

LURU2-4

NEED TO KNOW

A DUNGEONS & DRAGONS® *LIVING FORGOTTEN REALMS* ADVENTURE

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Records containing sensitive information on Silverymoon's defenses have fallen into the wrong hands. Now you must race against time to recover these records before they can be used against the Gem of the North. A *Living Forgotten Realms* adventure set in Luruar for characters levels 4-7. This adventure is the second and final part of the *Forbidden Lore* series, which began with *LURU2-3 Forgotten Crypts, Hidden Dangers*. Playing the two adventures in order with the same character is recommended, but not required.

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

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PREPARING FOR PLAY

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

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

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

READING MONSTER STAT BLOCKS

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

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

IMPORTANT DM INFORMATION

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

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

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

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

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

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

APPROPRIATE CHARACTER LEVELS

This adventure is designed for player characters (PCs) levels 4 - 7. Characters that fall outside of the level range may not participate in the adventure. Make certain to check the levels of the PCs before beginning play to ensure that they are the proper level.

This adventure has a low-level version and a high-level version. The low level is meant for a group whose levels, on average, fall in the lower levels of the adventure's level spread. The high level is meant for a group whose levels, on average, fall in the higher levels of the adventure's level spread.

A group may decide to play the high level when their levels are more suited to the low level if everyone in the group agrees to do so; however, some of the rewards may not be available to them. Conversely, a group may decide to play the low level when their levels are more suited to the high level if everyone in the group agrees; however, some of the rewards may be less than what they'd ideally want from the adventure.

Reading the Numbers: Each encounter has a level and sometimes other values (such as XP or skill check DCs) listed with two numbers divided by a slash. The number before the slash is always the value for the low-level version of the adventure; the number after the slash is the value for the high-level version of the adventure.

FAILING TO DEFEAT AN ENCOUNTER

If a group fails to defeat an encounter - that is, if they have to flee from a combat because it's too tough or they reach the predetermined number of failures in a skill challenge before reaching success - they are only awarded half experience points (round down) for the encounter. If they manage to tackle the encounter later and defeat it, award them the other half of the experience points for the encounter.

MILESTONES

No matter if the characters succeed or fail in an encounter, they reach a milestone if it is the second encounter they've had since the start of the adventure or their last extended rest. **Encounters that do not give out experience points do not count for purposes of reaching a milestone.** Make certain to mention this information to the players when applicable, as it gives

each PC another action point and affects how some magic item powers are used.

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.

LASTING EFFECTS

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

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

Sometimes the death penalty is paid by a character other than the character that was returned to life. For example, if a sentinel uses the *restore life* power, there is a cost of four healing surges. These healing surges cannot be regained until the PCs who spent the surges (which

cannot include the character who was returned to life) have reached three milestones or taken three extended rests. The character(s) who spent the surges track this on their individual Adventure Logs. As each character crosses the appropriate threshold, the death penalty ends for that character, regardless of whether it is still active on other characters.

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

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

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

ADVENTURE BACKGROUND

Several books have disappeared from the Vault of the Sages. Among these books was a strange tome on true names, as well as the *Septasigilurue*, a set of reports that detail wards and weaknesses in the defenses of Silverymoon. The tome was sold by its thieves to a drow of House Faen-Tlabbar in Menozberranzan, while the *Septasigilurue* are now in the hands of a Netherese agent in Sundabar. This agent expects to use the reports to weaken Luruar. They describe protective seals created by Alustriel Silverhand and wards placed by the Spellguard (Silverymoon's wizards) in the sewers and catacombs below Silverymoon to keep both Spellplague effects and monstrous denizens in check. Information on those seals would provide Netheril with means to remove or control them and potentially unleash monsters throughout the area.

While the Spellguard and Harpers are now looking for these reports, matron mother Vadalma Tlabbar has ordered their retrieval for her own use. Her agent, a drow named Metzruk Tlabbar, has already infiltrated

Sundabar but does not dare to go against the Netherese on his own.

However, neither the Harpers nor the drow were the first to get to the Netherese agent, a man named Kal Clewsoro (who also appeared in *ADAP1-4 Scepter Tower of Spellgard*). A beholder known as Xxorthas runs a small crime guild in Sundabar, and he has taken an interest in Kal - partly out of greed, and partly because the beholder hates the Netherese for past slights. He has attacked Kal and taken over his shop.

When Deylsina, a harper agent, started inquiring after Kal Clewsoro, he sent out a mercenary band, led by the tiefling occultist Nenra Prueen, to eliminate the threat.

They burned down the Harper's home. Though the mercenaries thought her killed, Metzruk managed to enter the burning home and drag the dying agent out. Before dying, she gave Metzruk the name of the clerk that gave her information on Kal, and the name of the PCs that were sent to aid her.

Metzruk took her form and went to meet with the PCs. He hopes to use them to get the reports for himself.

DM'S INTRODUCTION

The Harpers hire the PCs to track down the Netherese agent. Characteristically, the Harpers are unwilling to reveal everything they know, which may lead the PCs to put their trust in the wrong people.

Encounter 1: Harpers contact the PCs in Silverymoon, asking them to chase the missing reports. (Optionally, this can be set up to enable a back-to-back adventure with *LURU2-3*.) The PCs are asked to go to Sundabar, where they are to meet an agent at an inn a few miles outside of town. The agent has the necessary information.

Encounter 2: The PCs meet the agent, 'Deylsina' - in reality Metzruk - at the inn. Xxorthas' servants swoop in to kill the agent and eliminate further investigation, setting the inn on fire. The PCs fight to keep their contact and the inn's patrons alive.

Encounter 3A: The PCs start a skill challenge to chase/track down this Netherese agent. The first part covers finding out as much as possible about their opponent before getting inside Sundabar.

Encounter 3B: Second part of the challenge is with the guards at the gates of Sundabar, who have been given cause to believe there's a group of Netherese spies coming whose descriptions fit the PCs. The PCs can fight their way through the guards, but they'd be better served by using their wits or sneaking inside.

Encounter 3C: The final part of the challenge involves tracking the Netherese agent within Sundabar.

They discover his name is Kal Clewsoro. They also learn he runs a scribe shop, though it has been closed for several days now. The shop is in a rundown section of town, where few people pay attention to their neighbors.

Encounter 4: When the PCs enter Kal's shop they find it empty and the scribe dead. The beholder Xxorthas already ransacked the place and has been interrogating Kal for the past few days. If the PCs succeeded on the skill challenge, they can sneak up and gain surprise.

The PCs can retrieve the reports here. If Kal is alive, they can free him and gain his support in the fight. 'Deylsina' also aids them - at least at first. Once she spots the reports, she tries to use the ongoing fight to mask her escape with them.

PLAYER'S INTRODUCTION

This adventure takes place after *LURU2-3 Forgotten Crypts, Hidden Dangers*. In that adventure, adventurers discovered that several documents containing sensitive information had been stolen from the Vault of the Sages.

Any PCs that have the story award **LURU20 Word to the Harpers** promised to aid Blaynden Darhunson, a Harper agent who works as a librarian in the Vault, in locating these reports. After several months, Blaynden finally found a lead, and has sent word to the PCs with the request to come to his aid. If some but not all of the PCs have the story award, then use those PCs who do have the award to recruit those who do not.

If none of the PCs played *LURU2-3*, Blaynden uses Coura, a construct and the library's archivist, to track down a group of adventurers as a likely candidate for aid. Coura tracks down potential contacts and uses them to invite the PCs. Any person for whom the PC has previously succeeded on a mission can be a contact, though Coura first looks at people in Luruar, contacts from Blaynden, and those who are known to oppose Netheril.

PCs contacted by Blaynden and/or Coura are invited to the Vault of Sages, where they are brought to a room in the depths of the immense library.

Important: Unless the PCs know Blaynden is a Harper (from *LURU2-3 Hidden Crypts and Forgotten Dangers*), or have Harper favors, he does **not** reveal that he is a Harper or that the PCs will be working for the Harpers. Instead, he maintains he is a keeper of the Vault of Sages, and that Deylsina is a fellow scribe from Sundabar.

The Vault of Sages holds rows upon row of scrolls, tomes, and lore in every shape and form. Whether chiseled in clay tablets, written in arcane symbols on

rice paper, or even knotted in rope, an endless variety of knowledge can be found within these halls.

You have been led through chambers filled with ancient lore to a room that comes across as more contemporary. It is illuminated with a light blue glow. A table with a smooth crystal surface stands in the center of the room. On it, an illusion displays the city of Silverymoon.

There are two others here. One is a handsome man of about forty winters. The other is a construct, a humanoid delicately crafted from glass and metal. Her head and hands are fashioned of the finest white marble, and her face is sculpted in the likeness of a woman.

The man is Blaynden Darhunson, librarian at the Vault (See Appendix I for more information). The construct is Coura, a living construct who has access to all the knowledge of the Vault.

Blaynden greets the PCs and invites them to sit. Coura welcomes them by name, even if she never met them. PCs that have **LURU19 Coura's Lore** sense that they have a connection to this creature.

Have the PCs introduce themselves, and move to Encounter 1.

ENCOUNTER 1: HARPING AT MIDNIGHT

SETUP

Important NPCs:

Blaynden Darhunson, male human librarian at the Vault of Sages and Harper agent.

Coura, female warforged master archivist at the Vault of Sages.

Lights glare beneath the glass surface of Coura's body, and her gears whirl. The image on the table shifts. Instead of a view of the city, a book materializes. It is a stack of sheets of vellum, with silvery decorations on its edges. A red cord binds them together between two tough covers of dark blue scaly leather.

"The Septasigilurue", Coura says. 'It is a...'

"A very important document," Blaynden hastily interrupts, "the history of which is not of import right now. What is important is that it was stolen, and we need you to retrieve it."

Remember that Blaynden does **not** mention the Harpers unless the PCs bring up their involvement by themselves.

Even if Blaynden trusts the PCs, he is reluctant to reveal too much about the task. He fears there are too many spies. People have already managed to enter the Vault, and during his abduction he learned that those responsible for the thefts knew far more than they should have. He fears anything the PCs may learn about the threat to Silverymoon (or the Harpers, should they be aware that is who they are working for) may have a way of becoming public.

He is also uncomfortable with the amount of information Coura has - and the ease with which she shares it. Therefore, he is stingy with information and interrupts Coura whenever she is about to explain something.

The following is what Blaynden freely tells the PCs:

- Several months ago, the Vault of Sages was broken into. Several books were stolen or copied. Most were recovered but a few valuable resources disappeared.
- One of these is a set of documents that is invaluable to the safety of Silverymoon. It is best if the PCs do not know what it says - there is no need for them to know.
- The documents ended up in the hands of a Netherese agent, who left the area.

- They were thought lost, and there was a fear that the documents were already in Shade Enclave, until they were spotted in Sundabar, only several days ago.
- A scribe who was ordered to copy the documents realized their value, and alerted a fellow scribe named Deylsina. She immediately used a Sending ritual to alert Blaynden and ask for aid to recover the documents. (Note: Blaynden does not reveal that Deylsina is a Harper unless the PCs guess it and Coura naively confirms it - see below).
- Blaynden wants the PCs to travel to Sundabar with as much speed as they can muster. The road to Sundabar is 165 miles. By horse, it takes about 10 days of travel.
- They are to meet Deylsina in the Gates of Ascalhorn, an inn near Sundabar. They should then aid her in finding and recovering the documents.
- The PCs are not given Deylsina's address in Sundabar. She will instead contact them. Blaynden believes the PCs may be watched.
- The PCs are each paid 50 gp for their efforts, and of course gain Blaynden's gratitude.

PCs may realize that Coura knows more and is willing to share it. If they ask her about any of the following subjects and succeed on a DC 15 Bluff check, they trick her into revealing some information before Blaynden interrupts and stops her:

- **The break-in:** "Of all the tomes and documents that were taken away, most were copied and then returned. I recorded the disappearances of all those tomes. Most were significant but not endangering. Only two books were not recovered: A binder of documents referred to as the Septasigilurue, and an unaccredited ancient tome on ritual language and true names titled *Asterwun'kaseel*." (Drow for 'the truth in names'). "A DC 15 Insight check shows that Coura is more concerned about the loss of that document, but she gives no explanation when asked, and Blaynden does not share her concern.
- **The Septasigilurue:** "The tome is two-hundred and forty-two years old. It was penned by Alustriel Silverhand after the Battle of Tumberskulls in the Year of the Black Horde, and originally contained the descriptions of wards placed at that time for the protection of Silverymoon. It was expanded by her in the year of Silent Death to include additional wards placed by the Spellguard that pertain to..." -

Blaynden interrupts, adding, “Yes, as I said... an important document.”

- **The Netherese:** “The Netheril empire is ruled from the city of Thulthantar - a Lorross word meaning ‘Shade’, by twelve princes, who in turn answer to the Most High Prince, Talamont Thantul. The Netherese are seen as the main enemy of Luruar, and the first suspect of many a dark plotting... even if common sense would point out their involvement to be unlikely.” Blaynden bristles, but says “Even though the thief of the Septasigilurue was not Netherese, We know the Shadovar bought it and are now in its possessors. Right?” Coura pauses a moment to consider, then adds: “Right.”
- **Deylsina:** “From my information, Deylsina is a female human of average height, with dark hair and brown eyes, and...” Blaynden interrupts: “...and that is more than you need to know about her already. She’ll contact you.”
- **If PCs specifically ask if Deylsina is a Harper:** “That is most probable.” Blaynden groans.
- **Sundabar:** “Sundabar is economically strong and very independent. Its military defenses have increased over the past years and the walls have been reinforced. Netherese are unwelcome there, but with the city located in the shadow of the empire, anyone who would invite conflict with them are also closely watched.” Blaynden is relieved when she stops. However, just when he relaxes she adds “...like, say, the Harpers.”
- **The Gates of Ascalhorn:** “The Gates is a large inn that lies several hours’ ride to the north-west of Sundabar, at a tributary to the River Rauvin. It lies close to the village of Avaundell, just outside Silvermoon Pass in the Nether Mountains. Dor Terpeck, a former adventurer, owns it. It is named after the old city Ascalhorn - which later fell and became known as Hellgate Keep. Most of Sundabar’s human population descends from that realm. It is a popular meeting point for agents of... ” - she catches Blaynden’s look and continues “...various organizations.”
- **The Harpers:** “Originally an organization of bards who promoted good and preserved history, music and art, they are now, according to my information, a small resistance group whose main fight is with the Netherese threat. Those Who Harp are unknown to the common man, though I do have a list of names that I deduced from...” Blaynden hastily waves at her and breaks in: “Yes, yes... I am sure you do... but let us stop speculating and focus at the issue at hand, shall we?”

If the PCs accept the mission, they are expected to set out as soon as possible.

Blaynden provides the PCs with transport - such as horses - and can arrange some mundane equipment.

Coura has something more interesting to offer to those PCs who have **LURU19 Coura’s Lore** from *LURU2-3 Forgotten Crypts, Hidden Dangers*. She can establish a connection to that PC, allowing him or her to ask her **one** question in the course of the adventure. This functions as if the PC uses a Sending ritual, but it takes only a standard action to use and does not take components. Coura can easily answer any Knowledge question up to a DC of 25.

ENDING THE ENCOUNTER

The journey to Sundabar is mostly uneventful, and the PCs safely reach the Gates of Ascalhorn inn. Continue with Encounter 2.

EXPERIENCE POINTS

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

TREASURE

There is no treasure in this encounter as rewards are turned out in Encounter 5.

ENCOUNTER 2: THE GATES OF ASCALHORN

ENCOUNTER LEVEL 6/8 (1325/1875 XP)

SETUP

This encounter includes the following creatures and hazard at the low tier:

- 1 Nenra Prueen, tiefling occultist (level 5) (O)
- 8 feyri bowmen (level 5) (B)
- 4 lesser lava elementals (level 3) (E)
- 1 raging fire (indicated area)
- 1 'Deylsina', drow infiltrator (level 5) (D)
- 12 patrons, 1 waitress, 1 innkeeper (see below)

This encounter includes the following creatures and hazard at the low tier:

- 1 Nenra Prueen, tiefling occultist (level 7) (O)
- 8 feyri bowmen (B)
- 4 lesser lava elementals (level 5) (E)
- 1 raging fire (level 4) (indicated area)
- 1 'Deylsina', drow infiltrator (level 7) (D)
- 12 patrons, 1 waitress, 1 innkeeper (see below)

The stats for 'Deylsina' are an abbreviated version from those in Encounter 4 ('Deylsina' avoids using her drow and shape changing abilities in this encounter).

The PCs arrive late in the evening at the Gates of Ascalhorn. They find that a woman named Deylsina has arranged rooms for them. Dor Terpeck, the innkeeper, was told she would meet the PCs in the morning of the day after they arrive.

This encounter starts on the morning of the next day. Deylsina arrives early in the morning, when the PCs are having breakfast. Have the PCs place themselves at a table of their choice.

Deylsina turns out to be a young woman with half-length dark hair that falls in bangs before her eyes. There are scratches on her hands and face, soot on her clothes, and the hem of her cloak is burned. She nods at you as she sits down at the table.

"Well met," she says as she appraises you. "I am Deylsina. Excuse my look - I had some... trouble... at home. I have been given your names, but seeing as I have met some resistance already, let's play this safe, and state me yours before we continue?"

'Deylsina' is really Metzruk, a drow agent sent by Matron Mother Vadalma Tlabbar to take the Septasigilurue from the Netherese. The real Deylsina died in a fire only a

few days ago. Metzruk is impersonating her in the hope that the PCs can find and defeat the Netherese for him. He knows enough about the PCs to identify them.

For the PCs there should be little reason to doubt 'Deylsina'. The Harpers only provided the PCs with a brief description, the absolute minimum for what they feel the PCs need to know to locate the Harper.

If the PCs ask her to prove her alliance, she reluctantly shows a silver Harper pin (a crescent moon with a harp in its center). She can briefly state the mission, but wants them to identify themselves before she reveals more.

Once introductions have been made, 'Deylsina' begins by pointing out they hit a bit of snag. She refers to the PCs being pinned as Netherese agents. Before she can elaborate, however, the room erupts into chaos when a man, who had just stepped outside, stumbles back in with a black arrow protruding from his chest.

Any PC with a passive Perception of 18/19 or higher spotted the Bowman firing the arrow through a window. These PCs can take an action during the surprise round. Roll initiative. The lava elementals delay their actions until Nenra's turn.

In Nenra's turn, she uses her surprise action to summon the raging fire, causing the floor to heave and burst into splinters and fire. The burst of flame causes even more panic amongst the patrons of the inn. Anyone who happens to be in or adjacent to the initial area of attack (see the map) is targeted by the following attack.

M Knockdown • Encounter

Attack: Melee 1 (creature in area of effect); +8/+10 vs. Reflex.

Hit: The target is knocked prone.

The area is also on fire, though creatures in or adjacent to the area do **not** take damage during the surprise round. Once the area is on fire, the lava elementals rise up in their turn as a move action.

The attack comes from Nenra Prueen, a mercenary tiefling. She and her band of feyri (demonic fey) have been hired to eliminate Deylsina and anyone associated with her. She cares little about bystanders.

FEATURES OF THE AREA

Area of raging fire: The smoke of the fire provides partial concealment to all creatures inside it and within 2 squares of it. A creature that enters a space adjacent to the raging fire or starts its turn in a space adjacent to or inside the raging fire is attacked by it (see the raging fire statblock).

The fire starts in a 4x4 area. At the end of each round except the surprise round, the fire expands by one square (becoming a 6x6 area at the end for the first

round, an 8x8 area end of the second round, and so on), unless the PCs contain it.

Any cold or water attack in the area delays it spreading for one round. A DC 15/16 Arcana or Athletics check as a move action can contain the fire and douse one square that is on fire. In addition, a bucket line can contain the fire and potentially douse squares (see patrons below).

Furniture: Tables and bar are difficult terrain.

Ox: The ox grants partial cover. As a move action, a DC 15 Nature check can make the ox move up to 3 squares.

River: The river is fifteen feet deep. It is calm and flows slowly (DC 10 Athletic check to swim).

Statuary and cargo: These are blocking terrain and grant partial cover.

Innkeeper, waitress, and patrons: There are fourteen non-combatants, including the innkeeper. They are spread throughout the inn (place as desired). Treat them as minions with AC 12 and other defenses 10. Dor Terpeck has the same defenses, but has enough hit points to take a few hits and survive this encounter. He is however too old to fight and does not participate in the combat. Those patrons that do not fall to the flames initially run to the doors, but when targeted by the archers retreat back inside and cower.

A PC that makes a DC 11 Bluff, Diplomacy or Intimidate check as a minor action can direct any non-combatants within 3 squares to move 6 squares to any area that does not pose immediate danger (including upstairs). Alternatively the same check can be used to mobilize them to form a bucket line so the fire can be contained. If the patrons are limited to using the water available inside the inn, all they can manage is to stop the fire from spreading. If the PCs manage to clear a path to the river (i.e. by eliminating a bowman), they also douse one square of fire each round. If no attention is given to them, the patrons abandon the bucket line unless another action is spent or unless all enemies are defeated.

TACTICS

The lava elementals are fairly dumb. They ignore most patrons and instead seek out armed folk. They engage PCs in melee but try to stay close to the fire.

Nenra Prueen initially uses *soul fire* to target people inside, casting through the inn's doors and windows. She likely can't see well whom she targets, but the bursts negate any concealment people may otherwise have. When confronted, she uses *baleful teleport* to get herself in an advantageous position. Nenra's powers are all fire-focused, and she is loyal to her men. Callous PCs who

realize this weakness (passive DC 22/23 Insight) may use her bowmen's lives to force her to negotiate a truce.

The feyri bowmen ready to target anyone who tries to leave the inn, pushing them back inside if possible. The bowmen are fiercely loyal to Nenra and continue to fight when she is defeated, seeking to recover her body before they flee.

If the PCs have defeated the lava elementals and contained the fire or made it outside while still mostly standing, Nenra signals a tactical retreat, and she and her bowmen try to get away.

'Deylsina': Deylsina's attacks are melee based and she is aware that the attack is aimed at her. She has little inclination to face the elementals or expose herself by running outside. She therefore initially seeks cover and only aids in the fight if it is relatively safe for her, or when it would make the PCs suspicious if she doesn't.

SCALING THE ENCOUNTER

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

Four PCs: Remove one lava elemental.

Six PCs: Add one lava elemental.

ENDING THE ENCOUNTER

The encounter ends once the PCs defeat Nenra and her feyri bowmen. Once the fight ends, the PCs have a brief window (several minutes) to help quench the fire before it gets out of control. If there are 9 or less squares of fire left, the patrons can quench the fire by themselves. Otherwise, four DC 21/23 Arcana or Athletics checks are needed to completely reduce the fire with the patrons' aid. Determine the state of the inn and continue with Encounter 3.

EXPERIENCE POINTS

The PCs earn 265/375 xp each for defeating the monsters and escaping the fire.

TREASURE

The feyri bowmen carry *venomous songbows* +2. If the PCs manage to drop at least one feyri bowman, they find this treasure bundle. Nenra carries a *rod of brutality* +2.

Note: The feyri's powers simulate the songbow's poisonous nature. It is advised **not** to use the daily power of the item, as it is not balanced for minion creatures.

ENCOUNTER 2: THE GATES OF ASCALHORN STATISTICS (LOW LEVEL)

'Deylsina' (level 5)		Level 5 Skirmisher
Medium fey humanoid, drow (shapechanger)		XP 200
HP 61; Bloodied 30		Initiative +7
AC 19, Fortitude 16, Reflex 18, Will 17		Perception +3
Speed 6		
STANDARD ACTIONS		
m Short Sword (weapon) • At-Will		
Attack: Melee 1 (one creature); +10 vs. AC		
Hit: 1d6 + 8 damage, or 2d6 + 8 if the drow infiltrator has combat advantage against the target.		
MINOR ACTIONS		
M Feint • At-Will 1/round		
Attack: Melee 1 (one creature); +8 vs. Reflex		
Hit: The target grants combat advantage to the drow infiltrator until the end of the drow infiltrator's next turn.		
Skills Bluff +9, Dungeoneering +5, Insight +8, Stealth +12		
Str 11 (+2)	Dex 16 (+5)	Wis 12 (+3)
Con 13 (+3)	Int 10 (+2)	Cha 15 (+4)
Alignment chaotic evil Languages Common, elven, deep speech		
Equipment short sword		
Note: This is an abbreviated statblock. See Encounter 4 for full stats.		

Tiefling Occultist (level 5)		Level 5 Controller
Medium natural humanoid		XP 200
HP 63; Bloodied 31		Initiative +2
AC 19, Fortitude 15, Reflex 17, Will 19		Perception +3
Speed 6		Low-light vision
Resist 5 fire		
STANDARD ACTIONS		
m Hell rod (fire, implement) • At-Will		
Attack: Melee 1 (one creature); +8 vs. Reflex		
Hit: 2d6 + 3 fire damage, and ongoing 5 fire damage (save ends).		
A Soul Fire (fear, fire, implement, psychic) • At-Will		
Attack: Area burst 1 within 10 (enemies in burst); +8 vs. Reflex.		
Hit: Ongoing 10 fire damage (save ends). In addition, the first time the target willingly moves closer to the tiefling before the end of its next turn, the target takes 10 psychic damage.		
Miss: Ongoing 5 fire damage (save ends).		
MOVE ACTIONS		
R Baleful Teleport (teleportation) • Recharge 5-6		
Effect: Before the attack, the tiefling teleports up to 10 squares.		
Attack: Ranged 10 (one creature); +8 vs. Will		
Hit: The tiefling teleports the target 10 squares to the square it just left.		
TRIGGERED ACTIONS		
C Fiery Transposition (fire, teleportation) • Encounter		
Trigger: An enemy hits the tiefling.		
Effect (Immediate Interrupt): Close burst 3 (creatures in the burst). Each target takes 5 fire damage, and then the tiefling and the triggering enemy teleport, swapping positions.		
Skills Bluff +12, Stealth +7		
Str 10 (+2)	Dex 11 (+2)	Wis 13 (+3)
Con 15 (+4)	Int 17 (+5)	Cha 20 (+7)
Alignment evil Languages Common, Primordial		
Equipment leather armor, rod		

Feyri Bowman (level 5)		Level 5 Minion Artillery
Medium natural humanoid		XP 50
HP 1; a missed attack never damages a minion		Initiative +6
AC 19, Fortitude 16, Reflex 19, Will 17		Perception +9
Speed 6		Low-light vision
Resist 10 fire		
STANDARD ACTIONS		
r Poisoned Arrow (poison, weapon) • At-Will		
Attack: Ranged 20 (one creature); +12 vs. AC		
Hit: 6 poison damage, and the feyri bowman can push the target 1 square		
MOVE ACTIONS		
Brimstone Step (teleportation) • Encounter		
Effect: The feyri bowman teleports up to 5 squares.		
TRIGGERED ACTIONS		
Inspiring Death • Encounter		
Trigger: The feyri bowman drops to 0 hit points.		
Effect: One ally within 2 squares of the feyri gains +2 to the next attack roll and damage roll before the end of its next turn.		
Str 12 (+3)	Dex 18 (+6)	Wis 14 (+4)
Con 13 (+3)	Int 14 (+4)	Cha 11 (+2)
Alignment evil		Languages Common, Elven, Abyssal
Equipment longbow, 20 poisoned arrows		
Note: Eladrin Bow mage reflavored to feyri, with Legion of Avernus theme, force changed to poison		

Lesser Lava Elemental (level 3)		Level 3 Soldier
Small elemental magical beast (earth, fire)		XP 150
HP 50; Bloodied 25		Initiative +1
AC 18, Fortitude 16, Reflex 13, Will 14		Perception +1
Speed 5, burrow 5		
Resist 15 fire		
TRAITS		
O Fire Shield • Aura 1		
Each enemy that enters the aura or starts its turn there takes 2 fire damage.		
Earth Glide		
The elemental can pass through earth and rock as if it were phasing.		
Brittle Skin		
Whenever the elemental takes cold damage, it takes a -2 penalty to all defenses until the end of its next turn.		
STANDARD ACTIONS		
m Slam • At-Will		
Attack: Melee 1 (one creature); +8 vs. AC		
Hit: 1d8 + 6 damage, and the target cannot shift until the end of the elemental's next turn		
TRIGGERED ACTIONS		
Overwhelming Stone • Recharge when first bloodied		
Trigger: An enemy hits one of the elemental's allies with a melee attack.		
Effect (Immediate Reaction): Melee 1 (triggering creature). The target falls prone		
Str 17 (+4)	Dex 6 (-1)	Wis 11 (+1)
Con 18 (+5)	Int 5 (-2)	Cha 6 (-1)
Alignment unaligned		Languages understands Primordial
Note: Reflavored lesser earth elemental with Legion of Avernus theme and increased fire resistance. Replaced thunder with cold.		

ENCOUNTER 2: THE GATES OF ASCALHORN STATISTICS (LOW LEVEL)

Raging Fire	Level 2 Hazard
Object	XP 250
Detect Perception DC 0	Initiative -
Immune all damage, forced movement, all conditions	
TRAITS	
The fire provides partial concealment to all creatures inside it and within 2 squares of it.	
Spreading	
The fire starts in a 4x4 area. At the end of each round except the surprise round, the fire expands to all sides by one square.	
TRIGGERED ACTIONS	
M Attack • At-Will	
<i>Trigger:</i> A creature enters a space adjacent to the raging fire or starts its turn in a space adjacent to or inside the raging fire. <i>Attack (Free Action):</i> Melee 1 (triggering creature); +6 vs. Reflex or +11 vs. Reflex if the target stands inside the fire. <i>Hit:</i> 2d6 fire damage and ongoing 5 fire damage (save ends). <i>Miss:</i> Half damage, and no ongoing damage.	
COUNTERMEASURES	
◆Notice: Perception DC 16: The character notices the fire is spreading. ◆Halt: Any cold or water attack in the area delays it spreading for one round (in addition to other effects, see Destroy below). In addition, a bucket line can contain the fire. ◆Avoid: Acrobatics DC 20: A character can move into a square of raging fire or a square adjacent to the raging fire without triggering the attack with a successful check. ◆Destroy: Two gallons of water destroys 1 square of raging fire. Targeting 1 or more squares with a water or cold attack automatically destroys the fire in those squares. In addition, a bucket line can destroy one square if it has a sufficient supply of water, such as access to a river.	

ENCOUNTER 2: THE GATES OF ASCALHORN STATISTICS (HIGH LEVEL)

'Deylsina' (level 7)		Level 7 Skirmisher
Medium fey humanoid, drow (shapechanger)		XP 300
HP 77; Bloodied 38		Initiative +8
AC 21, Fortitude 18, Reflex 20, Will 19		Perception +4
Speed 6		
STANDARD ACTIONS		
m Short Sword (weapon) • At-Will		
Attack: Melee 1 (one creature); +12 vs. AC		
Hit: 1d6 + 10 damage, or 2d6 + 10 if the drow infiltrator has combat advantage against the target.		
MINOR ACTIONS		
M Feint • At-Will 1/round		
Attack: Melee 1 (one creature); +10 vs. Reflex		
Hit: The target grants combat advantage to the drow infiltrator until the end of the drow infiltrator's next turn.		
Skills Bluff +10, Dungeoneering +6, Insight +9, Stealth +13		
Str 11 (+3)	Dex 16 (+6)	Wis 12 (+4)
Con 13 (+4)	Int 10 (+3)	Cha 15 (+5)
Alignment chaotic evil Languages Common, elven, deep speech		
Equipment short sword		
Note: This is an abbreviated statblock. See Encounter 4 for full stats.		

Tiefling Occultist (level 7)		Level 7 Controller
Medium natural humanoid		XP 300
HP 79; Bloodied 39		Initiative +3
AC 21, Fortitude 17, Reflex 19, Will 21		Perception +4
Speed 6		Low-light vision
Resist 10 fire		
STANDARD ACTIONS		
m Hell rod (fire, implement) • At-Will		
Attack: Melee 1 (one creature); +10 vs. Reflex		
Hit: 2d6 + 5 fire damage, and ongoing 5 fire damage (save ends).		
A Soul Fire (fear, fire, implement, psychic) • At-Will		
Attack: Area burst 1 within 10 (enemies in burst); +10 vs. Reflex.		
Hit: Ongoing 10 fire damage (save ends). In addition, the first time the target willingly moves closer to the tiefling before the end of its next turn, the target takes 10 psychic damage.		
Miss: Ongoing 5 fire damage (save ends).		
MOVE ACTIONS		
R Baleful Teleport (teleportation) • Recharge 5-6		
Effect: Before the attack, the tiefling teleports up to 10 squares.		
Attack: Ranged 10 (one creature); +10 vs. Will		
Hit: The tiefling teleports the target 10 squares to the square it just left.		
TRIGGERED ACTIONS		
C Fiery Transposition (fire, teleportation) • Encounter		
Trigger: An enemy hits the tiefling.		
Effect (Immediate Interrupt): Close burst 3 (creatures in the burst). Each target takes 5 fire damage, and then the tiefling and the triggering enemy teleport, swapping positions.		
Skills Bluff +13, Stealth +8		
Str 10 (+3)	Dex 11 (+3)	Wis 13 (+4)
Con 15 (+5)	Int 17 (+6)	Cha 20 (+8)
Alignment evil Languages Common, Primordial		
Equipment leather armor, rod		

Feyri Bowman		Level 7 Minion Artillery
Medium natural humanoid		XP 75
HP 1; a missed attack never damages a minion		Initiative +7
AC 21, Fortitude 18, Reflex 21, Will 19		Perception +10
Speed 6		low-light vision
Resist 10 fire		
STANDARD ACTIONS		
r Poisoned Arrow (poison, weapon) • At-Will		
Attack: Ranged 20 (one creature); +14 vs. AC		
Hit: 7 poison damage, and the feyri bowman can push the target 1 square		
MOVE ACTIONS		
Brimstone Step (teleportation) • Encounter		
Effect: The feyri bowman teleports up to 5 squares.		
TRIGGERED ACTIONS		
Inspiring Death • Encounter		
Trigger: The feyri bowman drops to 0 hit points.		
Effect: One ally within 2 squares of the feyri gains a +2 to the next attack roll and damage roll before the end of its next turn.		
Str 12 (+4)	Dex 18 (+7)	Wis 14 (+5)
Con 13 (+4)	Int 14 (+5)	Cha 11 (+3)
Alignment evil Languages Common, Elven, Abyssal		
Equipment longbow, 20 poisoned arrows		
Note: Eladrin Bow mage reflavored to feyri, with Legion of Avernus theme, force changed to poison		

Lesser Lava Elemental (level 5)		Level 5 Soldier
Small elemental magical beast (earth, fire)		XP 200
HP 66; Bloodied 33		Initiative +2
AC 20, Fortitude 18, Reflex 15, Will 16		Perception +2
Speed 5, burrow 5		
Resist 15 fire		
TRAITS		
O Fire Shield • Aura 1		
Each enemy that enters the aura or starts its turn there takes 3 fire damage.		
Earth Glide		
The elemental can pass through earth and rock as if it were phasing.		
Brittle Skin		
Whenever the elemental takes cold damage, it takes a -2 penalty to all defenses until the end of its next turn.		
STANDARD ACTIONS		
m Slam • At-Will		
Attack: Melee 1 (one creature); +10 vs. AC		
Hit: 2d8 + 3 damage, and the target cannot shift until the end of the elemental's next turn		
TRIGGERED ACTIONS		
Overwhelming Stone • Recharge when first bloodied		
Trigger: An enemy hits one of the elemental's allies with a melee attack.		
Effect (Immediate Reaction): Melee 1 (triggering creature). The target falls prone		
Str 17 (+5)	Dex 6 (+0)	Wis 11 (+2)
Con 18 (+6)	Int 5 (-1)	Cha 6 (+0)
Alignment unaligned Languages understands Primordial		
Note: Reflavored lesser earth elemental with Legion of Avernus theme and increased fire resistance. Replaced thunder with cold.		

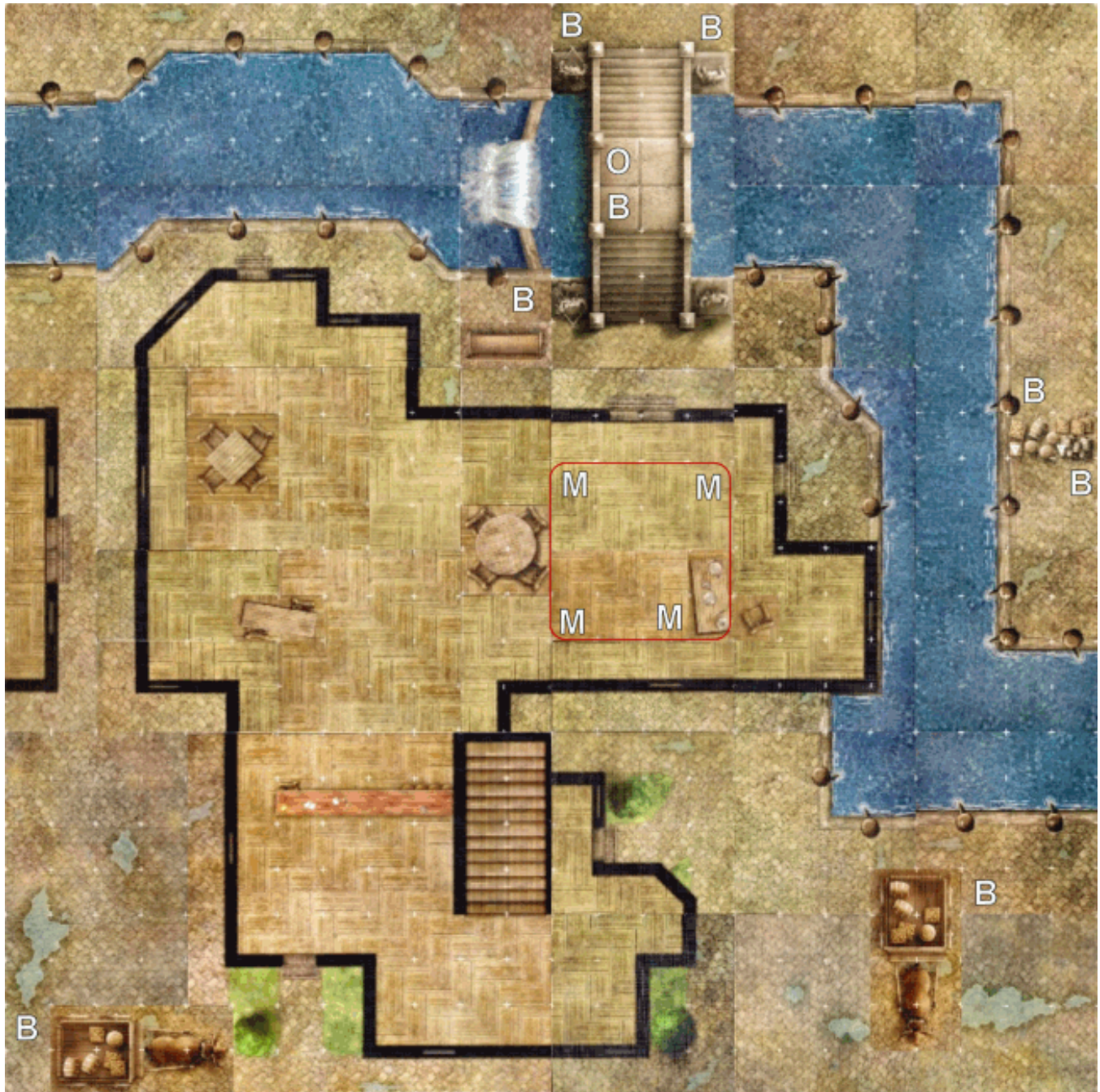
ENCOUNTER 2: THE GATES OF ASCALHORN STATISTICS (HIGH LEVEL)

Raging Fire (level 4)	Level 4 Hazard
Object	XP 350
Detect Perception DC 0	Initiative -
Immune all damage, forced movement, all conditions	
TRAITS	
The fire provides concealment to all creatures inside it and within 2 squares of it.	
Spreading	
The fire starts in a 4x4 area. At the end of each round except the surprise round, the fire expands to all sides by one square.	
TRIGGERED ACTIONS	
M Attack • At-Will	
<p><i>Trigger:</i> A creature enters a space adjacent to the raging fire or starts its turn in a space adjacent to or inside the raging fire.</p> <p><i>Attack (Free Action):</i> Melee 1 (triggering creature); +8 vs. Reflex or +13 vs. Reflex if the target stands inside the fire.</p> <p><i>Hit:</i> 2d6 + 2 fire damage and ongoing 5 fire damage (save ends).</p> <p><i>Miss:</i> Half damage, and no ongoing damage.</p> <p><i>Effect:</i> The fire spreads into its target's space.</p>	
COUNTERMEASURES	
<p>🔪Notice: Perception DC 17: The character notices the fire is spreading.</p> <p>🔪Halt: Any cold or water attack in the area delays it spreading for one round (in addition to other effects, see Destroy below). In addition, a bucket line can contain the fire.</p> <p>🔪Avoid: Acrobatics DC 21: A character can move into a square of raging fire or a square adjacent to the raging fire without triggering the attack with a successful check.</p> <p>🔪Destroy: Two gallons of water destroys 1 square of raging fire. Targeting 1 or more squares with a water or cold attack automatically destroys the fire in those squares. In addition, a bucket line can destroy one square if it has a sufficient supply of water, such as access to a river.</p>	

ENCOUNTER 2: THE GATES OF ASCALHORN MAP

TILE SETS NEEDED

Dungeon Tiles Master Set: The City



O = Nenra Prueen

B= feyri bowmen

E = lesser lava elemental

Red line = raging fire

ENCOUNTER 3A: SEARCH AND FIND – TRACKS AND TRAILS

**SKILL CHALLENGE LEVEL 4/6,
COMPLEXITY 3 (525/750 XP)**

SETUP

Important NPCs:

‘Deylsina’, female human scribe and Harper (in reality Metzruk, male drow mindmage).

Nenra Prueen, female tiefling occultist.

Dor Terpeck, innkeeper of the Gates of Ascalhorn.

If the PCs managed to put out the fire during the combat, they save the inn. Read:

A haze of smoke still lingers in the inn’s lower floor, and furniture and walls are stained black. The inn is a mess - but it is saved.

Dor, the innkeeper, mutters a prayer of thanks to Tymora as he goes about assessing the damage.

Otherwise, the inn burns down:

The flames spread like wildfire. It takes only several minutes for the lower floor to turn into an inferno. Black smoke billows out over the square while people run off and on with buckets of water - in vain, as it appears.

Putting out the fire gives them a success as mentioned in Scene 0 below.

SKILL CHALLENGE: SEARCH AND FIND

Goal: Determine Kal’s hideout and any information on him without drawing attention.

Complexity: 3 (8 successes before 3 failures)

Primary Skills: Varies

Other Skills: Varies

Victory: The PCs find Kal’s hideout quickly and gain surprise.

Defeat: The PCs draw attention and lose their surprise.

The goal of this skill challenge is to (A) enter Sundabar and (B) follow up on one of the two leads (Reynis or if the PCs can pursue her trail, Nenra). It takes approximately 4 successes to enter Sundabar (Encounter 3B), and 4 successes to find and follow up on a given lead (Encounter 3A and 3C). Note that this is

an approximation, and depending on PC actions they may need more or fewer successes.

This skill challenge spans three encounters. In this Encounter, the PCs can earn up to 2 successes or failures. Ignore any additional successes or failures until the next Encounter.

This encounter ends once the PCs have reached Sundabar.

There are three ways for PCs to learn information: question ‘Deylsina’, question the mercenaries, or follow the mercenaries’ tracks.

SETUP: WHAT DEYLSINA KNOWS

‘Deylsina’ can inform the PCs of the following:

- She is a scribe in Sundabar. A DC 15 Insight check reveals that she is dropping subtle hints of being a Harper. She does not directly say this unless the PCs ask her. In that case, she reveals the silver Harper pin that is tucked in her sleeve.
- Some days ago, a man approached her in the library where she works.
- He told her he was a clerk, and had been asked to make a copy of a document that has information on the defenses of Silvermoon.
- He found this suspicious, as the person he works for is a merchant whose trading partners include the Netherese.
- The man was nervous and did not provide the name of his employer, but agreed to meet Deylsina again at a later date. Unfortunately, he did not show himself again. The clerk’s name is Reynis.
- Deylsina has not yet looked into it, but used a Sending to alert a fellow scribe, Blaynden, in Silvermoon, asking for aid.
- Reynis may have been on to something, as yesterday Deylsina’s home was attacked and burned down. She believes these were the same people who attacked the inn and fears for Reynis’ life.
- There is an additional problem. The PCs’ names and descriptions have been passed on to the guards implicating them as Netherese spies. She suspects Netherese spies in Silvermoon are responsible. It is likely guards will treat them with hostility. Of course, these are issues that can be cleared up by a magistrate given time, but this is likely to alert the Netherese, allowing the Netherese to get away. It is therefore best to avoid the guards until this mission is over.
- If the PCs have no means to talk their way past or to sneak inside using disguises, ‘Deylsina can

point out a route over the walls (see Encounter 3B).

- She urges the PCs to hurry, as she expects they draw too much attention if they linger too long or end up having to explain themselves at length to the guards.

This is information Metzruk took from the dying Deylsina and deduction. 'Deylsina' does her best to come across as a concerned scribe. Most of what she says is true, so it is not likely the PCs catch her on a lie unless they are already suspicious and trick her. If they do find out the subterfuge early, see Conclusion on how Deylsina acts with being exposed.

SCENE 1: FIRE AFTERMATH [1 SUCCESS]

A few miles west lies the village of Avaundell. A patrol from that tower is near and on its way. They arrive several minutes after the PCs fight ends, and they have a lot of questions. PCs may wish to briefly question Deylsina (Scene 1) or interrogate Nenra (Scene 2) before the guards arrive.

If the PCs managed to put out the fire during the combat or the brief aftermath, the fire is managed and therefore the panic reduced. The PCs gain Dor Terpeck's cooperation, and he buys them additional time to interrogate Nenra (or to get away) before the guards arrive, and speaks in their behalf, allowing them to avoid scrutiny. This earns them one success.

If they failed to put out the fire, they have to deal with the guards' scrutiny. These guards are from Avaundell and therefore not aware that the PCs are suspected Netherese agents, so this should go without too many problems (no skill checks needed), but it does not earn them any successes either, and reduces the time they have to interrogate Kera in Scene 2.

SCENE 2: INTERROGATION [1 SUCCESS]

The PCs may desire to question Nenra or her bowmen. They have a small window: once the guards arrive, they draw attention and the mercenaries are taken into custody, preventing questioning.

The PCs can take a bit more time if they put out the fire. This means that they can ignore **one** failure in this scene.

Intimidate DC 15/16 (1 success, 1 maximum)

The PCs manage to get Nenra or her men to part with information. They reveal that a dwarf named Karbaen hired them to kill Deylsina for 200 gp. They first burned down her house, but she got away and they followed her here. They do not know why Deylsina had to die, and

did not care. Karbaen can be found in the Red Rooster, a low-quality tavern on Dalt Street in Sundabar.

Insight DC 15/16 (no successes)

This helps the PCs determine whether Nenra lies or not, and grants a +2 bonus on the next Intimidate or Diplomacy check.

SCENE 3: TRACKING [1 SUCCESS]

If the PCs failed to interrogate Nenra or her bowmen, they may decide to track her to find where they came from.

Nature DC 15/16 (1 success, 1 maximum)

The PC tracks Nenra's trail, which leads to a hidden encampment about a few hundred yards away from the inn.

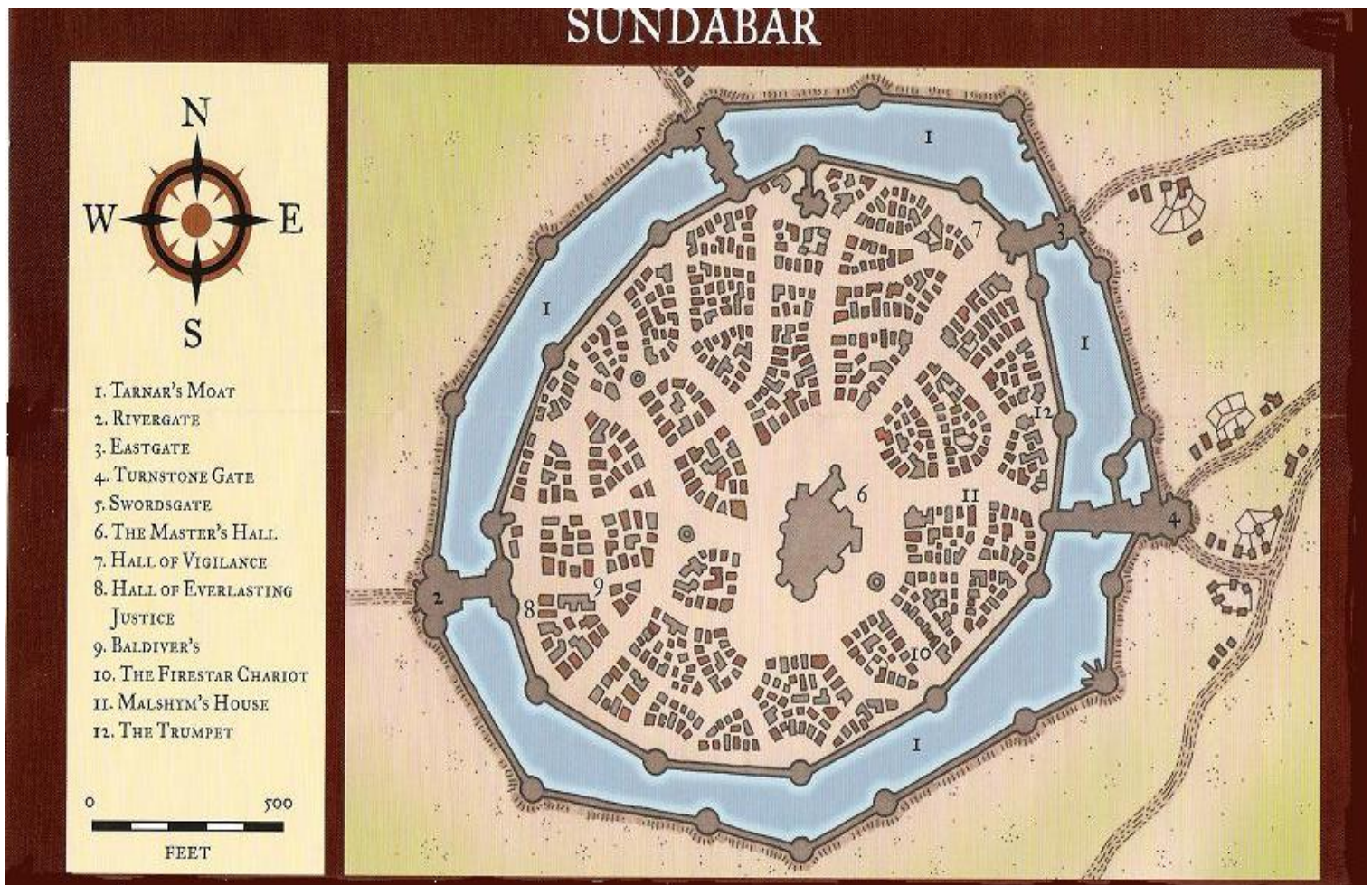
The camp holds a few hidden-away horses - cheap light horses branded with a Sundabar's merchant's symbol. One saddlebag contains a notebook. The book lists Deylsina's name and her description, and the PCs' names (though no description is given). It also mentions the name 'Karbaen' along with 'Red Rooster, Dalt St.'

If the PCs fail to find the information (or elect not to look for it), they need to do additional legwork in Sundabar.

ENDING THE ENCOUNTER

Eventually, the PCs need to move to Sundabar. Move to Encounter 3B, where the skill challenge continues.

Important: Make sure they know that they are suspected to be Netherese spies before going to Sundabar so that they can prepare themselves!



ENCOUNTER 3B: SEARCH AND FIND – GATES OF SUNDABAR

SETUP

This encounter includes the following creatures at the low tier:

- 2 town guards (level 4) (G)**
- 4 dwarf warriors (level 3) (D)**

This encounter includes the following creatures at the low tier:

- 2 town guards (level 6) (G)**
- 4 dwarf warriors (level 5) (D)**

There are four gates into Sundabar (see map): the Rivergate (2), the Eastgate (3), the Turnstone Gate (4) and the Swordsgate (5). The situation is similar at the other gates.

High walls surround Sundabar. Watchtowers are placed every 500 feet or so, fitted with heavy ballistae. A long throng of farmers and merchants seek to enter through the gates. Each is scrutinized by a couple of pikemen, while crossbow-carrying guards on the walls watch out for trouble.

At this point, Deylsina tells the PCs she will slip inside independently from them, and wait on the other side. She reminds them that trouble with the guards may lead to undue delay and warn the Netherese agent.

She suggests they play to their strengths: if they can't argue their way through or find a way to sneak over the walls (knowing a badly guarded route), then they might use - nonlethal - force to enter instead. As she herself is not wanted, she will not be part of the PCs plans (unless they have a role for her that does not draw attention to her such as smuggling a familiar, animal companion, or focus item inside).

SCENE 4: ENTERING SUNDABAR [4 SUCCESSES]

The PCs have to enter the city, but they are seen as undesirables. Kal had heard of the PCs and ensured that the PCs are 'known' as Netherese spies. While the guards do not arrest them on sight, they are disinclined to let the PCs into the city.

The PCs need to convince the guards, find a clandestine route, or fight their way in. They may also attempt a combination of these - in that case, judge their success based on how well individual PCs do. Regardless of their approach, the PCs earn 4 successes by getting into Sundabar, and can earn up to 3 failures for getting caught along the way.

It is possible the PCs have magical means (items, or rituals) to get themselves inside. I.e. a combination of invisibility with overland flight would work. Use your own judgment on whether their approach works. If the PCs manage to get inside the town, they earn 4 successes. If, while doing so, they draw attention (i.e. flying in while still visible would definitely be noticed), they also earn a failure.

Fast Play: The fastest way (in game time) to get inside is to sneak past the guards (see below).

SNEAKING PAST THE GUARDS

Slipping past the guards may be difficult for a large group, but is likely the quickest way. Each PC needs to select a method and make a check. Note that they can earn a maximum of 4 successes and 2 failures. They can earn failures even after they earned the 4 successes for this scene.

If a PC is noticed, he or she can get away if he or she runs, but every following Bluff or Stealth check is at a -2 penalty. If a PC is apprehended, he or she can attempt to talk to the guards instead (see below) or seek to fight. In the latter case, they lose any failures or successes accumulated in this scene - continue with Fighting the Guards below.

Bluff DC 10/11 (1 success, 1 maximum)

The PC bribes a guard to let him or her (only) through. This costs 50 gp. On a failure the guard refuses the bribe and the PC is noticed. The guard won't take more than one bribe, as taking more gold would be too risky (make this obvious to the PCs).

Bluff or Stealth moderate DC 15/16 (1 success, 4 maximum)

The PC puts on a disguise, and walks inside without being recognized, or sneaks inside.

A PC may disguise (using Bluff) another PC as well, but this requires a DC 21/23 check due to time stress and lack of materials. A PC disguised by another PC still needs to make a DC 10/11 Bluff check as they walk past. On a failure, the PC that tries to sneak inside is noticed.

CONVINCING THE GUARDS

The PCs can attempt to talk their way through. While they are innocent, it takes far too much time to use official channels. The PCs need to convince the guards, here and now, to let them in.

They need 4 successes to be let through. If they accumulate 3 failures, the guards decide to arrest the PCs instead and have their innocence or guilt figured out by a magistrate. This lasts for a good part of the day, at the end of which the PCs are cleared and let go. By then, the PCs' enemies have been warned.

The PCs may also decide to fight the guards if they fail. In that case, they lose any failures or successes accumulated in this scene - continue with Fighting the Guards below.

Bluff or Diplomacy DC 15/16 (1 success, no maximum)

The PCs try to convince the guards that letting them in is of import, either by spinning a false tale or by explaining the situation.

Intimidate DC 15/16 (1 success, 1 maximum)

The PCs try to bully the guards into letting them through. Mere threat of bodily harm does not work, but the threat of reporting the guard's lack of cooperation to their superiors should the PCs mission fail and Sundabar be jeopardized can help to convince them.

Insight DC 15/16 (1 success, 1 maximum)

Insight helps the PC to find out how best to convince the guards to let the party through.

History or Streetwise DC 15/16 (1 success, 1 maximum)

History or Streetwise helps the PC understand the ways of Sundabar and find arguments that work best when arguing the PCs progress would be in the city's best interest.

Coura: This check can be made with Coura's aid, if a PC has access to her.

OVER THE WALL

It is possible to sneak inside by climbing the outer walls, swim across Tarnar's Moat, and then enter by climbing the second wall or using a sewer entrance.

'Deylsina' can tell them the following:

There is a special route over the wall that is not watched very well by the guards. You could climb it there and swim across the moat. The moat is watched though - you need to be stealthy there. Once on the other side, there is a second wall to climb and you will be inside. There may also be an entrance at that point through the sewers if you can spot it, but those tunnels are a virtual maze filled with traps.

The PCs need to accumulate 4 successes in the scene to get through. If they earn a success, they are noticed and the guards dispatch a patrol to check them out. If they accumulate 3 failures, the guards manage to catch up with the PCs and decide to arrest them and lead them to the magistrate. It takes a good part of the day before the PCs' issues are resolved and they are set free with a stern warning, at the end of which the PCs are cleared and let go. By then, the PCs' enemies have been warned.

PCs may decide to resist arrest if they fail. In that case, they lose any failures or successes accumulated in this scene - continue with Fighting the Guards below.

CLIMB THE WALL [1 SUCCESS]

With Deylsina's aid the PCs get to a desolate part of the wall. It is however quite slick and high, and the presence of guards in the sentinel towers means that the climb needs to be done with some speed to avoid being spotted.

Athletics DC 15/16 (group check, 1 success, 1 maximum)

The PCs climb the outer wall and descend again. On an individual failure, the PC slips and drops, losing a healing surge. If half or more of the PCs fail, they draw attention from the guards.

SWIM THE MOAT [2 SUCCESSSES]

The water is calm, so no Athletics check is needed. However, the swim is quite far, and the PCs have to cross without drawing attention.

Endurance or Stealth DC 15/16 (group check, 1 success, 1 maximum)

The PC swims underwater (using Endurance) to avoid being spotted, or swims as quietly as possible (using

Stealth). If a PC who swims underwater fails, he or she can spend a healing surge to reroll the check once.

If half or more of the PCs fail, they draw attention from the guards.

Perception DC 15/16 (1 success, 1 maximum)

The PC searches the walls for the proper way to climb. On a success, he or she finds a safe place to climb as well as an entrance into the sewers. This allows the PCs to make a choice: climb the walls, or use the sewers.

OPTION A: CLIMB THE INNER WALL

Scaling the walls from the moat is a difficult, and again guards in the sentinel towers risk spotting the PCs.

Athletics DC 15/16 (1 success, 1 maximum)

The PCs climb the inner wall and descend again. On an individual failure, the PC slips and drops, losing a healing surge. If half or more of the PCs fail, they draw attention from the guards.

OPTION B: THROUGH THE SEWERS

Dungeoneering DC 15/16 (1 success, no maximum)

The PC navigates through the sewer system. On a failure, the PCs run into various traps. The PCs also lose one healing surge to traps.

Coura: The PCs can use Coura to help them. If they do so, she provides a mental map of the sewers and leads them to the nearest safe exit.

FIGHTING THE GUARDS

The PCs may decide to fight the guards and explain later. This may be easier than it seems: if they manage to knock out the town guards before the dwarf archers get reinforcements, they can escape into the city. This does give them a penalty in the next encounter, as they are then wanted and have to be more careful scouring the city.

If the PCs manage to enter the city using this fight, they earn 4 successes and 2 failures for the skill challenge.

If they kill any guards or are caught they instead earn 3 failures and fail the skill challenge. Individual PCs who killed a guard also become wanted for murder (see Ending the Encounter).

FEATURES OF THE AREA

Walls: The walls are twenty feet high (DC 15 to climb). They grant cover to those on the wall against anyone on the ground.

Gate: The gate is raised at start of the encounter. At the start of the 2nd combat round, a guard in the building

starts lowering it. If someone intercepts her, she abandons the task and retreats. A PC inside the building can raise the gate 4 feet each round by spending a standard action cranking it up. Without interruption by the PCs, the gate's position is as follows:

Start of round 1: 10 feet up.

Start of round 2: 6 feet up.

Start of round 3: 2 feet up.

Start of round 4: closed.

Statue: The statue is blocking terrain.

Carts and Stalls: Carts and stalls are blocking terrain.

TACTICS

The guards realize they cannot best the PCs on their own, so instead of trying to defeat them they seek to stall until the gates are down. The dwarf warriors focus on one PC and fire crossbow bolts until he or she is down. They realize they cannot reach the PCs in time if they move, so they stay on the walls.

ENDING THE ENCOUNTER

If the PCs manage to enter the city by fighting the guards, they become wanted and earn a -2 penalty to any checks in the next encounter. Unless they seek to answer for their attack at the end of the adventure, they earn **LURU21 Wanted in Sundabar**. If they *kill* any guards, they fail the skill challenge, and the PCs who performed the killing also become wanted for murder, earning LURU21.

Arrested PCs, whether after a fight or being caught sneaking in, are taken to a magistrate. If they did not kill any guards, they are convicted and sentenced to a tenday in jail and a fine of 100 gp each. 'Deylsina' pays their fines and arranges for their early release using her contacts (though this takes time). Otherwise, unless the PCs can think of a clever plan to escape, the adventure is over for them.

If the PCs *kill* any guards and get caught, the PCs who performed the killing are convicted for murder and sentenced to imprisonment of twenty years and the requisitioning of all their belongings to pay for the raising of the dead guards. Deylsina refuses to arrange their release. Unless the PCs can think of a clever plan to escape, the adventure is over for them, although they eventually escape. These PCs lose ALL favors with the Harpers and earn LURU21.

Barring any of these events, once the PCs enter Sundabar move to Encounter 3C.

ENCOUNTER 3B: SEARCH AND FIND ~ THE TURNSTONE GATE

STATISTICS (LOW LEVEL)

Town Guard (level 4)		Level 4 Soldier
Medium natural humanoid, human		XP 175
HP 55; Bloodied 27		Initiative +6
AC 20, Fortitude 17, Reflex 16, Will 15		Perception +7
Speed 5		
STANDARD ACTIONS		
m Halberd (weapon) • At-Will		
Attack: Melee 2 (one creature); +9 vs. AC		
Hit: 1d10 + 6 damage, and the town guard marks the target until the end of the town guard's next turn.		
r Crossbow (weapon) • At-Will		
Attack: Ranged 20 (one creature); +9 vs. AC.		
Hit: 1d8 + 6 damage.		
M Powerful Strike (weapon) • Recharge 5-6		
Attack: Melee 2 (one creature); +9 vs. AC.		
Hit: 2d10 + 6 damage, and the target falls prone.		
TRIGGERED ACTIONS		
M Interceding Strike (weapon) • At-Will		
Trigger: An enemy marked by the town guard makes an attack that doesn't include it as a target.		
Attack (<i>Immediate Interrupt</i>): Melee 2 (triggering enemy); +9 vs. AC		
Hit: 1d10 + 6 damage.		
Skills Streetwise +8		
Str 16 (+5)	Dex 14 (+4)	Wis 11 (+2)
Con 15 (+4)	Int 10 (+2)	Cha 12 (+3)
Alignment unaligned		
Languages Common, Dwarven		
Equipment chainmail, crossbow, crossbow bolt x 20, halberd		

Dwarf Warrior (level 3)		Level 3 Minion Artillery
Medium natural humanoid		XP 44
HP 1; a missed attack never damages a minion		Initiative +4
AC 17, Fortitude 16, Reflex 14, Will 16		Perception +3
Speed 5		Low-light vision
TRAITS		
Dwarf Solidarity		
The dwarf gains a +4 bonus to AC and Reflex while adjacent to a dwarf ally.		
Stand the Ground		
The dwarf can move 1 square fewer than the effect specifies when subjected to a pull, a 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: 5 damage, or 7 while the dwarf is adjacent to a dwarf ally.		
r Crossbow (weapon) • At-Will		
Attack: Ranged 30 (one creature); +8 vs. AC		
Hit: 5 damage, or 7 against a target that doesn't have cover..		
Str 13 (+2)	Dex 16 (+4)	Wis 15 (+3)
Con 15 (+3)	Int 10 (+1)	Cha 10 (+1)
Alignment unaligned		Languages Common, Dwarven
Equipment chainmail, crossbow, crossbow bolt x 20, warhammer		

ENCOUNTER 3B: SEARCH AND FIND ~ THE TURNSTONE GATE

STATISTICS (HIGH LEVEL)

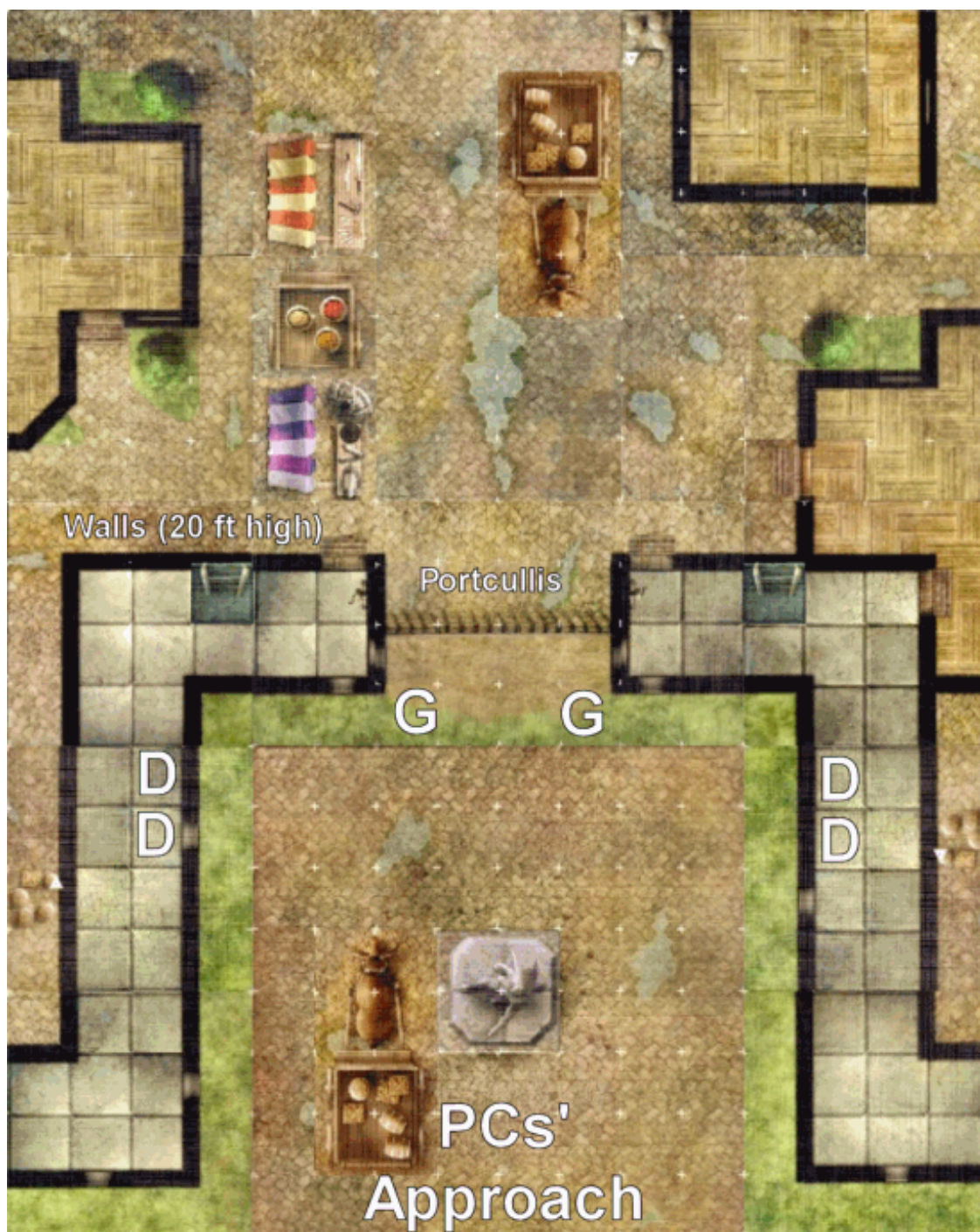
Town Guard (level 6)		Level 6 Soldier
Medium natural humanoid, human		XP 250
HP 71; Bloodied 35		Initiative +7
AC 22, Fortitude 19, Reflex 18, Will 17		Perception +8
Speed 5		
STANDARD ACTIONS		
m Halberd (weapon) • At-Will		
Attack: Melee 2 (one creature); +11 vs. AC		
Hit: 1d10 + 8 damage, and the town guard marks the target until the end of the town guard's next turn.		
r Crossbow (weapon) • At-Will		
Attack: Ranged 20 (one creature); +11 vs. AC.		
Hit: 1d8 + 8 damage.		
M Powerful Strike (weapon) • Recharge 5-6		
Attack: Melee 2 (one creature); +11 vs. AC.		
Hit: 2d10 + 8 damage, and the target falls prone.		
TRIGGERED ACTIONS		
M Interceding Strike (weapon) • At-Will		
Trigger: An enemy marked by the town guard makes an attack that doesn't include it as a target.		
Attack (<i>Immediate Interrupt</i>): Melee 2 (triggering enemy); +11 vs. AC		
Hit: 1d10 + 8 damage.		
Skills Streetwise +9		
Str 16 (+6)	Dex 14 (+5)	Wis 11 (+3)
Con 15 (+5)	Int 10 (+3)	Cha 12 (+4)
Alignment unaligned Languages Common		
Equipment chainmail, crossbow, crossbow bolt x 20, halberd		

Dwarf Warrior (level 5)		Level 5 Minion Artillery
Medium natural humanoid		XP 63
HP 1; a missed attack never damages a minion		Initiative +5
AC 19, Fortitude 18, Reflex 16, Will 18		Perception +4
Speed 5		Low-light vision
TRAITS		
Dwarf Solidarity		
The dwarf gains a +4 bonus to AC and Reflex while adjacent to a dwarf ally.		
Stand the Ground		
The dwarf can move 1 square fewer than the effect specifies when subjected to a pull, a 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: 6 damage, or 8 while the dwarf is adjacent to a dwarf ally.		
r Crossbow (weapon) • At-Will		
Attack: Ranged 30 (one creature); +10 vs. AC		
Hit: 6 damage, or 8 against a target that doesn't have cover..		
Str 13 (+3)	Dex 16 (+5)	Wis 15 (+4)
Con 15 (+4)	Int 10 (+2)	Cha 10 (+2)
Alignment unaligned Languages Common, Dwarven		
Equipment chainmail, crossbow, crossbow bolt x 20, warhammer		

ENCOUNTER 3B: SEARCH AND FIND ~ THE TURNSTONE GATE MAP

TILE SETS NEEDED

Dungeon Tiles Master Set: The City



G = town guards

D = dwarf warriors

ENCOUNTER 3C: SEARCH AND FIND – INSIDE THE CITY

SETUP

Important NPCs:

'Deylsina', female human scribe and Harper (in reality Metzruk, male drow mindmage).

Karbaen, male dwarf criminal.

Reynis, male human clerk.

Having entered Sundabar, the PCs have two places to go. They can seek out the clerk that approached Deylsina in Scene 5.

If they found out who hired Nenra and her bowmen, they can follow that lead to Scene 6.

SCENE 5: THE SCRIBE [4 SUCCESSES]

The most ready clue for the PCs to follow is Reynis, the clerk that approached Deylsina. Deylsina had an appointment with him in the Burrowed Anvil last evening, but he didn't show. (Note that the real Deylsina was already dead then - Metzruk went there in disguise instead, which also revealed her 'survival' to Nenra).

Reynis did not show because he is locked in the flooded cellar of his house. When Xorthas learned about the clerk, he ordered his death. The mercenaries that were sent to deal with him found the man was capable of defending himself. When they entered his home, Reynis withdrew to his cellar. When the group got pelted with bolts as they attempted to enter the cellar, they decided to not confront him. Instead, the group's wizard conjured a magical stonewall to seal off the cellar. They then left and reported the clerk dead.

To find him, the PCs have to locate and enter his house, find the sealed-off cellar, free Reynis, and revive him. If PCs earn failures in this scene, they draw attention.

FINDING REYNIS' HOUSE

Finding Reynis' house is not difficult, but the more they ask, the greater the risk Xorthas learns about their inquiries.

Streetwise DC 15/16 (1 success, 1 maximum)

In a success, the PCs ask about covertly and manage to locate Reynis house without rousing suspicion. On a failure, they eventually learn it but draw some attention.

Note: Some rituals (such as Seek Rumor or even Commune With Nature used wisely) may yield this information as well. If a ritual fails, this does not

generate a failure for the skill challenge (there is no way Xorthas learns of a failed ritual), but the information is not gained and the PCs need to resort to other methods.

Coura: Coura does not know where Reynis resides. She does know something of Sundabar's social structure and can predict the most likely neighborhood. This knowledge grants a +2 bonus on any check to locate Reynis.

ENTERING THE HOUSE

When they find his house, read:

Reynis' house is part of a long block of houses. It is a one-story building with a sloping tiled roof and a small garden in the back.

There is little traffic, so it is possible for one PC to enter the home if they are quick. Failure means the PCs manage to enter but are noticed doing so.

Acrobatics DC 15/16 (1 success, 1 maximum)

The PC squeezes through the open window facing the garden.

Athletics DC 15/16 (1 success, 1 maximum)

The PC climbs the roof and enters through the open window.

Thievery DC 15/16 (1 success, 1 maximum)

The PC picks the back door's lock.

Diplomacy DC 15/16 (1 success, 1 maximum)

The PC talks to the neighbor Marleen who has a spare key. On a success lets them inside. If they fail, she refuses to help.

SEARCH THE HOUSE

The PCs can now search the house.

Arcana DC 15/16 (when detecting magic, no successes)

The PC notices the magic wall blocking the cellar. On a success, the first Arcana check to bring down the wall is made with a +2 bonus. On a failure, the PC notices the wall but does not gain a bonus.

Dungeoneering DC 15/16 (when searching for secret doors, no successes)

The PC notices a new wall where logically a cellar should be. On a success, the first Athletics check to bring down the wall is made with a +2 bonus. On a failure, the PC notices the wall but does not gain a bonus.

Perception DC 15/16 (no successes)

On a success, the PC finds the wall quickly, and the speed means the Heal check to revive Reynis is made with a +2 bonus. On a failure, the PC notices the wall after a longer search, and does not gain a bonus.

REMOVING THE WALL

Arcana or Athletics DC 21/23 (2 successes, 2 maximum)

The PCs bring the wall down. If they fail, their efforts draw attention from outside, and they earn a failure, but the wall is weakened, and the next check to bring down the wall is at a +2 bonus (cumulative).

HEALING REYNIS

A dark cellar reveals itself. Part of it is flooded, and in a corner, still clutching a crossbow in his hands, lays a man, propped up against the wall, half out of the water. He is pale and barely breathing.

Reynis is in a poor state, but is eager to tell his story. Barely conscious, he tells the PCs the following:

- He was attacked in his house, and fled to the basement
- He believes Kal Clewsoro, his boss, hired his attackers.
- Kal is a merchant with a scribe shop near Burloid Squares.

The PCs need to heal him in order to get him to say more.

Heal DC 15/16 (no successes)

The PC nurses Reynis back to consciousness. If it fails, he passes out after he relays the most critical information. Reynis' condition is due to being underfed and undercooled rather than being wounded!

Once revived, Reynis tells the PCs the following:

- Kal Clewsoro deals with the Netherese. When Reynis was asked to copy a document that dealt with wards in Silverymoon, he became suspicious.
- He contacted Deylsina because he knew that she had contacts in Silverymoon.
- He planned to meet up later, after he copied a few pages of the documents to show her.
- However, when he went back to the shop, it was closed. A strange thin man he had never seen before sent him away.
- Later that evening, people came to his house. From their accent, he knew they were mercenaries from outside of town.

- He fled to the basement where he hoped to make a stand, but they instead locked him up. He couldn't get out and nearly starved.
- Now that he mulls it over, he is unsure if Kal is behind this. The man who sent him away reeked of the sewers. It is not someone Kal associated with. Maybe Kal bit off more than he could chew and drew unwanted attention?

The PCs can now go to the scribe shop. If they use Kal's description of the man that sent him away to ask for more information, they may learn a bit more. This is an optional check that may provide additional information at the risk of drawing unwanted attention.

Streetwise DC 15/16 (1 success, 1 maximum)

The PCs learn the man is a member of a new gang of thugs who operate from the sewers. A guy called Xxorthas operates the gang.

If the PCs beat the hard DC 25/26, they learn that Xxorthas is a beholder.

SCENE 6: THE RED ROOSTER [3 SUCCESSES]

If the PCs go to the Red Rooster, they can try to locate the person who hired Nenra Prueen.

The Red Rooster is a rowdy place. Rough men and women hang on the bar that occupies one half of the place, while others gamble their livelihoods away in various dice games going on in the other half. The air is filled with smoke and the smell of sweat and unwashed bodies.

The PCs can obtain the following information on Karbaen if they ask around.

Streetwise DC 10/11 (no successes)

Karbaen is the man to go see if you want things arranged through the Sundabar underground. Fencing, thefts, harassments and even assassination, Karbaen is the go-see guy.

He is a dwarf with a runny eye and more foes than friends, known to occasionally betray his patrons if it gets him a better deal. He is kept alive and even protected by some of Sundabar's crime bosses because of his usefulness and blackmail.

LOCATING KARBAEN

Karbaen is an influential criminal. He is independent and most people are scared of him. He is in a backroom

of the Red Rooster, but the staff pretends otherwise. The PCs need one success to meet Karbaen.

Bluff, Diplomacy, Intimidate or Streetwise DC 15/16 (1 success, 1 maximum)

The PC through their preferred skill gets the staff to alert Karbaen of the PCs presence and arrange a meeting.

CONVINCING KARBAEN

Karbaen turns out to be a squat balding dwarf with a graying beard and a drooping eye. He sits in a backroom, his back to the wall, a crossbow in his lap, and a near-empty bottle of liquor on the table in front of him.

“So,” he sneers, “Silvermoon had an interest in me? What possible help can I be to ye?”

Karbaen (level 17 elite lurker, Stealth +20, Thievery +20, Bluff +15, Perception +18) is aware who the PCs are and why they are here. He buys no fancy stories and intimidation does not impress him. He is a shrewd guy and is willing to bargain with the PCs for the information they need.

Any PC trained in Thievery realizes that Karbaen just used thieves' cant (a secret thieves language). Those PCs can use Thievery instead of Diplomacy to negotiate.

If the PCs resort to violence, his bodyguards burst in. There is a fight and the PCs are thrown out. The PCs won't be able to defeat him at this point in their career. Every PC present loses a healing surge, and they earn one failure to the challenge.

If the PCs strike a deal with Karbaen, he tells them the following:

- Xorthas, the leader of a fairly new gang, hired him to 'deal' with Deylsina.
- Xorthas did not tell him why he wanted Deylsina eliminated, though it may have to do with her being a Harper.
- He suspects it is related with another job. A few days earlier, he was asked to arrange to get a clerk called Reynis out of the way.
- Reynis worked for Kal Clewsoro, a merchant who owns a scribe shop near Burloid Squares.
- Kal is a Netherese agent. Rumors say Kal came in possession of some valuable items. He doesn't know what they are.
- Xorthas learned this too, and 'took over' Kal's shop to obtain it. (Karbaen provided Xorthas with the information).
- Xorthas may have moved his lair to Kal's shop to plunder it at his leisure.

If the PC beat the Diplomacy or Thievery at **DC 25/26**, he adds:

- Xorthas is dangerous. He is a beholder.

Karbaen advises the PCs not to leave any survivors if they seek confrontation. Sundabar will be a better place without Xorthas.

Diplomacy or Thievery DC 15/16 (1 successes, 1 maximum)

The PCs convince Karbaen to enter negotiations with them. This opens up the use of the next skill check.

On a failure, Karbaen clams up, and the PCs have to leave.

Diplomacy or Thievery DC 21/23 (1 successes, 1 maximum)

The PCs convince Karbaen to part with the information they seek. They need to offer him a good amount of gold (100 gold or more). If the PC beats a **DC 25/26**, he accepts a bribe of 50 gp. Note that Blaynden eventually compensates. If PCs balk at paying, 'Deylsina', eager to follow the lead, offers to pay.

On a failure, Karbaen clams up, and the PCs have to leave.

ENDING THE ENCOUNTER

This encounter ends when the PCs set out for the scribe shop. They fail if they earned 3 or more failures, and succeed otherwise (regardless of the number of successes they earned). Continue with Encounter 4.

Success: Xorthas does not expect the PCs. They can use that to take initiative and gain surprise.

Failure: Xorthas expects the PCs. He sets up an ambush for them, and the PCs cannot surprise him or his minions.

EXPERIENCE POINTS

The PCs earn 105/150 xp each for tracking down Kal Clewsoro.

TREASURE

There is no treasure in this encounter.

ENCOUNTER 4: THE SCRIBE SHOP

ENCOUNTER LEVEL 6/8 (1150/1875 XP)

SETUP

This encounter includes the following creatures at the low tier:

- 1 Xxorthas, beholder (level 7) (B)
- 4 needlers (level 3) (N)
- 1 Kal Clewsoro (level 5) (K)
- 1 'Deylsina', drow infiltrator (level 5)

This encounter includes the following creatures at the low tier:

- 1 Xxorthas, beholder (level 9) (B)
- 4 needlers (level 5) (N)
- 1 Kal Clewsoro (level 7) (K)
- 1 'Deylsina', drow infiltrator (level 7)

Note: Since the PCs likely have some help from 'Deylsina' and Kal, this encounter is valued a bit less than the xp from the beholder and the low-level minions are not factored in.

Kal's shop is closed. Picking the lock is a DC 16/17 Thievery check. PCs can try again, but need to make a DC 16/17 Stealth check each attempt after the first to avoid drawing attention from Xxorthas' minions.

Once the PCs enter the shop, read:

The shop is filled with bookcases. Books are everywhere - though on first sight none are too impressive. There is not even a place for a counter. In the back a door stands slightly ajar.

None of the books are valuable - most of it is junk. They are simply a front for Kal's operation.

If the PCs succeeded in the skill challenge in Encounter 3, Xxorthas is unaware of their arrival. He is questioning Kal and is mostly ignoring the tumult upstairs (where two of his minions are arguing over loot) - occasionally bellowing at them to be silent.

A loud argument reaches your ears from the back of the shop. Two voices are arguing about who is to have some dagger or such.

A bellowing voice, which echoes and seems to come from much deeper, suddenly bellows: "Keep it down or I will have you for lunch!"

For a few moments, the voices are quiet. Then, softer now, the bickering begins anew.

If the PCs are stealthy enough (DC 8/9 Stealth check), they can approach without being noticed and gain surprise.

Two men, each thin and pale and reeking faintly of sewage, are arguing over a dagger lying on the table. It is fancy and of obvious value, though it does not look as if it will hold up in a fight.

Provided they can stop the minions before they can react and shout alarm, they surprise Xxorthas.

If the PCs failed the skill challenge in Encounter 3, Xxorthas is aware of their arrival. He has knocked out Kal, and sent his men upstairs to 'soften up' the PCs. He retreats into the sewers so he can strike using surprise once the PCs come down.

His minions take cover. Once the first PC enters the room, they fire. Once they have attacked, they seek to retreat to the cellar by jumping down the hole.

FEATURES OF THE AREA

Illumination: The shop and cellar are normally lighted with torches and lamps. The sewers are in total darkness.

Ceiling: The ceiling in the shop is 15 feet (3 squares) up. The cellar is 20 feet (4 squares) high. The space between cellar ceiling and shop floor is five feet (so from the shop, the cellar floor is 25 feet - 5 squares - away).

Hole: Xxorthas created the hole in the floor. It opens up into the cellar (see position marked on the map). Xxorthas enacted a ritual that allows those who jump down (as part of moving into the hole square) to safely land in the cellar. It is an imperfect ritual: those who drop down need to make a DC 16/17 Acrobatics check or land prone in the nearest unoccupied square.

Bookcases: Bookcases are blocking terrain and grant cover.

Boxes: These are difficult terrain. A creature that falls prone behind it gains cover.

Cages: The 10 feet high 'cages' have solid steel walls and ceiling. They grant full cover. They are currently all open. They can be bolted from the outside. From inside, a creature cannot unbolt a cage. Opening a cage from the inside requires a DC 21/23 Athletics or Thievery check as a move action.

It takes a minor action to open or close a cage, and a minor action to bolt it. Xxorthas can use his *telekinesis ray*

as a minor action to open, close, or bolt a cage. He can then still use the eye when using his *eye rays* attack.

Collapsed Wall: Xorthas disintegration ray collapsed the wall. It is difficult terrain. Strewn through the rubble are various documents – among them the Septasigilurue. Xorthas has not yet sifted through the documents, as he does not know their value.

A PC can search the rubble by making a DC 16/17 Perception check as a minor action when adjacent to the rubble. On a success, they spot the document they seek: a bundle of papers tied together with a dark blue ribbon sealed with red wax showing an embossed unicorn head.

Tables: The tables are difficult terrain.

Rack: The rack is blocking terrain and cannot be moved.

Sewers: The sewers are difficult terrain. The stench is horrible. Those in or adjacent to a sewer take a -2 penalty to attacks due to the stench. Xorthas is immune to this effect.

Ladder & Hatch: The hatch is open. The ladder is 20 feet tall (4 squares). It takes 1 extra square for each square of movement on the ladder. A DC 15/16 Acrobatics or Athletics check allows a PC to get down at normal speed.

TACTICS

Xorthas' minions simply fire darts and duck for cover.

Xorthas uses at most one 'controlling' eye ray each (such as petrifying or dominating a PC). It uses these on those he deems most dangerous or most hampering. He otherwise singles out one creature to attack with his more harming attacks until it is down. Note that too many control effects slow down combat, so it is advised not to use them in excess. Xorthas is a prideful creature and can be taunted to attack others

Xorthas' speed makes it unlikely for him to flee, so he is likely to fight until the death. Once he is bloodied he may end hostilities if it allows him to retreat and flee.

'Deylsina': She joins the PCs while looking for the Septasigilurue. She quickly realizes it lies amidst the rubble. Unless the PCs do it first, she gets to Kal Clewsoro to free him. If Kal is unconscious she uses a standard action to heal him (assume the Heal check succeeds).

If she spots the Septasigilurue, she does one of the following:

- If she has been found out to be a drow (see below), she moves to them, uses his *cloud of darkness*, and picks the papers up stealthily. Next round he double moves, runs up the ladder and out of the building.

- If she locates them, she pockets them (passive Perception vs. her Thievery check to spot this). Since she fears Xorthas will come after her, she keeps aiding the PCs until the beholder is defeated. She then attempts get away (covertly, if possible).

If she is hit by the beholder's central eye or is petrified, her disguise momentarily wavers. A PC who makes a passive DC 16/17 Perception check notices that 'Deylsina' is really a male drow.

If PCs turn on her, 'Deylsina' flees. Otherwise, she stays in the fight, hoping to resolve the issue of her discovery later.

Kal Clewsoro: Kal is tied onto a rack. As long as he is bound he is prone and restrained.

If the PCs surprised Xorthas, he is still conscious but at reduced hit points (23/27 hp), otherwise he is unconscious. If conscious he urges the PCs to release him so he can aid them. He has one healing surge to spend.

It takes a minor action to release Kal's bonds. Once he is freed and conscious, he uses *shade form* and joins the PCs. He is eager to kill the beholder and does not flee.

SCALING THE ENCOUNTER

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

Four PCs: Lower Xorthas hit points by 66 (to 262) / 78 (to 314). It can use its *central eye* only once every other round, and has only one attack with *eye ray*.

Six PCs: Increase Xorthas hit points by 66 (to 394) / 78 (to 470). *Eye ray frenzy* recharges on a 5-6.

ENDING THE ENCOUNTER

The encounter is over once Xorthas is defeated. The PCs can loot the room, and automatically find the tome if 'Deylsina' did not yet run off with it.

Go to Encounter 5, where they can deal with what they learned about Kal and 'Deylsina'.

EXPERIENCE POINTS

The PCs earn 230/475 xp each for defeating Xorthas.

TREASURE

Xorthas' thugs carry 50/100 gp per PC in gold. Xorthas carries an *eye of deception*.

ENCOUNTER 4: THE SCRIBE SHOP STATISTICS (LOW LEVEL)

XXorthas, Beholder (Level 7)	Level 7 Solo Artillery
Large aberrant magical beast	XP 1500
HP 328; Bloodied 164	Initiative +8
AC 21, Fortitude 19, Reflex 20, Will 20	Perception +10
Speed 0, fly 4 (hover)	All-around vision, darkvision
Saving Throws +5; Action Points 2	
TRAITS	
All-around vision	
Enemies can't gain combat advantage by flanking the beholder.	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 2d8 + 6 damage	
R Eye Rays • At-Will	
Effect: The beholder uses two of the following eye rays, using each against a different target. This attack does not provoke opportunity attacks.	
1. Charm Ray (charm): Ranged 10; +12 vs. Will; the target is dominated until the end of its next turn.	
2. Wounding Ray (necrotic): Ranged 10; +12 vs. Fortitude; 2d10 + 4 necrotic damage.	
3. Sleep Ray (charm): Ranged 10; +12 vs. Will; the target is immobilized (save ends).	
First Failed Saving Throw: The target is knocked unconscious instead of immobilized (save ends).	
4. Telekinesis Ray: Ranged 10; +12 vs. Fortitude; the beholder slides the target up to 4 squares.	
5. Slowing Ray (necrotic): Ranged 10; +12 vs. Reflex; 3d6 + 3 necrotic damage, and the target is slowed (save ends).	
6. Brilliant Ray (radiant): Ranged 10; +12 vs. Will; 1d6 + 3 radiant damage, and the target is blinded (save ends).	
7. Terror Ray (fear, psychic): Ranged 10; +12 vs. Will; 2d8 + 3 psychic damage, and the beholder pushes the target its speed.	
8. Petrifying Ray: Ranged 10; +12 vs. Fortitude; the target is petrified (save ends).	
Aftereffect: The target is immobilized (save ends).	
9. Death Ray (necrotic): Ranged 10; +12 vs. Fortitude; 2d8 + 8 necrotic damage. If the target is bloodied before or after the attack, it is also dazed (save ends).	
First Failed Saving Throw: The target is dazed and weakened (save ends both).	
Second Failed Saving Throw: The target dies.	
10. Disintegrate Ray: Ranged 10; +12 vs. Fortitude; 1d8 + 3 damage, and ongoing 10 damage (save ends).	
R Eye Ray Frenzy • Recharge 6	
Requirement: The beholder must be bloodied.	
Effect: As eye rays above, but the beholder makes three eye ray attacks.	

MINOR ACTIONS
C Central Eye • At-Will 1/round
Attack: Close blast 5 (enemies in burst); +10 vs. Will
Hit: The target cannot use encounter or daily attack powers until the end of its next turn.
TRIGGERED ACTIONS
R Random Eye Ray • At-Will
Trigger: The beholder is conscious and an enemy starts its turn within 5 squares of it.
Effect (No Action): The beholder uses one random eye ray against the triggering enemy.
Str 18 (+7) Dex 20 (+8) Wis 15 (+5)
Con 18 (+7) Int 19 (+7) Cha 20 (+8)
Alignment evil Languages Common, Deep Speech

Needler	Level 3 Minion Artillery
Medium natural humanoid	XP 38
HP 1; a missed attack never damages a minion	Initiative +4
AC 17, Fortitude 13, Reflex 16, Will 14	Perception +2
Speed 6	
TRAITS	
Sniper	
A hidden needler that misses with a ranged attack remains hidden.	
STANDARD ACTIONS	
r Dagger (weapon) • At-Will	
Attack: Ranged 10 (one creature); +8 vs. AC	
Hit: 5 damage.	
r Blowgun (poison, weapon) • At-Will	
Attack: Ranged 10 (one creature); +10 vs. AC	
Hit: 5 poison damage. On a critical hit, the target also falls unconscious (save ends).	
Str 12 (+2) Dex 18 (+5) Wis 15 (+3)	
Con 11 (+1) Int 7 (-1) Cha 9 (+0)	
Alignment unaligned Languages Common	
Equipment blowgun, poisoned blowgun needle x10	
Note: Poisonscale needler reflavored to human	

ENCOUNTER 4: THE SCRIBE SHOP STATISTICS (LOW LEVEL)

Kal Clewsoro (level 5)		Level 5 Skirmisher
Medium natural humanoid, human		XP 200
HP 94 (currently 0 or 23); Bloodied 47		Initiative +8
AC 19, Fortitude 16, Reflex 18, Will 17		Perception +8
Speed 5		Low-light vision
STANDARD ACTIONS		
m Katar (weapon) • At-Will		
Attack: Melee 1 (one creature); +10 vs. AC		
Hit: 2d6 + 6 damage, or 4d6 + 6 if the attack ended Kal's shade form.		
MOVE ACTIONS		
Shadow Step (teleportation) • At-Will		
Requirement: Kal must be adjacent to a creature.		
Effect: Kal teleports up to 3 squares to a square adjacent to a different creature, and any mark on Kal ends.		
MINOR ACTIONS		
Shade Form • Recharge when first bloodied		
Effect: Kal assumes a shadowy form that lasts until he makes an attack roll or until the end of his next turn. While in this form, he is insubstantial and has vulnerable 5 radiant. In addition, he can make Stealth checks to become hidden if he has any cover or concealment. Sustain Minor: The shadowy form persists until the end of Kal's next turn.		
Skills Stealth +11		
Str 10 (+2)	Dex 19 (+6)	Wis 13 (+3)
Con 14 (+4)	Int 14 (+4)	Cha 16 (+5)
Alignment unaligned Languages Common, Netherese		
Equipment katar x2, leather armor		
Note: Kal is a gnome assassin reskinned to human		

'Deylsina' (level 5)		Level 5 Skirmisher
Medium fey humanoid, drow (shapechanger)		XP 200
HP 61; Bloodied 30		Initiative +7
AC 19, Fortitude 16, Reflex 18, Will 17		Perception +3
Speed 6		
STANDARD ACTIONS		
m Short Sword (weapon) • At-Will		
Attack: Melee 1 (one creature); +10 vs. AC		
Hit: 1d6 + 8 damage, or 2d6 + 8 if 'Deylsina' has combat advantage against the target.		
MINOR ACTIONS		
M Feint • At-Will 1/round		
Attack: Melee 1 (one creature); +8 vs. Reflex		
Hit: The target grants combat advantage to 'Deylsina' until the end of 'Deylsina's next turn.		
M Darkfire • Encounter		
Attack: Ranged 10 (one creature); +8 vs. Reflex		
Effect: Until the end of 'Deylsina's next turn, the target grants combat advantage and can't benefit from invisibility or concealment.		
C Cloud of Darkness (zone) • Encounter		
Effect: Close burst 1; the burst creates a zone of darkness that lasts until the end of 'Deylsina's next turn. The zone blocks line of sight for any creature except the drow infiltrator. Any creature except 'Deylsina' is blinded within the zone.		
Change Shape (polymorph) • At-Will		
Effect: 'Deylsina' alters its physical form to appear as a Medium humanoid until it uses change shape again or until it drops to 0 hit points. To assume a specific individual's form, 'Deylsina' must have seen that individual. Other creatures can make a DC 30 Insight check to discern that the form is a disguise.		
Skills Bluff +9, Dungeoneering +5, Insight +8, Stealth +12		
Str 11 (+2)	Dex 16 (+5)	Wis 12 (+3)
Con 13 (+3)	Int 10 (+2)	Cha 15 (+4)
Alignment chaotic evil Languages Common, elven, deep speech		
Equipment short sword		
Note: 'Deylsina' is a reflavored doppelganger with Lolth's chosen theme		

ENCOUNTER 4: THE SCRIBE SHOP STATISTICS (HIGH LEVEL)

XXorthas, Beholder	Level 9 Solo Artillery
Large aberrant magical beast	XP 2000
HP 392; Bloodied 196	Initiative +9
AC 23, Fortitude 21, Reflex 22, Will 22	Perception +11
Speed 0, fly 4 (hover)	all-around vision, darkvision
Saving Throws +5; Action Points 2	
TRAITS	
All-around vision	
Enemies can't gain combat advantage by flanking the beholder.	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 2d8 + 8 damage	
R Eye Rays • At-Will	
Effect: The beholder uses two of the following eye rays, using each against a different target. This attack does not provoke opportunity attacks.	
1. <i>Charm Ray</i> (charm): Ranged 10; +14 vs. Will; the target is dominated until the end of its next turn.	
2. <i>Wounding Ray</i> (necrotic): Ranged 10; +14 vs. Fortitude; 2d10 + 6 necrotic damage.	
3. <i>Sleep Ray</i> (charm): Ranged 10; +14 vs. Will; the target is immobilized (save ends).	
<i>First Failed Saving Throw:</i> The target is knocked unconscious instead of immobilized (save ends).	
4. <i>Telekinesis Ray</i> : Ranged 10; +14 vs. Fortitude; the beholder slides the target up to 4 squares.	
5. <i>Slowing Ray</i> (necrotic): Ranged 10; +14 vs. Reflex; 3d6 + 5 necrotic damage, and the target is slowed (save ends).	
6. <i>Brilliant Ray</i> (radiant): Ranged 10; +14 vs. Will; 1d6 + 5 radiant damage, and the target is blinded (save ends).	
7. <i>Terror Ray</i> (fear, psychic): Ranged 10; +14 vs. Will; 2d8 + 5 psychic damage, and the beholder pushes the target its speed.	
8. <i>Petrifying Ray</i> : Ranged 10; +14 vs. Fortitude; the target is petrified (save ends).	
<i>Aftereffect:</i> The target is immobilized (save ends).	
9. <i>Death Ray</i> (necrotic): Ranged 10; +14 vs. Fortitude; 2d8 + 10 necrotic damage. If the target is bloodied before or after the attack, it is also dazed (save ends).	
<i>First Failed Saving Throw:</i> The target is dazed and weakened (save ends both).	
<i>Second Failed Saving Throw:</i> The target dies.	
10. <i>Disintegrate Ray</i> : Ranged 10; +14 vs. Fortitude; 1d8 + 5 damage, and ongoing 10 damage (save ends).	
R Eye Ray Frenzy • Recharge 6	
Requirement: The beholder must be bloodied.	
Effect: As eye rays above, but the beholder makes three eye ray attacks.	

MINOR ACTIONS		
C Central Eye • At-Will 1/round		
Attack: Close blast 5 (enemies in burst); +12 vs. Will		
Hit: The target cannot use encounter or daily attack powers until the end of its next turn.		
TRIGGERED ACTIONS		
R Random Eye Ray • At-Will		
Trigger: The beholder is conscious and an enemy starts its turn within 5 squares of it.		
Effect (No Action): The beholder uses one random eye ray against the triggering enemy.		
Str 18 (+8)	Dex 20 (+9)	Wis 15 (+6)
Con 18 (+8)	Int 19 (+8)	Cha 20 (+9)
Alignment evil		Languages Common, Deep Speech

Needler (level 5)	Level 5 Minion Artillery
Medium natural humanoid	XP 50
HP 1; a missed attack never damages a minion	Initiative +5
AC 19, Fortitude 15, Reflex 18, Will 16	Perception +3
Speed 6	
TRAITS	
Sniper	
A hidden needler that misses with a ranged attack remains hidden.	
STANDARD ACTIONS	
r Dagger (weapon) • At-Will	
Attack: Ranged 10 (one creature); +10 vs. AC	
Hit: 6 damage.	
r Blowgun (poison, weapon) • At-Will	
Attack: Ranged 10 (one creature); +12 vs. AC	
Hit: 6 poison damage. On a critical hit, the target also falls unconscious (save ends).	
Str 12 (+3)	Dex 18 (+6)
Con 11 (+2)	Int 7 (+0)
	Wis 15 (+4)
	Cha 9 (+1)
Alignment unaligned	Languages Common
Equipment blowgun, poisoned blowgun needle x10	
Note: Poisonscale needler reflavored to human	

ENCOUNTER 4: THE SCRIBE SHOP STATISTICS (HIGH LEVEL)

Kal Clewsoro		Level 7 Skirmisher
Medium natural humanoid, human		XP 300
HP 110 (currently 0 or 27); Bloodied 55		Initiative +9
AC 21, Fortitude 18, Reflex 20, Will 19		Perception +9
Speed 5		Low-light vision
STANDARD ACTIONS		
m Katar (weapon) • At-Will		
Attack: Melee 1 (one creature); +12 vs. AC		
Hit: 2d6 + 8 damage, or 4d6 + 8 if the attack ended Kal's shade form.		
MOVE ACTIONS		
Shadow Step (teleportation) • At-Will		
Requirement: Kal must be adjacent to a creature.		
Effect: Kal teleports up to 3 squares to a square adjacent to a different creature, and any mark on Kal ends.		
MINOR ACTIONS		
Shade Form • Recharge when first bloodied		
Effect: Kal assumes a shadowy form that lasts until he makes an attack roll or until the end of his next turn. While in this form, he is insubstantial and has vulnerable 5 radiant. In addition, he can make Stealth checks to become hidden if he has any cover or concealment. Sustain Minor: The shadowy form persists until the end of Kal's next turn.		
Skills Stealth +12		
Str 10 (+3)	Dex 19 (+7)	Wis 13 (+4)
Con 14 (+5)	Int 14 (+5)	Cha 16 (+6)
Alignment unaligned Languages Common, Netherese		
Equipment katar x2, leather armor		
Note: Kal is a gnome assassin reskinned to human		

'Deylsina' (level 7)		Level 7 Skirmisher
Medium fey humanoid, drow (shapechanger)		XP 300
HP 77; Bloodied 38		Initiative +8
AC 21, Fortitude 18, Reflex 20, Will 19		Perception +4
Speed 6		
STANDARD ACTIONS		
m Short Sword (weapon) • At-Will		
Attack: Melee 1 (one creature); +12 vs. AC		
Hit: 1d6 + 10 damage, or 2d6 + 10 if 'Deylsina' has combat advantage against the target.		
MINOR ACTIONS		
M Feint • At-Will 1/round		
Attack: Melee 1 (one creature); +10 vs. Reflex		
Hit: The target grants combat advantage to 'Deylsina' until the end of 'Deylsina's next turn.		
M Darkfire • Encounter		
Attack: Ranged 10 (one creature); +10 vs. Reflex		
Effect: Until the end of 'Deylsina's next turn, the target grants combat advantage and can't benefit from invisibility or concealment.		
C Cloud of Darkness (zone) • Encounter		
Effect: Close burst 1; the burst creates a zone of darkness that lasts until the end of 'Deylsina's next turn. The zone blocks line of sight for any creature except 'Deylsina'. Any creature except 'Deylsina' is blinded within the zone.		
Change Shape (polymorph) • At-Will		
Effect: 'Deylsina' alters its physical form to appear as a Medium humanoid until it uses change shape again or until it drops to 0 hit points. To assume a specific individual's form, 'Deylsina' must have seen that individual. Other creatures can make a DC 30 Insight check to discern that the form is a disguise.		
Skills Bluff +10, Dungeoneering +6, Insight +9, Stealth +13		
Str 11 (+3)	Dex 16 (+6)	Wis 12 (+4)
Con 13 (+4)	Int 10 (+3)	Cha 15 (+5)
Alignment chaotic evil Languages Common, elven, deep speech		
Equipment short sword		
Note: 'Deylsina' is a reflavored doppelganger with Lolth's Chosen theme		

ENCOUNTER 4: THE SCRIBE SHOP MAP (XXORTHAS SURPRISED)

TILE SETS NEEDED
Dungeon Tiles Master Set: The City



B = Xxorthas

N = needlers

K = Kal Clewsoro

ENCOUNTER 4: THE SCRIBE SHOP MAP (PCs SURPRISED)

TILE SETS NEEDED

Dungeon Tiles Master Set: The City



B = Xxorthas

N = needlers

K = Kal Clewsoro

ENCOUNTER 5: CONCLUSION

SETUP

Important NPCs:

'Deylsina', female human scribe and Harper (in reality Metzruk, male drow mindmage).

Kal Clewsoro, Netherese agent.

Blaynden Darhunson, male human librarian at the Vault of Sages and Harper agent.

Coura, female warforged master archivist at the Vault of Sages.

The PCs have defeated Xorthas and found Kal Clewsoro. They now have to decide what to do with Kal or 'Deylsina' before they return home.

Kal Clewsoro: Kal is not in a state to continue fighting against the PCs when Xorthas is defeated. He knows he is tossed into the dungeons if the PCs turn him in to the guards. The PCs have no proof he ever did anything worse than fence or spread rumors, but being uncovered as a Netherese spy is not a prospect to relish. He suspects his fate is worse when handed to the Harpers.

He pleads with the PCs to let him go. In return, he can give a token - a Shade coin - that may grant them some leeway with Netheril, should they need it, and access to some trading partners that can provide *gravespawn potions*.

He also freely spills some information on the Netherese activity in the region. Much of it is old and of little use - names of operatives that have since moved out. The only new information that he shares is how he obtained his latest assignment:

"I was sent away from Spellgard a few months ago with this mission. Armed forces - lots of them - moved in and I was no longer needed.

Spellgard is under 'new management'."

Should PCs decide to let him go, they gain the story award **LURU22 A Shade Coin**.

'Deylsina' does not object or argue against the release. If the PCs have not found her out yet, she claims that recovering the Septasigilurue is most important. If the PCs check with Coura, she advises the PCs to bring Kal back to Silvermoon as a prisoner, so he can be questioned.

'Deylsina': If Metzruk got away with the Septasigilurue, the PCs cannot find him, as he changes looks as soon as

he reaches the street. He disappears, and the documents make it to Menzoberranzan.

If Metzruk had no chance to escape, but the PCs did not find him out, 'Deylsina' suggests that she takes the document. If the PCs do not agree, she relents after pretending concern that the documents will be 'safe' in their hands. Metzruk knows he can't face the PCs alone, and without backup, has to settle for a mission that only half succeeded (at least Netheril did not get them). He keeps to the charade of being 'Deylsina' until the PCs leave.

If the PCs found out Metzruk, he is eager to get away. He initially barter with the PCs to let him go - he swears he has not harmed the real Deylsina, and that he even tried to save her but failed (true, though he does not reveal that the reasons for trying to save her was that he suspected her of having valuable information). His main aim was to obtain the Septasigilurue. His mistress, matron mother Vadalma Tlabbar, desired them. While the documents would give her some power, he suspects from her instructions she was actually less interested in the documents and more in inconveniencing the shadovar. He does not know why she desires to spite Shade.

Metzruk has little to barter with. He has little personal influence and suspects Vadalma will not be happy with the results. He can only promise future aid and a willingness to use his mind magic to enchant an armor into an *imposter's armor* +2, if they let him go. If PCs let him go, they gain the story award **LURU23 Metzruk's Debt**.

If the PCs do not agree, he tries to escape by using *cloud of darkness* and running, relying on his ability to appear as someone else to disappear in the crowd once he reaches the street.

If the PCs check with Coura, she informs the PCs that she or Blaynden have no interest in Metzruk, but that it may be helpful to have someone who owns them a favor in Menzoberranzan.

EXPERIENCE POINTS

If the PCs found and retrieved the documents, they earn 40 / 60 minor quest xp. They gain this xp even if they gave the documents to 'Deylsina' (but not if he fled with it during Encounter 4).

TREASURE

They may obtain an *imposter's armor* +2 if they found out Metzruk but decided to let him go.

CONCLUDING THE ADVENTURE

If the PCs return to Silverymoon with the Septasigilurue, Blaynden is immensely relieved and very thankful. The PCs gain **LURU24 Trust of the Harpers**. He does not care much if the PCs let Kal and/or Metzuk go - he finds that a small price to pay for regaining the Septasigilurue. He does not know what to think of Kal's revelations regarding Spellgard, but decides to take that up with 'people who are in the know'.

If the PCs gave the document to Metzuk, or if 'Deylsina' fled with them, he is distressed. He is unsure if the documents are much safer now - though he fears the intentions of Shade more than those of the drow. The PCs do not gain any story awards, but they do gain access to the treasure.

If the PCs let Metzuk go, Coura is interested to hear this. She hopes that it may help in recovering the other tome, though that will be for some other time...

TREASURE

The PCs earn 50 gp each for aiding Blaynden. Blaynden also provides access to the vaults of the Harpers, giving the PCs an opportunity to select a common magic item of the PC's level + 2 or lower or an uncommon item of the PC's level + 0 or lower from any player resource. In addition, he offers access to two specific items: a *cloaked weapon* +2 and a suit of *bloodcut armor* +2.

MAJOR QUEST COMPLETION

PCs who have **LURU20 Word to the Harpers** and also returned the documents to Blaynden have successfully completed the *Forbidden Lore* major quest. These characters gain 200/300 bonus XP and 50/100 bonus gold in addition to their other rewards from the adventure.

REWARDS SUMMARY

At the conclusion of the adventure, the PCs earn XP, gold, access to Treasures, and possibly Story Awards. All totals listed here are per PC. A number before the slash is the low-level value; after the slash is the high-level value.

EXPERIENCE POINTS AND BASE GOLD

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

Encounter 2: The Gates of Ascalhorn

265 / 375 XP

Encounter 3: Search and Find

105 / 150 XP

Encounter 4: The Scribe Shop

230 / 375 XP

Minor Quest: Recover the Documents

40 / 60 XP

Total Possible Experience

640 / 960 XP (without Major Quest)

Base Gold per PC

100 / 150 gp

(Encounter 4: 50 / 100 gp, Encounter 5: 50 / 50 gp)

Major Quest: Forbidden Lore

Requires Story Award LURU20 from LURU2-3 and returning the documents to Blaynden in this adventure

+200 / +300 XP (maximum possible 840 / 1260 XP)

+50 / +100 gp (maximum possible 150 / 250 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.

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

EACH PC SELECTS ONE OF THE FOLLOWING:

Treasure A: *venomous songbow +2** (level 8; Dragon 390)
Found in Encounter 2

Treasure B: *rod of brutality +2** (level 9; AV)
Found in Encounter 2

Treasure C: *eye of deception** (level 8; AV)
Found in Encounter 4

Treasure D: *imposter's armor +2** (level 6; AV)
Found in Encounter 5

Treasure E: *bloodcut armor +2* (level 9; PH)
Found in Encounter 5

Treasure F: *cloaked weapon +2** (level 8; AV)
Found in Encounter 5

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 *elixir of will** (level 8 consumable; AV) plus 0 / 125 gp. The player should write the consumable gained on their Adventure Log. Consumable items obtained in this fashion do not take up found-item slots.

Treasure Z (More Gold): The character finds or is given coin, gems, jewelry, art objects, ritual components, or other non-magical valuables worth 125 / 250 gp (in addition to his or her Base Gold).

STORY AWARDS

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

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In addition, you cannot draw any benefits from favors associated with the Harpers or the authorities of Luruar until you remove this Story Award.

LURU22 A Shade Coin

You have been given a shade coin, which, when shown, proves that you are favored by the empire of Netheril. Different people may respond differently to this coin.

This Story Award grants you access to purchase *gravespawn potions* (with an item level equal to your character level or less) at the beginning or end of any adventure. You pay full market price. Purchased consumables do not require found-item slots, and do not count against the total number of Uncommon magic items that you are allowed to possess.

LURU23 Metzuk's Debt

Metzuk is in your debt, and while his influence in Menzoberranzan is small, he may yet prove useful.

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You have earned the trust of the Harpers. This favor may allow you to gain their aid in a future adventure.

This Story Award also counts as a recommendation to join the Harpers meta-organization.

NEW RULES

Cloaked Weapon

Level 8 Uncommon

Price: 3,400 gp

Weapon: Any

Enhancement: +2 attack rolls and damage rolls

Critical: +2d6 damage

Property: This weapon is invisible to everyone but the creature possessing it. As the wielder of the weapon, you gain combat advantage with melee attacks made using the weapon until you successfully hit, at which point the weapon becomes visible to everyone. A cloaked weapon turns invisible again after being sheathed for a short rest (5 minutes).

Reference: *Adventurer's Vault*, page(s) 66.

Elixir of Will

Level 8+ Uncommon

Lvl 8 125 gp Lvl 23 17,000 gp

Lvl 13 650 gp Lvl 28 85,000 gp

Lvl 18 3,400 gp

Potion

Power (Consumable): Minor Action. Use this power after your drink the elixir. Once during this encounter, you can use an immediate interrupt action when you would be hit by an attack to gain a Will defense of 25 against a single attack. This replaces your normal Will defense value for that attack.

Level 13: Will defense 30

Level 18: Will defense 35

Level 23: Will defense 40

Level 28: Will defense 45

Reference: *Adventurer's Vault*, p187

Eye of Deception

Level 8 Uncommon

Price: 3,400 gp

Item Slot: Head

Property: Gain a +2 item bonus to Bluff and Stealth checks, and to saving throws against effects with the illusion or charm keywords.

Reference: *Adventurer's Vault*, page(s) 141..

Imposter's Armor

Level 6+ Uncommon

Lvl 6 +2 1,800 gp Lvl 21 +5 225,000 gp

Lvl 11 +3 9,000 gp Lvl 26 +6 1,125,000 gp

Lvl 16 +4 45,000 gp

Armor: Chain, Scale, Plate

Enhancement: AC

Power (At-Will, Polymorph): Minor Action. You can transform this armor into a normal-looking set of clothes. While in clothes form, the armor does not provide an armor bonus, but neither does it impose an armor check penalty or speed reduction. You can add this armor's enhancement bonus to any Bluff check made to attempt to disguise your appearance. You can change this armor back into its true form as a minor action..

Reference: *Adventurer's Vault*, p46.

Potion of Mimicry

Level 7 Uncommon

Lvl 7 100 gp

Potion

Power (Consumable): Minor Action. Drink this potion and spend a healing surge. You do not gain hit points as normal. Instead, you alter your appearance through illusion, appearing as a specific humanoid creature within your line of sight. You also gain the creature's attire, mannerisms, voice, and speech patterns. This effect lasts for 5 minutes or until you dismiss it (a free action). You gain a +5 power bonus to Bluff checks to pass yourself off as the creature you're imitating.

Reference: *Adventurer's Vault*, p188.

Rod of Brutality

Level 9 Uncommon

Price: 4,200 gp

Implement (Rod)

Enhancement: +2 attack rolls and damage rolls

Critical: +2d6 damage

Property: Reroll all 1s rolled on the extra damage granted by your Warlock's Curse.

Property: On a critical hit you deal +2d8 damage instead of +2d6 against targets affected by your Warlock's Curse.

Reference: *Adventurer's Vault*, page(s) 99.

Venomous Songbow

Level 3+ Uncommon

Lvl 3 +1 680 gp

Lvl 18 +4 85,000 gp

Lvl 8 +2 3,400 gp

Lvl 23 +5 425,000 gp

Lvl 13 +3 17,000 gp

Lvl 18 +6 2,125,000 gp

Weapon: Bow, Crossbow

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: Bards can use this weapon as an implement for bard powers and bard paragon path powers.

Power (Daily, Poison): Free Action. *Trigger:* You hit an enemy using this weapon. *Effect:* One target you hit takes ongoing 5 poison damage (save ends).

Reference: *Dragon magazine* 390.

Gravespawn Potion

Level 5+ Uncommon

Lvl 5 50 gp

Potion

Power (Consumable): Minor Action. Drink this potion and spend a healing surge. You do not regain hit points as normal. Instead, gain resist 5 necrotic and resist 5 poison until the end of the encounter. You also gain a +5 power bonus to your next Endurance check against any disease of level 5 or lower.

Reference: *Adventurer's Vault*, p187.

APPENDIX I: NPCs

This section lists information the PCs can gather about NPCs in this adventure.
PCs from the Luruar region gain a +2 bonus on their Streetwise checks to know or learn this information.

COURA (COO~RAH)

Coura is a construct, a humanoid delicately crafted from glass, stone and metal. Her head and hands are fashioned of the finest white marble, her midriff is of transparent crystal that reveals her inside to be a intricate clockwork of gears and faintly glowing glasswork. Her face is sculpted in the likeness of a woman. She is dressed in a blue dress that only partly covers her, but hides the gears in her arms and legs.

Coura is analytical and determined. She is inquisitive about lore and has access to an incredible store of knowledge. She enjoys displaying this knowledge – sometimes at inopportune moments – and has no real concept of secrecy, requiring specific instructions on what can and cannot be shared with strangers.

While she is aware that she is not a true person, she has developed a certain personality and occasionally even seems to ‘remember’ past events – being a mother and a wife. When this happens, she can go quiet and contemplative, and sometimes even grow upset, but these strange periods never last long.

Background: A character knows the following about Coura with a successful Streetwise check:

DC 15: Coura is the head archivist of the Vault of the Sages in Silverymoon.

DC 25: She was created by Ebredyrn Ramaur, a former Keeper (master librarian) of the Vault of the Sages, who modeled her after his wife.

DC 25: She has access to all knowledge in the vault. Even the keepers cannot hide any lore from her. Since they have no idea on how to cut her access or shut her down, they instead provided her with detailed instructions on what to share with strangers and what not – instructions that sometimes miss the mark.

BLAYNDEN DARHUNSON (BLAINE~DEN DAHR~UHN~SON)

Blaynden is a handsome man of about forty winters, a professional but approachable librarian. Something about his sharp eye and smooth way of speaking, however, suggests there is more to him than is readily apparent.

Personality: Blaynden is a likeable teacher at the Lady's College, becoming a surrogate father-figure to some students, particularly those far from home. He takes a special interest in students who don't have many other friends – the better to keep an eye on them if their studies take them in dangerous directions. He is exceptionally detail-oriented and thorough in all he does.

Background: A character knows the following about Blaynden with a successful Streetwise check:

DC 15: Blaynden has been a librarian at the Vault of Sages for a dozen years, having settled down from life as an adventurer before that. He also teaches at the Lady's College, though not often. His specialty field is arcane history.

DC 20: Blaynden is rumored to be actively courting Mistress of Secrets Yluandria. Her feelings regarding him are the subject of speculation.

DC 25: Blaynden is a member of the Harpers, tasked with seeking out new recruits and potential threats to the region. His courtship of Yluandria has the secondary goal of bringing her back into the organization.

APPENDIX 2: EVENT SUMMARY

The results of this adventure will have an impact on the future development of the Living Forgotten Realms campaign.

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/LFRLURU0204>

The survey period closes on 01 July 2011. The adventure remains playable after that date, but Event Summary results will be tabulated at the end of the survey period and that will be the official result for the campaign as a whole.

If played at a convention, what slot:

Table Number:

DM's Name:

Question 1. What happened to the Septasigilurue?

- a. The PCs recovered it and brought it back to Silverymoon.
- b. "Deylsina" managed to escape with it.
- c. The PCs kept it or turned it over to someone other than Blaynden.
- d. The PCs never recovered the document.

Question 2. What happened to 'Deylsina'?

- a. She was never discovered.
- b. She was discovered, but the PCs let her go.
- c. She was discovered, but she escaped.
- d. She was discovered, and the PCs killed her.
- e. She was discovered, and the PCs turned her over alive.

Question 3. What happened to Kal Clewsoro?

- a. The PCs let him go
- b. The PCs killed him or delivered him to the guards.
- c. Other (i.e. the PCs never encountered him).

Question 4. What happened to Xxorthas?

- a. He was killed
- b. He fled or was otherwise spared
- c. He was not encountered.

Question 5. Did the PCs become wanted in Sundabar?

- a. No.
- b. Yes, but they resolved it at the end of the adventure.
- c. Yes, and it remains unresolved.

Question 6-7. How do the DM and the players rate this adventure?

DM's Rating:

- a. 1 star (worst possible rating)
- b. 2 stars (below expectations)
- c. 3 stars (met expectations / average)
- d. 4 stars (above expectations)
- e. 5 stars (exceeded expectations / best rating)

Players' Rating:

- a. 1 star (worst possible rating)
- b. 2 stars (below expectations)
- c. 3 stars (met expectations / average)
- d. 4 stars (above expectations)
- e. 5 stars (exceeded expectations / best rating)

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

(character name)

HAS RECEIVED STORY AWARDS FROM:
(cross out those not received)

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DUNGEONS & DRAGONS

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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"/>
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DUNGEONS & DRAGONS

SESSION TRACKING

DUNGEON MASTER

DM Name: _____

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DUNGEONS & DRAGONS

SESSION TRACKING

DUNGEON MASTER

DM Name: _____

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