Zealot of Bane; Dungeon Magazine 175.	

ENCOUNTER 5: MONSTER GROUP B (EL 8)

Murk Wretch	Level 7 Minion
Medium natural humanoid (aquatic, blind)	XP 75
HP 1; a missed attack never damages a minion	Initiative +5
AC 19, Fortitude 20, Reflex 19, Will 18;	Perception +4
Speed 6, swim 6;	Blindsight 10
Immune blinded, gaze	
TRAITS	
Aquatic	
The wretch can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.	
STANDARD ACTIONS	
m Claws (weapon) • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 6 damage, the wretch shifts 1 square, and the wretch pulls the target 1 square to the square adjacent to it.	
Skills Stealth +10	
Str 17 (+6)	Dex 15 (+5) Wis 12 (+4)
Con 14 (+5)	Int 6 (+1) Cha 8 (+2)
Alignment Evil	Languages Elven
Note: Dungeon Magazine 181.	

Ceiling Scythe	Level 8 Lurker
Trap	XP 350
Trap: The scything blades emerge from the ceiling and sweep across the hallway.	
Initiative +7	
STANDARD ACTIONS	
m Blades • At-Will	
Trigger: The trap rolls initiative when a creature steps on a linked pressure plate.	
Attack: Melee (all creatures in trap squares); +13 vs. AC	
Hit: 2d6+5 damage, and the target slides 1 square and is knocked prone. A prone creature takes 1d6 extra damage.	
COUNTERMEASURES	
Smash	
A character can ready an action to attack a pendulum blade (AC 22, Fortitude 11, Reflex 21; hp 45). Destroying a blade renders one row of squares safe from attack.	

Note: Dungeon Magazine Annual.

Dark Mage	Level 8 Controller
Small shadow humanoid	XP 350
HP 86; Bloodied 43	Initiative +9
AC 22, Fortitude 18, Reflex 20, Will 20	Perception +8
Speed 6	Darkvision
STANDARD ACTIONS	
m Sickle and Broom • At-Will	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 2d4+8 damage and the target is pushed 1 square and knocked prone.	
A Unlabelled Vial • At-Will (6/Encounter)	
Attack: Area burst 1 within 20 (creatures in the burst); +11 vs. Reflex	
Hit: Roll a d4:	
1: Ongoing 11 fire damage (save ends).	
2: 2d6+1 cold damage, and the target is immobilized (save ends).	
3: 2d6+2 necrotic damage, and the target is blinded (save ends).	
4: The target gains 5 temporary hit points and is dazed (save ends).	

C Rubbish Blast • Encounter		
<i>Attack:</i> Close blast 5 (enemies in blast); +11 vs. Reflex		
<i>Hit:</i> 2d6+8 damage and the target is knocked prone.		
MOVE ACTIONS		
Dark Step • Recharge when first bloodied		
<i>Effect (No Action):</i> Each enemy adjacent to the mage is blinded until the end of his or her next turn.		
TRIGGERED ACTIONS		
Killing Dark • Encounter		
<i>Effect:</i> The mage shifts 4 squares and gains combat advantage against each creature that it ends its move adjacent to until it's next turn.		
Skills Arcana +11, History +11		
Str 11 (+4)	Dex 18 (+8)	Wis 18 (+8)
Con 14 (+6)	Int 15 (+6)	Cha 13 (+5)
Alignment unaligned	Languages Common, Netherese	
Equipment: broom, 6 unlabelled vials, sickle.		
Note: Re-flavoured Nadir dark one butler; Dungeon Magazine 192.		

Zealot of Bhaal	Level 8 Elite Brute
Medium natural humanoid	XP 700
HP 228; Bloodied 114	Initiative +5
AC 20, Fortitude 19, Reflex 18, Will 17	Perception +12
Speed 6	
Action Points 1; Saving Throws +2	
TRAITS	
One Foot in the Grave	
The Zealot of Bhaal gains +5 damage against any target infected with the Essence of Bhaal disease.	
STANDARD ACTIONS	
m Greatsword • At-Will	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 1d10+9 damage (1d10+21 on critical hit).	
M Double Attack • At-Will	
The Zealot makes two Greatsword attacks. If both attacks hit the same target, the target is knocked prone.	
C You Will Kneel • Recharge 6	
Attack: Close burst 1 (all enemies); +11 vs. AC	
Hit: 1d10+9 damage, and the target is pushed one square and knocked prone.	
C Mark of Loathing • Encounter, Fear	
Attack: Close burst 5 (one creature); +11 vs. AC	
Effect: The target is marked and grants combat advantage to the Zealot (save ends).	
TRIGGERED ACTIONS	
Martyr's Farewell • Fear	
Trigger: The Zealot is reduced to 0 hit points of fewer	
Effect: The Zealot makes a greatsword attack against all enemies within reach. A target struck by this attack is shaken until the end of its next turn in addition to taking damage.	
Str 18 (+8)	Dex 12 (+5) Wis 16 (+7)
Con 14 (+6)	Int 11 (+4) Cha 8 (+3)
Alignment Evil	Languages Common
Equipment chainmail, greatsword	
Note: Re-flavoured Zealot of Bane; Dungeon Magazine 175.	

ENCOUNTER 5: MONSTER GROUP B (EL 10)

Murk Wretch	Level 9 Minion
Medium natural humanoid (aquatic, blind)	XP 100
HP 1; a missed attack never damages a minion	Initiative +6
AC 21, Fortitude 22, Reflex 21, Will 20;	Perception +5
Speed 6, swim 3;	Blindsight 10
Immune blinded, gaze	
TRAITS	
Aquatic	
The wretch can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.	
STANDARD ACTIONS	
m Claws (weapon) • At-Will	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 7 damage, the wretch shifts 1 square, and the wretch pulls the target 1 square to the square adjacent to it.	
Skills Stealth +11	
Str 17 (+7)	Dex 15 (+6) Wis 12 (+5)
Con 14 (+6)	Int 6 (+2) Cha 8 (+3)
Alignment Evil	Languages Elven
Note: Dungeon Magazine 181.	

Ceiling Scythe	Level 10 Lurker
Trap	XP 500
Trap: The scything blades emerge from the ceiling and sweep across the hallway.	
Initiative +8	
STANDARD ACTIONS	
m Blades • At-Will	
Trigger: The trap rolls initiative when a creature steps on a linked pressure plate.	
Attack: Melee (all creatures in trap squares); +15 vs. AC	
Hit: 2d6+6 damage, and the target slides 1 square and is knocked prone. A prone creature takes 1d6 extra damage.	
COUNTERMEASURES	
Smash	
A character can ready an action to attack a pendulum blade (AC 24, Fortitude 13, Reflex 23; hp 55). Destroying a blade renders one row of squares safe from attack.	

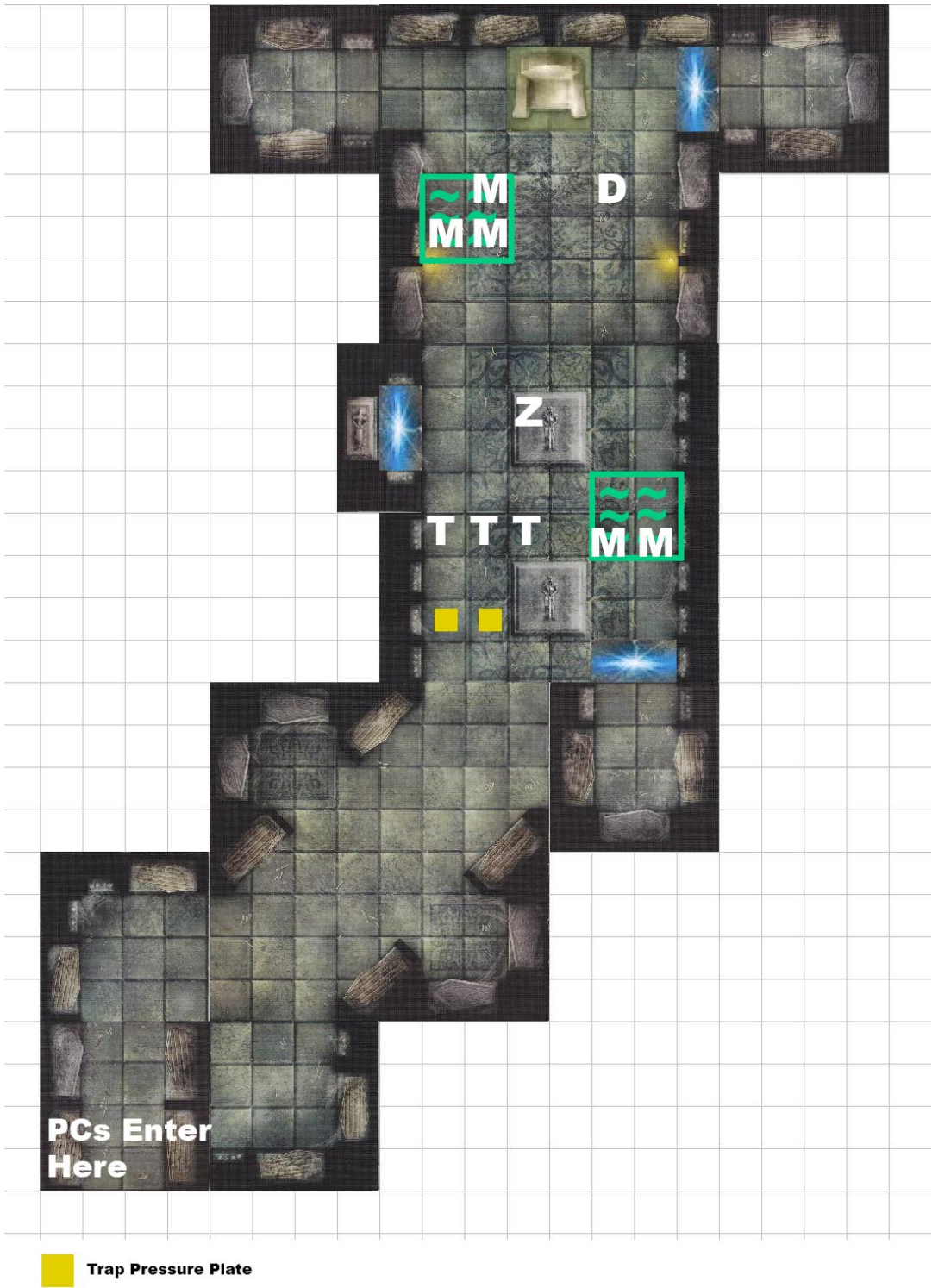
Note: Dungeon Magazine Annual.

Dark Mage	Level 10 Controller
Small shadow humanoid	XP 500
HP 102; Bloodied 51	Initiative +10
AC 24, Fortitude 20, Reflex 22, Will 22	Perception +9
Speed 6	Darkvision
STANDARD ACTIONS	
m Sickle and Broom • At-Will	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 2d4+9 damage and the target is pushed 1 square and knocked prone.	
A Unlabelled Vial • At-Will (6/Encounter)	
Attack: Area burst 1 within 20 (creatures in the burst); +13 vs. Reflex	
Hit: Roll a d4:	
1: Ongoing 11 fire damage (save ends).	
2: 2d6+2 cold damage, and the target is immobilized (save ends).	
3: 2d6+3 necrotic damage, and the target is blinded (save ends).	
4: The target gains 5 temporary hit points and is dazed (save ends).	

C Rubbish Blast • Encounter
<i>Attack:</i> Close blast 5 (enemies in blast); +13 vs. Reflex
<i>Hit:</i> 2d6+9 damage and the target is knocked prone.
MOVE ACTIONS
Dark Step • Recharge when first bloodied
<i>Effect (No Action):</i> Each enemy adjacent to the mage is blinded until the end of his or her next turn.
TRIGGERED ACTIONS
Killing Dark • Encounter
<i>Effect:</i> The mage shifts 4 squares and gains combat advantage against each creature that it ends its move adjacent to until it's next turn.
Skills Arcana +12, History +12
Str 11 (+5) Dex 18 (+9) Wis 18 (+9)
Con 14 (+7) Int 15 (+7) Cha 13 (+6)
Alignment unaligned Languages Common, Netherese
Equipment: broom, 6 unlabelled vials, sickle.
Note: Re-flavoured Nadir dark one butler; Dungeon Magazine 192.

Zealot of Bhaal		Level 10 Elite Brute
Medium natural humanoid		XP 1000
HP 238; Bloodied 134		Initiative +6
AC 22, Fortitude 21, Reflex 20, Will 19		Perception +13
Speed 6		
Action Points 1; Saving Throws +2		
TRAITS		
One Foot in the Grave		
The Zealot of Bhaal gains a +10 damage against any target infected with the Essence of Bhaal disease.		
STANDARD ACTIONS		
m Greatsword • At-Will		
Attack: Melee 1 (one creature); +13 vs. AC		
Hit: 1d10+10 damage (1d10+22 on critical hit).		
M Double Attack • At-Will		
The Zealot makes two Greatsword attacks. If both attacks hit the same target, the target is knocked prone.		
C You Will Kneel • Recharge 6		
Attack: Close burst 1 (all enemies); +13 vs. AC		
Hit: 1d10+10 damage, and the target is pushed one square and knocked prone.		
C Mark of Loathing • Encounter, Fear		
Attack: Close burst 5 (one creature); +13 vs. AC		
Effect: The target is marked and grants combat advantage to the Zealot (save ends).		
TRIGGERED ACTIONS		
Martyr's Farewell • Fear		
Trigger: The Zealot is reduced to 0 hit points of fewer		
Effect: The Zealot makes a greatsword attack against all enemies within reach. A target struck by this attack is shaken until the end of its next turn in addition to taking damage.		
Str 18 (+9)	Dex 12 (+6)	Wis 16 (+8)
Con 14 (+7)	Int 11 (+5)	Cha 8 (+4)
Alignment Evil		Languages Common
Equipment chainmail, greatsword		
Note: Re-flavoured Zealot of Bane; Dungeon Magazine 175.		

ENCOUNTER 5: MAP B



ENCOUNTER 6: THE WAY OUT

The PCs have rescued as many potential allies as possible and have gathered everyone in the feast hall to plan their escape from Elturel. As the number of non-combatants that the PCs need to get out of the city has begun to balloon significantly, the path will not be easy. While the PCs have been out, their allies have been gathering all the citizens of the nearby homes into the feast hall for protection. The NPCs have gathered another fifteen refugees in the feast hall.

The feast hall is filled with allies and scared refugees who are not yet free from danger. A current of muffled fear permeates the room and many look to you. How will you get everyone safely out of the city?

It is up to the PCs to devise a plan, but the NPCs (see Appendix I) can offer suggestions if the players are short of ideas. A map of the city in Appendix II may assist the players in coming up with ideas. Suggestions like an all-out war against the city guard or a frontal assault on the High Hall and the Order of Torm are discouraged by the NPCs as far too dangerous and a quick way to lose the refugees they worked so hard to protect.

This encounter is intended to be very freeform and the DM should not feel limited to the options provided below, though choosing another option will require some effort on the part of the DM. The primary goal is to escape the city, but always in the back of the players' minds should be protecting their allies and refugees; a group that balloons with each scene.

Below is a list of likely paths the PCs might take to escape the city. The PCs are welcome try more than one should one prove too difficult and they are forced to flee back into the city.

Each option includes a skill challenge, and a possible mini-combat, with creatures chosen from the stat blocks at the end of this Encounter. The DM should feel free to award bonuses or automatic successes for creative uses of powers.

A BRIEF SUMMARY OF THE OPTIONS

(Options A-D are found mapped out in-depth on subsequent pages)

Option A - Frontal Assault: The PCs gather up wagons and horses and attempt a frontal assault on one of the heavily guarded city gates in an effort to force their way free at high speed.

Option B - Over the Wall: The PCs try to sneak over the wall in one of the less guarded areas of the city (such

as the district ruined two years ago when the city was attacked) and flee into the wilderness.

Option C - Under the Wall: The PCs move through the sewers that drain into the Chionthar and attempt to float away with the rest of the garbage.

Option D - Into the Drink: The PCs try to sneak down to the Chionthar and steal some riverboats in order to make their way out of the city.

MILESTONE

This encounter counts toward a milestone.

TREASURE

There is no treasure in this encounter.

OPTION A: FRONTAL ASSAULT

SKILL CHALLENGE, LEVEL EQUAL TO AL, COMPLEXITY 3

Sometimes the most direct route is the best. With so many troops spread searching the city, the front gates cannot possibly be as properly manned as they should be. With enough wagons and horses, you should be able to bust through the gates and spirit the refugees out the city with all haste. By staying on the run you should be able to out distance any organized pursuit.

The PCs have decided to force their way through the city gates and rush away with their allies. To do this they will need to acquire wagons, horses, and supplies without attracting the attention of the patrols or fighting and then they will need to find some way to open the gates. Finally, they will need to flee with minimal casualties.

SKILL CHALLENGE: THE GATES

Goal: The PCs must successfully bust through the guarded gates by force or guile.

Complexity: 3 (8 success before 3 failures); 2 successes per scene.

Primary Skills: Athletics, Bluff, Endurance, Nature, Perception, Stealth, Streetwise, Thievery

Other Skills: Diplomacy, Intimidate, Streetwise

Victory: The PCs successfully escape the city with most of the refugees.

Defeat: The PCs successfully escape the city, but lose some of their allies or refugees and must fight to gain that freedom.

Scene 1 - Finding Wagons and Horses

The first step of any plan to run through the gates will be enough mounts and wagons to transport all the refugees. There is no wagon in the stable next to the feast hall where the NPCs have been hiding and whatever horses there were have been killed by the conglomeration in Encounter 3. The PCs will need to gather up as many horses and wagons and they can from the surrounding neighborhoods without attracting too much attention. If play time is not of the essence, the DM is encouraged to role-play out this search.

For this scene, the PCs must successfully locate the needed mounts and then avoid being noticed moving them to the feast hall.

Individual Check

Perception or Streetwise Moderate DC (1 success, 1 maximum)

You keep a keen eye out for a wagon or team of horses or use your knowledge of a city to make it easy to locate an out of the way stable.

Only one PC is needed to locate the mounts and wagons. If the PC succeeds in making the Hard DC, they also find a four refugees hiding in a stable that the party is able to add growing horde.

Group Check

Stealth Moderate DC (1 success, 1 group maximum)

You avoid all contact with the patrols by moving silently and hiding in shadows.

There are too many mounts and wagons needed for one PC to do this alone, so this stage of the plan requires a group check; as the party tries to quietly work together. If this group check succeeds, the PCs receive a +2 bonus to checks in Scene 2, but if it fails, they receive a -2 penalty to checks in Scene 2 as their enemies search for them.

Scene 2 - Moving Through the City

The party has now loaded up all the refugees onto the wagons and must now try to get to the gates without being caught. There are so many refugees, all the PCs are needed to drive a wagon or ride a horse with a refugee or two.

Individual Check

Streetwise Hard DC (0 successes, 1 maximum)

You map out a backstreet path to the gate that should keep your allies under cover for most of the way.

A successful check gives all PCs a +2 bonus to the group Stealth check.

Group Checks

Athletics or Nature Moderate DC (1 success, 1 maximum)

You do your best to keep your mount moving quickly and quietly while keeping any of the refugees from falling behind.

Stealth Moderate DC (1 success, 1 group maximum)

You avoid all contact with the patrols by moving silently and hiding in shadows.

The PCs must attempt both group checks. If either of these checks are failed, some of the refugees fall behind and are spotted by a patrol. The PCs must make a choice; either leave them behind or go back for them and fight to free them.

Leave Them: If they leave them behind, describe the screams for help as the patrol over takes the refugees. Moral of the remaining refugees suffer and the PCs take a -2 penalty to all checks in Scene 3. The PCs loose 5 refugees from their total.

Go Back: The PCs fight a handful of Yuan-ti and some undead in order to rescue their allies. Each PC loses one healing surge and add one corrupt Tormite dwarf guard to Scene 4.

Scene 3 - Open the Gates

As the PCs approach from cover, it is clear that the gates are closed and guarded. In order to escape they will need to open the gates open before they rush forward with all the vulnerable refugees. It is possible that some PCs will prefer to fight, in which case, treat the skill challenge as a failure and move to the fight described below, modifying the description to account for the party's plan of attack.

If the PCs do attempt to open the gates there are several options beyond force including guile or stealth.

Individual Check

Bluff or Stealth Moderate DC (1 success, 1 maximum)

Either by staying hidden or bluffing your way into the guardhouse, you manage to get yourself next to the mechanism that controls the gate.

If multiple PCs are involved in a ruse or distraction, choose one PC to roll and the rest aid that character. If this check is failed, the guards are on alert for treachery and move to detain the PC. If they go to combat, move to the fight described below. If they let themselves be detained long enough for the rest of the PCs to attempt more skill checks, those checks are at a -2 penalty as the guards are on the lookout for trouble.

Athletics or Thievery Moderate DC (1 success, 1 maximum)

The gate mechanism is locked and will need to be broken or picked.

When the lock is opened or broken, the PCs can open use the gatehouse mechanism to open the gate. If the PCs are unable to open the gates or are caught, consult the fight described under the failure below.

Scene 4 - Through the Gates!

Bursting from cover the refugees try to ride at high speed through the gates, using their horses to barrel through the guards.

Individual Check

Acrobatics, Arcana, or Thievery Moderate DC (1 success, 1 maximum)

You keep the guards off-balance or distracted while your allies ride by.

At least one PC must successfully distract the guards to prevent them from closing the gates too soon.

Diplomacy or Intimidate Hard DC (0 successes, 1 maximum)

With a few words, you keep the refugees together and moving quickly.

A successful check gives all PCs a +2 bonus to the group check below.

Group Check

Athletics, Endurance, or Nature Moderate DC (1 success, 1 maximum)

You barrel through the gates and gallop down the road out of harm.

The PCs flee! If this group check fails, some of the refugees fall behind and are trapped. The PCs must make a choice; either leave them behind or go back for them and fight to free them.

Leave Them: If they leave them behind, describe the screams for help as they are captured and note that the PCs lost some of their number. The PCs loose 10 refugees from their total (or 5 if they lost refugees in Scene 2).

Go Back: Consult the fight described under the failure condition below.

ENDING THE ENCOUNTER

The Encounter ends PCs successfully free themselves and their allies from the city and take to the road.

Success: The PCs are on the road with all or most of the refugees. Move to Encounter 7.

Failure: The PCs must fight their way clear before escaping to Encounter 7. See the combat described below.

FAILURE: COMBAT, EL 1/3/5/7/9

The PCs and the refugees are approaching the gate arranged as the players determine. The zombies block the gate and the dwarves are near the gatehouse or dealing with any PC that has come forward to distract them.

CREATURES

This encounter includes the following creatures at all Adventure Levels:

3 Tainted Zombies

2 Corrupt Tormite Dwarf Guards

SCALING THE ENCOUNTER

If the PCs failed the Group check in Scene 2, there is an additional corrupt Tormite dwarf guard.

Four PCs: Remove one Tainted Zombie.

Six PCs: Add one Tainted Zombie.

FEATURES OF THE AREA

Illumination: It is night outside, while there are ample shadows to find concealment (DM's discretion), the street lanterns treat the area as bright illumination.

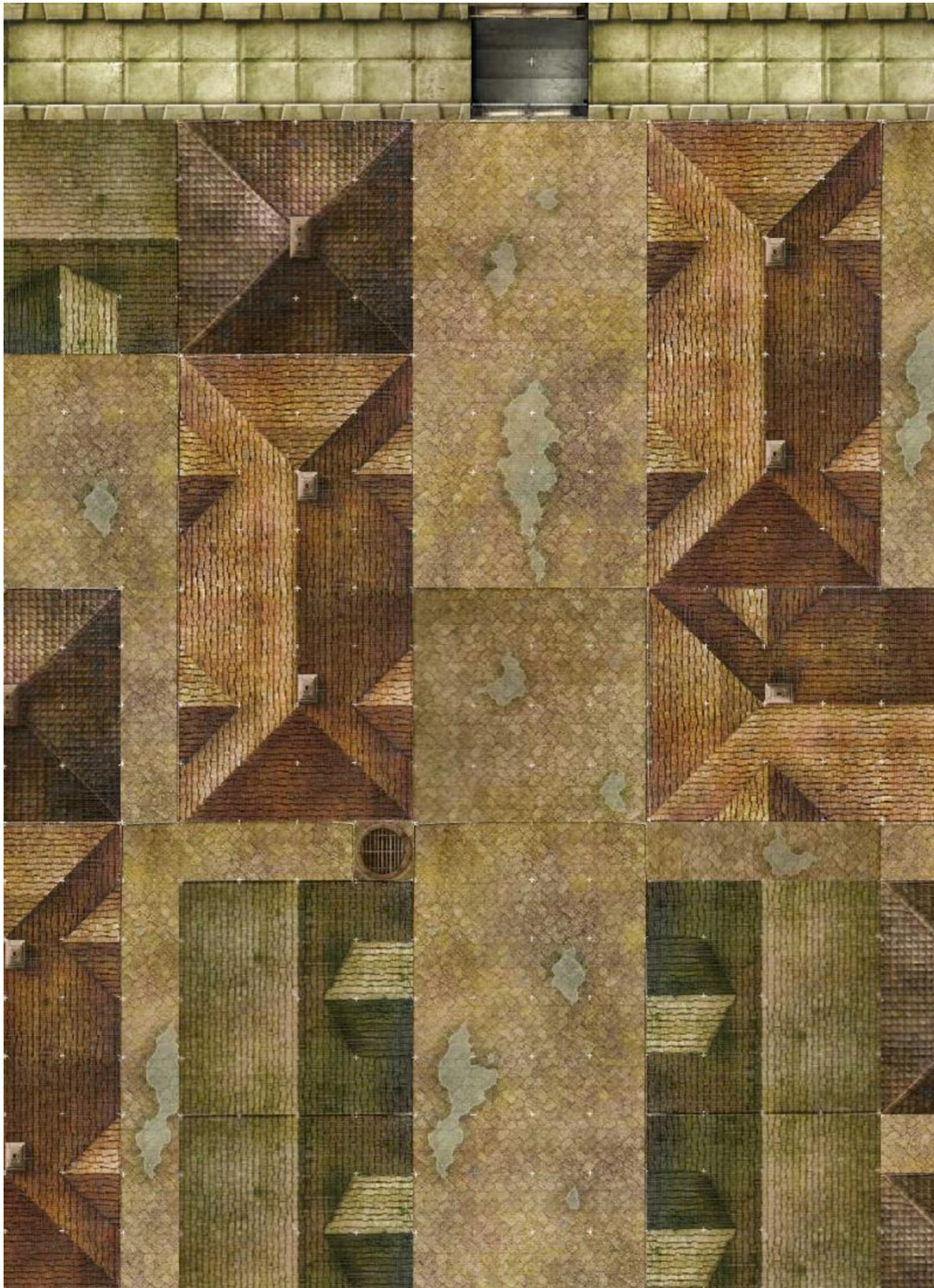
Refugees: Place ten refugees on the map as the DM sees fit. They do not fight, but try to move away from combat with speed 6. Treat them as minions with all of their defenses equal to 10. All refugees have an Athletics skill equal to +AL/2. Once they are past the combat, any survivors will flee down the road with the other NPCs.

TACTICS

The corrupt Tormite dwarf guards begin with *double hammer strike*, and follow up with *warhammer* or *throwing hammer* as appropriate. They fight intelligently and try to mark foes and do what they can to control the fight to corral the refugees that try to move past them. If the party flees, they use *throwing hammer* against any refugees they can reach. If one dwarf is the last standing monster, it flees.

The tainted zombies move to the nearest foe (including refugees) and use *slam* until that foe falls over. They use *bite* whenever appropriate. They fight to the death and give chase if all foes flee.

ENCOUNTER 6: THE WAY OUT - OPTION A MAP



OPTION B: OVER THE WALL

SKILL CHALLENGE, LEVEL EQUAL TO AL, COMPLEXITY 3

With patrols and fighting in the streets, it is likely that your foes will be watching the obvious exits like the gates or the river. However, with nearly a mile of city walls, it is unlikely that they can be watching all of them closely; particularly in the ruined sections of the city.

The PCs have decided to try to sneak over the wall the wall in an area of the city that is not well watched. This is made more complicated by the large number of refugees they will need to get up and over the wall.

SKILL CHALLENGE: THE WALL

Goal: The PCs must successfully find an area that is not well watched and get their allies up and over the wall.

Complexity: 3 (8 success before 3 failures); 2 successes per scene.

Primary Skills: Athletics, Diplomacy, Dungeoneering, Intimidate, Endurance, Perception, Stealth, Streetwise, Thievery

Other Skills: Streetwise

Victory: The PCs successfully escape the city with most of the refugees.

Defeat: The PCs successfully escape the city, but lose some of their allies or refugees and must fight to gain that freedom.

Scene 1 - Scouting the Wall

In order to get over the wall, the PCs will need to find a lightly guarded section of the wall. PCs who specifically go to the ruins in the western portion of the city receive a +2 bonus to checks made in this scene.

Individual or Group Check

Perception or Streetwise Moderate DC (1 success, 1 maximum)

You find a lightly guarded section of the wall that would be optimal for your escape plan.

Only one PC is needed to locate the escape point, though if a group of PCs go, make this check as a group check.

If the PCs watch the wall for at least 30 minutes and beat the Hard DC, they will note that there is a patrol making a random circuit of the area. The patrol contains some diseased looking zombies and shadow cloaked men.

Stealth Moderate DC (1 success, 1 group maximum)

You avoid all contact with the patrols by moving silently and hiding in shadows.

All PCs who go looking must attempt a Stealth check to return. If there is more than one PC, this is a group check.

Scene 2 - Rescuing More Refugees

On the way back to the feast hall the scouting PCs encounter four citizens in hiding. Lead by a retired city guard named Rorn (male dwarf), they are terrified, but have so far evaded capture. It will take some convincing if the PCs want to get them to join with the party's refugee group.

Individual Check

Diplomacy or Intimidate Hard DC (1 successes, 2 maximum)

With a few words, you convince the frightened citizens to listen to you.

The first success convinces the group to listen to the PCs instead of running from them and the second success convinces them to come with the PCs.

Rorn knows the city well, and successfully convincing the group to come with the PC gives all PCs a +2 bonus to the Streetwise and Stealth checks in Scene 3.

Scene 3 - Sneaking to the Wall

The party has gathered up all the refugees and must try to get to the wall without being caught.

Individual Check

Streetwise Hard DC (1 successes, 1 maximum)

You map out a backstreet path to the wall that should keep your allies under cover for most of the way.

A successful check gives all PCs a +2 bonus to the group Stealth check.

Group Check

Stealth Moderate DC (1 success, 1 group maximum)

You avoid all contact with the patrols by moving silently and hiding in shadows.

If the group check fails, some of the refugees fall behind and are spotted by a patrol. The PCs must make a choice; either leave them behind or go back for them and fight to free them.

Leave Them: If they leave them behind, describe the screams for help as the patrol over takes the refugees. Moral of the remaining refugees suffer and the PCs take a -2 penalty to all checks in Scene 4. The PCs loose 5 refugees from their total.

Go Back: The PCs fight a handful of Yuan-ti and some undead in order to rescue their allies. Each PC loses one healing surge and add one dark servant to Scene 4.

Scene 4 - Over the Wall

The PCs need to get all of the refugees up and over the wall quickly and quietly. This is made more complicated by the fact that they are basically in the open as they climb the wall.

Group Check

Athletics Moderate DC (1 success, 1 group maximum)
You scramble up the wall.

Compare the result of those who fail this check to the Easy and Hard DC. If they do not make the Easy DC, they fall and lose one healing surge. If they beat the Hard DC, they are so capable on the wall that they can remove on failure in this scene.

Dungeoneering, Endurance, or Thievery Moderate DC (1 success, 1 maximum)

Many of the children and elderly cannot climb the wall and either need to be carried or be hauled up in a rope basket.

If this group check fails, some of the refugees fall behind and are trapped just as the patrol arrives. The PCs must make a choice; either leave them behind or go back for them and fight to free them.

Leave Them: If they leave them behind, describe the screams for help as they are captured and note that the PCs lost some of their number. The PCs lose 10 refugees from their total. (or 5 if they lost refugees in Scene 3).

Go Back: Consult the fight described under the failure condition below.

ENDING THE ENCOUNTER

The encounter ends PCs successfully free themselves and their allies from the city and take to the road.

Success: The PCs are on the road with all or most of the refugees. Move to Encounter 7.

Failure: The PCs must fight their way clear before escaping to Encounter 7. See the combat described below.

FAILURE: COMBAT, EL 1/3/5/7/9

Unless any of the PCs said they were waiting for everyone to get up the wall, the PCs begin atop the wall while ten refugees are on the ground. The tainted zombies and dark servants approach the wall on the street from the far side of the map.

CREATURES

This encounter includes the following creatures at all Adventure Levels:

3 Tainted Zombies

2 Dark Servants

SCALING THE ENCOUNTER

If the PCs failed the Group check in Scene 3, there is an additional dark servant.

Four PCs: Remove one tainted zombie.

Six PCs: Add one dark servant.

FEATURES OF THE AREA

Illumination: It is night outside, while there are ample shadows to find concealment (DM's discretion), the lanterns treat the area as bright illumination.

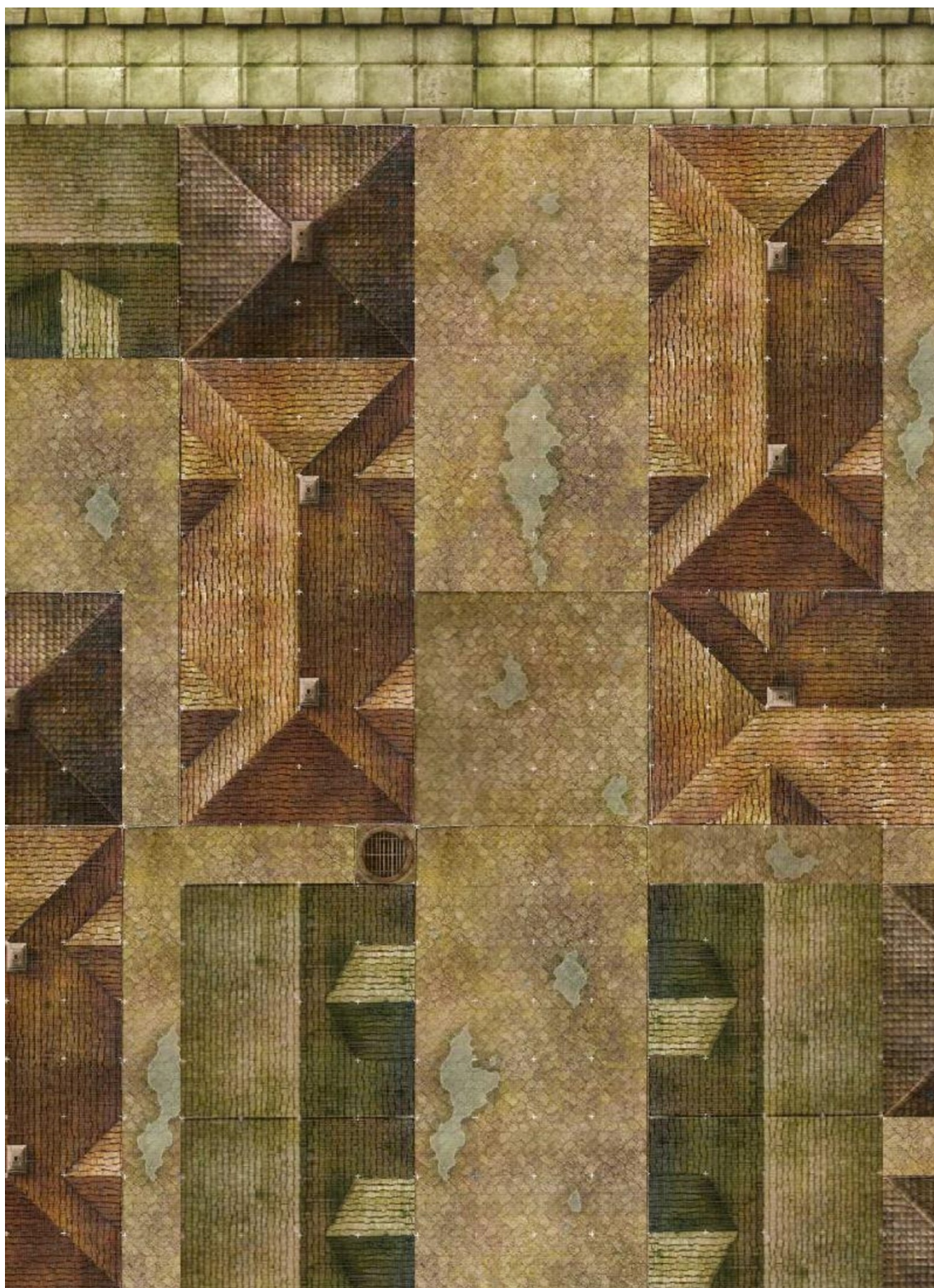
Refugees: Place ten refugees on the map as the DM sees fit. They do not fight, but try to move away from combat with speed 6. Treat them as minions with all of their defenses equal to 10. All refugees have an Athletics skill equal to +AL/2. Once they are past the combat, any survivors will flee down the road with the other NPCs.

TACTICS

The dark servants try to drop as many foes (or refugees) as possible. They move up and attempt to flank with zombies. They use *short sword* on refugees, saving *shadow's wrath* for PCs whenever possible. If any of the dark servants are the last standing monster, they flee.

The tainted zombies move to the nearest foe (including refugees) and use *slam* until that foe falls over. They use *bite* whenever appropriate. They fight to the death and give chase if all foes flee.

ENCOUNTER 6: THE WAY OUT - OPTION B MAP



OPTION C: THROUGH THE SEWERS

SKILL CHALLENGE, LEVEL EQUAL TO AL, COMPLEXITY 3

With patrols and fighting in the streets it is likely that your foes will be watching the obvious exits like the gates, the walls or the riverfront docks. However, with miles of city sewers, it is unlikely that they can be watching all of them closely. You should be able to slip silently under their feet.

The PCs have decided to try to avoid the streets and use the sewers to avoid prying eyes so that they can reach the outflow to the river and float away.

SKILL CHALLENGE: THE SEWERS

Goal: The PCs must successfully navigate the sewers and escape to the Chionthar.

Complexity: 3 (8 success before 3 failures); 2 successes per scene.

Primary Skills: Athletics, Dungeoneering, Endurance, Nature, Perception, Stealth, Streetwise, Thievery

Other Skills: Heal

Victory: The PCs successfully escape the city with most of the refugees.

Defeat: The PCs successfully escape the city, but lose some of their allies or refugees and must fight to gain that freedom.

Scene 1 - Navigating the Sewers

The PCs herd all their charges into sewers and then begin leading them toward the river outflow. The tunnels are complicated and finding a safe path that the refugees can use requires significant effort.

Individual Check

Heal Moderate DC (0 successes, 1 maximum each)

You know a few tricks to help with the smell, fighting off some nausea.

Those PCs that succeed in this check gain a +2 bonus to their Endurance check. Anyone that beats the Hard DC can cancel out another PC's failure and treat that PC as if they had succeeded.

Group Check

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

You find a safe path through the sewer.

If at least one PC succeeds in beating the Hard DC, all PCs gain a +2 bonus to their Endurance check. In addition, if at least two PCs beat the Hard DC, they find four additional refugees hiding in the sewer that they can add to their own party.

Endurance Moderate DC (1 success, 1 maximum each)

The smell and filth is overpowering, but you force yourself to continue.

Those PCs that fail this check are sickened by the filth and suffer a -2 penalty to their checks in Scene 2.

Scene 2 - Sneaking Past a Patrol

The party passes under a sewer grate upon and around which are a large number of enemy soldiers. There is no safe way or time to back track and find another way.

Individual Check

Arcana or Thievery Moderate DC (1 success, 1 maximum)

You create a distraction to keep the guards attention elsewhere while your sneak by.

At least one PC must successfully distract the guards to prevent them from paying close attention. If the PC fails, the Stealth check below suffers a -2 penalty.

Group Check

Stealth Moderate DC (1 success, 1 group maximum)

You avoid alerting the patrol by moving silently and hiding in shadows.

All PCs must attempt a Stealth check to continue. If the party fails this group skill check, add one dark servant to Scene 4 as the guards spread out to cover the sewer exits.

Scene 3 - Under the Water

Nearing the exit, the party comes to a place where the tunnel drops below the water line and they must swim for quite a long way to the exit where there is again air. Unfortunately there is a locked gate half way through the flooded tunnel.

Individual Check

Athletics or Thievery Moderate DC (1 success, 1 maximum)

You unlock or break the underwater gate.

At least one PC must successfully unlock the gate. If they fail, each PC suffers a -2 penalty to their swimming group check for each additional round it takes as they hold their breath waiting.

Group Check

Athletics or Endurance Moderate DC (1 success, 1 group maximum)

You swim strongly or walk along the bottom.

All PCs must attempt to pass through the flooded tunnel or be left behind. If the group fails this check, each PC that failed the check loses a healing surge.

Scene 4 - To the River

The PCs arrive at one of the places the sewer flows into the river. Unfortunately, there are a few guards waiting for them on the beach above them. If the party is quiet they might be able to escape their notice.

Individual Check

Nature or Streetwise Hard DC (1 successes, 1 maximum)

Using some flotsam, you create some floating camouflage that the group can use to float down the river without being noticed.

A successful check gives all PCs a +2 bonus to the group Stealth check.

Group Check

Stealth Moderate DC (1 success, 1 group maximum)

You avoid all contact with the patrols by moving silently and hiding in shadows.

If this check fails, some of the refugees fall behind and are spotted by the patrol. The PCs must make a choice; either leave them behind or go back for them and fight to free them.

Leave Them: If they leave them behind, describe the screams for help as they are captured and note that the PCs lost some of their number. The PCs lose 10 refugees from their total.

Go Back: Consult the fight described under the failure condition below.

ENDING THE ENCOUNTER

The Encounter ends PCs successfully free themselves and their allies from the city and take to the road.

Success: The PCs are on the road with all or most of the refugees. Move to Encounter 7.

Failure: The PCs must fight their way clear before escaping to Encounter 7. See the combat described below.

FAILURE: COMBAT, EL 1/3/5/7/9

Have the PCs arrange themselves in the tunnel and on the landing. Place the dark servants above them on the ledge (black squares) and the blackwater serpents in the water.

CREATURES

This encounter includes the following creatures at all Adventure Levels:

3 Blackwater Serpents

2 Dark Servants

SCALING THE ENCOUNTER

If the PCs failed the Group check in Scene 2, there is an additional dark servant.

Four PCs: Remove one blackwater serpent.

Six PCs: Add one dark servant.

FEATURES OF THE AREA

Illumination: It is night outside, while there are ample shadows to find concealment (DM's discretion), the fire and lanterns treat the area as bright illumination.

Refugees: Place ten refugees on the map as the DM sees fit. They do not fight, but try to move away from combat with speed 6. Treat them as minions with all of their defenses equal to 10. All refugees have an Athletics skill equal to +AL/2. Once they are past the combat, any survivors will flee down the river with the other NPCs.

TACTICS

The dark servants try to drop as many foes (or refugees) as possible. They move up and attempt to flank with zombies. They use *short sword* on refugees, saving *shadow's wrath* for PCs whenever possible. If any of the dark servants are the last standing monster, they flee.

The blackwater serpents use *bite* on the nearest foe (including refugees) while trying to stay in the water to take advantage of its *waterborn* trait. It uses *tail slap* at the first opportunity. The serpents fight to the death.

ENCOUNTER 6: THE WAY OUT - OPTION C MAP



OPTION D: INTO THE DRINK

SKILL CHALLENGE, LEVEL EQUAL TO AL, COMPLEXITY 3

With patrols fighting in the streets it is likely that your foes will have sealed off the gates and walls. Even if you should breach the walls, you will likely be quickly overtaken as you flee, however, should you be able to secure a number of river barges and be able to flee down the Chionthar.

The PCs have decided to try to commandeer a few river barges and try to use the river to aid their escape.

SKILL CHALLENGE: THE WALL

Goal: The PCs must successfully navigate the streets to the Chionthar and escape on a riverbarge.

Complexity: 3 (8 success before 3 failures); 2 successes per scene.

Primary Skills: Athletics, Bluff, Diplomacy, Intimidate, Nature, Perception, Stealth, Streetwise, Thievery

Other Skills:

Victory: The PCs successfully escape the city with the refugees.

Defeat: The PCs successfully escape the city, but lose some of their allies or refugees and must fight to gain that freedom.

Scene 1 - Sneaking to the Docks

The party has gathered up all the refugees and must try to get to the docks without being caught.

Individual Check

Streetwise Hard DC (1 successes, 1 maximum)

You map out a backstreet path to the wall that should keep your allies under cover for most of the way.

A successful check gives all PCs a +2 bonus to the group Stealth check.

Group Check

Stealth Moderate DC (1 success, 1 group maximum)

You avoid all contact with the patrols by moving silently and hiding in shadows.

If this check fails, some of the refugees fall behind and are spotted by a patrol. The PCs must make a choice; either leave them behind or go back for them and fight to free them.

Leave Them: If they leave them behind, describe the screams for help as the patrol overtakes the refugees. Moral of the remaining refugees suffer and the

PCs take a -2 penalty to all checks in Scene 4. The PCs lose 5 refugees from their total.

Go Back: The PCs fight a handful of corrupted Tormites and some Netherese in order to rescue their allies. Each PC loses one healing surge and add one corrupt Tormite dwarf guard to Scene 4.

Scene 2 - Into the Docks

The PCs need to get all of the refugees through gate in the wall that surrounds the dockyard.

Individual Check

Athletics or Thievery Moderate DC (1 success, 1 maximum)

You unlock or break the gate.

If the PCs can also choose to climb the wall using the Athletics check listed under the group check (see below).

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

With a few words, you keep the refugees together and moving quickly.

A successful check gives all PCs a +2 bonus to the group check in Scene 3.

Group Check

Athletics Moderate DC (1 success, 1 group maximum)

You scramble up the wall.

Compare the result of those who fail this check to the Easy and Hard DC. If they do not make the Easy DC, they fall and lose one healing surge. If they beat the Hard DC, they are so capable on the wall that they can remove on failure in this scene.

If the PCs opened or broke the gate, this check is not necessary.

Scene 3 - Convincing the Pilots

The PCs get to the river and find the barges are being guarded by a group of four riverboat pilots. They have been told not to let anyone near the barges, but seeing the smoke and hearing the fighting, they are nervous and are beginning to question their orders. A few choice words and the PCs might be able to convince them to let the party take the barges or come with them.

The river pilots are led by a moon elf woman named Lissana.

Individual Check

Bluff, Diplomacy or Intimidate Moderate DC (1 successes, 2 maximum)

With a few words, you convince the frightened pilots to listen to you.

The first success convinces the group to listen to the PCs instead of resisting them and the second success convinces them to allow the PCs to take some of the barges. If any of the PCs make beat the Hard DC, the boat pilots are convinced to come with the PCs.

Lissana knows the river and her boats well, and successfully convincing the group to come with the PC gives all PCs a +2 bonus to the Nature checks in Scene 4.

Scene 4 - Getting Under Way

The PCs need to get under way as quickly as possible before any patrols realize what they are doing.

Individual Check

Perception or Thievery Moderate DC (1 success, 1 group maximum)

You notice that a chain boom is lowered across the piers, preventing the barges from leaving.

If this check fails, the PCs suffer a -2 penalty to their Nature group check.

Group Check

Nature Moderate DC (1 success, 1 group maximum)

You pilot the barge away from the dock.

If this check fails, some of the refugees fall behind and are attacked by a patrol before they get their barge moving. The PCs must make a choice; either leave them behind or go back for them and fight to free them.

Leave Them: If they leave them behind, describe the screams for help as they are captured and note that the PCs lost some of their number. The PCs lose 10 refugees from their total. (or 5 if they lost refugees in Scene 1).

Go Back: Consult the fight described under the failure condition below.

ENDING THE ENCOUNTER

The Encounter ends PCs successfully free themselves and their allies from the city and take to the road.

Success: The PCs are on the road with all or most of the refugees. Move to Encounter 7.

Failure: The PCs must fight their way clear before escaping to Encounter 7. See the combat described below.

FAILURE: COMBAT, EL 1/3/5/7/9

Have the PCs arrange themselves on the pier and the barges with refugees on the pier or another barge. Place the corrupt Tormite dwarf guards on the dock and the blackwater serpents in the water.

CREATURES

This encounter includes the following creatures at all Adventure Levels:

3 Blackwater Serpents

2 Corrupt Tormite Dwarf Guards

SCALING THE ENCOUNTER

If the PCs failed the Group check in Scene 1, there is an additional corrupt Tormite dwarf guard.

Four PCs: Remove one blackwater serpent.

Six PCs: Add one corrupt Tormite dwarf guard.

FEATURES OF THE AREA

Illumination: It is night outside, while there are ample shadows to find concealment (DM's discretion), the street lanterns treat the area as bright illumination.

Refugees: Place ten refugees on the map as the DM sees fit. They do not fight, but try to move away from combat with speed 6. Treat them as minions with all of their defences equal to 10. All refugees have an Athletics skill equal to +AL/2. Once they are past the combat, any survivors will flee down the river with the other NPCs.

TACTICS

The corrupt Tormite dwarf guards begin with *double hammer strike*, and follow up with *warhammer* or *throwing hammer* as appropriate. They fight intelligently and try to mark foes and do what they can to control the fight to corral the refugees that try to move past them. If the party flees, they use *throwing hammer* against any refugees they can reach. If one dwarf is the last standing monster, it flees.

The blackwater serpents use *bite* on the nearest foe (including refugees) while trying to stay in the water to take advantage of its *waterborn* trait. It uses *tail slap* at the first opportunity. The serpents fight to the death.

ENCOUNTER 6: THE WAY OUT - OPTION D MAP



ENCOUNTER 6: THE WAY OUT (ADVENTURE LEVEL 2)

Blackwater Serpent	Level 1 Brute
Large natural beast (aquatic, mount)	XP 100
HP 33; Bloodied 16	Initiative +2
AC 13, Fortitude 14, Reflex 13, Will 12	Perception +1
Speed 5, Swim 10	low-light vision
TRAITS	
Waterborn	
While in water, the serpent gains a +2 bonus to attack rolls against creatures without a swim speed.	
STANDARD ACTIONS	
m Bite (Poison) • At-Will	
Attack: Melee 2 (one creature); +6 vs. AC	
Hit: 1d8+4 damage, and the serpent makes a secondary attack \ against the same target.	
Secondary Attack: +4 vs. Fortitude	
Hit: 1d6+1 poison damage and ongoing 5 poison damage (save ends).	
TRIGGERED ACTIONS	
Tail Slap • Encounter	
Trigger: The Serpent is hit by a melee attack.	
Attack (immediate reaction): Melee 2 (one creature); +8 vs. AC	
Hit: 2d8+4 damage,	
Str 17 (+3)	Dex 14 (+2)
Con 13 (+1)	Int 2 (-4)
	Wis 13 (+1)
	Cha 9 (-1)
Alignment Unaligned	Languages -
Note: Updated; Dungeon Magazine 179.	

Tainted Zombie	Level 1 Brute
Medium aberrant animate (undead)	XP 100
HP 30; Bloodied 15	Initiative +2
AC 13, Fortitude 14, Reflex 13, Will 12	Perception +1
Immune disease, poison; Resist 5 necrotic	Darkvision
Speed 4	
TRAITS	
Zombie Weakness	
Any critical hit to the zombie reduces it to 0 hit points.	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 1d8+3 damage, and the target is immobilized (save ends).	
M Bite • At-Will	
Attack: Melee 1 (one immobilized creature); +6 vs. AC	
Hit: 2d6+3 damage, and the target is no longer immobilized. At the end of the encounter, the target makes a saving throw. On a failure, the target contracts the Essence of Bhaal (stage 1).	
Str 16 (+3)	Dex 14 (+2)
Con 10 (0)	Int 2 (-4)
	Wis 12 (+1)
	Cha 6 (-2)
Alignment Unaligned	Languages -

Note: Added Essence of Bhaal taint; Dragon Magazine 382.

Corrupt Tormite Dwarf Guard	Level 1 Soldier
Medium natural humanoid (plaguechanged dwarf)	XP 100
HP 33; Bloodied 16	Initiative +3
AC 17, Fortitude 15, Reflex 13, Will 15	Perception +8
Speed 5	low-light vision
TRAITS	
Fire Shield • Aura 1	
Enemies that enter or start their turn in the aura takes 2 fire damage.	
Stand the Ground	
The dwarf can move 1 square fewer than the effect specifies when subjected to a pull, push, or a slide.	
Steady-Footed	
The dwarf can make a saving throw to avoid falling prone when an attack would knock it prone.	
STANDARD ACTIONS	
m Warhammer (Weapon) • At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 1d10+3 damage, and the dwarf can push the target 1 square. The dwarf can then shift 1 square to a square the target vacated.	
Effect: The dwarf marks the target until the end of the dwarf's next turn.	
R Throwing Warhammer (Weapon) • At-Will	
Attack: Ranged 10 (one creature); +6 vs. AC	
Hit: 1d6+4 damage, and the dwarf marks the target until the end of the dwarf's next	
MR Double Hammer Strike (Weapon) • Recharge 5-6	
Effect: The dwarf uses warhammer and then uses throwing hammer. The dwarf does not provoke opportunity attacks for this use of throwing hammer.	
Str 16 (+3)	Dex 12 (+1)
Con 17 (+3)	Int 10 (0)
	Wis 17 (+3)
	Cha 9 (0)
Alignment Unaligned	Languages Common, Dwarven

Note: Dwarf Clan Guard reflavored to Corrupt Tormite Dwarf Guard, decrease frequency of double hammer strike recharge, added fire shield; Monster Vault

Dark Servant	Level 1 Skirmisher
Medium natural humanoid	XP 100
HP 30; Bloodied 15	Initiative +5
AC 15, Fortitude 13, Reflex 14, Will 11	Perception +0
Speed 6	low-light vision
TRAITS	
Combat Advantage	
The dark servant deals an extra 1d6 damage on melee attacks against any target it has combat advantage against.	
STANDARD ACTIONS	
m Short Sword (Weapon) • At-Will	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 1d6 damage.	
M Shadow's Wrath (Necrotic, Weapon) • Recharge 5-6	
Attack: Melee 1 (one creature); +4 vs. Fortitude	
Hit: 1d6 damage plus ongoing 5 necrotic damage	
MINOR ACTIONS	
Shadow Shift • At-Will	
Effect: The dark servant shifts 1 square as a minor action.	
Skills: Stealth +8	
Str 12 (+1)	Dex 16 (+3)
Con 14 (+2)	Int 12 (+1)
	Wis 10 (0)
	Cha 9 (-1)
Alignment Evil	Languages Common, Netherese
Note: Added Netherese; Dungeon Magazine 155.	

ENCOUNTER 6: THE WAY OUT (ADVENTURE LEVEL 4)

Blackwater Serpent	Level 3 Brute
Large natural beast (aquatic, mount)	XP 150
HP 53; Bloodied 26	Initiative +3
AC 15, Fortitude 16, Reflex 15, Will 14	Perception +2
Speed 5, Swim 10	low-light vision
TRAITS	
Waterborn	
While in water, the serpent gains a +2 bonus to attack rolls against creatures without a swim speed.	
STANDARD ACTIONS	
m Bite (Poison) • At-Will	
Attack: Melee 2 (one creature); +8 vs. AC	
Hit: 2d8 damage, and the serpent makes a secondary attack against the same target.	
Secondary Attack: +6 vs. Fortitude	
Hit: 2d4 poison damage and ongoing 5 poison damage (save ends).	
TRIGGERED ACTIONS	
Tail Slap • Encounter	
Trigger: The Serpent is hit by a melee attack.	
Attack (immediate reaction): Melee 2 (one creature); +8 vs. AC	
Hit: 2d8+5 damage,	
Str 17 (+4)	Dex 14 (+3) Wis 13 (+2)
Con 13 (+2)	Int 2 (-3) Cha 9 (0)
Alignment Unaligned Languages -	
Note: Dungeon Magazine 179.	

Tainted Zombie	Level 3 Brute
Medium aberrant animate (undead)	XP 150
HP 50; Bloodied 25	Initiative +3
AC 15, Fortitude 16, Reflex 15, Will 14	Perception +2
Immune disease, poison; Resist 5 necrotic	Darkvision
Speed 4	
TRAITS	
Zombie Weakness	
Any critical hit to the zombie reduces it to 0 hit points.	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 1d8+5 damage, and the target is immobilized (save ends).	
M Bite • At-Will	
Attack: Melee 1 (one immobilized creature); +8 vs. AC	
Hit: 2d6+5 damage, and the target is no longer immobilized. At the end of the encounter, the target makes a saving throw. On a failure, the target contracts the Essence of Bhaal (stage 1).	
Str 16 (+4)	Dex 14 (+3) Wis 12 (+2)
Con 10 (+1)	Int 2 (-3) Cha 6 (-1)
Alignment Unaligned Languages -	

Note: Added Essence of Bhaal taint; Dragon Magazine 382.

Corrupt Tormite Dwarf Guard	Level 3 Soldier
Medium natural humanoid (plaguechanged dwarf)	XP 150
HP 49; Bloodied 24	Initiative +4
AC 19, Fortitude 17, Reflex 15, Will 17	Perception +9
Speed 5	low-light vision
TRAITS	
Fire Shield • Aura 1	
Enemies that enter or start their turn in the aura takes 2 fire damage.	
Stand the Ground	
The dwarf can move 1 square fewer than the effect specifies when subjected to a pull, push, or a slide.	
Steady-Footed	
The dwarf can make a saving throw to avoid falling prone when an attack would knock it prone.	
STANDARD ACTIONS	
m Warhammer (Weapon) • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 1d10+4 damage, and the dwarf can push the target 1 square. The dwarf can then shift 1 square to a square the target vacated.	
Effect: The dwarf marks the target until the end of the dwarf's next turn.	
R Throwing Warhammer (Weapon) • At-Will	
Attack: Ranged 10 (one creature); +8 vs. AC	
Hit: 1d6+5 damage, and the dwarf marks the target until the end of the dwarf's next	
MR Double Hammer Strike (Weapon) • Recharge 5-6	
Effect: The dwarf uses warhammer and then uses throwing hammer. The dwarf does not provoke opportunity attacks for this use of throwing hammer.	
Str 16 (+4)	Dex 12 (+2) Wis 17 (+4)
Con 17 (+4)	Int 10 (+1) Cha 9 (+1)
Alignment Unaligned Languages Common, Dwarven	

Note: Dwarf Clan Guard reflavored to Corrupt Tormite Dwarf Guard, decrease frequency of double hammer strike recharge, added fire shield; Monster Vault

Dark Servant	Level 3 Skirmisher
Medium natural humanoid	XP 150
HP 46; Bloodied 23	Initiative +7
AC 17, Fortitude 15, Reflex 16, Will 13	Perception +2
Speed 6	low-light vision
TRAITS	
Combat Advantage	
The dark servant deals an extra 1d6 damage on melee attacks against any target it has combat advantage against.	
STANDARD ACTIONS	
m Short Sword (Weapon) • At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 1d6+1 damage.	
M Shadow's Wrath (Necrotic, Weapon) • Recharge 5-6	
Attack: Melee 1 (one creature); +6 vs. Fortitude	
Hit: 1d6+1 damage plus ongoing 5 necrotic damage	
MINOR ACTIONS	
Shadow Shift • At-Will	
Effect: The dark servant shifts 1 square as a minor action.	
Skills: Stealth +9	
Str 12 (+2)	Dex 16 (+4) Wis 10 (+1)
Con 14 (+3)	Int 12 (+2) Cha 9 (0)
Alignment Evil Languages Common, Netherese	
Note: Added Netherese; Dungeon Magazine 155.	

ENCOUNTER 6: THE WAY OUT (ADVENTURE LEVEL 6)

Blackwater Serpent	Level 5 Brute
Large natural beast (aquatic, mount)	XP 200
HP 73; Bloodied 36	Initiative +4
AC 17, Fortitude 18, Reflex 17, Will 16	Perception +3
Speed 5, Swim 10	low-light vision
TRAITS	
Waterborn	
While in water, the serpent gains a +2 bonus to attack rolls against creatures without a swim speed.	
STANDARD ACTIONS	
m Bite (Poison) • At-Will	
Attack: Melee 2 (one creature); +10 vs. AC	
Hit: 2d8+1 damage, and the serpent makes a secondary attack against the same target.	
Secondary Attack: +8 vs. Fortitude	
Hit: 2d4+1 poison damage and ongoing 5 poison damage (save ends).	
TRIGGERED ACTIONS	
Tail Slap • Encounter	
Trigger: The Serpent is hit by a melee attack.	
Attack (immediate reaction): Melee 2 (one creature); +10 vs. AC	
Hit: 2d8+6 damage,	
Str 17 (+5)	Dex 14 (+4)
Con 13 (+3)	Int 2 (-2)
	Wis 13 (+3)
	Cha 9 (+1)
Alignment Unaligned Languages -	
Note: Dungeon Magazine 179.	

Tainted Zombie	Level 5 Brute
Medium aberrant animate (undead)	XP 200
HP 70; Bloodied 35	Initiative +4
AC 17, Fortitude 18, Reflex 17, Will 16	Perception +3
Immune disease, poison; Resist 5 necrotic	Darkvision
Speed 4	
TRAITS	
Zombie Weakness	
Any critical hit to the zombie reduces it to 0 hit points.	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 1d8+6 damage, and the target is immobilized (save ends).	
M Bite • At-Will	
Attack: Melee 1 (one immobilized creature); +10 vs. AC	
Hit: 2d6+4 damage, and the target is no longer immobilized. At the end of the encounter, the target makes a saving throw. On a failure, the target contracts the Essence of Bhaal (stage 1).	
Str 16 (+5)	Dex 14 (+4)
Con 10 (+2)	Int 2 (-2)
	Wis 12 (+3)
	Cha 6 (0)
Alignment Unaligned Languages -	

Note: Added Essence of Bhaal taint; Dragon Magazine 382.

Corrupt Tormite Dwarf Guard	Level 5 Soldier
Medium natural humanoid (plaguechanged dwarf)	XP 200
HP 65; Bloodied 32	Initiative +5
AC 21, Fortitude 19, Reflex 17, Will 19	Perception +10
Speed 5	low-light vision
TRAITS	
Fire Shield • Aura 1	
Enemies that enter or start their turn in the aura takes 2 fire damage.	
Stand the Ground	
The dwarf can move 1 square fewer than the effect specifies when subjected to a pull, push, or a slide.	
Steady-Footed	
The dwarf can make a saving throw to avoid falling prone when an attack would knock it prone.	
STANDARD ACTIONS	
m Warhammer (Weapon) • At-Will	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 1d10+5 damage, and the dwarf can push the target 1 square. The dwarf can then shift 1 square to a square the target vacated.	
Effect: The dwarf marks the target until the end of the dwarf's next turn.	
R Throwing Warhammer (Weapon) • At-Will	
Attack: Ranged 10 (one creature); +10 vs. AC	
Hit: 1d6+6 damage, and the dwarf marks the target until the end of the dwarf's next	
MR Double Hammer Strike (Weapon) • Recharge 5-6	
Effect: The dwarf uses warhammer and then uses throwing hammer. The dwarf does not provoke opportunity attacks for this use of throwing hammer.	
Str 16 (+5)	Dex 12 (+3)
Con 17 (+5)	Int 10 (+2)
	Wis 17 (+5)
	Cha 9 (+2)
Alignment Unaligned Languages Common, Dwarven	

Note: Dwarf Clan Guard reflavored to Corrupt Tormite Dwarf Guard, decrease frequency of double hammer strike recharge, added fire shield; Monster Vault

Dark Servant	Level 5 Skirmisher
Medium natural humanoid	XP 200
HP 62; Bloodied 31	Initiative +8
AC 19, Fortitude 17, Reflex 18, Will 15	Perception +3
Speed 6	low-light vision
TRAITS	
Combat Advantage	
The dark servant deals an extra 1d6 damage on melee attacks against any target it has combat advantage against.	
STANDARD ACTIONS	
m Short Sword (Weapon) • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 1d6+2 damage.	
M Shadow's Wrath (Necrotic, Weapon) • Recharge 5-6	
Attack: Melee 1 (one creature); +8 vs. Fortitude	
Hit: 1d6+2 damage plus ongoing 5 necrotic damage	
MINOR ACTIONS	
Shadow Shift • At-Will	
Effect: The dark servant shifts 1 square as a minor action.	
Skills: Stealth +10	
Str 12 (+3)	Dex 16 (+5)
Con 14 (+4)	Int 12 (+3)
	Wis 10 (+2)
	Cha 9 (+1)
Alignment Evil Languages Common, Netherese	
Note: Added Netherese; Dungeon Magazine 155.	

ENCOUNTER 6: THE WAY OUT (ADVENTURE LEVEL 8)

Blackwater Serpent	Level 7 Brute
Large natural beast (aquatic, mount)	XP 300
HP 93; Bloodied 46	Initiative +5
AC 19, Fortitude 20, Reflex 19, Will 18	Perception +4
Speed 5, Swim 10	low-light vision
TRAITS	
Waterborn	
While in water, the serpent gains a +2 bonus to attack rolls against creatures without a swim speed.	
STANDARD ACTIONS	
m Bite (Poison) • At-Will	
Attack: Melee 2 (one creature); +12 vs. AC	
Hit: 2d8+2 damage, and the serpent makes a secondary attack against the same target.	
Secondary Attack: +10 vs. Fortitude	
Hit: 2d4+2 poison damage and ongoing 5 poison damage (save ends).	
TRIGGERED ACTIONS	
Tail Slap • Encounter	
Trigger: The Serpent is hit by a melee attack.	
Attack (immediate reaction): Melee 2 (one creature); +12 vs. AC	
Hit: 2d8+7 damage,	
Str 17 (+6)	Dex 14 (+5)
Con 13 (+4)	Int 2 (-1)
	Wis 13 (+4)
	Cha 9 (+2)
Alignment Unaligned	Languages -
Note: Dungeon Magazine 179.	

Tainted Zombie	Level 7 Brute
Medium aberrant animate (undead)	XP 300
HP 90; Bloodied 45	Initiative +5
AC 19, Fortitude 20, Reflex 19, Will 18	Perception +4
Immune disease, poison; Resist 5 necrotic	Darkvision
Speed 4	
TRAITS	
Zombie Weakness	
Any critical hit to the zombie reduces it to 0 hit points.	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 1d8+7 damage, and the target is immobilized (save ends).	
M Bite • At-Will	
Attack: Melee 1 (one immobilized creature); +12 vs. AC	
Hit: 2d6+5 damage, and the target is no longer immobilized. At the end of the encounter, the target makes a saving throw. On a failure, the target contracts the Essence of Bhaal (stage 1).	
Str 16 (+6)	Dex 14 (+5)
Con 10 (+3)	Int 2 (-1)
	Wis 12 (+4)
	Cha 6 (+1)
Alignment Unaligned	Languages -

Note: Added Essence of Bhaal taint; Dragon Magazine 382.

Corrupt Tormite Dwarf Guard	Level 7 Soldier
Medium natural humanoid (plaguechanged dwarf)	XP 300
HP 81; Bloodied 40	Initiative +6
AC 23, Fortitude 21, Reflex 19, Will 21	Perception +11
Speed 5	low-light vision
TRAITS	
Fire Shield • Aura 1	
Enemies that enter or start their turn in the aura takes 5 fire damage.	
Stand the Ground	
The dwarf can move 1 square fewer than the effect specifies when subjected to a pull, push, or a slide.	
Steady-Footed	
The dwarf can make a saving throw to avoid falling prone when an attack would knock it prone.	
STANDARD ACTIONS	
m Warhammer (Weapon) • At-Will	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 1d10+6 damage, and the dwarf can push the target 1 square. The dwarf can then shift 1 square to a square the target vacated.	
Effect: The dwarf marks the target until the end of the dwarf's next turn.	
R Throwing Warhammer (Weapon) • At-Will	
Attack: Ranged 10 (one creature); +12 vs. AC	
Hit: 1d6+7 damage, and the dwarf marks the target until the end of the dwarf's next	
MR Double Hammer Strike (Weapon) • Recharge 5-6	
Effect: The dwarf uses warhammer and then uses throwing hammer. The dwarf does not provoke opportunity attacks for this use of throwing hammer.	
Str 16 (+6)	Dex 12 (+4)
Con 17 (+6)	Int 10 (+3)
	Wis 17 (+6)
	Cha 9 (+3)
Alignment Unaligned	Languages Common, Dwarven

Note: Dwarf Clan Guard reflavored to Corrupt Tormite Dwarf Guard, decrease frequency of double hammer strike recharge, added fire shield; Monster Vault

Dark Servant	Level 7 Skirmisher
Medium natural humanoid	XP 300
HP 78; Bloodied 39	Initiative +9
AC 21, Fortitude 19, Reflex 20, Will 17	Perception +4
Speed 6	low-light vision
TRAITS	
Combat Advantage	
The dark servant deals an extra 2d6 damage on melee attacks against any target it has combat advantage against.	
STANDARD ACTIONS	
m Short Sword (Weapon) • At-Will	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 1d6+3 damage.	
M Shadow's Wrath (Necrotic, Weapon) • Recharge 5-6	
Attack: Melee 1 (one creature); +10 vs. Fortitude	
Hit: 1d6+3 damage plus ongoing 10 necrotic damage	
MINOR ACTIONS	
Shadow Shift • At-Will	
Effect: The dark servant shifts 1 square as a minor action.	
Skills: Stealth +11	
Str 12 (+4)	Dex 16 (+6)
Con 14 (+5)	Int 12 (+4)
	Wis 10 (+3)
	Cha 9 (+2)
Alignment Evil	Languages Common, Netherese
Note: Added Netherese; Dungeon Magazine 155.	

ENCOUNTER 6: THE WAY OUT (ADVENTURE LEVEL 10)

Blackwater Serpent	Level 9 Brute
Large natural beast (aquatic, mount)	XP 400
HP 113; Bloodied 56	Initiative +6
AC 21, Fortitude 22, Reflex 21, Will 20	Perception +5
Speed 5, Swim 10	low-light vision
TRAITS	
Waterborn	
While in water, the serpent gains a +2 bonus to attack rolls against creatures without a swim speed.	
STANDARD ACTIONS	
m Bite (Poison) • At-Will	
Attack: Melee 2 (one creature); +14 vs. AC	
Hit: 2d8+3 damage, and the serpent makes a secondary attack against the same target.	
Secondary Attack: +12 vs. Fortitude	
Hit: 2d4+3 poison damage and ongoing 10 poison damage (save ends).	
TRIGGERED ACTIONS	
Tail Slap • Encounter	
Trigger: The Serpent is hit by a melee attack.	
Attack (immediate reaction): Melee 2 (one creature); +14 vs. AC	
Hit: 2d8+8 damage,	
Str 17 (+7)	Dex 14 (+6) Wis 13 (+5)
Con 13 (+5)	Int 2 (0) Cha 9 (+3)
Alignment Unaligned Languages -	
Note: Dungeon Magazine 179.	

Tainted Zombie	Level 9 Brute
Medium aberrant animate (undead)	XP 400
HP 110; Bloodied 55	Initiative +6
AC 21, Fortitude 22, Reflex 21, Will 20	Perception +5
Immune disease, poison; Resist 5 necrotic	Darkvision
Speed 4	
TRAITS	
Zombie Weakness	
Any critical hit to the zombie reduces it to 0 hit points.	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 1d8+8 damage, and the target is immobilized (save ends).	
M Bite • At-Will	
Attack: Melee 1 (one immobilized creature); +14 vs. AC	
Hit: 2d6+6 damage, and the target is no longer immobilized. At the end of the encounter, the target makes a saving throw. On a failure, the target contracts the Essence of Bhaal (stage 1).	
Str 16 (+7)	Dex 14 (+6) Wis 12 (+5)
Con 10 (+4)	Int 2 (0) Cha 6 (+2)
Alignment Unaligned Languages -	
Note: Added Essence of Bhaal taint; Dragon Magazine 382.	

Corrupt Tormite Dwarf Guard	Level 9 Soldier
Medium natural humanoid (plaguechanged dwarf)	XP 400
HP 97; Bloodied 48	Initiative +7
AC 25, Fortitude 23, Reflex 21, Will 23	Perception +12
Speed 5	low-light vision
TRAITS	
Fire Shield • Aura 1	
Enemies that enter or start their turn in the aura takes 5 fire damage.	
Stand the Ground	
The dwarf can move 1 square fewer than the effect specifies when subjected to a pull, push, or a slide.	
Steady-Footed	
The dwarf can make a saving throw to avoid falling prone when an attack would knock it prone.	
STANDARD ACTIONS	
m Warhammer (Weapon) • At-Will	
Attack: Melee 1 (one creature); +16 vs. AC	
Hit: 1d10+7 damage, and the dwarf can push the target 1 square. The dwarf can then shift 1 square to a square the target vacated.	
Effect: The dwarf marks the target until the end of the dwarf's next turn.	
R Throwing Warhammer (Weapon) • At-Will	
Attack: Ranged 10 (one creature); +14 vs. AC	
Hit: 1d6+8 damage, and the dwarf marks the target until the end of the dwarf's next	
MR Double Hammer Strike (Weapon) • Recharge 5-6	
Effect: The dwarf uses warhammer and then uses throwing hammer. The dwarf does not provoke opportunity attacks for this use of throwing hammer.	
Str 16 (+7)	Dex 12 (+5) Wis 17 (+7)
Con 17 (+7)	Int 10 (+4) Cha 9 (+4)
Alignment Unaligned Languages Common, Dwarven	
Note: Dwarf Clan Guard reflavored to Corrupt Tormite Dwarf Guard, decrease frequency of double hammer strike recharge, added fire shield; Monster Vault	

Dark Servant	Level 9 Skirmisher
Medium natural humanoid	XP 400
HP 94; Bloodied 47	Initiative +10
AC 23, Fortitude 21, Reflex 22, Will 19	Perception +5
Speed 6	low-light vision
TRAITS	
Combat Advantage	
The dark servant deals an extra 2d6 damage on melee attacks against any target it has combat advantage against.	
STANDARD ACTIONS	
m Short Sword (Weapon) • At-Will	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 1d6+4 damage.	
M Shadow's Wrath (Necrotic, Weapon) • Recharge 5-6	
Attack: Melee 1 (one creature); +12 vs. Fortitude	
Hit: 1d6+4 damage plus ongoing 10 necrotic damage	
MINOR ACTIONS	
Shadow Shift • At-Will	
Effect: The dark servant shifts 1 square as a minor action.	
Skills: Stealth +12	
Str 12 (+5)	Dex 16 (+7) Wis 10 (+4)
Con 14 (+6)	Int 12 (+5) Cha 9 (+3)
Alignment Evil Languages Common, Netherese	
Note: Added Netherese; Dungeon Magazine 155	

ENCOUNTER 7: THROUGH ASH AND SMOKE

With the invasion of Elturel complete, the PCs flee with their group of refugees and diplomats to a nearby city for safe haven. This encounter is a mix of role-playing and skill challenge and should not be skipped. The mood of the encounter at this point is somber and reserved as the PCs are literally fleeing for their lives away from an insurmountable force (for now) in Elturel.

"Run!" The word still echoes in your ears as the rag-tag group of politicians and refugees you rescued from Elturel regroups outside the city walls. Once the group has stopped, a lone Paladin of Torm lets out a roar slamming his shield against a nearby tree and falling to his knees in desperation. Behind him you can see the faint wisps of smoke rising from Elturel. From his lips you hear a faint, angry muttering, a prayer to Torm - a prayer for righteousness, a prayer for justice, a prayer in desperation for something to be done. However, no reply comes from the Loyal Fury.

There will be no retaking of the city this day; nor for many days to come. The only thing to do now is flee and save what refugees you have brought with you. But where will you go? Word has come that ruined Scornubel has been taken. The Freedom Guard of Iriaebor is clearly corrupted. Perhaps Triel or Berdusk are safe? Baldur's Gate would certainly be free of danger. Do you head to a city in the midst of the takeover, a last bastion of hope? Or do you head farther away to regroup, and later come back in force?

At this point the PCs are free from immediate danger and should be allowed to role-play and discuss where the group should go.

They may wish to speak to the remaining named NPCs that are left and ask their advice. If so:

- The Order of Torm and the Lion's Den want to go to the town of Triel, not willing to give up their complete foothold in this area just yet.
- The other factions want to go to Baldur's Gate, because it is far away enough for safety's sake where they might reconstitute a government in exile.

For any players who want more information:

- The town of Triel is only 60 miles away from Elturel, but that is taking a direct route.

- If the PCs wish to go to Triel it will take them around three days as they must move slowly, dodging patrols and reinforcements heading to Elturel.
- Baldur's Gate is over 200 miles away from Elturel.
- Taking back roads to not run into any patrols, it will take the PCs around five days.

Once the PCs decide which location to head for, the group will start to move. The action should then proceed to the skill part of this encounter. While the group is travelling, they will meet refugees from the other invaded towns/cities in the region (the same fate has befallen them) and the PCs may choose to help them, add their number to their own, and bring the refugees to whatever location they are going to.

This skill challenge is run differently than normal as there are no successes or failures for the PCs within the challenge itself. The PCs will encounter five scenes and can either choose to save refugees or leave them behind. At the end of the encounter the amount of groups the PCs have decided to bring with the group counts as either a success or a failure for this skill encounter. See Ending the Encounter for more information.

This is a test of moral decision making, rather than measuring how good they are at certain skills. Skills are still suggested with each group of refugees to help and aid them.

SKILL CHALLENGE: THE ROAD TO SAFE HAVEN

Goal: For the PCs to help as many groups as possible.

Complexity: Special

Primary Skills: Athletics, Endurance, Heal, Insight, Nature, Streetwise

Other Skills: Endurance, History

Victory: The PCs help and bring along at least half of the groups they encounter.

Defeat: The PCs help and bring less than half of the groups they encounter.

The players must now begin to move to their chosen destination and along the way they will encounter five scenes. Each scene will require skill checks from the PCs helping the refugees with ailments or problems. The PCs are given the option to protect the refugees, taking the group with them or not. The PCs succeed at this skill encounter by bringing half or more the groups with them - sacrificing their own comfort and safety for that of others.

The higher ranking NPCs that are still alive will urge bringing the refugees with the larger group, *it is the only good and right thing to do*, but the PCs may attempt to

convince them that this is not a good idea as it will be a strain on resources. In the end it is the choice of the PCs.

With your destination in mind and the thought of roaming patrols ever on your thoughts, your group sets off. The blazing blue Companion casts an eerie blue glow over the night as you begin your journey. It is going to be a long road to a safe haven and with refugees in tow, it will be a more hazardous one. It will take all your energy to make sure the group reaches its destination safe and intact. You'd better get a move on.

This skill section is split into five. In time sensitive environments the DM may choose to omit one or two of the scenes for time's sake, however, do not penalize the players for scenes you choose to skip for time.

Around half to a full a day passes in between scenes dependent on which city the party decides to head towards. DMs should keep the pacing in mind so that the motion of this Encounter remains cinematic. The PCs receive an extended rest after the first scene and every scene thereafter.

It is important to stress to the players that bringing along various groups of refugees, is not only a strain to the entire group but a strain on the PCs and the leaders of the group. It means less sleep and more micromanagement. The PCs should not be tricked into leaving behind a small group of refugees in fear for the larger group.

As the PCs begin to bring more and more groups with them, the strain of the trip will begin to show in their skill checks. Apply the following modifier to scenes in which the party already has chosen to bring along the listed number of groups from this skill challenge:

- 1 group = +2 DC on skill check
- 2 groups = +3 DC on skill check
- 3 groups = +4 DC on skill checks
- 4 groups = +5 DC on skill checks

Scene 1 - Family Ties

Night is deepening as your group sets up camp on the edges of a small wood to rest. As your group sets out organizing the refugees of Elturel, you hear a shout a few tents down. Making your way to see what the ruckus is all about you see Nualla, holding a little boy by the arm and brandishing a dagger. "Don't think I didn't see you, you little thief! I appreciate the sentiment, but in times like these I don't take kindly to someone stealing food from me." The little boy struggles against her grasp, "It wasn't me, I swear!" he professes with a sweet roll clutched in his hand.

- The boy's name is Jochem. He is from a farm on the outskirts of Elturel.
- His father was killed by 'big ugly mooks' and the family was kicked out of their farm.
- His mother and two of his youngest sisters were injured when fleeing their village.
- Jochem is now the sole provider for his mother and six sisters who are hiding further in the woods.
- Two of Jochem's sisters had husbands who were also murdered. One sister is with child and the other has three 'babes' of her own.
- He would go hunting, but he doesn't know how, so he took Nualla's sweet roll from her tent.
- After some discussion Jochem admits that he is not sure what to do, but asks if his family could come with the group.

If the PCs decide to help Jochem he will need their help gathering his considerable family (10 more people) from the woods. Once at the woods the PCs may make skill checks in order to help the family leave the wood more easily.

Athletics or Endurance [Moderate DC] (1 success, no maximum)

The PC picks up Jochem's mother and carries her back to camp, making sure she does not come to any harm.

Heal [Moderate DC] (trained only; 1 success, 2 maximum)

The PC uses their knowledge of healing to help the mother or sister with her leg so that she can move around easier.

Nature [Moderate DC] (1 success, no maximum)

The PC helps Jochem navigate his way through the woods to his family or find herbs to help heal the wounded mother.

Camp flavor after rescue: The mother and sisters, begin to cook and take care of the soldiers. The meals they make are quite possibly the best the soldiers have had in a while.

Scene 2 - Exodus

It is now day and your group moves out. Making your way across hidden paths and routes off the beaten track, you soon see wisps of smoke rising on the horizon. Sending a scout to check out what is ahead he comes back to report. "It is a camp of refugees from Scornubel-elderly and children it seems. They have a few guards, but most of them look as old as the children they travel

with. They've lit fires to rest and eat, they must be attracting attention from miles around. I had half a mind of going to scold them myself, but I thought it best to first come and report back. They seem out of sorts, won't last long if they are left to fend for themselves."

- The group of refugees is around 20 people.
- Most of them elderly, women, and children. Many of them are injured.
- The group comes from Scornubel, which is now a disaster area. They tell the PCs tales similar to what they have seen in Elturel. The city that was already nearly destroyed by the events of ELTU4-3 *Minutes to Midnight*, has been further ripped apart and there is wreckage everywhere. Everyone there is being rounded up and put in cages by snake men or used as slave labor by men clad in shadows.
- Insight DC Moderate / Religion DC Easy: The PCs notices that a few of the elderly wear symbols of Torm, given to retired guards for years of loyal service. They can be organized into a competent fighting force.
- However, the other elderly in the group are not in such great shape, it is doubtful they will be able to keep up with the rest of the group in their current state. As the PCs wagons or mounts are already packed with refugees, they might slow down the group as a whole if added to the PCs band of refugees unless the party is careful.
- The group of refugees ask to come with the group as they have nowhere else to go.

If the PCs decide bring along the refugees from Scornubel, they must organize and find a way to transport the disabled elderly and young children.

Diplomacy [Moderate DC] (1 success, no maximum)

The PC lifts the spirits of the group making it easier for the elderly to ignore their age just a little bit longer in order for the long trek they must endure.

Dungeoneering [Moderate DC] (1 success, no maximum)

The PC using their knowledge of working underground, begins to fashion a wheel barrow to transport some of the refugees.

Nature [Moderate DC] (1 success, no maximum)

The PC forages around for enough wood to make splints and beds to carry the wounded of Scornubel.

Camp flavor after rescue: The elderly of Scornubel may not all be a fighting force, but they are wise. They talk

with the other refugees telling them tales of other disasters they have suffered - all of which (of course) were worse than this - saying the region will survive as it always has. Oddly enough, this is actually cheerful.

Scene 3 - I'm the only...

Read the following on the way to Triel:

You detour through wilderness, though safe, has led you far off the beaten track. To the east you can just barely see the top of the hills leading to the Fields of the Dead and there is a low howl in the air. From your height and position, you are able to see a short hundred yards away a group of what looks like guards leading a small group of refugees. The only problem is you also see a patrol from Elturel heading their direction as well. The patrol group must be some twenty men strong and even with the best guards, the group of refugees will not survive the onslaught.

Read the following on the way to Baldur's Gate:

Your group follows the roaring Chionthar River in order to make its way to Baldur's Gate. From your height and position, you are able to see a short hundred meters away a group of what looks like guards leading a small group of refugees. The only problem is you also see a patrol from Elturel heading their direction as well. The patrol group must be some twenty men strong and even with the best guards, the group of refugees will not survive the onslaught.

If the PCs decide to help the group of refugees, they must break off from their convoy and get to the group as quickly as possible. The PCs will need a few skill checks before and after reaching them to stress the importance of speed.

Athletics [Moderate DC] (1 success, no maximum)

The PC breaks into a dead run in order to get to the refugees as fast as possible.

Endurance [Moderate DC] (1 success, no maximum)

The PC pushes themselves past the normal limits of exertion in order to get the refugees and get them to safety.

Stealth [Moderate DC] (1 success, no maximum)

The PC makes sure the group stays well hidden while they attempt to rescue the refugees.

When/if the PCs rescue the group they get the following information:

- The people the PCs mistook as guards are in fact a band of young adventurers: a dragonborn fighter,

eladrin rogue, half-orc bard, gnome druid, and tiefling sorcerer to be exact.

- The adventurers have formed a company called the Glorious Dragon Knights (the GDK).
- The GDK and refugees number twelve people.
- The adventurers are slightly annoyed with the PCs, as they believed full well they could have kept their group of refugees safe all by themselves... but since the PCs stepped in, *"I guess we're willing to help you out and head to the town/city with you... Since you were going to ask and all any way. It's clear you will need our help."*
- The Glorious Dragon Knights were busy cleaning out a goblin cave when they heard sounds of battle from the nearby village of Eamonsmouth. When they arrived at the village they dealt with the eight guards that were left there as sentries, saving what was left of the village.
- When the PCs happened on them they were guiding the group of refugees that were left to safety.

Camp flavor after rescue: The half-orc happens to be a bard and his loud, over-jovial (and slightly inappropriate) music lifts the mood of the refugees; if only because they have someone to throw their rotten fruit and veggies at.

Scene 4 - Empty chairs and empty tables...

The road so far has been a hard push. With the numbers of refugees your group is picking up ever expanding, the desolation of this region begins to set in. Where once villages and towns might have seemed familiar and inviting; they now lay empty or under enemy hands. Farms are empty or boarded up against any onslaught that may come. At one such farm behind the broken stable, you see movement. Your group halts and the sound of swords begin drawn echoes behind you. However, what emerges from behind the stables is not what you expect. A man stumbles forward, his hands in the air in a sign of peace, "Please, I must speak with you..."

- The man's name is Tieman, he is a priest of Ilmater. The PCs notice right away that his robes are bloodied.
- Tieman and his fellow priests are caring for a group of spellscarred refugees.
- If the PCs agree to follow him behind the house they see a group of two priests and ten people afflicted by the spell plague.
- The ten people, their bodies not able to handle the plague, have been driven insane by their wounds. Each seems to have been attacked rather viciously to the point to death.

- A PC trained in Heal notices that probably the only thing keeping the patients alive now is their excruciating suffering.
- If the PCs bring this fact up with Tieman says he has noticed it as well, but was hoping there was some way to heal their wounds.

The PCs may choose to convince Tieman to help put the refugees out of their misery and having the priests come with the group or bringing Tieman and the refugees along as is. Both are considered a success for this scene. No matter how high the Heal checks, the PCs will find no immediate cure to the refugees' insanity or wounds due to the effects of the Spellplague. If the PCs saved Nessa and her group in Encounter 5 and ask for her help, she will be able to automatically stabilize the patients for the journey.

Endurance [Moderate DC] (1 success, no maximum)

The PC carries the wounded on their own back as they rave and howl.

Heal [Moderate DC] (1 success, no maximum)

The PC tries to stave the wounds of the refugees as best as possible for transport.

Insight [Moderate DC] (1 success, no maximum)

The PC uses their knowledge of how others feel to quiet and calm the scared refugees for a moment.

Camp flavor after rescue: Sad. The death of the spell plagued or their presence within the camp, reinforces how much everyone has lost.

Scene 5 - One last push...

Triel/Baldur's Gate is only a day from your location and that is good news. The refugees you have brought with you are fatigued and even as a seasoned adventurer you are beginning to feel it yourself. As you gather your strength for one last push, a scout comes back to report groups of yuan-ti and corrupted paladins in the way of your path to the town/city. To completely avoid the groups is impossible and to lead a frontal assault would bring undue attention to your group. What will you do?

Scene 5 differs slightly from the other scenes as there is no group of refugees to save directly. The way the PCs 'save' refugees in this scene, is to make sure each group is protected and led by competent leaders.

The PCs can choose to do this in a few ways:

- Each take charge of one group of innocents and try and lead them through.

- Appointing NPCs from the summit to lead the groups as above.
- Appointing the competent groups of NPCs the party may have saved along the way: Elderly guards from Scornubel and the GDK.

A frontal assault on all the patrols should be advised against. If the PCs wish to do so, it counts as a failure as many of the refugees are injured and the PCs lose a healing surge. The PCs lose 5 refugees in the fighting.

Once the PCs have decided how to split the group (or not) each PC should make a skill roll to explain how they are getting their group past the patrols. If a PC thinks of something creative that is not on this list and it is a good idea, allow it. Furthermore, if the PCs think of a rescue plan that was not listed above, but it seems to make sense and take into account trying to save all the refugees - roll with it.

Once the PCs have decided how to split the group (or not) each PC should make a skill roll to explain how they are getting their group past the patrols. If a PC fails their roll, they may choose to lose a healing surge fighting off a patrol as they head to the meeting point or having a few of their refugees injured.

Bluff [Moderate DC] (1 success, no maximum)

The PC disguises his group as guards that are patrolling as well and quickly moves his group past.

Perception [Moderate DC] (1 success, no maximum)

The PC spots the best way for her small group to go, avoiding one or two patrols completely.

Stealth [Moderate DC] (1 success, no maximum)

The PC sneaks his group past the patrols that are guarding the way to their destination.

ENDING THE ENCOUNTER

Once the PCs have encountered all the scenes they will make it to their chosen destination, whether they saved or lost any refugees.

In time sensitive environments the DM may choose to cut down on the role play of each scene and focus on the skill rolls (or vice versa).

Success: The PCs have saved and helped at least half of the refugee groups that they have encountered on the way to their chosen city. The group travelling with them though battered, is not broken, the hope of finding other survivors has strengthened their resolve and this is all thanks to the NPCs. The PCs encounter a scout from the town/city. Read the following out loud:

"We'll let the city/town know you are here!" A lone, wandering sentry guard calls in a friendly manner to you a few miles outside of the city. A collective cheer goes up amongst the refugees you have saved. Perhaps, there are still things worth hoping for.

Failure: The PCs have helped less than half of the refugee groups they have encountered. The group travelling with them is tired and at a loss for any type of hope. Read the following out loud:

"We'll let the city/town know you are here!" A lone, wandering sentry guard calls in a friendly manner to you a few miles outside of the city. With sunken shoulders and broken hopes, your group makes their way towards the city/town. Those lucky few are safe, but at what cost?

MILESTONE

This encounter counts toward a milestone. Note the PCs have had an extended rest during this encounter, so this is their first milestone of the day.

TREASURE

There is no treasure in this encounter.

ENCOUNTER 8: ALMOST THERE

ENCOUNTER LEVEL 5/7/9/11/13

CREATURES

This encounter includes the following creatures at all Adventure Levels:

Wave One:

2 Bhaalspawn Zombies

1 Reeshna, Fallen Priest of Torm

6 Netherese Soldiers (there are 7 at ALs 4 and 8)

Wave Two:

1 Rylen, Lightning Naga

6 Kobold Nagaguards (there are 7 at ALs 4 and 8)

Only a few miles off, the PCs are within sight of their goal. However, their escape has not gone without notice and their foes in Elturel have sent a large force to exterminate the remaining leaders of Elturgard and those foolish enough to safeguard their escape.

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present. If the PCs are particularly strong, you might consider having the second wave arrive a round earlier or when it is clear the PCs are about to defeat the first wave. If your party is particularly weak, or is made up of mostly 1st-level PCs, consider having the elite have already used its action point and delay the arrival of the second wave as appropriate. If your party is weak for their AL or needs additional help, have the surviving Summit NPCs run back to help them. Use the stat blocks from Appendix I in this case.

Four PCs: Remove one Bhaalspawn zombie from wave one and two kobold nagaguards from wave two.

Six PCs: Add one Bhaalspawn zombie from wave one and two kobold nagaguards from wave two.

FAST PLAY OPTIONS

This encounter can run long; consider the following options if you are looking to speed up this encounter.

Minions: Have all of the minions join the first wave. This makes it easier for controllers or other area of effect powers to clear out a larger number of them in one attack.

Allies: The NPC allies have potent abilities that can help the PCs significantly. Having them join the fight

will make the fight proceed much quicker, though it will be easier. Use this option if speed is more important to your players than challenge.

Stat Block Modifications: For all non-minion creatures, deduct 25% of their base hit points and reduce their defenses by 2, but add AL bonus damage. This results in a much bloodier but quicker fight. Only choose this option if it is clear the party has significant healing resources.

SETUP

As the creatures enter the area, read:

Passing near a farm a few miles out, your goal is finally in sight when a hue and cry goes up from your refugees. People begin running screaming towards the city.

Behind you, a horde of foes comes over the forested hill. Elturel has sent one last parting gift. The creatures pass from view under some nearby trees, giving you a few seconds to act before they arrive.

The monsters are out of sight, but will arrive shortly. There is chaos as the refugees run all over the map, dropping belongings, screaming, and fleeing in a disorganized manner. Some are clearly beyond reach ahead of the party, but it is clear that if the PCs leave the slower refugees to run across the fields, there will be no way for the PCs to protect them all. The PCs have one round to prepare before the first wave of creatures arrives.

There are twelve refugees still on the map. The obvious place for the refugees to seek cover is the nearby barn. Two successful Moderate DC Diplomacy or Intimidate checks are needed to get the refugees inside the barn; with half of them seeking cover per success (a third success is needed if there are six players for one third of the refugees per check).

Once the PCs have positioned themselves or moved the NPCs into the barn, place the monsters on the edge of the map, two squares beyond the tree line, and add them into the initiative. The refugees move at the end of every round.

FEATURES OF THE AREA

Illumination: It is daylight.

Fence: There is a low stone fence around the field. It costs an extra square of movement to cross it and it can be used to take cover by crouching.

Trees: The trees provide concealment to anyone 2 squares or less inside the treeline, or block line of sight for those more than 2 squares.

Refugees: Place twelve refugees on the map as the DM sees fit. They do not fight, but try to move away from combat to the barn with speed 6 if the PCs succeed in their checks. If the PCs do not make an effort to control the panicked refugees, they run in random directions. Treat them as minions with all of their defenses equal to 10.

TACTICS

The first wave begins two squares in the tree line where they start with concealment. After three rounds, the second wave enters the battle from the same position.

The Bhaalspawn zombies move to attack the nearest threat. If no creature has shown itself as a threat it simply attacks the nearest non-ally. They focus on using their *slam* and use *zombie grab* against any melee attacker trying to move near Reeshna. The Bhaalspawn zombies fight to the death.

The Netherese soldiers move up in pairs to take advantage of their *dirty tactics*. They know they have been specifically sent to eliminate refugees and attack any NPCs near them if there is no PC that is easily targetable. If more than half of the monsters are defeated and Reeshna and Rylen are down, the Netherese soldiers break and run.

Reeshna begins by using *blinding bomb* on any clump of PCs, followed by *Torm's wrath*. Reeshna tries to stay near an ally to take advantage of *sacrifice underling*; preferring to target a Netherese soldier or kobold nagaguard. If she needs to move away or is attacked by several PCs, she uses *kneel before me!* If she does, she tries to get any nearby NPCs in the blast. Reeshna is a fanatic and fights to the death.

The kobold nagaguards move to groups of PCs to use *short sword* and take advantage of *spinning slash*. If Rylen is slain, any surviving kobolds panic and flee but while she stands they are fearlessly devoted to her.

Rylen the lightning naga tries to avoid melee combat by starting in the tree line to take advantage of the concealment. Using *shocking convulsions* and *reactive sting* she continues to move away and use ranged attacks favoring *stinging bolt* when it is recharged or *lightning lash* when it is not. Rylen knows her masters expect success, but if cornered and in a hopeless situation she will surrender.

ENDING THE ENCOUNTER

When the threat has passed the PCs can take a short rest, tend to their wounded, interrogate prisoners and then decide how to proceed.

Interrogating Prisoners: The Bhaalspawn are of animal intelligence and can barely be controlled by their own allies. They cannot be interrogated.

The Netherese and kobolds know the first two items, but Reeshna and Rylen can give all of the bullet points below, although they must be coerced to do so.

- Elturel has completely fallen under the control of the alliance between the High Observer (who commands the Order of Torm), the Netherese, Najara (the yuan-ti), and the Order of Blue Fire.
- The High Observer dispatched these agents to locate a number of important criminals that escaped (i.e. the PCs and NPCs). Their orders were to execute these traitors on site. The attackers were given descriptions of the PCs and of all the important NPCs from the summit who are still alive.
- Iriaebor and Scornubel have declared their allegiance with Elturel and are under the (corrupted) Order of Torm's rule. Triel and Berdusk will be targeted next.
- The High Observer is called Vacacarian among the Najarans and Netherese.
- The High Observer has a Najaran advisor who helped orchestrate the alliance. Her name is Scyllira.

When the PCs are ready to continue, proceed to Concluding the adventure.

MILESTONE

This encounter counts toward a milestone.

TREASURE

The PCs find an *aversion staff* (+1 at AL 2-4, +2 at AL 6-10), a *bridle of rapid action*, an *escape tattoo*, and a *shadowmaster ki focus* (+1 at AL 2-4, +2 at AL 6-10).

ENCOUNTER 8: ALMOST THERE (ADVENTURE LEVEL 2)

Netherese Soldier	Level 2 Minion
Medium natural humanoid (human)	XP 31
HP 1; A missed attack never damages a minion	Initiative +5
AC 16, Fortitude 16, Reflex 15, Will 13	Perception +1
Speed 6	
TRAITS	
Dirty Tactics	
A target that is adjacent to one more creatures grants combat advantage to a Netherese soldier.	
STANDARD ACTIONS	
m Short Sword (Weapon) • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 3 damage (5 damage with combat advantage)	
Str 16 (+4)	Dex 14 (+3) Wis 9 (0)
Con 12 (+2)	Int 10 (+1) Cha 8 (0)
Alignment Evil	Languages Common, Netherese
Note: Reflavored Grand Melee Gladiator; Dragon Magazine Annual.	

Reeshna, Fallen Priest of Torm	Level 2 Controller
Medium natural humanoid (human)	XP 125
HP 35; Bloodied 17	Initiative +1
AC 16, Fortitude 14, Reflex 14, Will 15	Perception +1
Speed 6	
STANDARD ACTIONS	
m Dagger (Weapon) • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d4+3 damage.	
R Torm's Wrath (Radiant) • At-Will	
Attack: Ranged 5 (one creature); +6 vs. Reflex	
Hit: 1d10+3 radiant damage and the next attack made against the target has a +2 bonus.	
A Blinding Bomb • At-Will (6/encounter)	
Attack: Area burst 1 within 10; +5 vs. Reflex	
Hit: The target treats all nonadjacent creatures as having concealment until the end of your Reeshna's next turn. Creatures that do not rely on sight to detect other creatures are immune to this effect.	
C Kneel Before Me! (Psychic) • Recharge when bloodied	
Attack: Close blast 3; +9 vs. Will	
Hit: 1d8+3 psychic damage and the target is knocked prone.	
TRIGGERED ACTIONS	
Sacrifice Underling • Recharge 4-6	
Trigger: Reeshna takes damage from an attack while adjacent to an ally.	
Effect: Reeshna takes half the damage of the attack, and an ally within 5 squares takes the rest of the damage.	
Skills: Intimidate +9, Religion +6	
Str 11 (+1)	Dex 11 (+1) Wis 11 (+1)
Con 11 (+1)	Int 11 (+1) Cha 17 (+4)
Alignment Evil	Languages Common

Note: Reflavored Morgana Priest of Torog, removed halfling traits; Dungeon Magazine 171.

Bhaalspawn Zombie	Level 2 Brute
Medium natural animate (undead)	XP 125
HP 40; Bloodied 20	Initiative -1
AC 13, Fortitude 13, Reflex 9, Will 10	Perception +0
Speed 4	Darkvision
Immune disease, poison; Resist 10 necrotic, 5 radiant	
Saving Throws +5 vs. charm, poison, unconscious	
TRAITS	
Zombie Weakness	
Any critical hit to the zombie reduces it to 0 hit points.	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 2d6+2 damage. At the end of the encounter, the target makes a saving throw. On a failure, the target contracts the Essence of Bhaal (stage 1).	
M Zombie Grab • At-Will	
Attack: Melee 1 (one creature); +4 vs. Reflex	
Hit: The target is grabbed (until escape). Checks made to escape the zombie's grab take a -5 penalty.	
Str 14 (+3)	Dex 6 (-1) Wis 8 (0)
Con 10 (+1)	Int 5 (-2) Cha 3 (-3)
Alignment Unaligned	Languages -

Note: Reflavored Zombie with Bhaalspawn theme; Monster Manual.

Kobold Nagaguard		Level 2 Minion
Small natural humanoid (reptile)		XP 31
HP 1; A missed attack never damages a minion		Initiative +4
AC 16, Fortitude 14, Reflex 14, Will 11		Perception +1
Speed 6		Darkvision
STANDARD ACTIONS		
m Short Sword (Weapon) • At-Will		
Attack: Melee 1 (one creature); +6 vs. AC		
Hit: 5 damage		
r Javelin (Weapon) • Encounter		
Attack: Ranged 10/20 (one creature); +6 vs. AC		
Hit: 5 damage		
MINOR ACTIONS		
Shifty • At-Will		
Effect: The kobold shifts 1 square.		
TRIGGERED ACTIONS		
Spinning Slash		
Trigger: The kobold nagaguard hits with a short sword attack.		
Attack (no action): The kobold nagaguard deals 2 damage to one other enemy adjacent to it.		
Skills Stealth +6, Thievery +6		
Str 8 (0)	Dex 16 (+4)	Wis 10 (+1)
Con 14 (+3)	Int 9 (0)	Cha 10 (+1)
Alignment Unaligned Languages -		

Note: Re flavored Kobold Cleaver, removed Trap Sense and added javelin from Kobold Minion as an encounter power; Dungeon Delve.

Rylen, Lightning Naga		Level 2 Elite Artillery
Large immortal magical beast (reptile)		XP 250
HP 82; Bloodied 41		Initiative +4
AC 14, Fortitude 13, Reflex 15, Will 15		Perception +4
Speed 6		Darkvision
Saving Throws +2		
Action Point 1		
TRAITS		
Shocking Convulsions • Aura 5		
Any enemy within the aura that has ongoing lightning damage is slowed and cannot take opportunity attacks.		
STANDARD ACTIONS		
m Tail Sting (Lightning, Poison) • At-Will		
Attack: Melee 2 (one creature); +6 vs. AC		
Hit: 2d6+4 damage plus 1d6 lightning and poison damage		
r Spark Shot (Lightning) • At-Will		
Attack: Ranged 20 (one creature); +6 vs. Reflex		
Hit: 2d8+2 lightning damage		
R Lightning Lash • At-Will		
Rylen makes two spark shot attacks.		
R Stinging Bolt (Lightning) • Recharge 5-6		
Attack: Ranged 10 (one creature); +8 vs. Reflex		
Hit: 2d12+2 lightning damage and the target is immobilized and takes ongoing 5 lightning damage (save ends both)		
Miss: Half damage, and the target is slowed (save ends)		
TRIGGERED ACTIONS		
Reactive Sting		
Trigger: An enemy hits Rylen with a melee attack.		
Attack (immediate reaction): Rylen makes a tail sting attack against the triggering enemy and shifts one square.		
Skills Arcana +10, Bluff +10, Insight +9		
Str 13 (+2)	Dex 16 (+4)	Wis 16 (+4)
Con 17 (+4)	Int 18 (+5)	Cha 18 (+5)
Alignment Evil Languages Common, Draconic, Supernal		

Note: Lieth Lightning Naga converted to elite from solo, removed bloodied spark and lightning volley; Fortress of the Yuan-ti.

ENCOUNTER 8: ALMOST THERE (ADVENTURE LEVEL 4)

Netherese Soldier	Level 4 Minion
Medium natural humanoid (human)	XP 44
HP 1; A missed attack never damages a minion	Initiative +6
AC 18, Fortitude 18, Reflex 17, Will 15	Perception +2
Speed 6	
TRAITS	
Dirty Tactics	
A target that is adjacent to one more creatures grants combat advantage to a Netherese soldier.	
STANDARD ACTIONS	
m Short Sword (Weapon) • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 4 damage (6 damage with combat advantage)	
Str 16 (+5)	Dex 14 (+4)
Con 12 (+3)	Int 10 (+2)
	Wis 9 (+1)
	Cha 8 (+1)
Alignment Evil	Languages Common, Netherese
Note: Reflavored Grand Melee Gladiator; Dragon Magazine Annual.	

Reeshna, Fallen Priest of Torm	Level 4 Controller
Medium natural humanoid (human)	XP 175
HP 51; Bloodied 25	Initiative +2
AC 18, Fortitude 16, Reflex 16, Will 17	Perception +2
Speed 6	
STANDARD ACTIONS	
m Dagger (Weapon) • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 1d4+4 damage.	
R Torm's Wrath (Radiant) • At-Will	
Attack: Ranged 5 (one creature); +8 vs. Reflex	
Hit: 1d10+4 radiant damage and the next attack made against the target has a +2 bonus.	
A Blinding Bomb • At-Will (6/encounter)	
Attack: Area burst 1 within 10; +7 vs. Reflex	
Hit: The target treats all nonadjacent creatures as having concealment until the end of your Reeshna's next turn. Creatures that do not rely on sight to detect other creatures are immune to this effect.	
C Kneel Before Me! (Psychic) • Recharge when bloodied	
Attack: Close blast 3; +11 vs. Will	
Hit: 1d8+4 psychic damage and the target is knocked prone.	
TRIGGERED ACTIONS	
Sacrifice Underling • Recharge 4-6	
Trigger: Reeshna takes damage from an attack while adjacent to an ally.	
Effect: Reeshna takes half the damage of the attack, and an ally within 5 squares takes the rest of the damage.	
Skills: Intimidate +10, Religion +7	
Str 11 (+2)	Dex 11 (+2)
Con 11 (+2)	Int 11 (+2)
	Wis 11 (+2)
	Cha 17 (+5)
Alignment Evil	Languages Common

Note: Reflavored Morgana Priest of Torog, removed halfling traits; Dungeon Magazine 171.

Bhaalspawn Zombie	Level 4 Brute
Medium natural animate (undead)	XP 175
HP 60; Bloodied 30	Initiative +0
AC 15, Fortitude 15, Reflex 11, Will 12	Perception +1
Speed 4	Darkvision
Immune disease, poison; Resist 10 necrotic, 5 radiant	
Saving Throws +5 vs. charm, poison, unconscious	
TRAITS	
Zombie Weakness	
Any critical hit to the zombie reduces it to 0 hit points.	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 2d6+3 damage. At the end of the encounter, the target makes a saving throw. On a failure, the target contracts the Essence of Bhaal (stage 1).	
M Zombie Grab • At-Will	
Attack: Melee 1 (one creature); +6 vs. Reflex	
Hit: The target is grabbed (until escape). Checks made to escape the zombie's grab take a -5 penalty.	
Str 14 (+4)	Dex 6 (0)
Con 10 (+2)	Int 5 (-1)
	Wis 8 (+1)
	Cha 3 (-2)
Alignment Unaligned	Languages -
Note: Reflavored Zombie with Bhaalspawn theme; Monster Manual.	

Kobold Nagaguard	Level 4 Minion
Small natural humanoid (reptile)	XP 44
HP 1; A missed attack never damages a minion	Initiative +5
AC 18, Fortitude 16, Reflex 16, Will 13	Perception +2
Speed 6	Darkvision
STANDARD ACTIONS	
m Short Sword (Weapon) • At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 6 damage	
r Javelin (Weapon) • Encounter	
Attack: Ranged 10/20 (one creature); +8 vs. AC	
Hit: 6 damage	
MINOR ACTIONS	
Shifty • At-Will	
Effect: The kobold shifts 1 square.	
TRIGGERED ACTIONS	
Spinning Slash	
Trigger: The kobold nagaguard hits with a short sword attack.	
Attack (no action): The kobold nagaguard deals 3 damage to one other enemy adjacent to it.	
Skills Stealth +7, Thievery +7	
Str 8 (+1)	Dex 16 (+5) Wis 10 (+2)
Con 14 (+4)	Int 9 (+1) Cha 10 (+2)
Alignment Unaligned	Languages -

Note: Reffavored Kobold Cleaver, removed Trap Sense and added javelin from Kobold Minion as an encounter power; Dungeon Delve.

Rylen, Lightning Naga	Level 4 Elite Artillery
Large immortal magical beast (reptile)	XP 350
HP 106; Bloodied 53	Initiative +5
AC 16, Fortitude 15, Reflex 17, Will 17	Perception +5
Speed 6	Darkvision
Saving Throws +2	
Action Point 1	
TRAITS	
Shocking Convulsions • Aura 5	
Any enemy within the aura that has ongoing lightning damage is slowed and cannot take opportunity attacks.	
STANDARD ACTIONS	
m Tail Sting (Lightning, Poison) • At-Will	
Attack: Melee 2 (one creature); +8 vs. AC	
Hit: 2d6+5 damage plus 1d6 lightning and poison damage	
r Spark Shot (Lightning) • At-Will	
Attack: Ranged 20 (one creature); +8 vs. Reflex	
Hit: 2d8+3 lightning damage	
R Lightning Lash • At-Will	
Rylen makes two spark shot attacks.	
R Stinging Bolt (Lightning) • Recharge 5-6	
Attack: Ranged 10 (one creature); +10 vs. Reflex	
Hit: 2d12+3 lightning damage and the target is immobilized and takes ongoing 5 lightning damage (save ends both)	
Miss: Half damage, and the target is slowed (save ends)	
TRIGGERED ACTIONS	
Reactive Sting	
Trigger: An enemy hits Rylen with a melee attack.	
Attack (immediate reaction): Rylen makes a tail sting attack against the triggering enemy and shifts one square.	
Skills Arcana +11, Bluff +11, Insight +10	
Str 13 (+3)	Dex 16 (+5) Wis 16 (+5)
Con 17 (+5)	Int 18 (+6) Cha 18 (+6)
Alignment Evil	Languages Common, Draconic, Supernal

Note: Lieth Lightning Naga converted to elite from solo, removed bloodied spark and lightning volley; Fortress of the Yuan-ti.

ENCOUNTER 8: ALMOST THERE (ADVENTURE LEVEL 6)

Netherese Soldier	Level 6 Minion
Medium natural humanoid (human)	XP 63
HP 1; A missed attack never damages a minion	Initiative +7
AC 20, Fortitude 20, Reflex 19, Will 17	Perception +3
Speed 6	
TRAITS	
Dirty Tactics	
A target that is adjacent to one more creatures grants combat advantage to a Netherese soldier.	
STANDARD ACTIONS	
m Short Sword (Weapon) • At-Will	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 5 damage (7 damage with combat advantage)	
Str 16 (+6)	Dex 14 (+5)
Con 12 (+4)	Int 10 (+3)
	Wis 9 (+2)
	Cha 8 (+2)
Alignment Evil	Languages Common, Netherese

Note: Re flavored Grand Melee Gladiator; Dragon Magazine Annual.

Reeshna, Fallen Priest of Torm	Level 6 Controller
Medium natural humanoid (human)	XP 250
HP 67; Bloodied 33	Initiative +3
AC 20, Fortitude 18, Reflex 18, Will 19	Perception +3
Speed 6	
STANDARD ACTIONS	
m Dagger (Weapon) • At-Will	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 1d4+5 damage.	
R Torm's Wrath (Radiant) • At-Will	
Attack: Ranged 5 (one creature); +10 vs. Reflex	
Hit: 1d10+5 radiant damage and the next attack made against the target has a +2 bonus.	
A Blinding Bomb • At-Will (6/encounter)	
Attack: Area burst 1 within 10; +9 vs. Reflex	
Hit: The target treats all nonadjacent creatures as having concealment until the end of your Reeshna's next turn. Creatures that do not rely on sight to detect other creatures are immune to this effect.	
C Kneel Before Me! (Psychic) • Recharge when bloodied	
Attack: Close blast 3; +13 vs. Will	
Hit: 1d8+5 psychic damage and the target is knocked prone.	
TRIGGERED ACTIONS	
Sacrifice Underling • Recharge 4-6	
Trigger: Reeshna takes damage from an attack while adjacent to an ally.	
Effect: Reeshna takes half the damage of the attack, and an ally within 5 squares takes the rest of the damage.	
Skills: Intimidate +11, Religion +8	
Str 11 (+3)	Dex 11 (+3)
Con 11 (+3)	Int 11 (+3)
	Wis 11 (+3)
	Cha 17 (+6)
Alignment Evil	Languages Common

Note: Re flavored Morgana Priest of Torog, removed halfling traits; Dungeon Magazine 171.

Bhaalspawn Zombie	Level 6 Brute
Medium natural animate (undead)	XP 250
HP 80; Bloodied 40	Initiative +1
AC 17, Fortitude 17, Reflex 13, Will 14	Perception +2
Speed 4	Darkvision
Immune disease, poison; Resist 10 necrotic, 5 radiant	
Saving Throws +5 vs. charm, poison, unconscious	
TRAITS	
Zombie Weakness	
Any critical hit to the zombie reduces it to 0 hit points.	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 2d6+4 damage. At the end of the encounter, the target makes a saving throw. On a failure, the target contracts the Essence of Bhaal (stage 1).	
M Zombie Grab • At-Will	
Attack: Melee 1 (one creature); +8 vs. Reflex	
Hit: The target is grabbed (until escape). Checks made to escape the zombie's grab take a -5 penalty.	
Str 14 (+5)	Dex 6 (+1)
Con 10 (+3)	Int 5 (0)
	Wis 8 (+2)
	Cha 3 (-1)
Alignment Unaligned	Languages -

Note: Re flavored Zombie with Bhaalspawn theme; Monster Manual.

Kobold Nagaguard	Level 6 Minion
Small natural humanoid (reptile)	XP 63
HP 1; A missed attack never damages a minion	Initiative +6
AC 20, Fortitude 18, Reflex 18, Will 15	Perception +3
Speed 6	Darkvision
STANDARD ACTIONS	
m Short Sword (Weapon) • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 7 damage	
r Javelin (Weapon) • Encounter	
Attack: Ranged 10/20 (one creature); +10 vs. AC	
Hit: 7 damage	
MINOR ACTIONS	
Shifty • At-Will	
Effect: The kobold shifts 1 square.	
TRIGGERED ACTIONS	
Spinning Slash	
Trigger: The kobold nagaguard hits with a short sword attack.	
Attack (no action): The kobold nagaguard deals 4 damage to one other enemy adjacent to it.	
Skills Stealth +8, Thievery +8	
Str 8 (+2)	Dex 16 (+6) Wis 10 (+3)
Con 14 (+5)	Int 9 (+2) Cha 10 (+3)
Alignment Unaligned	Languages -

Note: Reffavored Kobold Cleaver, removed Trap Sense and added javelin from Kobold Minion as an encounter power; Dungeon Delve.

Rylen, Lightning Naga	Level 6 Elite Artillery
Large immortal magical beast (reptile)	XP 500
HP 130; Bloodied 65	Initiative +6
AC 18, Fortitude 17, Reflex 19, Will 19	Perception +6
Speed 6	Darkvision
Saving Throws +2	
Action Point 1	
TRAITS	
Shocking Convulsions • Aura 5	
Any enemy within the aura that has ongoing lightning damage is slowed and cannot take opportunity attacks.	
STANDARD ACTIONS	
m Tail Sting (Lightning, Poison) • At-Will	
Attack: Melee 2 (one creature); +10 vs. AC	
Hit: 2d6+6 damage plus 1d6 lightning and poison damage	
r Spark Shot (Lightning) • At-Will	
Attack: Ranged 20 (one creature); +10 vs. Reflex	
Hit: 2d8+4 lightning damage	
R Lightning Lash • At-Will	
Rylen makes two spark shot attacks.	
R Stinging Bolt (Lightning) • Recharge 5-6	
Attack: Ranged 10 (one creature); +12 vs. Reflex	
Hit: 2d12+4 lightning damage and the target is immobilized and takes ongoing 5 lightning damage (save ends both)	
Miss: Half damage, and the target is slowed (save ends)	
TRIGGERED ACTIONS	
Reactive Sting	
Trigger: An enemy hits Rylen with a melee attack.	
Attack (immediate reaction): Rylen makes a tail sting attack against the triggering enemy and shifts one square.	
Skills Arcana +12, Bluff +12, Insight +11	
Str 13 (+4)	Dex 16 (+6) Wis 16 (+6)
Con 17 (+6)	Int 18 (+7) Cha 18 (+7)
Alignment Evil	Languages Common, Draconic, Supernal

Note: Lieth Lightning Naga converted to elite from solo, removed bloodied spark and lightning volley; Fortress of the Yuan-ti.

ENCOUNTER 8: ALMOST THERE (ADVENTURE LEVEL 8)

Netherese Soldier	Level 8 Minion
Medium natural humanoid (human)	XP 88
HP 1; A missed attack never damages a minion	Initiative +8
AC 22, Fortitude 22, Reflex 21, Will 19	Perception +4
Speed 6	
TRAITS	
Dirty Tactics	
A target that is adjacent to one more creatures grants combat advantage to a Netherese soldier.	
STANDARD ACTIONS	
m Short Sword (Weapon) • At-Will	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 6 damage (8 damage with combat advantage)	
Str 16 (+7)	Dex 14 (+6)
Con 12 (+5)	Int 10 (+4)
	Wis 9 (+3)
	Cha 8 (+3)
Alignment Evil	Languages Common, Netherese
Note: Re-flavored Grand Melee Gladiator; Dragon Magazine Annual.	

Reeshna, Fallen Priest of Torm	Level 8 Controller
Medium natural humanoid (human)	XP 350
HP 83; Bloodied 41	Initiative +4
AC 22, Fortitude 20, Reflex 20, Will 21	Perception +4
Speed 6	
STANDARD ACTIONS	
m Dagger (Weapon) • At-Will	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 1d4+6 damage.	
R Torm's Wrath (Radiant) • At-Will	
Attack: Ranged 5 (one creature); +12 vs. Reflex	
Hit: 1d10+6 radiant damage and the next attack made against the target has a +2 bonus.	
A Blinding Bomb • At-Will (6/encounter)	
Attack: Area burst 1 within 10; +11 vs. Reflex	
Hit: The target treats all nonadjacent creatures as having concealment until the end of your Reeshna's next turn. Creatures that do not rely on sight to detect other creatures are immune to this effect.	
C Kneel Before Me! (Psychic) • Recharge when bloodied	
Attack: Close blast 3; +15 vs. Will	
Hit: 1d8+6 psychic damage and the target is knocked prone until the end of Reeshna's next turn..	
TRIGGERED ACTIONS	
Sacrifice Underling • Recharge 4-6	
Trigger: Reeshna takes damage from an attack while adjacent to an ally.	
Effect: Reeshna takes half the damage of the attack, and an ally within 5 squares takes the rest of the damage.	
Skills: Intimidate +12, Religion +9	
Str 11 (+4)	Dex 11 (+4)
Con 11 (+4)	Int 11 (+4)
	Wis 11 (+4)
	Cha 17 (+7)
Alignment Evil	Languages Common
Note: Re-flavored Morgana Priest of Torog, removed halfling traits; Dungeon Magazine 171.	

Bhaalspawn Zombie	Level 8 Brute
Medium natural animate (undead)	XP 350
HP 100; Bloodied 50	Initiative +2
AC 19, Fortitude 19, Reflex 15, Will 16	Perception +3
Speed 4	Darkvision
Immune disease, poison; Resist 10 necrotic, 5 radiant	
Saving Throws +5 vs. charm, poison, unconscious	
TRAITS	
Zombie Weakness	
Any critical hit to the zombie reduces it to 0 hit points.	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 2d6+5 damage. At the end of the encounter, the target makes a saving throw. On a failure, the target contracts the Essence of Bhaal (stage 1).	
M Zombie Grab • At-Will	
Attack: Melee 1 (one creature); +10 vs. Reflex	
Hit: The target is grabbed (until escape). Checks made to escape the zombie's grab take a -5 penalty.	
Str 14 (+6)	Dex 6 (+2)
Con 10 (+4)	Int 5 (+1)
	Wis 8 (+3)
	Cha 3 (0)
Alignment Unaligned	Languages -
Note: Re-flavored Zombie with Bhaalspawn theme; Monster Manual.	

Kobold Nagaguard	Level 8 Minion
Small natural humanoid (reptile)	XP 88
HP 1; A missed attack never damages a minion	Initiative +7
AC 22, Fortitude 20, Reflex 20, Will 17	Perception +4
Speed 6	Darkvision
STANDARD ACTIONS	
m Short Sword (Weapon) • At-Will	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 8 damage	
r Javelin (Weapon) • Encounter	
Attack: Ranged 10/20 (one creature); +12 vs. AC	
Hit: 8 damage	
MINOR ACTIONS	
Shifty • At-Will	
Effect: The kobold shifts 1 square.	
TRIGGERED ACTIONS	
Spinning Slash	
Trigger: The kobold nagaguard hits with a short sword attack.	
Attack (no action): The kobold nagaguard deals 5 damage to one other enemy adjacent to it.	
Skills Stealth +9, Thievery +9	
Str 8 (+3)	Dex 16 (+7) Wis 10 (+4)
Con 14 (+6)	Int 9 (+3) Cha 10 (+4)
Alignment Unaligned	Languages -

Note: Reffavored Kobold Cleaver, removed Trap Sense and added javelin from Kobold Minion as an encounter power; Dungeon Delve.

Rylen, Lightning Naga	Level 8 Elite Artillery
Large immortal magical beast (reptile)	XP 700
HP 154; Bloodied 77	Initiative +7
AC 20, Fortitude 19, Reflex 21, Will 21	Perception +7
Speed 6	Darkvision
Saving Throws +2	
Action Point 1	
TRAITS	
Shocking Convulsions • Aura 5	
Any enemy within the aura that has ongoing lightning damage is slowed and cannot take opportunity attacks.	
STANDARD ACTIONS	
m Tail Sting (Lightning, Poison) • At-Will	
Attack: Melee 2 (one creature); +12 vs. AC	
Hit: 2d6+7 damage plus 2d6 lightning and poison damage	
r Spark Shot (Lightning) • At-Will	
Attack: Ranged 20 (one creature); +12 vs. Reflex	
Hit: 2d8+5 lightning damage	
R Lightning Lash • At-Will	
Rylen makes two spark shot attacks.	
R Stinging Bolt (Lightning) • Recharge 5-6	
Attack: Ranged 10 (one creature); +14 vs. Reflex	
Hit: 2d12+5 lightning damage and the target is immobilized and takes ongoing 10 lightning damage (save ends both)	
Miss: Half damage, and the target is slowed (save ends)	
TRIGGERED ACTIONS	
Reactive Sting	
Trigger: An enemy hits Rylen with a melee attack.	
Attack (immediate reaction): Rylen makes a tail sting attack against the triggering enemy and shifts one square.	
Skills Arcana +13, Bluff +13, Insight +12	
Str 13 (+5)	Dex 16 (+7) Wis 16 (+7)
Con 17 (+7)	Int 18 (+8) Cha 18 (+8)
Alignment Evil	Languages Common, Draconic, Supernal

Note: Lieth Lightning Naga converted to elite from solo, removed bloodied spark and lightning volley; Fortress of the Yuan-ti.

ENCOUNTER 8: ALMOST THERE (ADVENTURE LEVEL 10)

Netherese Soldier	Level 10 Minion
Medium natural humanoid (human)	XP 125
HP 1; A missed attack never damages a minion	Initiative +9
AC 24, Fortitude 24, Reflex 23, Will 21	Perception +5
Speed 6	
TRAITS	
Dirty Tactics	
A target that is adjacent to one more creatures grants combat advantage to a Netherese soldier.	
STANDARD ACTIONS	
m Short Sword (Weapon) • At-Will	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 7 damage (9 damage with combat advantage)	
Str 16 (+8)	Dex 14 (+7)
Con 12 (+6)	Int 10 (+5)
	Wis 9 (+4)
	Cha 8 (+4)
Alignment Evil	Languages Common, Netherese

Note: Reflavored Grand Melee Gladiator; Dragon Magazine Annual.

Reeshna, Fallen Priest of Torm	Level 10 Controller
Medium natural humanoid (human)	XP 500
HP 99; Bloodied 49	Initiative +5
AC 24, Fortitude 22, Reflex 22, Will 23	Perception +5
Speed 6	
STANDARD ACTIONS	
m Dagger (Weapon) • At-Will	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 1d4+7 damage.	
R Torm's Wrath (Radiant) • At-Will	
Attack: Ranged 5 (one creature); +14 vs. Reflex	
Hit: 1d10+7 radiant damage and the next attack made against the target has a +2 bonus.	
A Blinding Bomb • At-Will (6/encounter)	
Attack: Area burst 1 within 10; +13 vs. Reflex	
Hit: The target treats all nonadjacent creatures as having concealment until the end of your Reeshna's next turn. Creatures that do not rely on sight to detect other creatures are immune to this effect.	
C Kneel Before Me! (Psychic) • Recharge when bloodied	
Attack: Close blast 3; +17 vs. Will	
Hit: 1d8+7 psychic damage and the target is knocked prone until the end of Reeshna's next turn..	
TRIGGERED ACTIONS	
Sacrifice Underling • Recharge 4-6	
Trigger: Reeshna takes damage from an attack while adjacent to an ally.	
Effect: Reeshna takes half the damage of the attack, and an ally within 5 squares takes the rest of the damage.	
Skills: Intimidate +13, Religion +10	
Str 11 (+5)	Dex 11 (+5)
Con 11 (+5)	Int 11 (+5)
	Wis 11 (+5)
	Cha 17 (+8)
Alignment Evil	Languages Common

Note: Reflavored Morgana Priest of Torog, removed halfling traits; Dungeon Magazine 171.

Bhaalspawn Zombie	Level 10 Brute
Medium natural animate (undead)	XP 500
HP 120; Bloodied 60	Initiative +3
AC 21, Fortitude 21, Reflex 17, Will 18	Perception +4
Speed 4	Darkvision
Immune disease, poison; Resist 10 necrotic, 5 radiant	
Saving Throws +5 vs. charm, poison, unconscious	
TRAITS	
Zombie Weakness	
Any critical hit to the zombie reduces it to 0 hit points.	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 2d6+6 damage. At the end of the encounter, the target makes a saving throw. On a failure, the target contracts the Essence of Bhaal (stage 1).	
M Zombie Grab • At-Will	
Attack: Melee 1 (one creature); +12 vs. Reflex	
Hit: The target is grabbed (until escape). Checks made to escape the zombie's grab take a -5 penalty.	
Str 14 (+7)	Dex 6 (+3)
Con 10 (+5)	Int 5 (+2)
	Wis 8 (+4)
	Cha 3 (+1)
Alignment Unaligned	Languages -

Note: Reflavored Zombie with Bhaalspawn theme; Monster Manual.

Kobold Nagaguard	Level 10 Minion
Small natural humanoid (reptile)	XP 125
HP 1; A missed attack never damages a minion	Initiative +8
AC 24, Fortitude 22, Reflex 22, Will 19	Perception +5
Speed 6	Darkvision
STANDARD ACTIONS	
m Short Sword (Weapon) • At-Will	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 9 damage	
r Javelin (Weapon) • Encounter	
Attack: Ranged 10/20 (one creature); +14 vs. AC	
Hit: 9 damage	
MINOR ACTIONS	
Shifty • At-Will	
Effect: The kobold shifts 1 square.	
TRIGGERED ACTIONS	
Spinning Slash	
Trigger: The kobold nagaguard hits with a short sword attack.	
Attack (no action): The kobold nagaguard deals 6 damage to one other enemy adjacent to it.	
Skills Stealth +10, Thievery +10	
Str 8 (+4)	Dex 16 (+8) Wis 10 (+5)
Con 14 (+7)	Int 9 (+4) Cha 10 (+5)
Alignment Unaligned	Languages -

Note: Re-flavored Kobold Cleaver, removed Trap Sense and added javelin from Kobold Minion as an encounter power; Dungeon Delve.

Rylen, Lightning Naga	Level 10 Elite Artillery
Large immortal magical beast (reptile)	XP 1000
HP 178; Bloodied 89	Initiative +7
AC 22, Fortitude 21, Reflex 23, Will 23	Perception +7
Speed 6	Darkvision
Saving Throws +2	
Action Point 1	
TRAITS	
Shocking Convulsions • Aura 5	
Any enemy within the aura that has ongoing lightning damage is slowed and cannot take opportunity attacks.	
STANDARD ACTIONS	
m Tail Sting (Lightning, Poison) • At-Will	
Attack: Melee 2 (one creature); +14 vs. AC	
Hit: 2d6+8 damage plus 2d6 lightning and poison damage	
r Spark Shot (Lightning) • At-Will	
Attack: Ranged 20 (one creature); +14 vs. Reflex	
Hit: 2d8+6 lightning damage	
R Lightning Lash • At-Will	
Rylen makes two spark shot attacks.	
R Stinging Bolt (Lightning) • Recharge 5-6	
Attack: Ranged 10 (one creature); +16 vs. Reflex	
Hit: 2d12+6 lightning damage and the target is immobilized and takes ongoing 10 lightning damage (save ends both)	
Miss: Half damage, and the target is slowed (save ends)	
TRIGGERED ACTIONS	
Reactive Sting	
Trigger: An enemy hits Rylen with a melee attack.	
Attack (immediate reaction): Rylen makes a tail sting attack against the triggering enemy and shifts one square.	
Skills Arcana +14, Bluff +14, Insight +13	
Str 13 (+6)	Dex 16 (+8) Wis 16 (+8)
Con 17 (+8)	Int 18 (+9) Cha 18 (+9)
Alignment Evil	Languages Common, Draconic, Supernal

Note: Lieth Lightning Naga converted to elite from solo, removed bloodied spark and lightning volley; Fortress of the Yuan-ti.

ENCOUNTER 8: ALMOST THERE MAP



CONCLUDING THE ADVENTURE

The PCs have made it to whichever town or city they have sought solace in and can take stock of just how much they have lost.

CONCLUSION 1: TRIEL

You are safely in the village of Triel behind its boulder and log stockade. The people here are terrified and it is clear that now that Elturel knows where you fled, you will not be safe. However, you should be able to gather supplies and organize the people of Triel into an orderly evacuation.

In the days that follow Elturel and the corrupted Order of Torm announce their alliance with the Shade Princes of Netheril, the Kingdom of Najara, and the Order of Blue Fire. The fall of Theocracy of Elturgard at the hands of Vacacarian and the rise of the yuan-ti will certainly empower the Netherese. All across Faerun one can hear the drums of war.

CONCLUSION 2: BALDUR'S GATE

For now Baldur's Gate remains beyond the reach of your foes in Elturgard, though you can feel their eyes coveting the city and its lands. The city's government has provided you a place a safe haven but they see the coming entanglements your asylum has drawn them into. Tyrangal is waiting for you in the city and provides quarters for all of you and those you have rescued. It is as if she anticipated your arrival, but as of yet she remains quiet on how she came by this information.

In the days that follow Elturel and the corrupted Order of Torm announce their alliance with the Shade Princes of Netheril, the Kingdom of Najara, and the Order of Blue Fire. The fall of Theocracy of Elturgard at the hands of Vacacarian and the rise of the yuan-ti will certainly empower the Netherese. All across Faerun one can hear the drums of war.

CONCLUSION: EITHER CASE

If the key NPCs from at least three different factions survived, read the following text:

All is not lost for the good people of Elturgard. The treaty signed in Elturel just moments before the city's fall now serves as a basis for a government in exile. The factions rally around this agreement. The survivors you spirited away to safety vow to seek allies, gather any exiles who will join them, and lead an assault to retake their home!

This bluster is overshadowed by rumours of snake men, lizardfolk, and dragons coming out of Najara, shadow cities floating in the night sky, and foul amalgamations of yuan-ti sorcery and necromancy roaming the streets.

If the key NPCs from less than three different factions lived, instead read the following text:

All seems lost. The treaty signed in Elturel just moments before its fall has nearly no one to enforce it. The factions are decimated and there is no basis for a government in exile. The survivors vow to seek allies and lead an assault to retake their home, but who will listen to their small number?

These plans are further shadowed by rumours of snake men, lizardfolk, and dragons coming out of Najara, shadow cities floating in the night sky, and foul amalgamations of yuan-ti sorcery and necromancy roaming the streets.

STORY AWARDS

- If the key NPCs from at least three or more factions survive, the PCs receive **ELTU28 Signatory to the Treaty of Elturel**.
- If at least 70 refugees survive, the PCs receive **ELTU29 Hero of the Exodus**.
- All PCs receive **ELTU30 Bathed in the Light of Corruption**.

FOR ALL CONCLUSIONS

TREASURE

Escaping Elturgard and rescuing as many refugees as possible, Tyrangal offers each PC a monetary reward (regardless of which conclusion they received).

The PCs receive a reward of 150 / 250 / 450 / 900 / 1350 gp at the conclusion of the adventure.

STORY ARC BONUS

PCs that have previously played ELTU4-1, ELTU4-2 and ELTU4-3 (in any 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: 500 XP per PC

Minor Objectives

Rescue at least 70 refugees: +50 XP

Escape Elturel: +50 XP

Complete two missions successfully in Enc. 5: +50 XP

Major Objective

Escape with NPCs of at least three factions still alive: +250 XP

Maximum Possible XP: 900 XP per PC

Base Gold per PC: 150 gp

Story Arc Bonus for PCs that previously participated in ELTU4-1 through ELTU4-3: +125 XP, +25 gp

ADVENTURE LEVEL 4

Minimum Possible XP: 640 XP per PC

Minor Objectives

Rescue at least 70 refugees: +70 XP

Escape Elturel: +70 XP

Complete two missions successfully in Enc. 5: +70 XP

Major Objective

Escape with NPCs of at least three factions still alive: +350 XP

Maximum Possible XP: 1200 XP per PC

Base Gold per PC: 250 gp

Story Arc Bonus for PCs that previously participated in ELTU4-1 through ELTU4-3: +175 XP, +50 gp

ADVENTURE LEVEL 6

Minimum Possible XP: 900 XP per PC

Minor Objectives

Rescue at least 70 refugees: +100 XP

Escape Elturel: +100 XP

Complete two missions successfully in Enc. 5: +100 XP

Major Objective

Escape with NPCs of at least three factions still alive: +500 XP

Maximum Possible XP: 1700 XP per PC

Base Gold per PC: 450 gp

Story Arc Bonus for PCs that previously participated in ELTU4-1 through ELTU4-3: +250 XP, +75 gp

ADVENTURE LEVEL 8

Minimum Possible XP: 1280 XP per PC

Minor Objectives

Rescue at least 70 refugees: +140 XP

Escape Elturel: +140 XP

Complete two missions successfully in Enc. 5: +140 XP

Major Objective

Escape with NPCs of at least three factions still alive:
+700 XP

Maximum Possible XP: 2400 XP per PC

Base Gold per PC: 900 gp

Story Arc Bonus for PCs that previously participated in
ELTU4-1 through ELTU4-3: +350 XP, +125 gp

ADVENTURE LEVEL 10

Minimum Possible XP: 1800 XP per PC

Minor Objectives

Rescue at least 70 refugees: +200 XP

Escape Elturel: +200 XP

Complete two missions successfully in Enc. 5: +200 XP

Major Objective

Escape with NPCs of at least three factions still alive:
+1000 XP

Maximum Possible XP: 3400 XP per PC

Base Gold per PC: 1350 gp

Story Arc Bonus for PCs that previously participated in
ELTU4-1 through ELTU4-3: +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 TWO OF THE FOLLOWING:

Note: This is a two-round adventure and each PC may choose two Treasures, which (except for Treasures X, Y, and Z) may not be the same.

Treasure A: *amulet of physical resolve* (+1 at AL 2-4 and +2 at AL 6-10; *Adventurer's Vault*).

Found in Encounter 2

Treasure B: *bracers of perfect shot* (*Player's Handbook*).

Found in Encounter 2

Treasure C: *boarding boots* (AL 4+ only; *Adventurer's Vault* 2).

Found in Encounter 2

Treasure D: *casque of tactics* +1 (*Adventurer's Vault*).

Found in Encounter 2

Treasure E: *jade sea snake figurine of wondrous power* (AL 6+ only; *Dragon magazine* 381).

Found in Encounter 3

Treasure F: *ring of dragons* (AL 6+ only; *Neverwinter Campaign Setting*).

Found in Encounter 3

Treasure G: *scale of the serpent* (+1 at AL 2-4, +2 at AL 6-10; *Adventurer's Vault* 2).

Found in Encounter 3

Treasure H: *viper's belt* (+1 at AL 2-4, +2 at AL 6-10; *Adventurer's Vault*).

Found in Encounter 3

Treasure I: *aversion staff* (+1 at AL 2-4, +2 at AL 6-10; *Adventurer's Vault*).

Found in Encounter 8

Treasure J: *bridle of rapid action* (*Adventurer's Vault*).

Found in Encounter 8

Treasure K: *escape tattoo* (*Adventurer's Vault* 2).

Found in Encounter 8

Treasure L: *shadowmaster ki focus* (+1 at AL 2-4, +2 at AL 6-10; *Heroes of Shadow*).

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 *potion of healing* plus additional gold. The player should write the consumable gained on their Adventure Log. Consumable items obtained in this fashion do not take up found-item slots.

AL 2: *potion of healing* plus 0 gp

AL 4: *potion of healing* plus 25 gp

AL 6: *potion of healing* plus 100 gp

AL 8: *potion of healing* plus 250 gp

AL 10: *potion of healing* plus 400 gp

Treasure Z (More Gold): The character finds or is given coin, gems, jewelry, art objects, ritual components,

or other non-magical valuables (in addition to his or her Base Gold).

AL 2: 50 gp

AL 4: 75 gp

AL 6: 150 gp

AL 8: 300 gp

AL 10: 450 gp

STORY AWARDS

Award these if the PC completes the condition for the award in the adventure.

- If NPCs from at least three or more factions survive, the PCs receive **ELTU28 Signatory to the Treaty of Elturel**.
- If at least 70 refugees survive, the PCs receive **ELTU29 Hero of the Exodus**.
- All PCs receive **ELTU30 Bathed in the Light of Corruption**.

ELTU28 Signatory to the Treaty of Elturel

You helped forge the pact that now forms the basis of the Elturgardan government in exile. Your voice will always carry weight with the surviving factions in charting that country's future. Cross off those factions below which did not have at least one representative survive the flight out of Elturel.

Dusk Talons

Order of Torm

Shields of Kilgrave

Lion's Den

Free City of Iriaebor

ELTU29 Hero of the Exodus

You are justly famed for your role in helping to rescue innocents during the fall of Elturgard. This counts as a recommendation to join any Elturgardan meta-organization (Dusk Talons, Order of Torm, or Lion's Den). Alternatively, you can void this Story Award to cancel out any disfavor from one of these groups, now or in the future.

ELTU30 Bathed in the Light of Corruption

You have been bathed in the light of the corrupted Companion and seen the effects of its despoiled rebirth. Surely Amaunator himself will not abide such a vile betrayal of his divine gift to the people of Elturel.

This Story Award has three charges and can only be used once per adventure. Once you have used the following effect three times, you are cleansed of the corrupted energy.

Cross off each charge when used: ☐☐☐

Light of the Corrupted Companion

Trigger: You roll an Initiative check.

Effect (Free Action): You gain a +1 bonus to the triggering Initiative check and a bonus equal to your character level to the next damage roll made during this encounter against a creature with the Reptile, Shadow, or Undead keyword, or that has a spellscar or is a member or thrall of the Order of Blue Fire.

NEW RULES

All items have a rarity of Uncommon unless otherwise indicated.

Amulet of Physical Resolve

Level 2+

This striking amulet wards you against effects that leave you physically debilitated.

Lvl 2 +1 520 gp

Lvl 7 +2 2,600 gp

Neck Slot

Enhancement Bonus: Fortitude, Reflex, and Will

Property

Gain a +2 item bonus to saving throws against effects with the poison keyword and effects that render you weakened, slowed, or immobilized.

Reference: *Adventurer's Vault*, page 148.

Aversion Staff

Level 2+

While you wield this staff, any foe afflicted by your powers is reluctant to attack you.

Lvl 2 +1 520 gp

Lvl 7 +2 2,600 gp

Implement: Staff

Enhancement Bonus: attack rolls and damage rolls

Critical: +1d8 damage per plus

Property

You gain a +2 item bonus to all defenses against attacks from enemies that are subject to effects caused by you.

Reference: *Player's Handbook* 3, page 210.

Boarding Boots

Level 8

These hard boots of black leather keep you moving in combat, to deadly effect.

Feet Slot 3,400 gp

Property

You ignore difficult terrain on a boat, ship, or other watercraft.

Power ♦ Daily (Standard Action)

You jump a number of squares equal to your speed and use one of your at-will attack powers with a +1 power bonus to the attack roll.

Reference: *Adventurer's Vault* 2, page 101.

Bridle of Rapid Action

Level 5

This fine leather bridle lets you and your mount react more quickly to danger.

Mount 1,000 gp

Power ♦ Encounter (No Action)

Use this power at the beginning of an encounter before you roll initiative. The mount you are riding rolls an initiative check using your initiative modifier. If its check is higher than your check, you can use the mount's result in place of your own.

Reference: *Adventurer's Vault*, page 123.

Casque of Tactics

Level 4+

Favored by sergeants and commanders, this utilitarian helm is remarkable only for its satin inner padding.

Lvl 4 840 gp

Head Slot

Property

Gain a +1 item bonus to initiative checks.

Power ♦ Daily (Free Action)

Use this power when initiative is rolled. Swap initiative check results with a willing ally who you can see.

Reference: *Adventurer's Vault*, page 139.

Escape Tattoo

Level 3

Broken chains and skeleton keys are popular images for this tattoo.

Wondrous Item 680 gp

Property

When a nonminion enemy scores a critical hit against you and deals damage, you can teleport 3 squares as a free action.

Reference: *Adventurer's Vault* 2, page 84.

Jade Sea Snake

Level 10

This coiled serpent of jade can become a mount for several riders and carry them on land and sea.

Wondrous Item 5,000 gp

Power (Conjuration) ♦ Daily (Standard Action)

You use this figurine to conjure a Huge sea snake (see Jade Sea Snake for statistics). As a free action, you can spend a healing surge when activating this item to give the creature temporary hit points equal to your healing surge value.

While riding the jade sea snake, you breathe underwater as if it were air and can speak normally under water. The sea snake can carry six Medium or Small characters. If more or larger characters are placed on it, the creature disappears and cannot be conjured again until after an extended rest. See *Adventurer's Vault*, page 180, for complete details on figurines of wondrous power.

Jade Sea Snake

Huge natural animate (aquatic, mount)

Initiative as conjurer **Senses** Perception +12; low-light vision **HP** 15; **Bloodied** 7

AC 20; **Fortitude** 18, **Reflex** 20, **Will** 16

Speed 6, swim 10

m Bite (standard, at-will) ♦ **Poison**

+8 vs AC; 1d10+6 poison damage.

Deft Slither (while mounted by a friendly rider of 10th level or higher) ♦ **Mount**

While swimming, the sea snake and its riders do not provoke opportunity attacks due to their movement.

Alignment Unaligned **Languages** -

Str 22 (+11) **Dex** 16 (+8) **Wis** 17 (+8)

Con 16 (+8) **Int** 2 (+1) **Cha** 10 (+5)

Reference: *Dragon Magazine* 381, page 90.

Ring of Dragons

Level 7 Rare

This simple brass ring looks like a dragon circling to bite its own tail.

Ring Slot 2,600 gp

Properties

- You can speak, read, and write Draconic.
- You gain telepathy that works within line of sight, but only to converse with dragons.

Power ♦Daily (Free Action)

Effect: Evil dragons within a day's travel know the direction and distance to the ring for 24 hours.

Power (Illusion) ♦Daily (Standard Action)

Effect: The illusion of a dragon of up to Gargantuan size appears in an unoccupied space within 40 squares of you. It can make sounds and can move within its space. Each of its defenses is 10. The illusion lasts until the end of your next turn, until an attack hits it, or until a creature touches it or enters its space. An Insight check (DC 20 + one-half your level) allows a creature to determine that the image is an illusion.

Sustain Minor: The image persists until the end of your next turn, and you move it up to 10 squares.

Reference: *Neverwinter Campaign Setting*, page 106.

Scale of the Serpent

Level 4+

Forged by fomorians from a strange green ore of the Feywild, this armor makes you as slippery as a snake.

Lvl 4 +1 840 gp

Lvl 9 +2 4,200 gp

Armor: Scale

Enhancement Bonus: AC

Property

You gain a +5 item bonus to checks to escape a grab.

Power ♦Daily (Immediate Interrupt)

Trigger: An effect dazes, immobilizes, slows, or stuns you.

Effect: You make a saving throw against the triggering effect. On a save, that effect ends.

Reference: *Adventurer's Vault 2*, page 12.

Shadow Master Ki Focus

Level 3+

This small silver tablet is no larger than the handheld mirrors carried by many nobles, though tarnished and dull as if it has been neglected for many years. Secrets of shadow magic are carved into its surface in hundreds of lines of tiny text.

Lvl 3 +1 680 gp

Lvl 8 +2 3,400 gp

Implement: Ki focus

Enhancement Bonus: attack rolls and damage rolls

Critical: +1d8 necrotic damage per plus

Property

When you use this ki focus to make an implement attack or a weapon attack against an enemy from which you are hidden, that enemy takes extra necrotic damage from the attack equal to 4 + the ki focus's enhancement bonus. An enemy can take this extra damage only once per round.

Reference: *Heroes of Shadow*.

Viper Belt

Level 4

This snakeskin belt provides modest protection against poison.

Waist Slot 840 gp

Property

Gain resist 5 poison.

Power ♦Encounter (No Action)

Use this power when making a saving throw against ongoing poison damage. Gain a +2 power bonus to the saving throw.

Reference: *Adventurer's Vault*, page 167.

APPENDIX I: NPCs ATTENDING THE SUMMIT

For each faction, there are two NPCs listed. The first NPC is the primary speaker for that faction and is always present no matter what faction the PCs ally with. The one exception to this is Tyrangal, who has mysteriously failed to show up. The second NPC listed under each faction is present ONLY if no PC is allied with the faction.

DUSK TALONS

NUALLA A'ASHEMMI

Female Half-elf; Leader of the Dusk Talons

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

Personality: Pragmatic and driven.

History: Nualla is the daughter of Sememmon and Ashemmi. She has made it her life's work to oppose the Zhentarim at every turn. Three years ago she was caught by the Zhents and held prisoner, until a Group of adventurers freed her.

Nualla is the leader of the Dusk Talons, the reputed thieves guild in Iriaebor, though they style themselves as 'retainers-for-hire'. They are strong supporters of freedom and sworn enemies of the Zhentarim.

Nualla	Level AL+1 Skirmisher
Medium natural humanoid (half-elf)	
Max HP 48+AL*8; Bloodied Max HP/2	Initiative +3+AL/2
AC 14+AL, Fortitude 14+AL, Reflex 13+AL, Will 12+AL	
Speed 6	Perception +9+AL/2, Low-light vision
MINOR ACTION	
r Sand in Your Eyes • At-Will (1/round)	
Effect: The target grants combat advantage until the end of Nualla's next turn.	
Skills Diplomacy +(8+AL/2), Insight +(8+AL/2), Intimidate +(12+AL/2), Streetwise +(10+AL/2)	
Alignment unaligned	Languages Common, Elven

KILGRAN

Male Dwarf Fighter, 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 his partner Virna (who is back in Iriaebor at the time of this adventure) and made a living as a sword for hire. When the plea went out for help in Iriaebor, Kilgran answered the call and he has worked for the Freedom Guard in that city before being recruited by the Dusk Talons.

Kilgran	Level AL Minion
Medium natural humanoid (dwarf)	
HP 1; a missed attack never damages a minion.	Initiative +AL/2
AC 14+AL, Fortitude 14+AL, Reflex 8+AL, Will 10+AL	
Speed 5	Perception +AL/2, Darkvision
Skills Intimidate +(6+AL/2)	
Alignment unaligned	Languages Common, Dwarven

IRIAEBOR

LORD KRIEGER

Male Human; Ranking Member of the Iriaebor Council

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 two 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 (ELTU3-6) for Elturgard was Lord Krieger's grand scheme to gain true independence for Iriaebor and return the government back into his hands alone. It has greatly increased his say among the government of Iriaebor.

Lord Krieger	Level AL Skirmisher (Leader)
Medium natural humanoid (human)	
Max HP 28+AL*8; Bloodied Max HP/2	Initiative+3+AL/2
AC 14+AL, Fortitude 12+AL, Reflex 13+AL, Will 14+AL	
Speed 6	Perception +9+AL/2
TRAITS	
O Step Lively • Aura 2	
Allies in the aura gain a +2 bonus to all defenses against opportunity attacks.	
Skills Diplomacy +(13+AL/2), Insight +(9+AL/2), Intimidate +(13+AL/2), Streetwise +(11+AL/2)	
Alignment unaligned	Languages Common

LADY BRIALLE

Female Human; Member of the Iriaebor Council

Lady Brialle is a tanned human woman with sun-bleached brunette hair. Her girl next door beauty is only enhanced by a charming smile.

Personality: Friendly, concerned, determined.

History: 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 and folk outside the Iriaebor city walls and is well-versed in rural life.

Lady Brialle	Level AL Minion
Medium natural humanoid (human)	
HP 1; a missed attack never damages a minion.	Initiative +AL/2
AC 12+AL, Fortitude 12+AL, Reflex 12+AL, Will 12+AL	
Speed 6	Perception +AL/2
Skills Diplomacy +(6+AL/2), Nature +(6+AL/2)	
Alignment good	Languages Common

LION'S DEN

LIAHANNA CONMARA

Female Tiefling; Lion's Den trader

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

Personality: Strong, feisty, good-hearted.

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

Liahanna is liked in the Scornubel merchant's guild and took on her parents' business trading in rare antiquities and oddities. Liahanna is a gambler and under the right stakes she can be goaded into a game of Three Dragon Ante at any time. She is also one of the merchants that initiated the founding of the Lion's Den, a select group of merchants and adventurers that serve the interests of the merchants of Elturgard.

Liahanna Conmara	Level AL Controller (Leader)
Medium natural humanoid (tiefling)	
Max HP 24+AL*6; Bloodied Max HP/2	Initiative+3+AL/2
AC 12+AL, Fortitude 12+AL, Reflex 14+AL, Will 15+AL	
Speed 6	Perception +8+AL/2
TRIGGERED ACTIONS	
O Devil's Luck • Encounter	
Trigger: An ally within 5 squares fails a saving throw.	
Effect: The ally rerolls the saving throw with a +2 bonus. The ally must keep the second roll, even if it is lower.	
Skills Diplomacy +(12+AL/2), Insight +(10+AL/2), Intimidate +(12+AL/2), Streetwise +(12+AL/2)	
Alignment good	Languages Common

FATEMAKER BREANNA MURNINGHAN

Female Half-elf; Member of the Lion's Den and cleric of Tymora

Fatemaker Breanna is an attractive half-elven woman with auburn tresses wearing the vestments of a cleric of Tymora. She has a habit of cocking her head at an angle as if listening for something.

Personality: Friendly, mysterious, playing an angle

History: Highly regarded for her savvy skills as a trader and entrepreneur, Breanna Murningham has built herself up from squalor to local Elturel fame with the assistance of the Lion's Den. It is whispered that she has a penchant for dealing with exotic races such as shardminds, genasi, and even the occasional tiefling. She finds these adventurers fascinating and has her attention constantly drawn back to. She tries to find out more about their customs and beliefs; particularly regarding chance.

Fatemaker Breanna Murningham	Level AL Minion
Medium natural humanoid (half-elf)	
HP 1; a missed attack never damages a minion.	Initiative +AL/2
AC 14+AL, Fortitude 12+AL, Reflex 10+AL, Will 14+AL	
Speed 6	Perception +AL/2
Skills Diplomacy +(6+AL/2), Religion +(6+AL/2)	
Alignment unaligned	Languages Common, Elven

ORDER OF TORM

EVERYN CADWY

Male Human; Member of the Order of Torm, paladin of Torm

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

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

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

Everyn has had interactions with adventurers before. He has a younger brother Jalden who is also in the Order of Torm. He often has to cover up lazy mistakes that Jalden makes while on duty; however, Everyn stays ever loyal to his family ties. Recently it was exposed that Jalden's erratic behavior was caused by a possessing parasitic creature that drove his brother, with the aid of some yuan-ti, to try to contaminate the water supply of Scornubel with the Essence of Bhaal. This plot nearly destroyed that city.

Everyn Cadwy	Level AL Soldier
Medium natural humanoid (human)	
HP 40+AL*10; Bloodied Max HP/2	Initiative +AL/2
AC 18+AL, Fortitude 16+AL, Reflex 10+AL, Will 12+AL	
Speed 5	Perception +2+AL/2
STANDARD ACTIONS	
M Hand of Torm (weapon, healing) • At-Will (2/encounter; 1/round)	
Attack: Melee 1 (one creature); +6+AL vs. AC	
Hit: 1d8 + AL damage, and the target is marked.	
Effect: One ally within 5 squares may spend a healing surge.	
Skills Diplomacy +(7+AL/2), Religion +(4+AL/2)	
Alignment lawful good	Languages Common

TYLEN

Male Human; Squire to the Order of Torm, paladin of Torm

Tylen is a young human man, not yet fully into manhood. He is very excited to be involved in any discussion.

Personality: Excitable, naive

History: Tylen is squire to Everyn Cawdy and since being one of the heroes of Scornubel during the assault on the Citadel of Light (ELTU4-3 Minutes to Midnight) his star has risen quickly in the Order. He is both surprised and honored to have been invited to help represent the Order at this summit.

Tylen	Level AL Minion
Medium natural humanoid (human)	
HP 1; a missed attack never damages a minion.	Initiative +AL/2
AC 14+AL, Fortitude 14+AL, Reflex 10+AL, Will 12+AL	
Speed 5	Perception +AL/2
Skills Diplomacy +(6+AL/2)	
Alignment lawful good	Languages Common, Elven

SHIELDS OF KILGRAVE

TAIKOS

Male Human; Member of The Shields of Kilgrave, paladin of Torm

Taikos is fierce warrior who burns with the blue fire of a spellscar. He has long, wavy brown hair, a short moustache 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.

Taikos	Level AL-1 Soldier
Medium natural humanoid (spellscarred human)	
HP 10+AL*10; Bloodied Max HP/2	Initiative +AL/2
AC 16+AL, Fortitude 12+AL, Reflex 10+AL, Will 14+AL	
Speed 5	Perception +AL/2; Low-light vision
STANDARD ACTIONS	
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. The target is marked.	
Skills Diplomacy +8, Religion +5	
Alignment lawful good	Languages Common

SPHYRE

Male Dragonborn; Member of The Shields of Kilgrave

Sphyre is a copper skinned dragonborn covered in scars, wearing a linen robe and holy symbol of Ilmater. His lips have a strange blue tint to them.

Personality: Calm, understanding

History: Sphyre is a monk who follows The Crying God. Many years ago, he was tainted by the Spellplague while helping refugees escape plaguechanged lands. At that time he allied himself with Shields of Kilgrave, touched by their continuing devotion to the common folk and unwillingness to forgo their duties regardless of their circumstances.

When the spellplague was cleansed from Elturel and the surrounding lands, he was purified leaving only a blue tint to his lips where once there was a roaring blue fire. As a follower of Ilmater, the cleansing of his suffering while others must still endure leaves him feeling confused and so he has rededicated himself to helping the Shields of Kilgrave.

Sphyre	Level AL Minion
Medium natural humanoid (dragonborn)	
HP 1; a missed attack never damages a minion.	Initiative +AL/2
AC 14+AL, Fortitude 14+AL, Reflex 14+AL, Will 14+AL	
Speed 7	Perception +AL/2
Skills Diplomacy +(6+AL/2), Insight +(6+AL/2)	
Alignment good	Languages Common, Draconic

TYRANGAL

Strangely, Tyrangal is not present. There is no primary speaker for her goals. However, she does have an agent, who participates in Encounter 5.

TYLIAN KEL'TALORN

Female Human; Agent for Tyrangel

Tylian is a slight woman with blonde hair wearing shimmering copper robes.

Personality: Mysterious, observant, quiet.

History: Tylian Kel'talorn is a former noble and sister of a former Priestess of Cyric named Lillian who has appeared in previous adventures. Both were orphaned at a young age took very different paths in their life.

Tylian was taken in by Tyangal and has become an operative for Tyangal's extensive spy network. As such she tends more to watch and listen than take proactive actions.

Tylian Kel'talorn	Level AL Minion
Medium natural humanoid (human)	
HP 1; a missed attack never damages a minion.	Initiative +AL/2
AC 16+AL, Fortitude 16+AL, Reflex 16+AL, Will 16+AL	
Speed 7	Perception +6+AL/2
Skills Diplomacy +(6+AL/2), Insight +(6+AL/2)	
Alignment good	Languages Common, Draconic, Elven

APPENDIX II: MAP OF ELTUREL

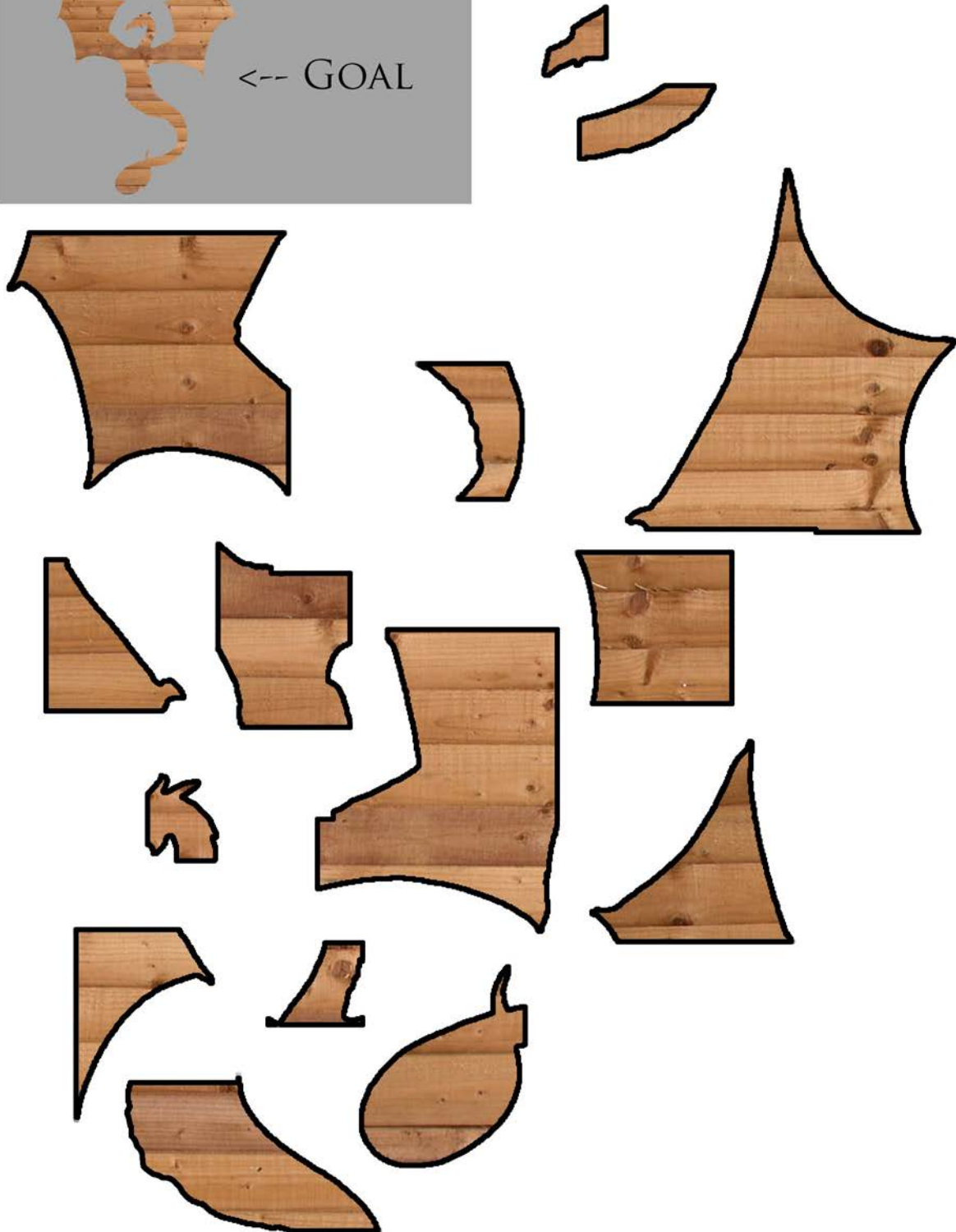


1. High Hall: Headquarters of the Order of Torm and home to the High Observer
2. The Garden: Park that crowns the large hill in the center of Elturel
3. Maiden's Leap: Falls that cascade to a small river that drains away to the Chionthar
4. Shiarra's Market: The main market district of the city
5. Dragoneye Docks: The main warehouse and shipping district of the city

The Faith and Family feast hall is the circled building north of Shiarra's Market and east of the Garden.

The residential district below the cliff, to the west of the Garden, remains in partial ruins and while the wall is strong, the buildings are still being rebuilt from the assault on the city during the events of ADCP2-1 *The Paladins' Plague*.

APPENDIX III: CRATE PUZZLE w/DM's SOLUTION



HANDOUT I-A: DUSK TALONS 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

The Dusk Talons are a group of rogues and freedom fighters who are against the restrictive rule of the Order of Torm, and at the same time are conducting a shadow war against the Zhentarim. The Talons are a major influence in Iriaebor. They desire freedom and oppose the restrictive rule of the paladins, having no issue with using some unconventional means to achieve it.

Under the leadership of Nualla A'Ashemmi, the Talons actively oppose and strike at the Zhentarim who reside in Darkhold. The fight is primarily due to a personal vendetta by Nualla. The few successes in this struggle, especially when preventing attacks on trade caravans on the Dusk Road, have gained them some popularity in the region.

Goals: The following, in order of preference, are the things your faction wants to achieve.

- The final version of any agreement involves significant freedoms for the populace.
- Pardons for all Dusk Talon members for any past "actions" the previous government deemed illegal.
- Determine who Vacacarian is and stop his plan.
- Iriaebor remains free of Elturgard.
- Destruction of the Zhentarim.
- Expose the corruption within the Order of Torm to the public.

Bargaining Chips: The following, in order of most willing to offer, is a list of things your faction might be willing to give up.

- Extensive spy network.
- Access to the Keeper of Names, a member with oracular powers and a perfect memory. He knows who works for whom and never forgets.

Deal Breakers: The following, in order of importance, is a list of things your faction does not want included in any treaty.

- Prison Time, fines or any legal consequences for Dusk Talon members.
- If there is to be a unified government, the Order of Torm may be a part of it, but they cannot control it.

HANDOUT I-B: FREE CITY OF IRIAEBOR 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.

IRIAEBOR

Iriaebor is still an independent and strong mercantile city-state on the eastern edge of Elturgard, despite the best efforts of Elturgard to bring it into the fold. The City of Thousand Spires is not completely 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 guantlet-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.

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.

Goals: The following, in order of preference, are the things your faction wants to achieve.

- Remain a free city state.
- If a new government is to be created, the city of Iriaebor needs a major say or way to preserve most of its independence.
- Determine who Vacacarian is and stop his plan.
- Free Trade.
- Expose the corruption within the Order of Torm to the public.

Bargaining Chips: The following, in order of most willing to offer, is a list of things your faction might be willing to give up.

- Join the Freedom Guard of Iriaebor with the armies Elturgard.
- A garrison for Order of Torm Paladins outside the city giving them permission to protect the Dusk Road and the Chionthar River.
- The research that cleansed the Spellplague from the area near Elturel but destroyed the companion; it's obviously flawed, but might be useful to those who want to cure the spellscarred.
- Workers to repair the damage done to Scornubel.

Deal Breakers: The following, in order of importance, is a list of things your faction does not want included in any treaty.

- Become a vassal city to Elturel's current government.
- Trade benefits for other factions that hurt the caravan trade of Iriaebor.

HANDOUT I-C: LION'S DEN 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.

LION'S DEN

The Merchant's Guild in Elturgard seeks to bring prosperity to the region. They desire free trade and freedom of choice.

The Merchant's Guild support a separate organization of adventurers to deal with local problems this group is known as the Lion's Den. 'The Den' is composed of mostly well-meaning adventurers - though some prefer to call them mercenaries.

While the guild has means to bring prosperity to the region, some feel that only money motivates the guild. During the war, the guild master himself fell victim to corruption. However, the guild assures that this is a thing of the past and that they keep tabs on all their members.

People of many different faiths in Elturgard support the Lion's Den. Most of these are unaligned or good-aligned faiths, including the faiths of Sune, Tymora, and of course Waukeen. The Lion's Den is strongest in Scornubel, though they can be found anywhere that there is trade, and indeed have started making inroads into Iriaebor.

Goals: The following, in order of preference, are the things your faction wants to achieve.

- Free Trade.
- Trade concessions, preferential treatment, government contracts or tax breaks for Lion's Den members.
- Determine who Vacacarian is and stop his plan.
- Bring the factions together while still maintaining the status quo as much as possible.
- Jobs for all.

Bargaining Chips: The following, in order of most willing to offer, is a list of things your faction might be willing to give up.

- A large number of talented adventurers on retainer.
- Resources to repair the damage done to Scornubel.
- Significant monetary resources.
- Teleportation circles in Elturel, Scornubel, and Iriaebor.

Deal Breakers: The following, in order of importance, is a list of things your faction does not want included in any treaty.

- High taxes or restrictive trade.

HANDOUT I-D: ORDER OF TORM 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.

ORDER OF TORM

The Order of Torm has been ruling Elturgard for the past decades, imposing order for the good of the populace. The Order is formed with a mix of paladins and other devotees of Torm, supported by the faith of Amaunator, and it desires a strict, orderly region devoted to the edicts of their god with allowances for other Good deities.

While they bring safety and stability, their rule is seen as too restrictive by some. This is especially true for those of other faiths, who feel they do not have freedom to spread the word of their God. Also, merchants feel hampered in their trade and especially now the safety of the region is no longer assured.

The Order of Torm is strongest in and around Elturel.

Goals: The following, in order of preference, are the things your faction wants to achieve.

- Determine who Vacacarian is and stop his plan.
- Torm as the State religion.
- Restart the Companion.
- The Order of Torm has the majority in any agreement. Failing a majority say they must have an equal say, with some additional control over the city of Elturel.
- Repair the damage done to Scornubel.
- Stamp out the Spellplague.
- A complete, orderly agreement that spells out as much as possible.

Bargaining Chips: The following, in order of most willing to offer, is a list of things your faction might be willing to give up.

- A large military force.
- An already in place bureaucracy that can run the country; including orphanages, work programs and other social programs.
- Clerical resources.
- Allowing the Shields of Kilgrave to rejoin the Order of Torm.

Deal Breakers: The following, in order of importance, is a list of things your faction does not want included in any treaty.

- Allowing free worship of all religion (i.e. no evil deities).
- Anarchy.
- Expose the corruption within the Order of Torm to the public.

HANDOUT I-E: SHIELDS OF KILGRAVE 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.

SHIELDS OF KILGRAVE

The Shields of Kilgrave, a group of spellscarred paladins formerly of the Order of Torm, seek to help those touched by the Spellplague and prove themselves in the eyes of Torm. The Order expelled all plaguetouched members, taking their spellscars as a sign of the weakness of their faith and citing the danger of allowing those tainted by the uncontrollable spellplague energies amongst the populace.

In methods and goals, the Shields share much with the Order of Torm (having been former members), but they have receive a many overtures from the Free City of Iriaebor since being expelled from the Order, and are expected by many to be more moderate than the Order.

Goals: The following, in order of preference, are the things your faction wants to achieve.

- Return to the Order of Torm; failing a complete amnesty, at least allow those who were cleansed when the Companion was destroyed to return.
- Restart the Companion.
- Determine who Vacacarian is and stop his plan.
- Cure or aid everyone tainted by the Spellplague.
- Limit the exposure of the corruption within the Order of Torm to the public.

Bargaining Chips: The following, in order of most willing to offer, is a list of things your faction might be willing to give up.

- A significant military force without ties to any specific city or faction.
- Significant knowledge about the Spellplague and plaguetouched creatures via a group of Tormite nuns called the Sister of Torm who have been helping those touched by the spellplague with charitable works.

Deal Breakers: The following, in order of importance, is a list of things your faction does not want included in any treaty.

- Banishment of spellscarred.

HANDOUT I-F: TYRANGAL 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.

TYRANGAL

Tyrangal is appears as an eladrin woman who is a staunch foe of the pro-spellplague Order of Blue Fire. She has been tangentially involved in Elturgardian politics over the last two years and seems to have built up a significant number of covert information sources and others that owe her favors.

No one is really sure who Tyrangal is or what she really wants but she seems to show up just in time with helpful knowledge and goals that align with good folk. She was supposed to join you in Elturel this morning, but she hasn't shown. While worrisome, you have no choice but to proceed with the limited information you have.

Goals: The following, in order of preference, are the things your faction wants to achieve.

- Get a deal and bring everyone together. Unity is your number one goal.
- Determine who Vacacarian is and stop his plan.

Bargaining Chips: The following, in order of most willing to offer, is a list of things your faction might be willing to give up.

- A plan to restart the Companion (to be executed in *SPEC5-2 Closer to the Heart*)
- Tyrangal has implied that there is an immediate threat to the conference, but without her here to give the details; you are not sure how that can be of use.

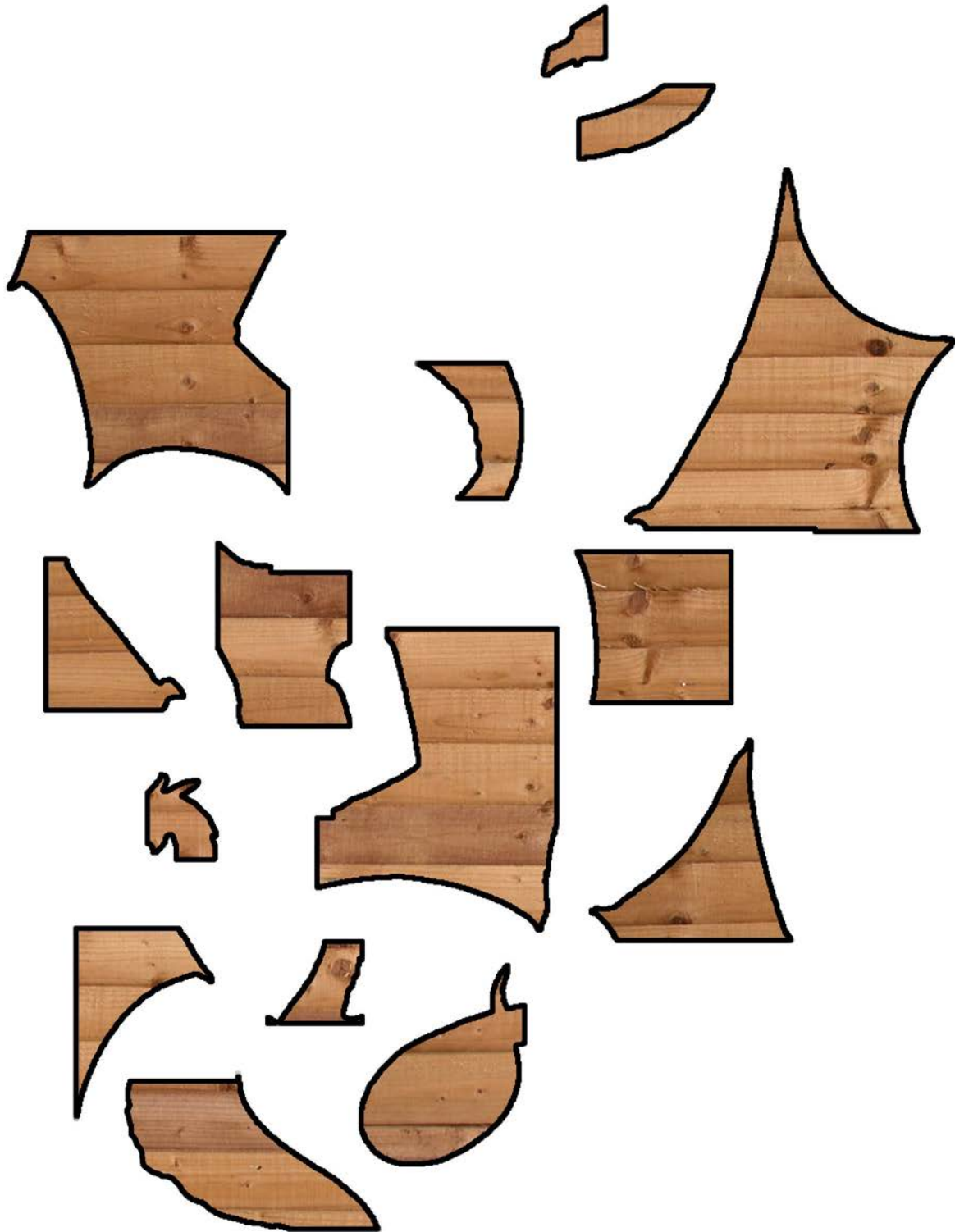
Deal Breakers: The following, in order of importance, is a list of things your faction does not want included in any treaty.

- Fractured government or disunity.

HANDOUT II: REGIONAL MAP



HANDOUT III: CRATE PUZZLE



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/ELTU0404LFR>

The survey period closes on **01 August 2013**. 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. From the Dusk Talon faction, which NPCs survived?

- a. Nualla A'Ashemmi only
- b. Kilgran only
- c. Both
- d. Neither

2. From the Iriaebor faction, which NPCs survived?

- a. Lord Krieger only
- b. Lady Brialle only
- c. Both
- d. Neither

3. From the Lion's Den faction, which NPCs survived?

- a. Liahanna Conmara only
- b. Fatemaker Breanna Murningham only
- c. Both
- d. Neither

4. From the Order of Torm faction, which NPCs survived?

- a. Everyn Cadwy only
- b. Tylen only
- c. Both
- d. Neither

5. From the Shields of Kilgrave faction, which NPCs survived?

- a. Taikos only
- b. Sphyre only
- c. Both
- d. Neither

6. From the Tyrangal faction, which NPCs survived?

- a. Tylian Kel'talorn survived
- b. Tylian Kel'talorn did not survive

7. Where did the PCs flee to?

- a. Triel
- b. Baldur's Gate
- c. They didn't escape.

8. How many of the refugees were rescued?

- a. Less than 50
- b. 50 to 60
- c. 60 to 70
- d. 70 to 80
- e. More than 80

9. 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

10. 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

HAS RECEIVED STORY AWARDS FROM:

ELTU4~4 THE FALL OF ELTURGARD

ELTU28 Signatory to the Treaty of Elturel

You helped forge the pact that now forms the basis of the Elturgardan government in exile. Your voice will always carry weight with the surviving factions in charting that country's future. Cross off those factions below which did not have at least one representative survive the flight out of Elturel.

Dusk Talon	Lion's Den
Order of Torm	Free City of Iriaebor
Shields of Kilgrave	

ELTU29 Hero of the Exodus

You are justly famed for your role in helping to rescue innocents during the fall of Elturgard. This Story Award counts as a recommendation to join any Elturgardan meta-organization (Dusk Talons, Order of Torm, or Lion's Den). Alternatively, you can void this Story Award to cancel out a disfavorable Story Award from one of these groups, now or in the future.

ELTU30 Bathed in the Light of Corruption

You have been bathed in the light of the corrupted Companion and seen the effects of its despoiled rebirth. Surely Amaunator himself will not abide such a vile betrayal of his divine gift to the people of Elturel.

This Story Award can only be used once per adventure. Once you have used the following effect three times, you are cleansed of the corrupted energy.

Cross off each charge when used: ☐☐☐

Light of the Corrupted Companion

Trigger: You roll an Initiative check.

Effect (Free Action): You gain a +1 bonus to the triggering Initiative check and a bonus equal to your character level to the next damage roll made during this encounter against a creature with the Reptile, Shadow, or Undead keyword, or that has a spellscar or is a member or thrall of the Order of Blue Fire.

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

HAS RECEIVED STORY AWARDS FROM:

ELTU4~4 THE FALL OF ELTURGARD

ELTU28 Signatory to the Treaty of Elturel

You helped forge the pact that now forms the basis of the Elturgardan government in exile. Your voice will always carry weight with the surviving factions in charting that country's future. Cross off those factions below which did not have at least one representative survive the flight out of Elturel.

Dusk Talon	Lion's Den
Order of Torm	Free City of Iriaebor
Shields of Kilgrave	

ELTU29 Hero of the Exodus

You are justly famed for your role in helping to rescue innocents during the fall of Elturgard. This Story Award counts as a recommendation to join any Elturgardan meta-organization (Dusk Talons, Order of Torm, or Lion's Den). Alternatively, you can void this Story Award to cancel out a disfavorable Story Award from one of these groups, now or in the future.

ELTU30 Bathed in the Light of Corruption

You have been bathed in the light of the corrupted Companion and seen the effects of its despoiled rebirth. Surely Amaunator himself will not abide such a vile betrayal of his divine gift to the people of Elturel.

This Story Award can only be used once per adventure. Once you have used the following effect three times, you are cleansed of the corrupted energy.

Cross off each charge when used: ☐☐☐

Light of the Corrupted Companion

Trigger: You roll an Initiative check.

Effect (Free Action): You gain a +1 bonus to the triggering Initiative check and a bonus equal to your character level to the next damage roll made during this encounter against a creature with the Reptile, Shadow, or Undead keyword, or that has a spellscar or is a member or thrall of the Order of Blue Fire.

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

HAS RECEIVED STORY AWARDS FROM:

ELTU4~4 THE FALL OF ELTURGARD

ELTU28 Signatory to the Treaty of Elturel

You helped forge the pact that now forms the basis of the Elturgardan government in exile. Your voice will always carry weight with the surviving factions in charting that country's future. Cross off those factions below which did not have at least one representative survive the flight out of Elturel.

Dusk Talon	Lion's Den
Order of Torm	Free City of Iriaebor
Shields of Kilgrave	

ELTU29 Hero of the Exodus

You are justly famed for your role in helping to rescue innocents during the fall of Elturgard. This Story Award counts as a recommendation to join any Elturgardan meta-organization (Dusk Talons, Order of Torm, or Lion's Den). Alternatively, you can void this Story Award to cancel out a disfavorable Story Award from one of these groups, now or in the future.

ELTU30 Bathed in the Light of Corruption

You have been bathed in the light of the corrupted Companion and seen the effects of its despoiled rebirth. Surely Amaunator himself will not abide such a vile betrayal of his divine gift to the people of Elturel.

This Story Award can only be used once per adventure. Once you have used the following effect three times, you are cleansed of the corrupted energy.

Cross off each charge when used: ☐☐☐

Light of the Corrupted Companion

Trigger: You roll an Initiative check.

Effect (Free Action): You gain a +1 bonus to the triggering Initiative check and a bonus equal to your character level to the next damage roll made during this encounter against a creature with the Reptile, Shadow, or Undead keyword, or that has a spellscar or is a member or thrall of the Order of Blue Fire.

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	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
2	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
3	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
4	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
5	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
6	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>

DUNGEONS & DRAGONS

SESSION TRACKING

DUNGEON MASTER

DM Name: _____

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------

Dungeons & Dragons is a trademark of Wizards of the Coast LLC. © 2011 Wizards of the Coast LLC

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	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
2	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
3	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
4	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
5	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
6	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>

DUNGEONS & DRAGONS

SESSION TRACKING

DUNGEON MASTER

DM Name: _____

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------

Dungeons & Dragons is a trademark of Wizards of the Coast LLC. © 2011 Wizards of the Coast LLC