

IT'S IN THE BLOOD

A DUNGEONS & DRAGONS® *LIVING FORGOTTEN REALMS* ADVENTURE

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The defeat of Arbosus left many unanswered questions, stirring fears of sinister intentions that the Companion's light has not yet illuminated. Can you defeat the hidden threat at the Boareskyr Bridge or will you be the first to suffer a fate that could forever blight the paladins' pride? A *Living Forgotten Realms* adventure set in Elturgard for characters of the Heroic tier (levels 1-10). This adventure is the conclusion of the *Sinister Intentions* Major Quest that began in ELTU3-1 *Good Intentions* and continued in ELTU3-3 *The Way of All Flesh*. We strongly recommend that you play this series in order, with the same character, if at all possible. As with all Elturgard adventures, there may be additional role-playing possibilities for PCs who are members of the various Elturgard meta-organizations.

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

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PREPARING FOR PLAY

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

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

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

READING MONSTER STAT BLOCKS

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

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

IMPORTANT DM INFORMATION

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

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

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

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

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

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

APPROPRIATE CHARACTER LEVELS

This adventure supports the entire Heroic tier of play (levels 1-10). Paragon-tier and Epic-tier characters may not play this adventure. Any Heroic-tier character can play, but the highest-level character in the party must be within three (3) levels of the lowest-level character in the party.

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

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

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

FAILING TO DEFEAT AN ENCOUNTER

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

In the Rewards section, there is a baseline XP award (the minimum amount a PC can earn). There are also one or more XP awards available for completing specific

objectives as outlined by the adventure. Part of the DM's job is to decide if and when the PCs have fulfilled each objective, even if they failed at some of the individual encounters along the way.

CHARACTER DEATH

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

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

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

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

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

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

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

MILESTONES

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

LASTING EFFECTS

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

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

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

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

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

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

DCs BY ADVENTURE LEVEL

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

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

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

ADVENTURE BACKGROUND

In ELTU3-1 *Good Intentions*, the PCs learned of the experiments of the lich Arbosus the Changer. These experiments sought to create undead immune to the radiance of the Companion. His current experiments abandoned, the PCs nonetheless discovered useful clues that suggested that Arbosus had been investigating a necrotic liquid found at the Boareskyr Bridge, infamous as the location where the god Bhaal was dispatched during the Time of Troubles by Cyric. It was only a matter of time before the essence of the dead god was put to use. Unfortunately the notes made clear that Arbosus had not only continued his experiments elsewhere, but he may in fact be working for a third party.

In ELTU3-3 *The Way of All Flesh*, the PCs continued their pursuit of Arbosus, taking the reactivated portal in his abandoned lair from ELTU3-1 to a mausoleum near the city of Scornubel. After dealing with an ambush by the ghost of a Meyona, a villain encountered in ELTU3-1, the PCs began a search for the lich and discover he is residing in a villa in Scornubel and has not left the city. They also attract the attention of Bellavous, the abandoned quasit familiar of the lich. They arrived at the villa only to discover that Arbosus was ready for them, unleashing a fierce undead protector, and transforming his servants into zombies. The PCs had a secret weapon however, the phylactery of the lich (provided with or without the PCs knowledge by Bellavous who holds a grudge against his former master). After the lich's defeat they had an opportunity

to destroy him or hand his phylactery over to either the Dusk Talons or to Captain Cadwy, a paladin of the Order of Torm.

While the lich is no longer an immediate concern, his original experiments held hidden promise and the third party who funded his experiments was watching. That third party dispatched an aide, a vestige pact warlock named Irtoqosh, to take charge of the abandoned early experiments. For several weeks the warlock has worked, refining the experimental leavings of his predecessor, and now the experiments begin to come to fruition.

DM'S INTRODUCTION

The substance Arbosus required for his experiments could be found only at the bottom of the Winding Water, flanked on either side by merchants and mercenaries, and by the watchful paladins of Elturgard. But the faithful of Bhaal had built a secret temple beneath the Boareskyr Bridge in hopes of restoring their fallen deity, and this long abandoned temple served as Arbosus base. Impatient and disgusted at his first attempts at undead resistant to radiant energy, Arbosus abandoned the lair. But his employer was not convinced. Irtoqosh nursed those slow experiments, quietly and secretly working under the very nose of the paladins of Elturgard.

His work bore fruit, and now he needed only bodies. Traffic at the Bridge is frequent and between slaves of Najara and those merchants and travelers who would not be missed, Irtoqosh has grown a small army of half-transformed undead beneath river. But in his own rush near the end of the long road of experimentation, he has made missteps—too many and all at once. The Lion's Den has noticed missing merchants. One could be explained, but there have been too many, and with them an agent of the Dusk Talons who had been watching the paladin watchers, while pursuing a mission of her own.

The paladins are blissfully unaware of these incidents, except as the odd complaint of merchants who constantly complain about everything. They are looking out for missing merchants, but in a very passive way.

Unfortunately for Irtoqosh, about a week before the adventure begins, one of the captives finished its transformation ahead of schedule, awoke from its slumber, and escaped. While Irtoqosh was able to seal the temple and escape immediate notice, the creature was not so lucky. The paladins noticed when their powers seemed ineffectual against it. And when powerful radiance was brought to bear and the creature still survived, they noticed that too.

Now all three factions have need of assistance and look to the PCs for aid. Note whether the PCs have previously played ELTU3-1 *Good Intentions* or ELTU3-3 *The Way of All Flesh*. Also note if any of the PCs have contracted the disease essence of Bhaal from the previous adventures. There is no story award to reflect having contracted the disease, so you must rely on the memories of the individual players. If the PCs have joined any of the meta-orgs for the region, take note, as it will affect which encounter options the PCs have at the start of the adventure.

COMBAT DIFFICULTY

This adventure is the conclusion of a major story arc. Encounter 5 and Encounter 7 may prove more difficult than normal for some groups. Please gauge the desire and enjoyment of the players for this style of play before starting. If this level of difficulty would not be enjoyable to the group, modify the encounters to provide a more appropriate experience for the players by removing monsters, changing tactics, or making other changes as you see fit to provide an enjoyable experience.

In the event that all the PCs die in the final encounter, the paladins are able to recover their bodies to raise the dead and the region will be influenced by this sacrifice.

PLAYER'S INTRODUCTION

Read or paraphrase the following to the players:

A fierce wind howls outside, punctuated by thunderclaps. You are just thankful that the inn is warm, and that rooms were to be had for the night. You are enjoying your evening meal when you are approached by a young man, barely more than a boy. He looks constantly down, and yet seems always just about to say something. He twitches, his face turning to one side and then he pulls a carefully folded letter from his bag and hands it to you.

The boy hands a letter to either the clear leader of the party, any obvious adherent of Torm, cleric or paladin, or to the largest and most burly fighter in the group:

The note is plain and utilitarian, the folds crisp despite the thickness of the paper. The lines are dark, deliberate. The letter is sealed with the symbol of Torm, a gauntleted hand over a crenelated wall. "Heroes are needed at the Boareskyr Bridge. The situation is dire, and paragons of valor and discretion are required. Come at once to the order's keep at the Boareskyr Bridge. The order can be generous at need. Seek out

Captain Everyn Cadwy. I will direct you once you arrive."

The tenets of the Order of Torm include duty and loyalty to Elturgard. Members of the Order recognize it as a summons with which they're expected to comply. The Captain is being polite about the request but is out of his depth and knows it.

If at least one character is a member of the Lion's Den meta-org, or at least two characters have the favor of the Lion's Den the boy hands an additional letter to the player who seems most ostentatious or wealthy. Read the following:

The fine paper and too legible handwriting properly identify you as the intended recipient of this note. Save for the expensive paper, the letter has no distinguishing features and is sealed with a simple star, too common a device to readily identify. The message is short and to the point: "Come at once to the Boareskyr Bridge. Lives and profit are at risk!" Enclosed is silver coin, marked on one side by a lion, on the other by a sheep and a threaded needle.

Members of the Lion's Den will recognize that the coin indicates membership in that organization. Common practice is to strike the off side of the coin with a personal identifier... this coin will lead them easily to the author of the note.

If at least one character is a member of the Dusk Talons meta-org, or at least two characters have the favor of the Dusk Talons, the boy nervously points to those characters. Read the following:

The boy points to you nervously, "Please... I... I need to speak to you. Alone. I..." The boy stumbles over the words nervously reaching to pull you toward a quiet corner of the room.

If the PCs allow him to take them to the corner, he continues. Otherwise, having dropped off the other letter(s) he leaves:

"I know you. I... I was. I was asked to..." The boy is nervous, but it is clear he takes this duty more seriously than the other note that he left for your companions. "I have another note. Please. It's very important." He pulls a final letter from his bag and hands it to you, then whispers the word, "Indigo," into your ear. The note the youth hands you is carefully folded, but plain, worn and stained. The writing suffers as though it was scribed without much light and the lines tremble as though the

author suffered from chills. It reads: “Dusk rises: Dawn sets. Come now to Boareskyr.” The boy stumbles in his haste to turn away once it is in your hands.

Members of the Dusk Talons recognize the phrase immediately as a crisis signal. An agent is in desperate need. The Boareskyr Bridge is the only real edifice of that human kingdom remaining, marked by semi-permanent merchant tent city on either side.

The boy had the unlucky providence to be delivering Cadwy’s message when charged by the Dusk Talons and the Lion’s Den to deliver their messages also. He is nervous because he was accosted on the road, and delayed by several days. He’s scared the paladins will be angry, but terrified that Kesra will be.

The PCs now have at least one, and possibly as many as three leads for the adventure. Each leads to a starting encounter. If this adventure is being run at a convention, or at any other location where time is a factor, have the players choose which contact to meet with. Play only that starting encounter and then proceed to Encounter 2. If the adventure is being played as part of a home Living Forgotten Realms campaign, or in an environment where time is not a factor, the PCs may visit any or all of the contacts who sent letters summoning them.

If the PCs select (or were only offered) Cadwy’s summons, then proceed to Encounter 1A. If they select the Lion’s Den request, then start with Encounter 1B. If they received the urgent signal from Kesra for the Dusk Talons and choose to respond to it, then start with Encounter 1C.

ENCOUNTER 1A: THE FACE OF EVIL

SETUP

Important NPCs: Everyn Cadwy, male paladin of Torm, representative of the Order of Torm.

Use this encounter as the starting encounter if the PCs either received only Cadwy's invitation in the Player's Introduction, or chose the paladin's summons over the other invitations they received. It is not recommended to run more than one of the starting encounters if the adventure is being run in a time-limited environment such as a convention, though it is acceptable to do so in other less time constrained environments if the PCs otherwise meet the requirements for participating in the additional encounters (except for Encounter 1A, at least one member of the meta-org in the party, or two members with the favor of the meta-org).

The paladins of Torm expect to always be able to deal with any threat to their beloved Elturgard. This sense of loyalty and faith is the hallmark of the order. Unfortunately the events of the past year have left the paladins spread too thin, and faced with the prospect of a severe blow to their authority and reputation, they have engaged Captain Cadwy, the Order of Torm's resident expert in hiring outside help, to put together a team of adventurers who can investigate.

The usual festive mood of the tent city on either side of the Boareskyr Bridge seems subdued, even from this distance. But your task lies elsewhere. Shortly before the outer ring of tents, a well maintained road veers from the King's Road, leading to a small keep, the stone a brilliant white—the keep of the Order of Torm.

The PCs are quickly ushered through several watchposts and into a small office in the inner bailey. Captain Cadwy is waiting for them.

Favorable Reaction: If at least one of the PCs is a member of the Order of Torm or two PCs have favors from the Order, or similarly have shown their worth to the paladins of Elturgard (story awards ELTU02 Reputation, ADCP03 Defender of Elturel, ELTU07 Reputation - The Order of Torm (Favor), or SPEC17 Justice of Torm) then read the following:

Thank Torm! We are in desperate need, my friends. Your service to the Order has not gone unnoticed. I... well... come, let me show you.

Cadwy guides the PCs down into the dungeons. Astute PCs will quickly pick up on the fact that the dungeons are far larger than one would normally expect for a keep of this modest size. Cadwy stops at an iron door, unlocks it and lets the PCs enter. A row of heavy iron bars separates the PCs from a chained creature, straining constantly against its' bonds. A globe of radiant light sits on a pedestal, a stone shield keeping its light from hitting on the PCs side of the bars. The creature is zombielike and bloated, as though pulled from the river. It's covered with a foul black slime. While it seems discomforted by the light, any PC trained in Religion (or who can succeed on an Easy DC Religion check) realizes that this undead seems utterly immune to the light.

We caught it near the river, feasting on a merchant. I am thankful a full patrol found it and not a lone soldier. We subdued it, barely, once we realized. You can see our problem, can you not?

Neutral Reaction: If a majority of the PCs do not have positive or negative favors from the Order then Cadwy greets them more neutrally:

Ah, the adventurers. Good. We are in need of assistance. Word of your deeds has spread and the Order of Torm is hopeful you could help us. We are spread too thin, protecting the populace, and the situation is serious. We have found an undead creature nearby, preying on the encampment by the bridge. In my experience there is never just one undead. We have been patrolling, looking for more of the creatures, but we are a military organization, trained to fight and die if necessary for justice and the safety of others. We could use some proven investigators.

Negative Reaction: If a majority of the PCs have earned the disfavor of the paladins of Elturgard (story awards ELTU07 Reputation of The Order of Torm - Disfavor, ELTU08 Deal with a Demon, or SPEC19 Scorn of Scornubel), but did not have the contacts with either of the other two meta-orgs from the region to start with an alternate encounter, then Cadwy is less than pleased to see the PCs. Read the following:

It's a sad day when the noble paladins of Elturgard must resort to asking failed miscreants for help. Since clearly you show no true loyalty to this fair country, I can only hope your loyalty to your purse will convince you to aid us. I can offer you gold, and perhaps some

items that have been seized by villainous trash. We have a problem with undead.

Captain Cadwy will reveal the following to all:

- An undead creature was found preying on a merchant near the river.
- The undead proved a difficult foe, enough that the paladins are concerned.
- The creature seems to carry an unknown disease.
- The undead are covered with a strange substance that they exude constantly.
- There are more (Cadwy won't reveal how he knows this, but the Order's inquisitors have been at work on the creature long enough for them to have learned this).
- The paladins have heard that some merchants are missing (Cadwy reluctantly acknowledges that the two might be related).

A Moderate DC Insight check reveals that Cadwy is far more concerned than he lets on. If the PCs succeed in a Hard DC Diplomacy check, Cadwy will admit the undead may be resistant to radiant energy.

If at least one PC has a favor from or membership in the Order of Torm the PCs do not need to make a Diplomacy check, Cadwy reveals the following to that PC:

- The undead exhibits a resistance to radiant energy.
- The undead are covered with a strange substance that they exude constantly.
- They have captured one of the undead and have it here in the keep.

Cadwy will not allow any of the PCs access to see the undead creature unless at least one character is a member of the Order of Torm or if two players have favors with the Order of Torm. If the PCs are granted access, and they try to talk to the creature they find that the creature raves as though insane, perhaps driven so by the transformation or the questioning of the inquisitors of Torm and can provide no information of use to the PCs.

Read regardless of Cadwy's reaction to the PCs: After Cadwy has provided the information Read the following:

"I fear this undead is not alone. Our position was too recently compromised, and I have no one else I can trust. It is taxing our resources just to patrol a tenth of what we ought. And the merchants... they value safety, but not the order that comes with law. I need someone

not just to identify and stop the immediate threat, but to find something, some weakness that we can use against this plague against us."

This encounter starts the minor objective the Weakest Link.

The Weakest Link (minor objective): Cadwy charges the PCs with finding some weakness in the undead threat that the paladins can use to ensure the protection of the populace. This minor objective can be completed by collecting journals and notes in either Encounter 4 or Encounter 5 (or both), provided those notes are handed over to the Order of Torm at the conclusion of the adventure. This minor objective is in addition to the primary mission to seek out and destroy the source of the undead.

ENDING THE ENCOUNTER

Cadwy charges the PCs with seeking out and destroying the source of the undead. He hopes that the PCs will perform the task out of the goodness of their hearts and loyalty to the Order of Torm. He can be persuaded to provide the PCs with 60 / 100 / 175 / 350 / 500 gp each as a stipend for their service upon completion of their task. He promises any PC who has not earned the disfavor of Torm a recommendation to the Order of Torm.

When the PCs are ready to continue, read the following:

Captain Cadwy can offer you few suggestions as to where to start your search. Even his fear that there are more undead could be unfounded. While his paladins searched the area where the creature was found, they did so injured and at night. They have not investigated further, fearful of the questions it might stir up in the population at the Bridge.

MILESTONE

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

TREASURE

If the PCs do not have any story awards indicating the disfavor of the order, he can be persuaded to offer half of his promised stipend as an advance with a successful Moderate DC Diplomacy check.

ENCOUNTER 1B: THE WOOLMEN'S TALE

SETUP

Important NPCs: Elzare Mensk male human merchant, Joriah Weft, male half-elf merchant, representatives of the Lion's Den

Run this encounter only if the PCs met the conditions to receive a summons from the Lion's Den in the Player's Introduction and decided to pursue this encounter in favor of any other offered. It is not recommended to run more than one of the starting encounters if the adventure is being run in a time-limited environment such as a convention, though it is acceptable to do so in other less time constrained environments if the PCs otherwise meet the requirements for participating in this encounter (at least one member of the meta-org in the party, or two members with the favor of the Lion's Den).

The PCs arriving at the Boareskyr Bridge recognize a merchant's dream when they see it. The Bridge is a major trade route, and the tent city on either side of the Bridge houses travelling and semi-permanent merchants who have traded largely without interference for many years.

Once you arrived at the tent city, it was a simple matter to figure out which merchant the coin represented. You follow the convoluted instructions through the narrow spaces between tents to find the cart belonging to Joriah Weft. But his cart is unattended.

Upon some investigation the PCs can discover that they've found the correct cart, but that Joriah has been absent some days. Further questioning will get them directed to Elzare Mensk, a purveyor of tonics of mostly dubious quality. Any PC with the Alchemist feat will immediately note that there are some real alchemical mixtures among the more questionable substances that Elzare is peddling. Elzare himself is a human merchant, well dressed in tight modern city clothes. His moustache is carefully trimmed and waxed and his goatee oiled to a point. He has deep set almost black eyes.

"Ever wonder at the mysteries of love, my friends," he says as you approach. "I have here in this vial, the bottled essence of a wood nymph's love. Sure to knock your socks off and curl your toes!"

Elzare is slick and the PCs find themselves wondering at the contents of his vials, but once no other customers are around, Elzare drops his act cold.

"Finally! What took you so long! You came too late. They've... they've taken Joriah. Anyone could be next!" The merchant pauses and takes a deep breath. "Best you come inside so we can talk freely."

Elzare fought for the founding of the Lion's Den, acknowledging that merchants were not the best at fixing the sort of problems that adventurers solve. Indeed, many of his customers for the alchemical solutions he creates helped form the basis for the adventurers who are members. As such, he values the PC's talents, but is straightforward about what is needed. He can share the following:

- Joriah has been missing more than a week.
- Before Joriah disappeared, he had agreed to contact a band of Lion's Den adventurer's (or allies) for aid.
- Joriah was only the most recent of the merchants to disappear.
- The merchants believe that Order of Torm may be involved (several of the merchants had spoken out against the policies of the Order. (This is an unfounded fear, but Elzare believes it.)
- The disappearances have become noticeable, even with the usual transient population at the Bridge.
- Some merchants, especially the younger inexperienced ones without guild support, have begun to acquiesce to the demands of the paladins in exchange for sanctuary in the keep.

If asked about the paladins, Elzare very briefly lets his temper get the best of him and curses them. Then he reveals the following:

- The paladins want to regulate and control commerce at the Bridge.
- They know about the disappearances, and have promised to investigate.
- There is no sign of an actual investigation going on.

Elzare has no evidence that the paladins are involved, just a feeling, or perhaps his own fears at the freedoms of trading at the Bridge becoming regulated. His fear is amplified by the fact that he too has spoken against the paladins' policies, and considers himself at risk of disappearing.

As a merchant of the Lion's Den, Elzare has a duty to ask the PCs to investigate the disappearances, and to find and stop whatever is causing them. He also has a personal task for them. He has watched many young boys walk down to the river and drink from the water said to be tainted by Cyric's legendary defeat of Bhaal so long ago. He knows the water is tainted, but he asks himself why. He wants the substance for his own purposes as an alchemist.

As adventurer's trusted by the Lion's Den, Elzare is sure that they can be trusted to deliver a pure sample of the substance, this "blood of Bhaal" - more than can be gathered merely by scraping the shore of the river. If the PCs accept this task, they gain the minor objective Forever the Alchemist. In exchange, Elzare offers them a formal recommendation to the organization.

Forever the Alchemist (minor objective): Elzare asks the PCs to discreetly obtain a sample of the "blood of Bhaal" substance. This minor objective can be satisfied with a sample from the table in Encounter 4 or by collecting some of the liquid off the floor or tables at the conclusion of Encounter 5. This minor objective is in addition to the primary mission to find the missing merchants and stop whatever is causing the disappearances.

ENDING THE ENCOUNTER

The Lion's Den is a merchant organization, and Elzare is quick to offer the PCs coin to find the missing merchants and stop whatever is causing the disappearances. He offers the PCs 30 / 50 / 87 / 175 / 250 gold to investigate, with a like sum to follow if they find the merchants alive. Note: the PCs cannot receive more than the maximum gold for the adventure, even if they pursue multiple starting encounters.

When the PCs are ready to continue, read the following:

Elzare says sadly, "Jorah, he is dead I think. They are all dead. But we must know. If the paladins have failed in their contract, then the citizens of Elturgard should know that we cannot trust them. They have built themselves up as these paragons of virtue, but... the plague has shaken my faith in their abilities. Merchants going missing? If we are to accept all their insane limits on our freedom to trade, we must see the results. Since they've failed to take us seriously, I trust that you will, in the name of hard coin. Perhaps you can find some clues at Jorah's cart. I could not, but my eyes are those of an alchemist, not an adventurer."

MILESTONE

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

TREASURE

There is no treasure in this encounter.

ENCOUNTER 1C: THE WHISPERER

SETUP

Important NPCs: **Kesra Aldara** female gnome pick-pocket, agent of the Dusk Talons.

Run this encounter only if the PCs met the conditions to receive a summons from the Dusk Talons in the Player's Introduction and decided to pursue this encounter in favor of any other offered. It is not recommended to run more than one of the starting encounters if the adventure is being run in a time-limited environment such as a convention, though it is acceptable to do so in other less time constrained environments if the PCs otherwise meet the requirements for participating in this encounter (at least one member of the meta-org in the party, or two members with the favor of the Dusk Talons).

The signal you received was an urgent one, but secrecy is in the nature of the Dusk Talons. Even to the initiated, it takes time to find the folded copper coin among the offerings in a beggar's bowl. "At last," comes a voice from within the deep cowl of the diminutive hood that could only belong to a gnome, "we were beginning to lose hope."

Kesra recognizes the PCs readily, having been briefed on the actions that earned the PCs the favor (or membership) in the organization by Nualla A'Ashemmi. She does not share the personal vendetta of the organization's leader against the Zhentarim. She is distraught however, and despite a formidable ability to assume a role, her distress is clearly visible on her face, even the little bit of it she permits the PCs to see.

Kesra talks in a rasping whisper and does not lower her hood. She can share the following:

Kesra Basic Information

- People are disappearing from the tent city.
- Some of the disappearances have been merchants, but most are people beneath the notice of both the Lion's Den and the Order of Torm - beggars, orphans, widows, non-guilded tradespeople.
- There is a slave trade being practiced under the noses of the paladins. (If pressured she will insinuate that investigating this despicable activity may be what brought the Dusk Talons to the tent city; a bit far from their usual base of operations).

- She does not think it is the Zhentarim (astute PCs will recognize that this makes her something of a free thinker in the Dusk Talon membership).
- She does think the numbers of missing people are far greater than anyone realizes.
- The people disappear at night.
- They are not just disappearing, they are being taken.
- She fears the paladins are involved. She has information that the paladins are keeping something secret in the basement of their keep. Most likely the missing people.
- She has seen the paladins searching by the river. She does not trust them and doubts this is investigating the missing merchants. It has something to do with this undead creature, she's sure of it.

When the timing feels right, she will unclasp her cloak and show the PCs her neck. She has been savaged, somewhat recently, and even the help of magical healing has only kept her alive. At this point she will share the following additional information:

Kesra Additional Information

- She received the injury fighting an undead creature.
- She acknowledges that this was not her best course of action, but the creature was taking a merchant.
- It did not appear intent on killing the merchant.
- Her partner, Vira Tesk, helped her attack the creature.
- After she was injured, she used her racial abilities to turn invisible and flee, but she was bleeding badly and collapsed despite having taken a healing potion.
- She went back to look for her partner but the creature and both the merchant and her fellow agent were gone.

Her task for the PCs is simple: find Vira Tesk and destroy whatever it was that attacked her. She cannot properly investigate the matter without breaking her cover. She knows she has risked her partner's life by delaying the investigation until her backup (the PCs) could arrive, but she couldn't risk it. Her core mission investigating the possible slave trade would have had to be abandoned.

If the PCs offer to help with the mission investigating the slave trade, she cautions them against it. However she knows they may find Vira, who would not normally part with the information. She tells them

that Vira will use the phrase “**The sky is black,**” to help identify if they are an ally, and will recognize them as trustworthy if they respond with the pass phrase “**Indigo.**” She notes these pass phrases are changed regularly. Vira will tell them what she found out about the slave trade, but only if they have the password. This starts the minor objective Find the Slavers.

Find the Slavers (minor objective): Kesra gives the PCs the additional task of discovering information about the slavers activities and identities. This mission can be completed by providing Kesra with any information they gather from Scyllira, as well as the information that Vira provides if the PCs are successful in the skill challenge in Encounter 4. This minor objective is in addition to the primary mission to find Vira and destroy whatever strange undead creature took her.

ENDING THE ENCOUNTER

The Dusk Talons is a mercenary organization, and Kesra does not mince words. She will offer the PCs 30 / 50 / 87 / 175 / 250 gold, payable in advance, with 30 / 50 / 88 / 175 / 250 to follow if they find Vira alive. Note: the PCs cannot receive more than the maximum gold for the adventure, even if they pursue multiple starting encounters.

When the PCs are ready to continue, read the following:

Kesra offers the following, “The creature that attacked us was injured. It’s been several days, but perhaps you could pick up the trail. I fear it is already too late, but you must try to find her. The fight, it was in the very shadow of the Bridge. Perhaps you could start there.

MILESTONE

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

TREASURE

There is no treasure in this encounter.

ENCOUNTER 2: CRIES OF THE DAMNED

SKILL CHALLENGE LEVEL 2/4/6/8/10, COMPLEXITY 3 (375/525/750/1050/1500 XP)

SETUP

The PCs now have several possible tasks, but all of these have a common thread to the source of the undead. Irtoqosh has slowly been building an army of the experimental creatures using the cast offs of society. Now his own impatience (or perhaps that of his master) is getting the best of him, and he has been less cautious, especially since the escape and capture of one of the experiments by the paladins. This skill challenge is divided into scenes. While most of the scenes can be played in any order, note that a few can happen only under certain circumstances. In any event, Scene 9 should happen last.

Note that the street urchins are a useful device to help guide the PCs if they are having trouble with the challenge. They might try to steal a PCs purse and run (bringing them to Scyllira's tent), for instance.

If the PCs participated in more than one of the starting encounters (1A, 1B, and 1C) because the adventure is not subject to a time constraint, give them 1 success for each additional starting encounter beyond the first to account for the absence of the corresponding success from the scene dedicated to that meta-org.

Bellavous

If any PC has ELTU08 Deal with a Demon (from ELTU3-3 *The Way of All Flesh*) and decides to talk to Bellavous, he has the following information, which he will provide only if asked specific questions (he's a demon, and not likely to provide information readily to someone who has bound him to service):

- Yes, Arbosus had a laboratory in this area.
- He was trying to create undead. Something special.
- He was working for someone else.
- His boss? I don't know who it was, something out of the Forest of Wyrms.
- The laboratory was underground.
- There weren't any windows (besides, underground smells different).
- No, I don't know where it was. Arbosus never let me leave the laboratory, and we traveled

between his many lairs by portal, but it was often wet.

None of Bellavous' answers provide successes, but his information does allow the PCs to negate one failure in the skill challenge.

SKILL CHALLENGE: WHERE THE DEAD RISE

Goal: Find the lost underground lair of cultists of Bhaal

Complexity: 3 (8 successes before 3 failures)

Primary Skills: Arcana, Athletics, Bluff, Diplomacy, Heal, Intimidate, Streetwise, Thievery

Other Skills: Insight, Perception

Victory: The PCs find the entrance to the lost temple.

Defeat: Shoe comes to the PCs himself, disgusted. Another of his urchins is missing. He brings the PCs to the hidden door, and they are eventually able to force it open. This delay causes the PCs to suffer one automatic failure in the skill challenge in Encounter 6.

The PCs may choose to investigate the following areas (help guide them if they get stuck or frustrated):

- River Bank (scene 1)
- Jorjah's cart (scene 2)
- Speak with merchants (scene 5); see fast play note below.
- The tent city (scene 6)

Fast Play Option: This skill challenge can last for a long time with those role-playing focused tables. If the table is running slow and you are playing in a limited time environment (such as a convention or in-store play where it is not possible for a table to run long), you may wish make certain in Scene 5 that the PCs are quickly directed to Scyllira in Scene 6.

SCENE 1: SCENE OF THE CRIME [2 SUCCESSES]

Run this scene if the PCs decide to investigate the river or the scenes of the struggle.

The river is dark, almost black, especially near the Bridge. Many sets of foot prints lead to the edge of the water, and many meandering sets lead away.

The PCs are likely to search the river bank for many reasons. They may be seeking some of the "blood of Bhaal" for Elzare (see scene 4 below), or simply to find the site of the various struggles with undead creatures. It does not take a check to determine that a pure sample of the "blood of Bhaal" cannot be obtained from the shore. Searching Jorjah's cart is dealt with in scene 2.

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

The PC examines the area for traces of arcane energy. A success indicates that the water contains a largely dormant but massive amount of arcane energy.

Insight [Easy DC] (0 successes, 1 maximum)

The PC looks at the pattern of foot prints and deduces that the people came to the edge of the water and drank, and then stumbled away. This gives a +2 circumstance bonus to the next player who uses a Nature check in this scene.

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

PCs can use nature to discover that the water is not safe to drink, whatever substance is in the water is clearly poisonous (they notice dead fish, lack of animal tracks near the water, etc.)

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

The PC finds signs of the struggle, or rather struggles. Only the paladins' fight with the undead creature is easy to identify, as the armored boots of the paladins are distinctive.

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

The PC not only identifies the scene of a struggle between the paladins and an undead creature (part of its bone is showing on two toes, making the footprint identifiable), but also can determine that this undead creature specifically has been involved in a number of the struggles at the rivers' edge. Unfortunately most of the tracks are too old to track given the amount of traffic at the shore. This use of the skill does not provide an additional success over the previous entry, it simply provides additional information if the PC succeeds on the higher check.

SCENE 2: THE ABANDONED CART [1 SUCCESS]

Run this scene if the PCs decide to investigate Jorah's cart.

The cart is unattended, but everything is put away and locked up tight, like someone has been here to close up the shop. A number of foot prints from soldiers surround the cart.

PCs can use several skills here, from searching for footprints and tracks, to negotiating with nearby customers and merchants.

Diplomacy [Easy DC] (0 successes, 1 maximum)

The PC talks to nearby merchants and customers. The merchant here disappeared about a week ago. His name was Jorah Weft. The Easy DC does not count as a failure, but it also does not count as a success.

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

The PCs discover Jorah was a leader among the merchants. His disappearance has hit the community hard. The empty space next to his cart was held by his wife Rosetta's cart. She's at the keep, taken by the paladins (this is a rumor, she actually went to the keep of her own accord, but the merchant who provides it believes it). This does not represent a separate success than the previous entry, rather it indicates additional information gained at the higher DC.

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

The PCs are told by one of the nearby street urchins that the paladins investigated this cart after Jorah disappeared, and very thoroughly too. The urchin suspects they were looking for something specific. They looked at the ground more than the cart, and headed toward the river afterward. This does not represent a separate success than the previous entry, rather it indicates additional information gained at the higher DC.

Insight [Easy DC] (0 successes, 1 maximum)

The PC looks at the pattern of foot prints and deduces that while many armored men were here, the struggle did not involve them, rather it involved a barefoot humanoid. This gives a +2 circumstance bonus to the next player who makes a check in this challenge.

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

The PC finds signs of a struggle between a man in a rather fancy heeled boot and a barefoot creature. The tracks lead toward the river.

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

The PC is able to follow the tracks for some distance, but they end near the river close to the Bridge where the overlapping of tracks makes them impossible to follow further. This use of the skill does not provide an additional success over the previous entry, it simply provides additional information if the PC succeeds on the higher check.

SCENE 3: A WHISPERED REQUEST [1 SUCCESS]

Run this scene only if the adventure did not begin with or include Encounter 1C. This scene should happen while the PCs are investigating the tent city near the Bridge.

The merchants look lively enough, hawking their wares to travelers passing through. As you pass by a pair of tents a whisper, hoarse and broken, calls out to you.

The PCs are being sought out by Kesra, an agent of the Dusk Talons. Kesra is a female gnome, and keeps herself to the shadows, her features concealed by the deep cowl of her cloak. Her whispering is due to injuries she sustained from trying to fight off one of the undead creatures. If the PCs encounter her in this scene, then not enough of the PCs had the favor of the Dusk Talons for them to be invited to help her during the Player's Introduction. As a result, Kesra does not feel she can trust them with the critical mission of finding her partner Vira. Instead, she hopes that they can alleviate her own mission so she can search for clues to Vira's whereabouts.

“Can you be trusted?” the whispering voice asks, “For there are souls in need, and we must help them.”

The Dusk Talons sent Kesra and Vira to the Boareskyr Bridge to investigate allegations of slave trafficking. Nualla, the leader of the Dusk Talons, believes that the Zhentarim are behind this threat, but they need solid evidence before they act, or they will fall afoul of the paladins whose strict adherence to the letter of the law sometimes conflicts with the Dusk Talons objectives.

To succeed in this part of the challenge, the PCs must convince Kesra of their worthiness to investigate for the Dusk Talons. Allow the PCs only one success/failure before continuing to the next scene.

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

The PC either exaggerates or makes up qualifications from whole cloth that persuade Kesra to entrust them with her mission

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

The PC expounds on the virtues of heroes, highlighting their personal successes in past ventures, in order to convince Kesra to trust the party.

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

This skill is unlocked by a Perception check. The PC tends to Kesra's wound, gaining her trust by healing her.

Insight [Hard DC] (0 successes, 1 maximum)

The PC examines every word and nuance of expression in Kesra and determines the best way to relate to her. The next PC to attempt a Diplomacy check receives a +2 circumstance bonus on the roll.

Perception [Easy DC] (0 successes, 1 maximum)

The PC sees physical clues to Kesra's injuries and realizes that she doesn't just want to trust them, but needs to. This unlocks use of the Heal skill and provides the PC with a +2 bonus to their next Bluff, Diplomacy or Heal check to convince Kesra to trust them.

If the PCs gain Kesra's trust, they gain the minor objective Find the Slavers.

Find the Slavers (minor objective): Kesra gives the PCs the additional task of discovering information about the slavers activities and identities. This mission can be completed by providing Kesra with any information they gather from Scyllira, as well as the information that Vira provides if the PCs are successful in the skill challenge in Encounter 4.

Kesra also shares the following information:

- People are disappearing from the tent city.
- Some of the disappearances have been merchants, but most are people beneath the notice of both the Lion's Den and the Order of Torm - beggars, orphans, widows, non-guilded tradespeople.
- There is a slave trade being practiced under the noses of the paladins. (If pressured she will insinuate that investigating this despicable activity may be what brought the Dusk Talons to the tent city; a bit far from their usual base of operations).
- She does not think it is the Zhentarim (astute PCs will recognize that this makes her something of a free thinker in the Dusk Talon membership)
- She does think the numbers of missing people are far greater than anyone realizes.
- She was working with another agent. If the agent uses the phrase “The sky is black,” the agent will recognize them as a trustworthy ally if they respond with “Indigo.” She notes these pass phrases are changed regularly.

SCENE 4: THE TOO-CURIOUS ALCHEMIST [1 SUCCESS]

Run this scene only if the adventure did not begin with or include Encounter 1B. This scene should happen while the PCs are investigating the tent city near the Bridge.

The cart in front of this particular tent is covered, every inch of it, in bottles of all shapes and descriptions. A slick man in tight stylish garb with a waxed moustache and pointed goatee speaks in front of it with words dripping in honey.

Elzare, an alchemist who works with the missing merchant Jorah Weft, has been waiting for the next set of adventurers to pass by. Jorah's efforts to summon an adventuring band loyal enough to the Lion's Den for Elzare to trust to find the missing merchants may have failed, but he has other needs

"Ah, the spirit of adventure. I sense it in you. Tymora has blessed me this day I think."

Elzare has watched many young boys walk down to the river and drink from the water said to be tainted by Cyric's legendary defeat of Bhaal so long ago. He knows the water is tainted, but he asks himself why. He wants the substance for his own purposes as an alchemist.

To succeed in this part of the challenge, the PCs must convince Elzare that they can be trusted both to deliver a pure sample of the substance, this "blood of Bhaal" - more than can be gathered merely by scraping the shore of the river.

Allow the PCs only 1 success/failure before continuing to the next scene.

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

The PC simply lies, very convincingly, about the ways in which such a task could be concealed.

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

The PC expounds on the moral ambiguity of the party, or on the personal honor and trustworthiness of the individual PC and convinces Elzare that they can be trusted with the task.

Insight [Moderate DC] (0 successes, 1 maximum)

The PC realizes that Elzare is actually very scared, both by the disappearance of Jorah and the prospects of undertaking such a clandestine purchase. The PC gains a +2 circumstance bonus on their next Intimidate check in this scene.

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

The PC is so frightening that Elzare doesn't worry about the party being intimidated by Elturgard's paladins.

If the PCs gain Elzare's trust, they gain the minor objective Forever the Alchemist from him. In return he is happy to offer his recommendation to the Lion's Den. He is also happy to sell the PCs any common alchemical item of their level or lower.

Forever the Alchemist (minor objective): Elzare asks the PCs to discreetly obtain a sample of the "blood of Bhaal" substance. This minor objective can be satisfied with a sample from the table in Encounter 4 or by collecting some of the liquid off the floor or tables at the conclusion of Encounter 5.

He can also provide the PCs with the following information about the goings on at the Bridge:

- Merchants are disappearing from the camp.
- The disappearances have become noticeable, even with the usual transient population at the Bridge.
- Some merchants, especially the younger inexperienced ones without guild support, have begun to acquiesce to the demands of the paladins in exchange for sanctuary in the keep.
- The paladins know about the disappearances, and have promised to investigate.
- There is no sign of an actual investigation going on.

Elzare notes that the most prominent of the missing merchants is Jorah Weft, a member of Woolmen and Furrier's guild.

SCENE 5: MERCHANT MADNESS [2 SUCCESSES]

The PCs can question the various vendors and merchants in the market. There is an obvious divide between sides of the Bridge. On the side leading into Elturgard, the merchants are pretty much what they appear, legitimate honest businessmen. There are occasional questionable cases, such as Elzare, but for the most part, the merchants are of an honest sort.

On the far side of the Bridge are merchants of a seedier disposition. The merchants on the Elturgard side of the Bridge respond better to Diplomacy than to Bluff or Intimidate. The ones on the far side respond naturally

to guile. Merchants on the Elturgard side are marked as [Elturgard side] to help you determine which skill should get the circumstance bonus.

Note the third set of merchants, in the paladins' keep marked as [in the keep]. These merchants react favorably to anyone in the Order of Torm, giving PCs who are part of this meta-org a +2 circumstance bonus to Diplomacy checks. Note that this group includes the merchant Jorjah's wife, a furrier named Rosetta.

If the PCs accumulate 2 failures, none of the remaining merchants will speak to them (they've gained a reputation for chasing away customers) and the challenge should continue to the next scene.

Note that the PCs may wish to continue questioning the merchants even after reaching the two allowed successes for this scene. Time allowing, this should be encouraged. Once the PCs have reached 2 successes in this scene, do not count any additional failures in this scene against the total for the skill challenge.

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

The PCs use guile in their efforts to obtain information from the merchant

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

The PC straightforwardly acknowledges their mission and attempts to persuade the merchant to provide information.

Insight [Easy DC] (0 successes, 2 maximum)

The PC realizes the type and quality of merchant the party is dealing with and can deduce which of the skills is most appropriate for that particular merchant.

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

The PC is able to threaten or cajole the answers to their questions.

Perception [Moderate DC] (0 successes, 2 maximum)

The PC notices a crucial fact (an abandoned merchant's cart, a deep scratch that won't heal, etc.) that helps them in their questioning and gains a +2 circumstance bonus to the next Bluff or Diplomacy check the party makes in this scene.

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

The PC is able to read the signs in the crowds to determine the most appropriate skill to use on the merchant.

If the PCs succeed in a social check, they can gain one or two pieces of information from the merchant. There are more merchants than needed, use those appropriate

to the side of the river they are on that the PCs might find most interesting.

Linden Artus, male dwarf blacksmith [Elturgard side]

- Damned paladins. If they would do their job then this nonsense of people disappearing wouldn't happen.
- Yeah, I know some of those disappeared folk. Not just Jorjah Weft either. He was only one of the more recent.
- Heard some of the merchants are moving to the keep. Safer? Maybe, after last year I'm not so sure.
- You buyin' something? I need to feed a family you know!

Xyrala Nix, female changeling "antiquities" dealer (smuggler)

- People missing? Maybe some of the runts who hang around... you know the orphans looking for food or some coin.
- Merchants missing too? Figures, with paladins in charge. Bad for business, you know.
- Yeah sure, some are moving in with the paladins. Last thing I need is to get chummy with the paladins.

Rosetta Weft, female human furrier [in the keep] (Jorjah's wife)

- Have they found my husband? He's been missing for almost a week!
- They'll find him. Say what you like about the paladins (and my husband said plenty), but I know they do their best.
- Sure I'm frightened. Terrified. People are disappearing. Paladins took me in though, made sure I had a place of safety in the keep after Jorjah went missing.
- Of course they're investigating. Asked me a ton of questions, they did. I saw them, checking out Jorjah's cart, looking for foot prints, signs of trouble. And what do they get for it? People saying that they're the ones causing the disappearances. Don't you listen to the malcontents; the paladins do what's right.

Emmrest Thalín, male human cooper [Elturgard side]

- Hmm. Yes, Jorjah went missing. Not entirely sure, mind, that he wasn't just avoiding his wife.

- Been nice lately, almost nice enough to make me thank Tymora for those paladins. No drunks have bothered me looking for brew in days. Doesn't help to tell them the barrels are empty!
- Strange things lately? Well, other than a few disappearances there's just the usual. Young boys trying to prove themselves manly by drinking that sludge that passes for water at the Bridge. Fights on the far side. I mean, none of my contacts have gone missing.

Dorin Ironsoul, male dwarven smith [in the keep]

- 'course I heard about the disappearances, who hasn't?
- (on why he moved in to the keep) Why wouldn't I? People disappearing and a whole crowd of paladins ready to die to save me. Sounds like a good deal to me.
- (of the paladins) Thank Moradin for the Tormish paladins. Best customers I have. Mind you, I could do without fines for cursing.
- (on who is disappearing) Customers, more than anyone, though thankfully not many of mine.
- (on the merchants) Stubborn. They're stubborn. Sure, I gave up cursin' and swearin' - but the paladins, they're hurtin'. And they're more concerned about protecting me than recovering. Them merchants protesting - it's cause they deal shady-like and the Tormish lot, they don't like that.

Cyrus Goldbottle, male human brewer [Elturgard side]

- Of course people are missing! Are you daft! I'm going broke here!
- (of the paladins) Them? Notice? The people missing are my customers! Look around you. Where are the drunks! Normally the place is crawling with them. Paladins don't care, never did. Why the youngsters are trusting them I'll never understand.
- Of course we have more drunks here! And most of them are missing! If you had a choice between brew or that (he points in the general direction of the river) which would you drink?

Shyla Silverleaf, female eladrin herbalist [Elturgard side]

- Poor Jorah. For a human he was very sweet. His wife, that doting woman, is petrified with fright at his disappearance. Rosetta, his wife, has taken the children into the city away from the area.

- Their souls cry out for Justice. Yes, I have seen many go missing. Edmund, that cheerful child who helped me gather berries. His sister Alaya. Beggar children from the other side of the river mostly, and the foolish or homeless from the other side of the river who indulge in too much ale. But yes, merchants too. People only remember Jorah because he was a leader in the merchant community so he has some personal relevance to all the merchants.
- No, I have no wish to flee to the keep. Hard to gather my herbs there, and now I have to do it on my own.
- The poor paladins. I feel for them. They try to make the best of a bad situation, and we do not make it easy for them. Have you seen the face of the commanders? Some heavy weight is upon them.
- 'Ware the far side of the Bridge, mind. There are some less than savory folk there, and not all who enter that place free remain so.

Birt Saludin, male human enforcer

- You buying stuff or just asking questions? This is my corner... if you gonna stand here, you gotta pay!
- (of the paladins) They are not in charge here, and they should stop thinking they are. Not on this side of the Bridge, that's for sure. And we're better for it.
- Hmmm, you look (strong/smart/pretty), I know someone you should see. Talk to Scyllira, can't miss her tent, such a lovely shade of red. You tell her I sent you, mind.

Regardless of how their interactions with the merchants go, they should end with the PCs being recommended to see Scyllira, the Najaran procurer, who knows most everything that happens at the Bridge.

SCENE 6: THE NAJARAN PROCURER [2 SUCCESSES]

Run this scene while the characters are investigating the tent city.

The tents on the far side of the Boareskyr Bridge have a decidedly gloomier feel than those on the Elturgard side. But the merchants who referred you here were right, the brilliant crimson of this tent is unmistakable, and the inside is clean and sumptuous. A woman reclines lazily

on the divan, glancing at you as she holds up an empty glass to be filled by a servant boy.

The woman is a Najaran agent named Scyllira. It's her job to procure slaves for her masters - a task she is remarkably good at, and one that has brought her a life of luxury.

“Ah. Yes.” She hands her drink to a waiting servant and is helped to her feet. She glides around you, looking you up and down. Her eyes are piercing, and under her gaze it's hard not to feel like a prize bull being given a score.

Scyllira has many spies around the camp, and knows that the PCs have been asking questions. She knows of the alchemist's secret desire for pure “blood of Bhaal” and of the Dusk Talons' mission to discover the presence of slavers. She is, frankly, way out of the PCs league at this point in their careers and she knows it.

After she has inspected the party she returns to her divan, where young well-built men help her back into her reclining position, and pour her a new drink. She will respond to the PCs questions, punctuating her responses with comments on the PCs most valuable assets from her perspective as a slaver. A character with a high Charisma might get comments on their looks, one with a high Strength or Endurance score on their prospects as a worker. Scyllira is all too aware of what is going on at the Boareskyr Bridge, and it's in her interests for the PCs to know it too. But she needs them to prove to her that they can handle the task.

“I am Scyllira. You need information. I can provide that. This nastiness, you see, it encroaches on my business. But you are in deeper than you think. Show me that you can handle the trouble, and I will give you the information you seek.”

Scyllira does not tolerate ineptitude and bores easily. Allow the PCs only two failures in this scene.

Note: Some PCs may try to report Scyllira to the Order of Torm based on suspicions about her role. Scyllira is not concerned if they suggest this. On this side of the Boareskyr Bridge, she has allies and support, and the paladins' authority here, especially on the far side of the bridge, is weak at best. They can do little more than patrol, and they know it. If the PCs approach Cadwy about this possibility he looks chagrined at the party's righteousness, and says that he is building a case, but she generally stays beyond his jurisdiction.

“I know,” he says. “We suspect her too. But there is no proof, only allusion and circumstantial evidence. In Elturel, that would be enough. Here,” he looks despondent, “here, we are not yet strong enough.”

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

The PC performs a minor feat of magic. Scyllira loves magic and it endlessly impresses her.

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

The PC performs an appropriate feat of strength, perhaps subduing a guard or lifting the divan with her still in it, to impress their abilities upon her.

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

The PC simply lies about their prowess and accomplishments. Success does not indicate that Scyllira believes the PC, but rather that she's impressed by their ability to lie.

Bribe (1 success, 1 maximum)

If the party offers a bribe of 10 * AL per PC, they can buy Scyllira's cooperation. If the party hints at offering a bribe but what to negotiate it, Scyllira starts at 10 * AL per PC.

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

The PC tells the truth, setting forth their accomplishments. Scyllira is impressed by their honesty, but words do little to persuade her.

Insight [Hard DC] (0 successes, 1 maximum)

The PC recognizes that social skills are unlikely to help them here, and that a demonstration might be a better route.

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

The PC recognizes that direct threats against Scyllira won't work, but instead uses the disappearances of the merchants or appearance of strange undead to frighten her. Allow the PC at +2 circumstance bonus to the check if they come up with this method of intimidation on their own.

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

The PC performs an act of faith or shows particularly moral wisdom. Scyllira puts down the show of faith out of habit, but she's aware of the undead menace below the river and this can be effective despite her disdain.

If the PCs manage to impress Scyllira, either with words or deeds, she can also provide the PCs with the following information about the goings on at the Bridge:

- Forget the disappearances, they are only a symptom.
- Undead creatures are at work. The paladins know this, even though they won't say it publically.
- The two are related, the undead creatures are the ones taking the merchants and others who are disappearing.
- She suspects that a venomous creature known as Arbosus is involved, though he has not been seen in months (she won't tell the PCs, but Arbosus used her to secure subjects for his experiments).
- He thought he was very clever, hiding under the Bridge.
- There is a temple there, abandoned long ago, but once it was the last hope of the worshipers of Bhaal to restore their dead god.
- She does not know where the entrance is, but has heard that some of the street urchins in the area discovered it once. If there are any left, they may be able to help the PCs find it.
- (on what she does) I procure things of value for people of discerning taste.
- (if pressed on what she does) I purchase rarities for clients. Rugs from the lands of the Shou, fine crystal from Myth Drannor, sand sculptures from Calimshan - among other oddities. The rich have exquisite taste.

If the PCs fail to impress her, then she addresses them a final time before dismissing them:

"Perhaps I was wrong," she says, "but still, I will not leave you empty handed. Go find Shoe, among the street urchins, if he has not been taken yet. He has what you need, though he does not know it."

SCENE 7: PALADINS ON PATROL [1 SUCCESS]

Run this scene only if the adventure did not begin with Encounter 1A. This scene should happen just before the PCs encounter Shoe in Scene 8.

You hear the paladins before you can see them, their armor shining, exactly polished. Their commander notices you, gestures to the others to continue their route, and comes forward.

The commander is Everyn Cadwy, who PCs may have encountered in previous adventures. If any PC has a favor with the Order of Torm, they will know of the paladin, who has a reputation among the paladins as the poor sod who has to deal with the disorder and chaos of adventurers and mercenaries. If Cadwy knows and has a favorable past with the PCs, he greets them warmly. Otherwise he is very neutral.

"I do not like trusting a task like this to outsiders," he says, "and I hope I can trust you to keep this task to yourself." He pauses a moment to let that sink in before he continues, "We have found some troubling undead nearby. Should you encounter them," he gives you all a look that indicates that he has little doubt that you will find trouble, "I should like you to discover their weakness. I fear these are not ordinary undead."

Cadwy has reason to believe this is true, having one of the resistant undead as his prisoner. If the PCs succeed in a social skill check he may reveal the following additional information:

- Yes, the paladins are aware of the disappearances.
- Though troubling, the undead are a greater threat than the odd merchant going missing.
- The undead was found attacking a merchant, so perhaps the events are related.
- The undead creature did not react as they expected it to. It looks like a zombie, but reacts with intelligence.
- The undead creature is fearless in the face of Torm's might.
- The paladins are afraid that these undead may be related to another incident fighting a lich, Arbosus who sought to create the sort of creature they encountered.

A success in this encounter starts the minor objective the Weakest Link. Cadwy promises PCs who succeed a recommendation to the Order of Torm.

The Weakest Link (minor objective): Cadwy charges the PCs with finding some weakness in the undead threat that the paladins can use to ensure the protection of the populace. This minor objective can be completed by collecting journals and notes in either Encounter 4 or Encounter 5 (or both), provided those notes are handed over to the Order of Torm at the conclusion of the adventure.

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

The PC tries to trick Cadwy into revealing more information. Cadwy will leave them in disgust without any further information, however he is still willing to reward them if they ultimately succeed.

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

The PC is forthright and direct, asking Cadwy for more information.

Insight [Moderate DC] (0 successes, 1 maximum)

The PC recognizes that Cadwy is far more concerned than he appears, and also that he is unlikely to respond to threats or guile.

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

The PC manages to threaten Cadwy with the current circumstances: merchants missing, and the paladins unable to prevent it, mysterious undead resistant to radiant energy. If the PCs come up with this method of intimidation on their own, allow them a +2 circumstance bonus on the roll.

SCENE 8: DREGS OF SOCIETY [1 SUCCESS]

Run this scene once the PCs have learned about the temple or after the PCs have been directed to Shoe.

You search far longer than you expect before you find any street urchins. To hear the merchants talk, you'd think they were everywhere, but finding even one proves difficult.

The PCs eventually find a street urchin, but they must succeed in a social check to be brought to Shoe.

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

The PC tries to trick the street urchin into bringing the PCs to Shoe. This is not usually effective, since the street urchins survive through their skills at guile.

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

The PC tries to reason with the street urchin. Give a +2 circumstance bonus if the PC uses tactics aimed at the street urchins age or circumstances, and a -2 penalty if the PC tries to use the adult reasons they need cooperation.

Insight [Easy DC] (0 successes, 1 maximum)

The PC determines that Diplomacy and Intimidate are the skills with the best chance of influencing the street urchin to help them. The next PC to try one of these checks receives a +2 circumstance bonus.

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

The PC scares the child into bringing them to Shoe. Ultimately it's really easy for an adult, especially an adventurer, to scare a child.

The PCs are brought to one of the abandoned tents, where Shoe, a young ruffian about fifteen years of age, coordinates the activities of what seems to be a very small group of young pickpockets and street beggars.

"Oh, it's you. I wondered when you'd find me," he says. "So, you've talked to everybody. Suppose I'm not the important one, am I?"

Shoe doesn't like the PCs, and nothing they do is likely to change that. He's not happy that the others brought the adventurers to him. He actually is scared that Scyllira suggested finding him, if the PCs mention it, since that means that she's noticed him and he knows exactly what sort of commodities she is trading in (though for his own safety, he keeps that information to himself).

Shoe followed the undead creatures to their lair during one of the abductions. He even managed to get into the temple, though what he saw there caused him to flee. He's tried several times since, but what seemed obvious to him the first time he found the door has eluded him since. If the PCs push, he'll admit to having been drinking a rather fine vintage of wine on the night in question with the other urchin that was abducted. They had stolen it from a wine merchant. He only vaguely recalls the inside of the temple, remembering only an overwhelming sense of fear. In part because of a sense of guilt over having escaped abduction, he's willing to show the PCs the way in. He hopes that they can open the door that has escaped his best efforts, because he has watched his gang of young outlaws decimated by the attacks. The only ones left are the really young children.

Note: The PCs might have in mind capturing the children or reporting them (particularly Shoe) to the paladins for their illicit activities. Despite their losses, the urchins are extremely organized and fast. If the PCs report them, not only do the urchins realize it, they quickly disappear before the paladins can effectively investigate. The paladins take allegations of theft by the urchins seriously, but cannot afford, just now, to spend the time to bring pickpockets and beggars to justice. The PCs might manage to bring a solitary urchin to justice, but not the group as a whole. Any one of the urchins is willing to accept the blame for the operation to keep Shoe from being taken by the paladins. The paladins

promise to treat the urchins as children and any punishment will be tempered by their young age. In addition, the Order will try to place any rehabilitated urchins in foster families.

SCENE 9: THE LOST TEMPLE OF BHAAL

[2 SUCCESSES]

Run this scene last, immediately following encountering Shoe.

Shoe guides you to the Bridge, quietly and silently. The baleful gaze of Bhaal in black granite stares down at you.

Shoe shows the PCs where the hidden door slides away, but he has no idea how to open it.

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

The PC tries to force or leverage the door open.

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

The PC uses their knowledge of religion to determine key insights: numbers and sequences, customary practices, etc., that assist in opening the door.

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

The PC tricks the door's opening mechanism into triggering, opening the door part way.

Once the PCs have managed two successes they manage to either force the door or trick it into opening.

ENDING THE ENCOUNTER

Success: The PCs find the entrance to the lost temple.

Failure: Shoe comes to the PCs himself, disgusted. Another of his urchins is missing. He brings the PCs to the hidden door, and they are eventually able to force it open. This delay causes the PCs to suffer one automatic failure in the skill challenge in Encounter 6.

MILESTONE

The PCs complete an objective worth 25 / 35 / 50 / 70 / 100 XP by finding the entrance to the lost tomb of Bhaal and gaining entry.

This encounter does count toward a milestone.

TREASURE

There is no treasure in this encounter.

ENCOUNTER 3: DROWNED IN A DEAD GOD

ENCOUNTER LEVEL 1/2/4/6/9
(449/599/850/1202/2000 XP)

SETUP

This encounter includes the following creatures and traps at Adventure Level 2:

- 1 Demon Face Idol trap (level 2) (T)
- 2 Grasping Zombies (Z)
- 4 Drowned Ones (M)

This encounter includes the following creatures and traps at Adventure Level 4:

- 1 Demon Face Idol trap (level 4) (T)
- 2 Boneyard Zombies (Z)
- 4 Drowned Ones (M)

This encounter includes the following creatures and traps at Adventure Level 6:

- 1 Demon Face Idol trap (T)
- 2 Dread Zombies (Z)
- 4 Zombie Shamblers (M)

This encounter includes the following creatures and traps at Adventure Level 8:

- 1 Mirror of Madness trap (T)
- 2 Lasher Zombies (Z)
- 4 Feasting Zombies (M)

This encounter includes the following creatures and traps at Adventure Level 10:

- 1 Mirror of Madness trap (level 10) (T)
- 2 Flameborn Zombies (Z)
- 4 Charnel Zombies (M)

The temple could almost be mistaken for just a set of caverns at first, with rough hewn walls. The entry chamber requires several hundred feet of passages to get to, twisting and twining downward. The passages are not lit until the PCs arrive at this room.

As the adventurers enter the area, read:

The dark and narrow passageways widen, and there is a glimmer of light ahead. The corridor walls become smooth, the floor even as the passage opens onto a well-lit tomb. Seven stone sarcophagi, three on either side and one under the watchful gaze of cloaked stone

creature, are the only furnishings of the room, save for two large braziers to either side of the statue.

The minion zombies (M) remain inert in their sarcophagi, inanimate until the PCs trigger the trap, or open the sarcophagi holding the more powerful zombies (Z).

ORB OF LIGHT

If any of the players have the unique item *Orb of Light* from *ELTU3-1 Good Intentions* or from the Order of Torm metaorg then read the following.

The Orb of Light jumps to life in your possession. You hear a voice in your head: "I am the scourge of the unliving, a protector of life, and a radiant force of good. Let us see if you are a worthy champion of my cause."

For the remainder of the encounter the owner of the orb gains +1 to all defenses against undead creatures. The bearer of the orb also gains the use of the following encounter power. The orb returns to normal at the end of the encounter. The orb does not speak again during this adventure, but the PC has the sense that it is measuring him or her, perhaps for a future revelation.

Shielding Word (Orb of Light)	Item Power
<i>You call out a quick prayer to instantly defend a nearby ally from harm.</i>	
Power (Divine) • Encounter	
Immediate Interrupt	Close burst 5
Trigger: An ally within 5 squares of you is hit by an attack made by an undead creature.	
Target: The triggering ally	
Effect: The target gains a +4 power bonus to AC until the end of your next turn.	

FEATURES OF THE AREA

Illumination: The area is well lit by the braziers. If both braziers are knocked over, the area plunges into total darkness.

Altar: The statue overlooking the altar is a demon face idol/mirror of madness trap (depending on AL). The altar is also a sarcophagus (this one is empty unless the party has six players).

Braziers: Two braziers located on either side of the altar and its statue cast bright illumination over the room. PCs adjacent to the braziers can knock them over onto an adjacent target as a standard action with a DC 15 Athletics check. This counts as an attack: +9 vs. Reflex, 2d6+4 damage and the target takes ongoing 5 fire damage (save ends). Knocking over one of the braziers causes its light to go out. If both braziers are knocked over, the room is plunged into total darkness.

Floors: A thick but slick covering of water mixed with a strange black slime (essence of Bhaal) covers the floors, walls, and ceiling. Characters that charge or run in this area must succeed in a DC 15 Acrobatics check or fall prone in their starting square. The substance here is not concentrated enough to use to fulfill the Forever the Alchemist minor objective, and does not cause the characters to be exposed to the disease.

Rune Squares: A number of the tiled squares are surrounded by runes. The cultists of Bhaal worshiped the altar from these squares. Characters in the squares gain a +2 circumstance bonus to attacks with the arcane keyword, however they also suffer a -2 penalty to all of their non-AC defenses against the trap. A character can recognize this effect with an Arcana check [Easy DC] as a minor action.

Sarcophagi: The sarcophagi are stone, with their lids in place. Removing the lid displays an inert undead creature. Attacking the minion zombies (M) has no effect until they animate as a result of the trap, but attacking one of the inert standard zombies (Z) in the sarcophagi closer to the trap causes all the zombies in the room to arise, even if the trap has not been triggered. Removing the lid of a sarcophagus requires a minor action with a DC 17 Athletics check. The zombies do not need to make this check to exit their own sarcophagi (though it still costs them a minor action). A creature inside one of the sarcophagi has cover from all creatures not adjacent to that sarcophagus. Entering a square containing a sarcophagus costs 1 extra square of movement.

Walls: The stone walls of the chamber are covered with drips of the black sludge that covers the floors, but beneath are breathtaking murals depicting murderous acts of devotion to a cloaked god. A Religion check [Moderate DC] will confirm that the murals and altar are clearly devoted to Bhaal, a dead deity of murder.

TACTICS

The more powerful zombies (Z) remain inert in their sarcophagi until they are attacked, the sarcophagi are opened, or the trap triggers. The minion zombies (M) will not animate, even if attacked, until the trap triggers or the standard zombies (Z) awaken. They represent the failed attempts of Arbosus and Irtoqosh, and are relatively mindless undead, attacking the nearest enemy.

SCALING THE ENCOUNTER

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

Four PCs: Remove the following creatures:

Adventure Level 2: 1 Grasping Zombie

Adventure Level 4: 1 Boneyard Zombie

Adventure Level 6: 1 Dread Zombie

Adventure Level 8: 1 Lasher Zombie

Adventure Level 10: 1 Flameborn Zombie

Six PCs: Add one of the following creatures (it rises from the sarcophagus in front of the statue where the trap is located):

Adventure Level 2: 1 Grasping Zombie

Adventure Level 4: 1 Boneyard Zombie

Adventure Level 6: 1 Dread Zombie

Adventure Level 8: 1 Lasher Zombie

Adventure Level 10: 1 Flameborn Zombie

ENDING THE ENCOUNTER

A stairwell is located underneath the altar (the sarcophagus slides to one side allowing access, though the trap must be disabled or destroyed in order to access it). Note that moving the sarcophagus to continue into the complex sets off an alarm that alerts Irtoqosh of the PCs presence, even if they failed to trigger the trap. He is too arrogant to be concerned, but this means the PCs cannot surprise him in Encounter 5.

MILESTONE

There is no additional experience point award for this encounter, but it does count toward a milestone.

TREASURE

PCs who search the sarcophagus in front of the altar find a *shadow master ki focus* (see Rewards Summary) and 15 / 25 / 50 / 100 / 175 gp amongst the bones and earthly remains.

ENCOUNTER 3: DROWNED IN A DEAD GOD STATISTICS (AL 2)

Drowned One	Level 2 Minion
Medium natural animate (aquatic, undead)	XP 31
HP 1; a missed attack never damages a minion	Initiative -1
AC 13, Fortitude 13, Reflex 9, Will 10	Perception +0
Speed 4, swim 8	Darkvision
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 1 (one creature); +5 vs. AC	
Hit: 4 damage	
Str 14 (+3)	Dex 6 (-1)
Con 12 (+1)	Int 3 (-3)
	Cha 7 (-1)
Alignment Unaligned	Languages -

Grasping Zombie	Level 1 Brute
Medium natural animate (undead)	XP 100
HP 33; Bloodied 16	Initiative -1
AC 13, Fortitude 14, Reflex 11, Will 11	Perception -1
Speed 4	Darkvision
Immune disease, poison	
TRAITS	
Zombie Weakness	
A critical hit automatically reduces the zombie to 0 hit points	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 1d12 + 3 damage, or 1d12 + 8 against a grabbed target.	
M Zombie Grasp • At-Will	
Attack: Melee 1 (one creature); +4 vs. Reflex.	
Hit: 1d6+3 and the zombie grabs the target (escape DC 12) if it does not have a creature grabbed.	
TRIGGERED ACTIONS	
Deathless Hunger • Encounter	
Trigger: The zombie is reduced to 0 hit points, but not by a critical hit.	
Effect (No Action): Roll a d20. On a 15 or higher, the zombie is instead reduced to 1 hit point.	
Str 16 (+3)	Dex 8 (-1)
Con 13 (+1)	Int 1 (-5)
	Cha 3 (-4)
Alignment Unaligned	Languages -

Demon Face Idol	Level 2 Warder
Trap	XP 125
Trap: The demon face idol is the face on the sarcophagus altar. It provides enemies with a view of the area and aids the undead of the temple.	
Perception	
◆ No Perception check is necessary to notice the idol	
Arcana (trained only)	
◆ DC 10: The idol is magic, and it reacts to any creature's approach	
◆ DC 15: Another creature sees through the idol's eyes, watching all who pass.	
Initiative +5	
Trigger	
The trap activates and rolls initiative when any enemy enters a square within 12 squares of it, or when a character makes a failed Thievery check or attacks the idol (see below). When the idol activates, one creature linked to it becomes aware of the presence of every creature within 12 squares of the idol.	
Attack	
Standard Action	Close blast 12
Target: Each enemy in blast	
Attack: +6 vs. Will	
Hit: The idol pushes the target 4 squares. If the target ends this movement next to an ally of the demon face idol, that ally can make a melee basic attack against the target as an opportunity action.	
Special: The trap treats all non-undead that are not part of the idol's cult as enemies. It treats Irtogosh and his undead servants as its allies.	
Countermeasures	
◆ Stealth DC 15: By making a Stealth check, a character can move within 12 squares of the idol without activating it or alerting the creature linked to it.	
◆ Thievery DC 15: A character adjacent to the idol can make a Thievery check (as a standard action) to disable the trap until the start of the character's next turn. Three successful Thievery checks destroy the trap. This may also be attempted as a minor action at Thievery DC 20.	
If the trap has not yet been activated, a failed Thievery check activates it (as above).	
A character can attack the idol (AC 18, Reflex 18, Fortitude 17, 21 hit points). Doing so activates the trap (as above). Destroying the idol ends its threat.	
Modified Demon Face Idol from Demonomicon (adjusted blast size and triggering distance).	

ENCOUNTER 3: DROWNED IN A DEAD GOD STATISTICS (AL 4)

Drowned One		Level 2 Minion
Medium natural animate (aquatic, undead)		XP 31
HP 1; a missed attack never damages a minion		Initiative -1
AC 13, Fortitude 13, Reflex 9, Will 10		Perception +0
Speed 4, swim 8		Darkvision
STANDARD ACTIONS		
m Slam • At-Will		
Attack: Melee 1 (one creature); +5 vs. AC		
Hit: 4 damage		
Str 14 (+3)	Dex 6 (-1)	Wis 8 (0)
Con 12 (+1)	Int 3 (-3)	Cha 7 (-1)
Alignment Unaligned		Languages -

Boneyard Zombie		Level 3 Brute (Leader)
Medium natural animate (undead)		XP 150
HP 57; Bloodied 28		Initiative +2
AC 15, Fortitude 15, Reflex 11, Will 13		Perception +3
Speed 6		Darkvision
STANDARD ACTIONS		
m Claws • At-Will		
Attack: Melee 1 (one creature); +8 vs. AC		
Hit: 2d4 + 9 damage.		
M Driving Slam • At-Will		
Attack: Melee 1 (one creature); +8 vs. AC		
Hit: 2d4 + 9 damage and the target is pushed 3 squares.		
M Feed the Hungry • Recharge when first bloodied		
Attack: Melee 1 (one creature); +6 vs. Fortitude		
Hit: 2d6 + 9 damage and slide the target 3 squares. One ally adjacent to the target can use any at-will melee attack power against the target as a free action.		
TRIGGERED ACTIONS		
M Parting Shot • Encounter		
Trigger: The boneyard zombie is reduced to 0 hit points.		
Attack: Melee 1 (one creature); +8 vs. AC		
Hit: 2d10 + 5 damage and the target is pushed 3 squares.		
Skills Athletics +7		
Str 13 (+2)	Dex 13 (+2)	Wis 15 (+3)
Con 17 (+4)	Int 4 (-2)	Cha 8 (+0)
Alignment Unaligned		Languages -

Updated Boneyard Zombie from Dungeon Magazine 176.

Demon Face Idol		Level 4 Warder
Trap		XP 175
Trap: The demon face idol is the face on the sarcophagus altar. It provides enemies with a view of the area and aids the undead of the temple.		
Perception		
◆ No Perception check is necessary to notice the idol		
Arcana (trained only)		
◆ DC 11: The idol is magic, and it reacts to any creature's approach		
◆ DC 16: Another creature sees through the idol's eyes, watching all who pass.		
Initiative +5		
Trigger		
The trap activates and rolls initiative when any enemy enters a square within 12 squares of it, or when a character makes a failed Thievery check or attacks the idol (see below). When the idol activates, one creature linked to it becomes aware of the presence of every creature within 12 squares of the idol.		
Attack		
Standard Action		Close blast 12
Target: Each enemy in blast		
Attack: +8 vs. Will		
Hit: The idol pushes the target 4 squares. If the target ends this movement next to an ally of the demon face idol, that ally can make a melee basic attack against the target as an opportunity action.		
Special: The trap treats all non-undead that are not part of the idol's cult as enemies. It treats Irtogosh and his undead servants as its allies.		
Countermeasures		
◆ Stealth DC 16: By making a Stealth check, a character can move within 12 squares of the idol without activating it or alerting the creature linked to it.		
◆ Thievery DC 16: A character adjacent to the idol can make a Thievery check (as a standard action) to disable the trap until the start of the character's next turn. Three successful Thievery checks destroy the trap. This may also be attempted as a minor action at Thievery DC 21.		
If the trap has not yet been activated, a failed Thievery check activates it (as above).		
A character can attack the idol (AC 20, Reflex 20, Fortitude 19, 21 hit points). Doing so activates the trap (as above). Destroying the idol ends its threat.		

Modified Demon Face Idol from Demonomicon (adjusted blast size and triggering distance).

ENCOUNTER 3: DROWNED IN A DEAD GOD STATISTICS (AL 6)

Zombie Shambler		Level 5 Minion Brute
Medium natural animate (undead)		XP 50
HP 1; a missed attack never damages a minion		Initiative +1
AC 17, Fortitude 18, Reflex 15, Will 15		Perception +1
Speed 4		Darkvision
Immune disease, poison		
STANDARD ACTIONS		
m Slam • At-Will		
Attack: Melee 1 (one creature); +10 vs. AC		
Hit: 8 damage		
TRIGGERED ACTIONS		
Deathless Hunger • Encounter		
Trigger: The zombie is reduced to 0 hit points, but not by a critical hit.		
Effect (No Action): Roll a d20. On a 15 or higher, the zombie is instead reduced to 1 hit point.		
Str 18 (+6)	Dex 8 (+1)	Wis 8 (+1)
Con 15 (+4)	Int 1 (-3)	Cha 3 (-2)
Alignment Unaligned Languages -		

Dread Zombie		Level 5 Soldier
Medium natural animate (undead)		XP 200
HP 66; Bloodied 33		Initiative +3
AC 21, Fortitude 19, Reflex 15, Will 16		Perception +3
Speed 5		Darkvision
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant		
TRAITS		
Rise Again		
If a dread zombie is reduced to 0 hit points by an attack that does not deal fire or radiant damage, the creature is not destroyed. The dread zombie falls prone and appears to be destroyed, but instead, the creature returns with 10 hit points at the beginning of its next turn.		
Zombie Weakness		
A critical hit automatically reduces the zombie to 0 hit points		
STANDARD ACTIONS		
m Longsword (Weapon) • At-Will		
Attack: Melee 1 (one creature); +12 vs. AC		
Hit: 1d8 + 5 damage.		
M Zombie Grab • At-Will		
Attack: Melee 1 (one creature); +10 vs. Reflex.		
Hit: The target is grabbed. Attempts to escape the zombie's grab take a -5 penalty.		
TRIGGERED ACTIONS		
Deathless Hunger • Encounter		
Trigger: The zombie is reduced to 0 hit points, but not by a critical hit.		
Effect (No Action): Roll a d20. On a 15 or higher, the zombie is instead reduced to 1 hit point.		
Str 15 (+4)	Dex 9 (+1)	Wis 12 (+3)
Con 18 (+6)	Int 3 (-2)	Cha 4 (-1)
Alignment Unaligned Languages -		
Equipment heavy shield, longsword, plate armor		

Demon Face Idol		Level 6 Warder
Trap		XP 250
Trap: The demon face idol is the face on the sarcophagus altar. It provides enemies with a view of the area and aids the undead of the temple.		
Perception		
◆ No Perception check is necessary to notice the idol		
Arcana (trained only)		
◆ DC 12: The idol is magic, and it reacts to any creature's approach		
◆ DC 17: Another creature sees through the idol's eyes, watching all who pass.		
Initiative +5		
Trigger		
The trap activates and rolls initiative when any enemy enters a square within 12 squares of it, or when a character makes a failed Thievery check or attacks the idol (see below). When the idol activates, one creature linked to it becomes aware of the presence of every creature within 12 squares of the idol.		
Attack		
Standard Action		Close blast 12
Target: Each enemy in blast		
Attack: +10 vs. Will		
Hit: The idol pushes the target 4 squares. If the target ends this movement next to an ally of the demon face idol, that ally can make a melee basic attack against the target as an opportunity action.		
Special: The trap treats all non-undead that are not part of the idol's cult as enemies. It treats Irlogosh and his undead servants as its allies.		
Countermeasures		
◆ Stealth DC 17: By making a Stealth check, a character can move within 12 squares of the idol without activating it or alerting the creature linked to it.		
◆ Thievery DC 17: A character adjacent to the idol can make a Thievery check (as a standard action) to disable the trap until the start of the character's next turn. Three successful Thievery checks destroy the trap. This may also be attempted as a minor action at Thievery DC 22.		
If the trap has not yet been activated, a failed Thievery check activates it (as above).		
A character can attack the idol (AC 22, Reflex 22, Fortitude 21, 21 hit points). Doing so activates the trap (as above). Destroying the idol ends its threat.		
Modified Demon Face Idol from Demonomicon (adjusted blast size and triggering distance).		

ENCOUNTER 3: DROWNED IN A DEAD GOD STATISTICS (AL 8)

Feasting Zombie	Level 6 Minion Brute
Medium natural animate (undead)	XP 63
HP 1; a missed attack never damages a minion	Initiative +6
AC 18, Fortitude 19, Reflex 18, Will 17	Perception +3
Speed 6	Darkvision
Immune disease, poison; Resist 5 necrotic; Vulnerable 5 radiant	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 8 damage	
TRIGGERED ACTIONS	
M Clamping Bite Death Chomp • Encounter	
Trigger: The zombie is reduced to 0 hit points.	
Attack (Immediate Interrupt): Melee 1 (one creature); +11 vs. AC	
Hit: 8 damage, and the target is slowed (save ends).	
Str 18 (+7)	Dex 16 (+6)
Con 15 (+5)	Int 2 (-1)
	Wis 10 (+3)
	Cha 6 (+1)
Alignment Unaligned Languages -	
Modified Feasting Zombie from Dark Sun Creature Catalog (changed size to medium, adjusted speed)	

Lasher Zombie	Level 7 Soldier
Medium natural animate (undead)	XP 300
HP 80; Bloodied 40	Initiative +5
AC 23, Fortitude 19, Reflex 16, Will 16	Perception +3
Speed 4	Darkvision
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant	
TRAITS	
Threatening Reach	
The lasher zombie can make opportunity attacks against all enemies within its reach (2 squares)	
STANDARD ACTIONS	
m Viscera Lash • At-Will	
Attack: Melee 2 (one creature); +12 vs. AC	
Hit: 2d8 + 6 damage, and the target is pulled 1 square and grabbed.	
MINOR ACTIONS	
M Burrowing Entrails • At-Will	
Attack: Melee 1 (one grabbed creature); +12 vs. AC	
Hit: 1d8 + 5 damage.	
Str 19 (+7)	Dex 10 (+3)
Con 16 (+6)	Int 2 (-1)
	Wis 10 (+3)
	Cha 1 (-2)
Alignment Unaligned Languages -	
Updated Lasher Zombie from Dragon Magazine 371.	

Mirror of Madness	Level 8 Blaster
Trap	XP 350
Trap: The mirror of madness occupies the two squares of statue overlooking the sarcophagus. Creatures that linger too close to the trap are rendered senseless.	
Perception	
◆ No Perception check is necessary to notice the mirror of madness.	
Arcana or Religion	
◆ DC 14: Looking into the mirrored surface within the statue's cowl is a glimpse into the Abyss. Any creature gazing into it risks madness.	
◆ DC 19: The energy held within the mirror of madness is unleashed in a blast if the surface is damaged.	
Initiative +6	
Trigger	
The trap activates and rolls initiative when any creature moves within 8 squares of it.	
Attack	
Standard Action	Close blast 12
Target: Each enemy in blast	
Attack: +12 vs. Will	
Hit: The target is dazed and immobilized (save ends). First Failed Saving Throw: The target is instead dominated (save ends).	
Miss: The target is dazed until the end of its next turn.	
Special: The trap treats all non-undead that are not part of the idol's cult as enemies. It treats Irtoqosh and his undead servants as its allies.	
Countermeasures	
◆ Arcana DC 19 or Religion DC 19 or Thievery DC 19: A character adjacent to the trap can make an Arcana, Religion, or Thievery check (each as a minor action) to hinder the mirror's attack. Each successful check imposes a -2 penalty to the trap's attack rolls. With three successful checks, the mirror of madness is permanently disabled.	
A character can attack the mirror (AC 5, Reflex 5, Fortitude 10, 40 hit points). Whenever the trap is hit by an attack, each creature within 12 squares of it takes 5 psychic damage. Destroying the mirror ends this trap's threat.	
Modified Mirror of Madness Demonomicon (adjusted blast size and triggering distance).	

ENCOUNTER 3: DROWNED IN A DEAD GOD STATISTICS (AL 10)

Charnel Zombie	Level 10 Minion
Medium natural animate (undead)	XP 125
HP 1; a missed attack never damages a minion	Initiative +5
AC 24, Fortitude 21, Reflex 18, Will 18	Perception +5
Speed 4	Darkvision
Immune disease, poison; Resist 10 necrotic	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 6 damage	
TRIGGERED ACTIONS	
Grasping Death • Encounter	
Trigger: The zombie is reduced to 0 hit points.	
Effect (No Action): The charnel zombie makes a slam attack against a target within its reach.	
Str 17 (+8)	Dex 10 (+5)
Con 16 (+8)	Int 1 (+0)
	Wis 10 (+5)
	Cha 2 (+1)
Alignment Unaligned	Languages -

Flameborn Zombie	Level 10 Soldier
Medium natural animate (fire, undead)	XP 500
HP 103; Bloodied 52	Initiative +5
AC 26, Fortitude 24, Reflex 20, Will 20	Perception +3
Speed 4	Darkvision
Immune disease, poison; Resist 10 fire, 10 necrotic; Vulnerable 5 cold, 5 radiant	
TRAITS	
Flameborn Aura (fire) • Aura 2	
Each creature that enters the aura or starts its turn there takes 5 fire damage. Multiple auras deal cumulative damage.	
Flame Reaper (fire)	
A flameborn zombie deals 5 extra fire damage to an immobilized creature.	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 1d8 + 9 damage, and the target is immobilized until the end of the flameborn zombie's next turn and takes 5 ongoing fire damage (save ends).	
TRIGGERED ACTIONS	
C Death Burst (fire)	
Attack: Close Burst 1; +15 vs. Fortitude	
Hit: 2d6 + 6 damage, and the target is slowed (save ends).	
Str 19 (+9)	Dex 10 (+5)
Con 15 (+7)	Int 2 (+1)
	Wis 10 (+5)
	Cha 6 (+3)
Alignment Unaligned	Languages -
Updated Flameborn Zombie from Dungeon Delve (adjusted damage expressions).	

Mirror of Madness	Level 10 Blaster
Trap	XP 500
Trap: The mirror of madness occupies the two squares of statue overlooking the sarcophagus. Creatures that linger too close to the trap are rendered senseless.	
Perception	
◆ No Perception check is necessary to notice the mirror of madness.	
Arcana or Religion	
◆ DC 15: Looking into the mirrored surface within the statue's cowl is a glimpse into the Abyss. Any creature gazing into it risks madness.	
◆ DC 20: The energy held within the mirror of madness is unleashed in a blast if the surface is damaged.	
Initiative +6	
Trigger	
The trap activates and rolls initiative when any creature moves within 8 squares of it.	
Attack	
Standard Action	Close blast 12
Target: Each enemy in blast	
Attack: +14 vs. Will	
Hit: The target is dazed and immobilized (save ends). First Failed Saving Throw: The target is instead dominated (save ends).	
Miss: The target is dazed until the end of its next turn.	
Special: The trap treats all non-undead that are not part of the idol's cult as enemies. It treats Irtoqosh and his undead servants as its allies.	
Countermeasures	
◆ Arcana DC 20 or Religion DC 20 or Thievery DC 20: A character adjacent to the trap can make an Arcana, Religion, or Thievery check (each as a minor action) to hinder the mirror's attack. Each successful check imposes a -2 penalty to the trap's attack rolls. With three successful checks, the mirror of madness is permanently disabled.	
A character can attack the mirror (AC 5, Reflex 5, Fortitude 10, 40 hit points). Whenever the trap is hit by an attack, each creature within 12 squares of it takes 10 psychic damage. Destroying the mirror ends this trap's threat.	
Modified Mirror of Madness Demonomicon (adjusted blast size and triggering distance).	

ENCOUNTER 3: DROWNED IN A DEAD GOD (MAP)

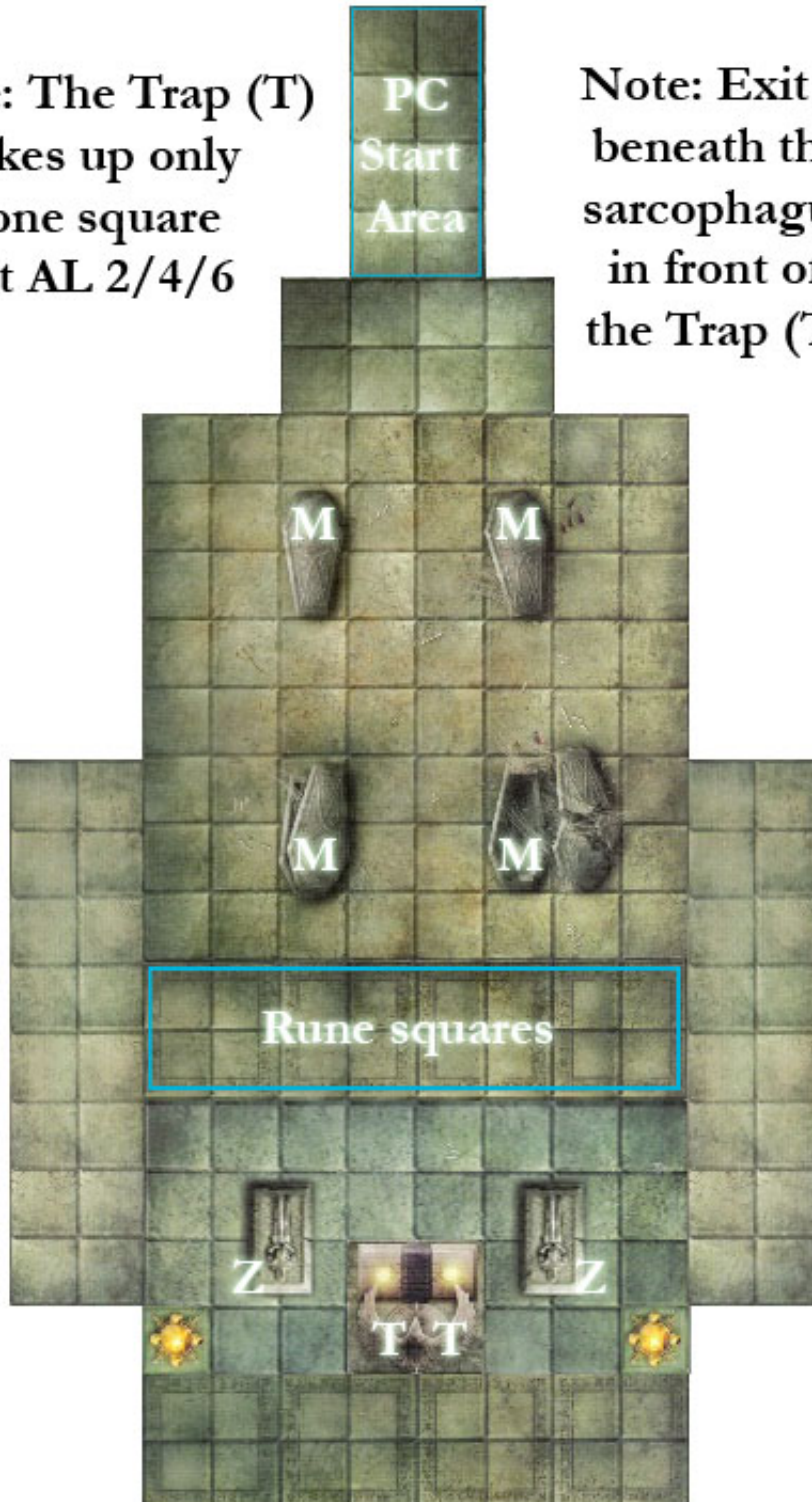
TILE SETS NEEDED

Essentials - The Dungeon x1

Note: The Trap (T)
takes up only
one square
at AL 2/4/6

PC
Start
Area

Note: Exit is
beneath the
sarcophagus
in front of
the Trap (T)



ENCOUNTER 4: CAPTIVES IN BLOOD

SETUP

Important NPCs: **Vira Tesk** female human cleric, agent of the Dusk Talons, **Joriah Weft**, male half-elf merchant, representative of the Lion's Den

The passages are slick, wet with a slimy thick substance that gleams bluish black and covers not just the floor and the walls, but drips also from the ceiling. You pass through several passages and into what clearly used to be a temple, only now it is not. A succession of rooms greets you - each containing a coffin made of glass filled with the strange black substance. Each coffin also contains a body, floating in blackness, visible only where the limbs touch the glass. Next to the coffin in every room, a book stands on a pedestal, filled with notes.

The coffins are filled with the remains of experiments. The bodies inside are dead, or inert and pose no immediate threat to the PCs. Astute PCs will note that they can complete the Forever the Alchemist minor objective by opening the sarcophagi and collecting the liquid. The liquid here is concentrated through an alchemical process, and collecting it exposes the PC doing so to the essence of Bhaal disease (detailed fully in Encounter 5). Have that PC make a saving throw to see if their exposure has caused them to contract the illness. The PC may not be aided in this check. Breaking the glass, causes it the Essence to splash in a burst 2, which may threaten to infect multiple PCs.

The writing in the journals in the early rooms is that of Arbosus. PCs who participated in ELTU3-1 or ELTU3-3 may recognize the handwriting as matching the journal they found in that adventure with a Perception check [Moderate DC]. The later rooms contain journals that start with Arbosus' handwriting and continue in a different script, bold and confident. The PCs can explore the temple if they wish, though they find only emptied rooms and more, like these, containing Arbosus' work. The passages continue in tiers going down with more rooms filled with discarded experiments.

Each suite of rooms is separated from the next by great iron doors. **Make sure to note the doors as a feature of these rooms. Player actions relating to the doors become important in Encounter 6.** A Nature or Dungeoneering check [Moderate DC] will reveal that the PCs are now below the river and that these doors might just be designed to block a flood. A Religion check [Moderate DC] reveals runes carved into

the surface of the doors that are meant to keep undead from operating the doors on their own, though they may have aged too much to still serve that purpose.

PCs who wish to examine the journals may do so. They are written in Common. The journals in the early rooms are full of Arbosus' notes, confident at first but descending into fury at their failure. The most recent journals in the deeper chambers are boldly written, but calm. The most recent in the final chamber reads:

Success approaches. Vacacarian was right! Arbosus was such a fool to dismiss such promising results as failure simply because the undead failed to remain animate. The promise of my lord Bhaal's blood is complete. Soon the paladins will learn to fear my masters' wrath.

The room is barely more than a narrow bridge with chasms on either side. The walls of the room are filled with coffins, also glass, and strange tubing that pumps what seems to be the same black gunk from the walls and floor into them. The room is narrow, but long, and the chasms are deep. More unsettling is the fact that the creatures in the coffins can be seen to move.

Passages lead the PCs through several more of these rooms and from them into what can only be described as a pen. Here, locked in cages are merchants, drunks (sadly sober), and beggars. These are the dregs of society. A stone table in the center with raised edges has upon it Vira Tesk, looking far more like a rogue than a cleric and held in position with iron clamps. A tube comes from her mouth, attached to a large vat suspended from the ceiling. She is mostly submerged in a deep pool of the black liquid, with only part of her face and hands visible. Another pedestal with another journal stands next to the table.

Upon sight of the PCs, a man in one of the cages speaks:

"Thank Tymora! Get us out of here."

The speaker is Joriah Weft, a half-elf merchant from the weaver's and furrier's guild. As he calls out to the PCs several of the prisoners wince and clutch their ears and a pained expression passes over Joriah's face. Thereafter he speaks only in whispers. He can tell PCs the following (and doesn't need any persuading to do so, though he does punctuate the information with requests to be "let out of this infernal cage"):

- He was taken prisoner by a strange undead creature a week ago as he was closing down his cart after a long night.

- He was relieved, at first, to find several other missing merchants among the prisoners here.
- All of the prisoners have been experimented on, doing time on the table in the center of the room.
- The woman currently on the table is named Vira Tesk. She has been kept on the table longer than most other prisoners, perhaps because she has made efforts to escape.
- There are more than just undead here. A young fairly brash man with a decidedly wizardly look to him shows up periodically with the undead creatures.
- Whoever the young man is, he is undoubtedly aware that the PCs are in the temple.
- The young man seems gleeful each time one of the prisoners dies, spending hours carving runes into the flesh of the dead ones before hooking them up one last time to that devilish table and letting the wounds soak in that gunk.

The PCs can free the prisoners, which include Edmund and Alaya, the missing children, a with a Thievery check [Easy DC]. Freeing Vira from the machine requires a quick skill challenge.

SKILL CHALLENGE: AGENT DOWN!

Goal: Free and revive Vira Tesk.

Complexity: 1 (4 successes before 3 failures)

Primary Skills: Arcana, Heal, Religion, Thievery

Other Skills: Diplomacy, Perception

Victory: Vira Tesk revives and is able to provide the PCs with important information

Defeat: PCs still prevent Vira from dying, but she remains unconscious and resists magical healing. If the PCs choose to rescue her along with the merchants in Encounter 6, they suffer a -2 penalty on all of the skill checks in that Encounter.

Fast Play Option: If the table is running slow and you are playing in a limited time environment (such as a convention or in-store play where it is not possible for a table to run long), you may wish to abbreviate this skill challenge as a single group Heal check [Easy DC] or a use of magical healing. Even at the Easy DC, this can be difficult as a group check. It's preferable to run the full skill challenge if possible.

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

The PC has seen similar arcane equipment and deduces how it can be disconnected. A success frees Vira from the machine and unlocks the Heal skill.

Diplomacy [Moderate DC] (0 successes, 2 maximum)

The PC reassures the unconscious or recovering Vira that she is being rescued, causing her to fight the effects of the process. The next PC to try a Heal check as part of the process gets a +2 circumstance bonus to the check.

Heal [Moderate DC] (2 successes, 2 maximum)

The PC helps to stabilize Vira. Note that this check can only be attempted once she is free of the machine. At least two successes to help stabilize Vira (Heal and/or Religion) unlocks the Heal check at the Hard DC to completely revive her.

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

The PC is able to revive Vira. This check cannot be attempted until Vira has been stabilized. If at least one of the checks to stabilize Vira was a Religion check, give the PC a +2 circumstance bonus to the roll. Success on this check is important; remind PCs that they may aid another, and do not limit the number of PCs who can provide assistance to this check.

Perception [Moderate DC] (0 success, 1 maximum)

The PC spies a crucial part of the apparatus, either physical or magical, that is holding Vira in place. This provides a +2 circumstance bonus to the next Arcana or Thievery check to free Vira from the table. If Vira has already been freed and this skill has not already been used, the PCs can use a success on this check to provide a +2 circumstance bonus to the next Heal or Religion check to stabilize or revive Vira.

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

The PC recognizes some of the symbols as being involved in ancient rites of Bhaal used to animate undead. Note that this check can only be attempted once she is free of the machine. They may use their religious knowledge to help drain some of the necrotic energy keeping Vira unconscious and help stabilize Vira. At least two successes to help stabilize Vira (Heal and/or Religion) unlocks the Heal check at the Hard DC to completely revive her.

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

The PC unlocks the physical apparatus holding Vira to the table. This unlocks the Religion and Heal checks required to stabilize Vira.

If the PCs succeed, they may briefly question Vira as well. She can reveal the following:

- The sky was so black when she was taken, she was sure she would die.
- She believes that the young wizard is actually a warlock.
- He is working for someone else named Vacacarian (he talks to himself, and she pays attention).
- She's escaped several times and assures the PCs there is no getting out the way they got in. The undead that allow the living deeper into the complex will wake up if someone tries to escape.
- While the PCs have stabilized Vira, she still complains that she feels very sick and is in great pain. In particular, she is very hungry and craves meat.

If the PCs have taken Kesra's Find the Slavers mission from Encounter 1C or Encounter 2 (Scene 3), they recognize that Vira has worked a pass phrase "the sky is black" into her responses. In this case, if they give the corresponding code phrase "Indigo," Vira also reveals that she was working with a fellow agent, a gnome, trying to track down slavers. She had succeeded, finally finding details about the activities of the foul merchant involved (or at least one of them). She knows Nualla will be disappointed that the Zhentarim don't appear to be involved, but at least they have the name of one of the ringleaders of the slaving operation.

Players trying to complete Elzare's mission Forever the Alchemist mission from Encounter 1B or Encounter 2 (Scene 4) find the perfect source of the "blood of Bhaal" in the pool of gunk on the table. The prisoners will beg them not to take any, but they can ignore the pleas, or take a vial of the liquid surreptitiously with a Bluff or Thievery check [Moderate DC]. Note that the liquid on the table is not as concentrated as in the sarcophagi in the previous room and merely touching it does not cause the character to be exposed to the essence of Bhaal disease, though it is pure enough to satisfy Elzare. Note that drinking the liquid, rubbing it on the skin, or a PC otherwise deliberately exposing themselves to the substance more than necessary does count as exposure to essence of Bhaal and requires a saving throw to avoid contracting the illness at the end of the Encounter (note that the full details of the essence of Bhaal disease can be found in Encounter 5).

The journal on the pedestal by the table is written solely in the bold script of someone who identifies himself as Irtogosh. It's also almost entirely written in code that will take time to decipher. PCs may take the book to decipher later if they choose. Taking the journal allows a success in the Weakest Link minor objective,

provided the PCs give the journal to the Order of Torm at the end of the adventure.

ENDING THE ENCOUNTER

PCs who ignore Vira's advice (or are unable to revive her) will find that the undead creatures in the prior rooms have begun to animate. There are too many for the PCs to fight, though they do not seem intent on leaving the rooms that they are in, and the door secures readily from the inside. They have only one way out: to confront Irtogosh. They cannot rest here. If they linger for too long, Irtogosh will begin to taunt them until they come out, reminding them that there are "innocent puppets" in the room with the PCs who could be hurt if he is forced to come in after them.

MILESTONE

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

TREASURE

There is no treasure in this encounter.

ENCOUNTER 5: SERVANT OF TWO MASTERS

ENCOUNTER LEVEL 4/6/8/10/11
(775/1250/1550/2500/3000 XP)

SETUP

This encounter includes the following creatures and traps at Adventure Level 2:

- 1 Irtoqosh, Vestige Pact Warlock (level 4) (W)
- 2 Bloodfire Oozes (level 3) (B)

This encounter includes the following creatures and traps at Adventure Level 4:

- 1 Irtoqosh, Vestige Pact Warlock (level 6) (W)
- 2 Bloodfire Oozes (level 6) (B)

This encounter includes the following creatures and traps at Adventure Level 6:

- 1 Irtoqosh, Vestige Pact Warlock (W)
- 2 Bloodfire Oozes (B)

This encounter includes the following creatures and traps at Adventure Level 8:

- 1 Irtoqosh, Vestige Pact Warlock (level 10) (W)
- 2 Bloodfire Oozes (level 10) (B)

This encounter includes the following creatures and traps at Adventure Level 10:

- 1 Irtoqosh, Vestige Pact Warlock (level 11) (W)
- 2 Bloodfire Oozes (level 11) (B)

Irtoqosh's laboratory is directly beneath the river at the Boareskyr Bridge: the only location where it is readily possible to procure the pure essence of Bhaal. There is no ceiling. 40 feet (8 squares) above the floor of the laboratory is the running river, and settled at the bottom, strangely multiplying as if to restore itself, is the blood of the dead god Bhaal. Irtoqosh is aware of the presence of the PCs already, having been alerted when they entered the complex, but he is unconcerned.

As the adventurers enter the area, read:

The door to this room opens along a curved wall, revealing a room with ceilings soaring 40 feet above - except that the ceiling is running water mixed with even more of that black oily slime. Light reflects oddly around the room which is littered with bookshelves, tables and alchemical apparatus. Two large magic circles are set in

the floor and massive rounded staircase circles the far wall up 30 feet to a balcony.

FEATURES OF THE AREA

Illumination: The entire area is brightly lit by torches in sconces along the walls.

Balcony: A stone banister provides cover to creatures on the balcony from those below.

Bookcases: These are blocking terrain. They may be knocked over onto an opponent adjacent to the bookcase with a DC 15 Athletics check. This does no damage, but knocks anyone in its path prone. Thereafter, that bookcase and all adjacent squares are difficult terrain.

Floors: A thick but slick covering of water mixed with a strange black slime (essence of Bhaal) covers the floors and walls. Characters that charge or run in this area must succeed in a DC 15 Acrobatics check or fall prone in their starting square.

Magic Circles: A creature in these squares using a power with the fire keyword gains a +2 circumstance bonus on the attack roll. A PC trained in Arcana can determine this with an Arcana check [Moderate DC] as a minor action. The circles glow very brightly and are clearly visible even through the slime.

Tables: The tables are covered with alchemical apparatus, boiling away the impurities in the slime to produce the rawest essence of Bhaal. Any attack with an energy type keyword on a table causes the contents to explode in necrotic energy in a burst 1 around the table. This causes all creatures in the affected area to suffer 2d6 necrotic damage (3d6 at AL 8/10). The tables are difficult terrain.

Staircase: Going up the staircase is difficult terrain. Going down is not.

Ceiling: The power holding the river at bay is tenuous at best. The result is that the room tends to "rain" blood at fairly regular intervals. A ritual protects the books and equipment in the room from this effect, but the PCs will be covered in the essence of Bhaal by the end of combat. See Ending the Encounter for details.

TACTICS

As the PCs enter the room, Irtoqosh cackles madly from the balcony and speaks a word. Arcane energy crackles in the arcane mesh holding up the river, and the sludge above drips from the ceiling into two pools centered on the magic circles. The sludge begins to burn as it drips down, forming two Bloodfire oozes. Note: This happens as a free action when the PCs enter the room and before the initiative order on the first round. Allow the PCs a Moderate DC Dungeoneering check (trained only) to

determine that the oozes are a desperate threat, perhaps more of a threat than the warlock. The oozes do not follow the PCs if they flee the room unless Irtogosh orders them to do so.

Irtogosh trusts the oozes to keep the PCs occupied as he rains *withering bolts* upon the PCs from the safety of his cover. He will use his *vestige of Bhaal* power upon an obvious spell caster (or controller) at his first opportunity. Irtogosh is a vocal opponent who boasts that the PCs don't know real power, that his creations in the service of Bhaal will kill the PCs, even if he is defeated.

When Irtogosh is reduced to 0 hit points, he teleports 10 squares into the river - his body and soul were promised to the vestige of Bhaal, and the dead god is not done with his servant yet. When this happens, the arcane mesh holding the river in place begins to deteriorate. It will not hold long, and this should be quickly obvious to the PCs.

Irtogosh will not surrender as he has two masters to whom he would need to answer if he fails his mission.

SCALING THE ENCOUNTER

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

Four PCs: Lower the level of the Bloodfire Oozes by 1: lower all defenses and attack bonuses by 1, and reduce each ooze's hit points by 20.

Six PCs: Increase the level of the Bloodfire Oozes by 1: increase all defenses and attack bonuses by 1, and increase each ooze's hit points by 20.

ENDING THE ENCOUNTER

If Irtogosh is slain and the PCs flee through the secret door, the oozes will not follow. Of course, if they wish to save the NPCs they will have to battle them for two rounds for the prisoners to run through the room and out of the secret door.

When combat ends, have each PC roll a saving throw. If they succeed, there is no ill effect. If they fail, they contract the essence of Bhaal disease (detailed below). If a PC made a reasonable effort to protect themselves from the raining droplets of the dead god's blood, allow that PC a +2 circumstance bonus to their saving throw. Any player who contracts the disease should also receive the story award **ELTU16 Disease: Essence of Bhaal**.

After the PCs have finished the encounter the PCs do not have time for a short rest. Note whether the PCs search the tables or bookshelves, and if so what they are searching for and then move to Encounter 6 immediately. For those that search, an Arcana,

Perception, or Religion check [Hard DC] reveals some critical bits of journal, and two important tomes that will be important later if the PCs fail to stem the spread of undead plague. These critical notes and journals allow a success in the Weakest Link minor objective, provided they are turned over to the Order of Torm, and also reveal that Irtogosh was working for someone else, a Vacacarian who operates out of the Forest of Wyrms (though the location gets no more specific than that).

Below is a summary of the effects of the essence of Bhaal disease. Disease progression only occurs if the PCs take an extended rest, or do something drastic, such as bathe in or drink the liquid. Characters who have previously contracted the disease in ELTU3-1 or ELTU3-3 are more susceptible to the disease and suffer a -2 penalty on their saving throw to avoid contracting the disease.

Essence of Bhaal

Level 2 / 4 / 6 / 8 / 10

Stage 0: The target recovers from the disease.

Stage 1 (Initial Stage): While affected by stage 1, the target loses a healing surge.

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

Stage 3: While affected by stage 3, the target loses all healing surges and also takes a -2 penalty to AC, Fortitude, and Reflex.

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

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

MILESTONE

The PCs complete an objective worth 25/35/50/70/100 experience points for defeating Irtogosh and finding the records of his experiments. This is a separate award from the Weakest Link minor objective (though that can also be satisfied in this encounter).

This encounter does count toward a milestone.

TREASURE

Among the books and alchemical apparatus, the PCs find a *tome of forty steps* and an *orb of fiery condemnation*. Several of the books appear to be ritual books or hold alchemical formulae (these books are the source of Treasure E).

ENCOUNTER 5: SERVANT OF TWO MASTERS (AL 2)

Bloodfire Ooze (level 3)		Level 3 Elite Brute
Large elemental beast (fire, ooze)		XP 300
HP 116; Bloodied 58		Initiative +2
AC 15, Fortitude 17, Reflex 14, Will 13		Perception +6
Speed 6		Blindsight 20
Immune fire, Vulnerable 5 cold		
Saving Throws +2; Action Points 1		
TRAITS		
Bloodfire Aura (fire) • Aura 2		
Any creature that ends its turn in the aura takes 5 fire damage		
Demonic Fire		
Fire damage dealt by the bloodfire ooze ignores 5 points of a target's fire resistance.		
Ooze		
While squeezing, the ooze moves at full speed rather than half speed, it doesn't take a -5 penalty to attack roles, and it doesn't grant combat advantage for squeezing. The ooze cannot be knocked prone.		
STANDARD ACTIONS		
m Slam (fire) • At-Will		
Attack: Melee 2 (one creature); +8 vs. AC		
Hit: 2d8 + 5 fire damage.		
C Fiery Eruption (fire) • Recharge 5 6		
Attack: Close burst 3 (creatures in burst); +6 vs. Reflex		
Hit: 2d6 fire damage, and ongoing 5 fire damage (save ends).		
MINOR ACTIONS		
C Sulfuric Breath (poison) • At-Will (1/round)		
Attack: Close blast 3 (creatures in blast); +6 vs. Fortitude		
Hit: 1d10 + 2 poison damage.		
TRIGGERED ACTIONS		
Boiling Blood (fire) • Encounter		
Trigger: The bloodfire ooze is bloodied.		
Effect (Immediate Reaction): The bloodfire ooze recharges <i>fiery eruption</i> and uses it.		
Str 15 (+3)	Dex 13 (+2)	Wis 11 (+1)
Con 18 (+5)	Int 1 (-4)	Cha 4 (-2)
Alignment Chaotic Evil		Languages -

Irtogosh, Vestige Pact Warlock (level 4)		Level 4 Artillery
Medium natural humanoid		XP 175
HP 43; Bloodied 21		Initiative +2
AC 16, Fortitude 13, Reflex 16, Will 17		Perception +5
Speed 6		
STANDARD ACTIONS		
m Touch of Decay (necrotic) • At-Will		
Attack: Melee 1 (one creature); +5 vs. Reflex		
Hit: 1d10 + 7 necrotic damage.		
r Withering Bolt (necrotic, implement) • At-Will		
Attack: Ranged 10 (one creature); +7 vs. Reflex		
Hit: 2d8 + 3 necrotic damage, and each enemy adjacent to the target takes 3 necrotic damage.		
R Vestige of Bhaal (necrotic, implement) • Recharge 5 6		
Attack: Ranged 10 (one creature); +7 vs. Reflex		
Hit: 1d10 + 8 necrotic damage, and the target takes a -2 penalty to AC and ongoing 5 necrotic damage (save ends both).		
TRIGGERED ACTIONS		
R Orb of Denial • Encounter		
Trigger: An enemy makes a successful saving throw.		
Attack (Immediate Interrupt): Ranged 10 (one creature); +9 vs. Will		
Hit: The target fails the saving throw.		
Curse of Bhaal • Encounter		
Trigger: Irtogosh hits an enemy with an implement attack.		
Effect: The target suffers ongoing 5 necrotic. If the target is already suffering ongoing necrotic damage, the amount increases by 5 (from ongoing 5 to ongoing 10, etc.). Until the end of Irtogosh's next turn, the target suffers a -3 penalty to saving throws against ongoing damage.		
His Death is Mine • Encounter		
Trigger: Irtogosh is reduced to 0 hit points.		
Effect: Irtogosh teleports 10 squares into the river above.		
Skills Arcana +11		
Str 10 (+2)	Dex 11 (+2)	Wis 17 (+5)
Con 13 (+3)	Int 19 (+6)	Cha 10 (+2)
Alignment Chaotic Evil		Languages Common
Equipment orb implement		

Modified Green Arcanian from Monster Manual 3 (changed damage type, renamed several powers, altered one triggered Encounter power – added story based power for Irtogosh to escape when reduced to 0 hit points).

ENCOUNTER 5: SERVANT OF TWO MASTERS (AL 4)

Bloodfire Ooze (level 6)	Level 6 Elite Brute
Large elemental beast (fire, ooze)	XP 500
HP 176; Bloodied 88	Initiative +4
AC 18, Fortitude 20, Reflex 17, Will 16	Perception +8
Speed 6	Blindsight 20
Immune fire, Vulnerable 10 cold	
Saving Throws +2; Action Points 1	
TRAITS	
Bloodfire Aura (fire) • Aura 2	
Any creature that ends its turn in the aura takes 5 fire damage	
Demonic Fire	
Fire damage dealt by the bloodfire ooze ignores 5 points of a target's fire resistance.	
Ooze	
While squeezing, the ooze moves at full speed rather than half speed, it doesn't take a -5 penalty to attack roles, and it doesn't grant combat advantage for squeezing. The ooze cannot be knocked prone.	
STANDARD ACTIONS	
m Slam (fire) • At-Will	
Attack: Melee 2 (one creature); +11 vs. AC	
Hit: 2d10 + 7 fire damage.	
C Fiery Eruption (fire) • Recharge 5 6	
Attack: Close burst 3 (creatures in burst); +9 vs. Reflex	
Hit: 2d8 + 2 fire damage, and ongoing 5 fire damage (save ends).	
MINOR ACTIONS	
C Sulfuric Breath (poison) • At-Will (1/round)	
Attack: Close blast 3 (creatures in blast); +9 vs. Fortitude	
Hit: 2d6 + 4 poison damage.	
TRIGGERED ACTIONS	
Boiling Blood (fire) • Encounter	
Trigger: The bloodfire ooze is bloodied.	
Effect (Immediate Reaction): The bloodfire ooze recharges <i>fiery eruption</i> and uses it.	
Str 15 (+5)	Dex 13 (+4)
Con 18 (+7)	Int 1 (-2)
	Cha 4 (+0)
Alignment Chaotic Evil	Languages -

Irtogosh, Vestige Pact Warlock (level 6)	Level 6 Artillery
Medium natural humanoid	XP 250
HP 55; Bloodied 27	Initiative +3
AC 18, Fortitude 15, Reflex 18, Will 19	Perception +6
Speed 6	
STANDARD ACTIONS	
m Touch of Decay (necrotic) • At-Will	
Attack: Melee 1 (one creature); +7 vs. Reflex	
Hit: 2d6 + 8 necrotic damage.	
r Withering Bolt (necrotic, implement) • At-Will	
Attack: Ranged 10 (one creature); +9 vs. Reflex	
Hit: 2d10 + 2 necrotic damage, and each enemy adjacent to the target takes 3 necrotic damage.	
R Vestige of Bhaal (necrotic, implement) • Recharge 5 6	
Attack: Ranged 10 (one creature); +9 vs. Reflex	
Hit: 2d6 + 9 necrotic damage, and the target takes a -2 penalty to AC and ongoing 5 necrotic damage (save ends both).	
TRIGGERED ACTIONS	
R Orb of Denial • Encounter	
Trigger: An enemy makes a successful saving throw.	
Attack (Immediate Interrupt): Ranged 10 (one creature); +12 vs. Will	
Hit: The target fails the saving throw.	
Curse of Bhaal • Encounter	
Trigger: Irtogosh hits an enemy with an implement attack.	
Effect: The target suffers ongoing 5 necrotic. If the target is already suffering ongoing necrotic damage, the amount increases by 5 (from ongoing 5 to ongoing 10, etc.). Until the end of Irtogosh's next turn, the target suffers a -5 penalty to saving throws against ongoing damage.	
His Death is Mine • Encounter	
Trigger: Irtogosh is reduced to 0 hit points.	
Effect: Irtogosh teleports 10 squares into the river above.	
Skills Arcana +12	
Str 10 (+3)	Dex 11 (+3)
Con 13 (+4)	Int 19 (+7)
	Cha 10 (+3)
Alignment Chaotic Evil	Languages Common
Equipment orb implement	

Modified Green Arcanian from Monster Manual 3 (changed damage type, renamed several powers, altered one triggered Encounter power – added story based power for Irtogosh to escape when reduced to 0 hit points).

ENCOUNTER 5: SERVANT OF TWO MASTERS (AL 6)

Bloodfire Ooze	Level 7 Elite Brute
Large elemental beast (fire, ooze)	XP 600
HP 196; Bloodied 98	Initiative +4
AC 19, Fortitude 21, Reflex 18, Will 17	Perception +8
Speed 6	Blindsight 20
Immune fire, Vulnerable 10 cold	
Saving Throws +2; Action Points 1	
TRAITS	
Bloodfire Aura (fire) • Aura 2	
Any creature that ends its turn in the aura takes 10 fire damage	
Demonic Fire	
Fire damage dealt by the bloodfire ooze ignores 10 points of a target's fire resistance.	
Ooze	
While squeezing, the ooze moves at full speed rather than half speed, it doesn't take a -5 penalty to attack roles, and it doesn't grant combat advantage for squeezing. The ooze cannot be knocked prone.	
STANDARD ACTIONS	
m Slam (fire) • At-Will	
Attack: Melee 2 (one creature); +12 vs. AC	
Hit: 2d10 + 7 fire damage.	
C Fiery Eruption (fire) • Recharge 5 6	
Attack: Close burst 3 (creatures in burst); +10 vs. Reflex	
Hit: 2d8 + 2 fire damage, and ongoing 5 fire damage (save ends).	
MINOR ACTIONS	
C Sulfuric Breath (poison) • At-Will (1/round)	
Attack: Close blast 3 (creatures in blast); +10 vs. Fortitude	
Hit: 2d6 + 4 poison damage.	
TRIGGERED ACTIONS	
Boiling Blood (fire) • Encounter	
Trigger: The bloodfire ooze is bloodied.	
Effect (Immediate Reaction): The bloodfire ooze recharges fiery eruption and uses it.	
Str 15 (+5)	Dex 13 (+4) Wis 11 (+3)
Con 18 (+7)	Int 1 (-2) Cha 4 (+0)
Alignment Chaotic Evil	Languages -

Irtogosh, Vestige Pact Warlock	Level 8 Artillery
Medium natural humanoid	XP 350
HP 67; Bloodied 34	Initiative +4
AC 20, Fortitude 17, Reflex 20, Will 21	Perception +7
Speed 6	
STANDARD ACTIONS	
m Touch of Decay (necrotic) • At-Will	
Attack: Melee 1 (one creature); +9 vs. Reflex	
Hit: 2d6 + 9 necrotic damage.	
r Withering Bolt (necrotic, implement) • At-Will	
Attack: Ranged 10 (one creature); +11 vs. Reflex	
Hit: 2d10 + 3 necrotic damage, and each enemy adjacent to the target takes 3 necrotic damage.	
R Vestige of Bhaal (necrotic, implement) • Recharge 5 6	
Attack: Ranged 10 (one creature); +11 vs. Reflex	
Hit: 2d6 + 10 necrotic damage, and the target takes a -2 penalty to AC and ongoing 5 necrotic damage (save ends both).	
TRIGGERED ACTIONS	
R Orb of Denial • Encounter	
Trigger: An enemy makes a successful saving throw.	
Attack (Immediate Interrupt): Ranged 10 (one creature); +13 vs. Will	
Hit: The target fails the saving throw.	
Curse of Bhaal • Encounter	
Trigger: Irtogosh hits an enemy with an implement attack.	
Effect: The target suffers ongoing 5 necrotic. If the target is already suffering ongoing necrotic damage, the amount increases by 5 (from ongoing 5 to ongoing 10, etc.). Until the end of Irtogosh's next turn, the target suffers a -5 penalty to saving throws against ongoing damage.	
His Death is Mine • Encounter	
Trigger: Irtogosh is reduced to 0 hit points.	
Effect: Irtogosh teleports 10 squares into the river above.	
Skills Arcana +13	
Str 10 (+4)	Dex 11 (+4) Wis 17 (+7)
Con 13 (+5)	Int 19 (+8) Cha 10 (+4)
Alignment Chaotic Evil	Languages Common
Equipment orb implement	
Modified Green Arcanian from Monster Manual 3 (changed damage type, renamed several powers, altered one triggered Encounter power – added story based power for Irtogosh to escape when reduced to 0 hit points).	

ENCOUNTER 5: SERVANT OF TWO MASTERS (AL 8)

Bloodfire Ooze		Level 10 Elite Brute
Large elemental beast (fire, ooze)		XP 1000
HP 256; Bloodied 128		Initiative +5
AC 22, Fortitude 24, Reflex 21, Will 20		Perception +9
Speed 6		Blindsight 20
Immune fire, Vulnerable 10 cold		
Saving Throws +2; Action Points 1		
TRAITS		
Bloodfire Aura (fire) • Aura 2		
Any creature that ends its turn in the aura takes 10 fire damage		
Demonic Fire		
Fire damage dealt by the bloodfire ooze ignores 10 points of a target's fire resistance.		
Ooze		
While squeezing, the ooze moves at full speed rather than half speed, it doesn't take a -5 penalty to attack roles, and it doesn't grant combat advantage for squeezing. The ooze cannot be knocked prone.		
STANDARD ACTIONS		
m Slam (fire) • At-Will		
Attack: Melee 2 (one creature); +15 vs. AC		
Hit: 2d10 + 8 fire damage.		
C Fiery Eruption (fire) • Recharge 5 6		
Attack: Close burst 3 (creatures in burst); +13 vs. Reflex		
Hit: 2d8 + 3 fire damage, and ongoing 5 fire damage (save ends).		
MINOR ACTIONS		
C Sulfuric Breath (poison) • At-Will (1/round)		
Attack: Close blast 3 (creatures in blast); +13 vs. Fortitude		
Hit: 2d6 + 5 poison damage.		
TRIGGERED ACTIONS		
Boiling Blood (fire) • Encounter		
Trigger: The bloodfire ooze is bloodied.		
Effect (Immediate Reaction): The bloodfire ooze recharges <i>fiery eruption</i> and uses it.		
Str 15 (+6)	Dex 13 (+5)	Wis 11 (+4)
Con 18 (+8)	Int 1 (-1)	Cha 4 (+1)
Alignment Chaotic Evil Languages -		

Irtogosh, Vestige Pact Warlock (level 10)		Level 10 Artillery
Medium natural humanoid		XP 500
HP 79; Bloodied 39		Initiative +5
AC 22, Fortitude 19, Reflex 22, Will 23		Perception +8
Speed 6		
STANDARD ACTIONS		
m Touch of Decay (necrotic) • At-Will		
Attack: Melee 1 (one creature); +11 vs. Reflex		
Hit: 2d6 + 10 necrotic damage.		
r Withering Bolt (necrotic, implement) • At-Will		
Attack: Ranged 10 (one creature); +13 vs. Reflex		
Hit: 2d10 + 4 necrotic damage, and each enemy adjacent to the target takes 3 necrotic damage.		
R Vestige of Bhaal (necrotic, implement) • Recharge 5 6		
Attack: Ranged 10 (one creature); +13 vs. Reflex		
Hit: 2d6 + 11 necrotic damage, and the target takes a -2 penalty to AC and ongoing 5 necrotic damage (save ends both).		
TRIGGERED ACTIONS		
R Orb of Denial • Encounter		
Trigger: An enemy makes a successful saving throw.		
Attack (Immediate Interrupt): Ranged 10 (one creature); +15 vs. Will		
Hit: The target fails the saving throw.		
Curse of Bhaal • Encounter		
Trigger: Irtogosh hits an enemy with an implement attack.		
Effect: The target suffers ongoing 5 necrotic. If the target is already suffering ongoing necrotic damage, the amount increases by 5 (from ongoing 5 to ongoing 10, etc.). Until the end of Irtogosh's next turn, the target suffers a -5 penalty to saving throws against ongoing damage.		
His Death is Mine • Encounter		
Trigger: Irtogosh is reduced to 0 hit points.		
Effect: Irtogosh teleports 10 squares into the river above.		
Skills Arcana +14		
Str 10 (+5)	Dex 11 (+5)	Wis 17 (+8)
Con 13 (+6)	Int 19 (+9)	Cha 10 (+5)
Alignment Chaotic Evil Languages Common		
Equipment orb implement		

Modified Green Arcanian from Monster Manual 3 (changed damage type, renamed several powers, altered one triggered Encounter power – added story based power for Irtogosh to escape when reduced to 0 hit points).

ENCOUNTER 5: SERVANT OF TWO MASTERS (AL 10)

Bloodfire Ooze		Level 11 Elite Brute
Large elemental beast (fire, ooze)		XP 1200
HP 276; Bloodied 138		Initiative +6
AC 23, Fortitude 25, Reflex 22, Will 21		Perception +10
Speed 6		Blindsight 20
Immune fire, Vulnerable 10 cold		
Saving Throws +2; Action Points 1		
TRAITS		
Bloodfire Aura (fire) • Aura 2		
Any creature that ends its turn in the aura takes 10 fire damage		
Demonic Fire		
Fire damage dealt by the bloodfire ooze ignores 10 points of a target's fire resistance.		
Ooze		
While squeezing, the ooze moves at full speed rather than half speed, it doesn't take a -5 penalty to attack roles, and it doesn't grant combat advantage for squeezing. The ooze cannot be knocked prone.		
STANDARD ACTIONS		
m Slam (fire) • At-Will		
Attack: Melee 2 (one creature); +16 vs. AC		
Hit: 2d10 + 9 fire damage.		
C Fiery Eruption (fire) • Recharge 5 6		
Attack: Close burst 3 (creatures in burst); +14 vs. Reflex		
Hit: 2d8 + 4 fire damage, and ongoing 10 fire damage (save ends).		
MINOR ACTIONS		
C Sulfuric Breath (poison) • At-Will (1/round)		
Attack: Close blast 3 (creatures in blast); +14 vs. Fortitude		
Hit: 2d6 + 6 poison damage.		
TRIGGERED ACTIONS		
Boiling Blood (fire) • Encounter		
Trigger: The bloodfire ooze is bloodied.		
Effect (Immediate Reaction): The bloodfire ooze recharges <i>fiery eruption</i> and uses it.		
Str 15 (+7)	Dex 13 (+6)	Wis 11 (+5)
Con 18 (+9)	Int 1 (+0)	Cha 4 (+2)
Alignment Chaotic Evil Languages -		

Irtogosh, Vestige Pact Warlock (level 11)		Level 11 Artillery
Medium natural humanoid		XP 600
HP 85; Bloodied 42		Initiative +5
AC 23, Fortitude 20, Reflex 23, Will 24		Perception +8
Speed 6		
STANDARD ACTIONS		
m Touch of Decay (necrotic) • At-Will		
Attack: Melee 1 (one creature); +12 vs. Reflex		
Hit: 2d6 + 10 necrotic damage.		
r Withering Bolt (necrotic, implement) • At-Will		
Attack: Ranged 10 (one creature); +14 vs. Reflex		
Hit: 2d10 + 4 necrotic damage, and each enemy adjacent to the target takes 3 necrotic damage.		
R Vestige of Bhaal (necrotic, implement) • Recharge 5 6		
Attack: Ranged 10 (one creature); +14 vs. Reflex		
Hit: 2d6 + 11 necrotic damage, and the target takes a -2 penalty to AC and ongoing 10 necrotic damage (save ends both).		
TRIGGERED ACTIONS		
R Orb of Denial • Encounter		
Trigger: An enemy makes a successful saving throw.		
Attack (Immediate Interrupt): Ranged 10 (one creature); +16 vs. Will		
Hit: The target fails the saving throw.		
Curse of Bhaal • Encounter		
Trigger: Irtogosh hits an enemy with an implement attack.		
Effect: The target suffers ongoing 5 necrotic. If the target is already suffering ongoing necrotic damage, the amount increases by 5 (from ongoing 10 to ongoing 15, etc.). Until the end of Irtogosh's next turn, the target suffers a -5 penalty to saving throws against ongoing damage.		
His Death is Mine • Encounter		
Trigger: Irtogosh is reduced to 0 hit points.		
Effect: Irtogosh teleports 10 squares into the river above.		
Skills Arcana +14		
Str 10 (+5)	Dex 11 (+5)	Wis 17 (+8)
Con 13 (+6)	Int 19 (+9)	Cha 10 (+5)
Alignment Chaotic Evil Languages Common		
Equipment orb implement		

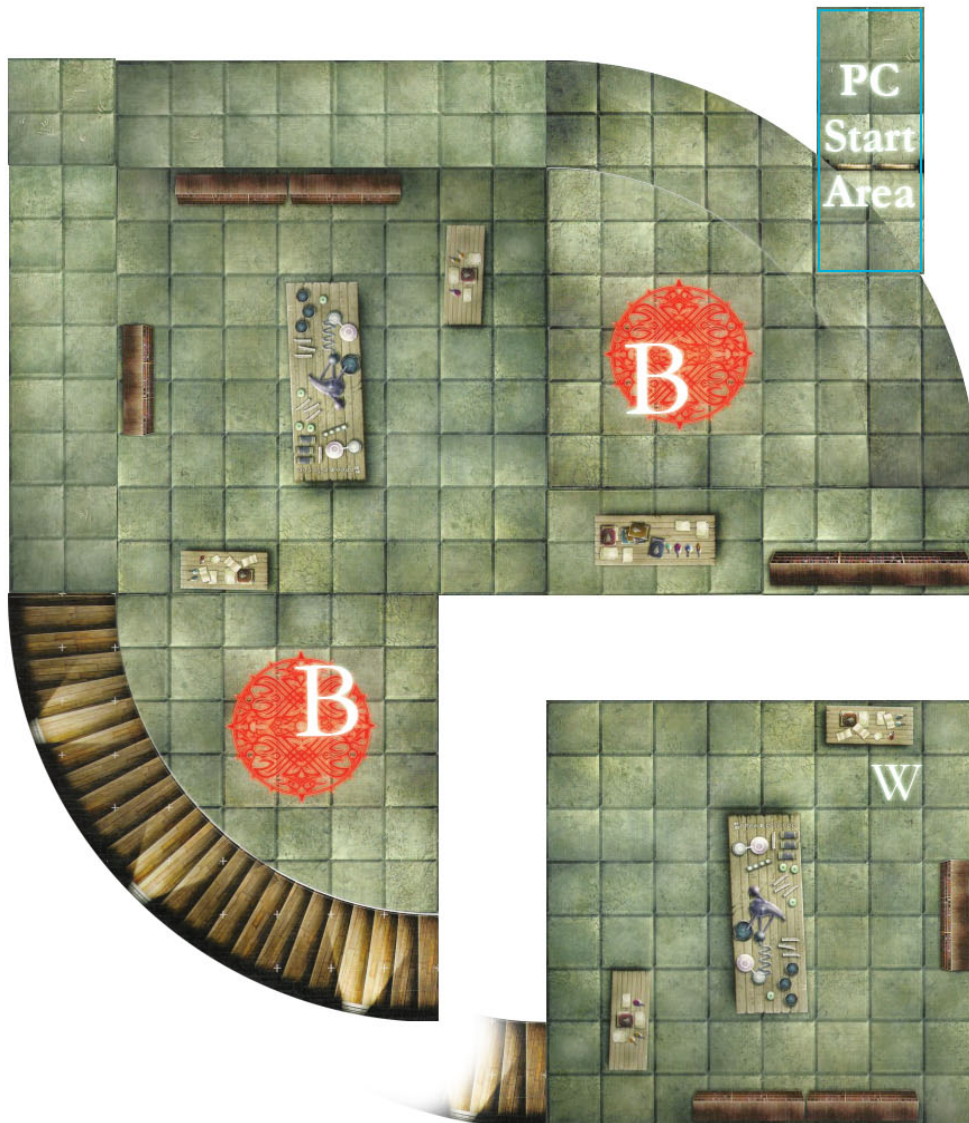
Modified Green Arcanian from Monster Manual 3 (changed damage type, renamed several powers, altered one triggered Encounter power – added story based power for Irtogosh to escape when reduced to 0 hit points).

ENCOUNTER 5: SERVANT OF TWO MASTERS (MAP)

Note: The offset area is a balcony, raised 30 feet (6 squares) over the rest of the room.

TILE SETS NEEDED

Arcane Towers x2



CHALLENGE ENCOUNTER 6: FLOOD OF BLOOD

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

SETUP

Important NPCs: **Vira Tesk** female human cleric, agent of the Dusk Talons, **Jorlah Weft**, half-elf merchant, representative of the Lion's Den, several additional malnourished and frightened merchants and captured street urchins.

When Irtoqosh teleported into the essence of Bhaal in the river above (whether he did so as he was dying, or while still alive and kicking) he caused the wards that hold the river in place to fail. Additionally, without the presence of Irtoqosh to hold them back, the undead in the earlier chambers begin to move into the nearby area where the prisoners are held, breaking down the doors if necessary to get to them.

You feel droplets of the strange oily slime that you now recognize as the essence of Bhaal. The droplets quickly become steady streams. Looking up you can see the crackling magic energy - the magic wards holding the river in place are failing. Jorlah Weft, the wool merchant, rushes in from the room where the prisoners were held. "The undead are waking up, help us!"

There are too many undead for the PCs to fight, especially while corralling the prisoners. Caution the PCs against this action. If the PCs try to fight anyway, after a clear warning, then each PC loses a healing surge (or takes damage equal to their level if they have no surges left) before they are able to escape back into the laboratory. Similarly, the waters above are too poisonous to escape through, even if a PC has a means to get through the arcane ward and into the river. They will need to escape out the door on the balcony and hope there are fewer undead in that direction. The PCs have some difficult choices if they're going to make it out alive. The merchants and the Vira, the Dusk Talon agent, have clearly been exposed to the essence of Bhaal and are infected. The notes they've discovered (if they chose to take them) may suggest a cure, but there is no time to decode the notes to find out. If they rescue the captives, the deathless affliction may spread, but some of the infected may be cured. **Be sure to clearly explain**

the moral dilemma to the PCs before proceeding with the skill challenge.

The PCs need to escape and quickly. A bookcase on the balcony normally conceals a great iron door, fortunately left partially open and thus easy to find (no roll is required), and this is their only clear route of escape. But they do have choices. They can choose to leave the merchants behind, sealing the great iron door on the balcony to hold them in, or simply abandoning them to try to escape on their own. Or they can try to bring the merchants with them, which will clearly affect their own chances of escape.

They also can attempt to seal the temple as they escape (it was built under a river, and the cultists of Bhaal designed it knowing a flood was a real possibility: critical areas have multiple heavy doors to allow the area to be sealed). Mention the doors in this scene, but only as part of the description of the scene. Only bring up the possibility of sealing the temple with the doors if a PC uses Dungeoneering during the skill challenge. Keep note of whether the PCs rescued the merchants and/or Vira and of whether they took advantage of the many doors available to seal the way behind them.

SKILL CHALLENGE: RUN FOR YOUR LIVES!

Goal: To escape the lost temple of Bhaal before the flood overwhelms the PCs

Complexity: 1 (4 successes before 3 failures)

Primary Skills: Acrobatics, Arcana, Athletics, Diplomacy, Dungeoneering, Endurance, Intimidate

Other Skills: Perception, Religion

Victory: The PCs escape the temple unscathed, with the prisoners if they decided to rescue them.

Defeat: The PCs contract essence of Bhaal (detailed in Encounter 5) and in addition, takes damage equal to their healing surge value.

Fast-Play Option: If the table is running slow and you are playing in a time-limited environment (such as a convention or in-store play where it is not possible for a table to run long), you may wish to abbreviate this skill challenge as a single group check, Acrobatics or Athletics [Easy DC]. **If you do so, then this encounter does not count toward a milestone.** Be sure to note the PCs' success or failure and apply the consequences as if it had been run as a full skill challenge. Don't penalize the PCs if you use this option because the adventure is running long (especially given that they may already be giving up an action point); make sure you mention the doors as you describe the scene, but don't specifically draw attention to them, and allow the

PCs to seal the temple if they ask to do so, even if they fail the group skill check.

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

The PC leaps up and swings from the alchemical tubing, leaps stone tables, or otherwise avoids the oncoming flood. A failure on this check plunges the PC into the tainted water. The PC must make an additional saving throw against the essence of Bhaal disease at the end of the encounter.

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

The PC uses their own magic to bolster the failing wards holding the river in place. It doesn't help much, but perhaps enough to buy a few minutes to escape.

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

The PC simply runs, trying to escape the flow of the river. If the PCs choose to help the merchants escape, this can also represent carrying one of the prisoners. If the PCs are trying to seal the temple, this is the skill to use to try to seal the doors. A failure on this skill indicates the PC is not strong enough or fast enough and spends too much time in the flood waters. The PC must make an additional save against the essence of Bhaal disease at the end of the encounter.

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

This skill can only be used if the PCs are attempting to also rescue the merchants. The PC attempts to help shepherd the merchants in the correct direction, using encouraging words and the promise of hope to motivate them to hurry. On a failure, the merchants panic, and the PC loses a healing surge from being battered by the distraught merchants.

Dungeoneering [Moderate DC] (1 successes, 2 maximum)

The PC uses their knowledge of underground passages to navigate the passages of the lost temple to the surface or to help seal the temple as they escape.

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

The PC holds their breath as they are overcome by the flooding or otherwise endures the onslaught of toxic water. A failure on this check requires the PC to make an additional saving throw against the essence of Bhaal disease at the end of the encounter.

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

This skill can only be used if the PCs are attempting to rescue the merchants. The PC uses fear and frightening stories of what it is like to drown to get the

merchants to move faster. On a failure, the merchants panic, and the PC loses a healing surge from being battered by the distraught merchants.

Perception [Moderate DC] (0 successes, 2 maximum)

The PC notices a crucial clue - reduced dampness on the walls, a current of air, etc. That helps point the way out. This does not count as a success, but provides a +2 circumstance bonus to the next Athletics, Acrobatics, or Endurance check by a PC in this challenge.

Religion [Hard DC] (0 successes, 1 maximum)

The PC uses their knowledge of temple layouts to help discern where in the temple the PCs are, and what the quickest way out will be. This does not count as a success, but provides a +2 circumstance bonus to the next Athletics, Acrobatics, or Endurance check by a PC in this challenge.

ENDING THE ENCOUNTER

The PCs emerge from the temple into a passage. After the PCs have finished the encounter they have just enough time for a short rest (no more than that) in the tunnel. This may affect the ability of PCs to enhance their between encounter recovery with magical healing. After one short rest, the noise of combat can be heard nearby. The paladins' keep happens to have been built over an older ruin, the passageway leading into the lost temple visible only to evil creatures from this side. It disappears to the PCs as they exit the temple.

Success: The PCs made it out and (if they were bringing the merchants and Vira with them) manage to rescue all the merchants who were still alive. Note: The choice to rescue the merchants does not leave them completely unscathed. If the party rescued the merchants, they spent too much time in the tainted waters of the river as it flooded the compound and are exposed to essence of Bhaal (detailed in Encounter 5). Have each PC roll a saving throw to see if they contract the illness.

Failure: The PCs made it out, but they have been exposed too much to the tainted water. The PCs contract essence of Bhaal (detailed in Encounter 5) and in addition, take damage equal to their healing surge value.

MILESTONE

The PCs do not gain any additional experience from this encounter, but it does count towards a milestone unless you used the fast-play option.

TREASURE

There is no treasure in this encounter.

ENCOUNTER 7: MURDEROUS RAMPAGE OF BHAAL

ENCOUNTER LEVEL 3/5/7/9/11
(750/1000/1500/2000/3000 XP)

SETUP

This encounter includes the following creatures and traps at Adventure Level 2:

1 Ravaging Spawn of Bhaal (level 3) (R)

This encounter includes the following creatures and traps at Adventure Level 4:

1 Ravaging Spawn of Bhaal (level 5) (R)

This encounter includes the following creatures and traps at Adventure Level 6:

1 Ravaging Spawn of Bhaal (level 7) (R)

This encounter includes the following creatures and traps at Adventure Level 8:

1 Ravaging Spawn of Bhaal (level 9) (R)

This encounter includes the following creatures and traps at Adventure Level 10:

1 Ravaging Spawn of Bhaal (level 11) (R)

It should not take the characters long to figure out that the passage has led them inside the lower level of the miniature keep of Torm that serves as the Elturgard paladins' base of operations at the Boareskyr Bridge. Knowing this they can find their way out. It should not take them long to reach the courtyard. As they approach, the sound of combat gets louder and cries of pain begin to match the war cries to Torm. Remember that the PCs have had time for only one short rest prior to this encounter.

As the adventurers reach the courtyard area, read:

The few paladins of Torm still standing are positioned in a solemn row before the entrance to the keep, their weapons at the ready. The courtyard looks like it was hit by a natural disaster. Paladins and merchants lay injured in the yard, some of them dying from strangely inflamed wounds, as if wild animal had torn them apart and the wounds taken sour over days or weeks. But these wounds could not have been suffered more than a few moments ago. The paladins have clearly borne the brunt of the attack, in some cases they have literally thrown themselves over injured merchants and allowed

themselves to be shredded by the beast in order to keep the merchants from harm. Captain Cadwy, one of the paladin officers, is tending the wounded citizens. The sound of combat can be heard outside the gate.

The paladins are startled to see the PCs, but are happy to see them all the same.

"Torm, oh blessed one, thanks to thee for your sight!" mutters Cadwy. "You there," he shouts to you, "You are needed! That thing... it busted loose, I cannot fathom how," he glances around, "or perhaps I can. Our power is useless against it. But you... you may be able to fight it. You must hurry, it is headed toward the Bridge, and the merchants and families who make their homes at the Bridge are in danger! We have failed them, but you might still succeed."

Outside the gate a lone paladin, her helm torn off by the force of the creature's attacks, is holding the monster at bay, but only barely. The foul thing gets away from her, but she leaps upon it as it stumbles away from the keep, trying desperately to keep hold of its feet. As the PCs watch, the creature rips open her armor and tears a gash into her neck. It tastes her flowing blood and stares at the PCs and Cadwy before howling an exultation of pure joy and stumbling once more toward the Bridge. The paladin falls limp to the ground. Thunder booms overhead and it begins to pour.

If the players started with Encounter 1A, they do not need an explanation of just what escaped. If not, Cadwy reluctantly tells them of the creature, even if they hold the disfavor of the Order of Torm. He explains that the paladins tried to fight it off and protect the merchants who had taken shelter in the keep, but the creature was too powerful, and the paladins' forces depleted. He begs the PCs to intervene on behalf of the peaceful merchants at the Bridge in the name of honor and goodness before the creature kills more innocents. He does not want his comrade's sacrifice to delay the undead monster to be in vain.

If the PCs ask for Cadwy or other paladins to accompany them, Cadwy points out that none of the other paladins are conscious or healthy enough to fight. He is tending their wounds with his lay on hands and they will follow as soon as they are able (and certain that they have stabilized all who can be saved).

The creature, a ravaging spawn of Bhaal, is indeed headed toward the Bridge, vaguely remembering a life there once, and anxious to punish the living who remain there. Once the characters decide to continue on, read:

The creature is on foot and has a brief head start, but it also seems disoriented, stumbling wildly from tree to path. It has nearly reached the first tents when you catch up to it. It pauses and sniffs the air before turning toward you, a mask of feral rage on a mutilated corpse whose skin is carved with oozing runes. It flicks its unnaturally long tongue in the air. There can be no doubt, this creature is the result of the mad arcanist's experiments.

The PCs cannot approach the creature with surprise. The area is too open, and the PCs too recently escaped from the flood, causing them to reek from escaping the flood of contaminated water in Encounter 6.

FEATURES OF THE AREA

This area has a few important features.

Illumination: It is night, overcast and raining, with only dim illumination despite the full moon.

Dead Tree: The three squares filled by the dead tree count as difficult terrain.

Trees: Any square that contains mostly foliage in it counts as covering terrain.

Gazebo: The gazebo is open, but has a low wall. Creatures inside the gazebo have cover from ranged attacks from outside the gazebo.

Pool: This stagnant, shallow pool contains contaminated water from the river. Creatures that end their turn in the water of this pool must make a saving throw to avoid contracting the essence of Bhaal disease (detailed in Encounter 5). These squares count as difficult terrain.

River: The river is five feet deep even right against the shore and the depth increases quickly away from the shore. Characters moving through these squares must swim (DC 10 Athletics check).

TACTICS

The ravaging spawn of Bhaal leaps at the nearest PC, unless it can reach a PC who has contracted the essence of Bhaal disease (it can sense which PCs are infected). It tries to make its first attack from a position where it can use *poisoned breath* to catch as many PCs as possible by using an action point on the first round after its initial attack.

The ravaging spawn of Bhaal seems feral in its actions and manner, but it is not an animal - it is an intelligent creature and fights brutally and strategically. It will use *poisoned breath* when it is recharged to move opponents and help it to escape flanking, as well as to escape melee strikers that are causing it damage.

The creature will usually spend its minor action to use its *eyes of the drowned* power to daze an opponent, and then attack adjacent opponents with *murder's rampage*. Then it will either shift to avoid flanking or to maneuver into a better position for *poisoned breath*, or (if it has recharged) use *taste of madness* on a second foe. It saves its second action point to use when *poisoned breath* recharges for the first time, to allow it the maximum possible number of attacks.

The ravaging spawn is aware of its resistance to radiance and will try to tempt PCs into triggering its *radiant rebuke* power, especially once it's bloodied. Though a feral-looking creature, it can speak in a hideous whisper.

While intelligent, the ravaging spawn of Bhaal exists solely for the purpose to brutalize and murder, and that is the only action that brings the undead creature joy. It views the PCs as a minor inconvenience keeping it from killing every merchant and creature in the tent city.

Fast-Play Option: If the table is running slow and you are playing in a time-limited environment (such as a convention or in-store play where it is not possible for a table to run long), the spawn has been significantly damaged by the paladins. Remove hit points equal to a healing surge from the spawn.

SCALING THE ENCOUNTER

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

Four PCs: Lower the level of the ravaging spawn by 1: lower all defenses and attack bonuses by 1, and change its hit points as follows.

Adventure Level 2: 140 HP; 70 Bloodied.

Adventure Level 4: 208 HP; 104 Bloodied.

Adventure Level 6: 276 HP; 138 Bloodied.

Adventure Level 8: 344 HP; 172 Bloodied.

Adventure Level 10: 412 HP; 206 Bloodied.

Six PCs: Increase the level of the ravaging spawn by 1: increase all defenses and attack bonuses by 1, and change its hit points as follows.

Adventure Level 2: 208 HP; 104 Bloodied.

Adventure Level 4: 276 HP; 138 Bloodied.

Adventure Level 6: 344 HP; 172 Bloodied.

Adventure Level 8: 412 HP; 206 Bloodied.

Adventure Level 10: 480 HP; 240 Bloodied.

ENDING THE ENCOUNTER

Captain Cadwy has a band of paladins follow the PCs shortly after the PCs leave the keep, while the remaining paladins do what they can for those injured in the attack on the keep, as well as look after Vira and the merchants (if the PCs chose to rescue them from the

temple). These paladins escort the PCs back to the keep after they have defeated the ravaging spawn. A few of the paladins remain behind to claim the body of the creature (though they only reveal this to PCs that are members of the Order of Torm meta-org). The end of the battle is also witnessed by several of the merchants, drawn by the sound of combat. Elzare, whose tent is near the edges of the tent city (due to the foul stench the creation of his concoctions entails), also witnesses the end of the battle. If the PCs fail, the last one to fall sees Elzare casting down a bottle that shatters with a flash and a thunderous boom, giving time for the gathered merchants to flee.

Should the PCs all fall to the Ravaging Spawn of Bhaal, the remaining paladins see to it that their bodies are brought to healers. By the time anyone could return, the spawn has fled into the countryside and is beyond the scope of this adventure.

MILESTONE

For defeating the transformed Ravaging Spawn of Bhaal, the PCs complete a major objective worth 125 / 175 / 250 / 350 / 500 XP. This encounter counts toward a milestone.

TREASURE

There is no treasure in this encounter.

ENCOUNTER 7: MURDEROUS RAMPAGE OF BHAAL (AL 2)

Ravaging Spawn of Bhaal	Level 3 Solo Soldier
Medium natural humanoid (undead)	XP 750
HP 172; Bloodied 86	Initiative +6
AC 19, Fortitude 16, Reflex 15, Will 15	Perception +1
Speed 6	Darkvision
Resist 5 radiant	
Saving Throws +5; Action Points 2	
TRAITS	
Blood of the Dead God	
At the start of its turn, the ravaging spawn of Bhaal makes a saving throw against each daze, stun, or dominate effect that is currently affecting it. If it succeeds, the condition ends.	
STANDARD ACTIONS	
m Slam (poison) • At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 1d8 + 6 poison damage.	
M Murder's Rampage • At-Will	
Attack: Melee 1 (one or two creatures); +8 vs. AC. If the ravaging spawn of Bhaal targets only one creature, it can make this attack twice against that creature.	
Hit: 1d6 + 5 damage and ongoing 5 poison. If the target is already taking ongoing poison damage, or is suffering from the essence of Bhaal disease, then it is also weakened (save ends).	
C Poisoned Breath (poison) • Recharge 5 6	
Attack: Close blast 3 (creatures in blast); +8 vs. Reflex	
Hit: 1d6 + 5 poison damage, and the target is pushed 3 squares.	
Miss: Half damage	
MINOR ACTIONS	
R Eyes of the Drowned (gaze, psychic) • At-Will (1/round)	
Attack: Ranged 10 (one creature); +8 vs. Will, this attack does not trigger opportunity attacks.	
Hit: 1d8 + 6 psychic damage and the target is dazed (save ends).	
M Taste of Madness (poison, disease) • Recharge 4 5 6	
Attack: Melee 2 (one creature); +8 vs. Fortitude	
Hit: 1d8 poison damage and the target takes ongoing 5 poison damage (save ends). The target is exposed to the essence of Bhaal disease.	
TRIGGERED ACTIONS	
M Radiant Rebuke • At-Will	
Trigger: An enemy hits the ravaging spawn of Bhaal with an attack containing the radiant keyword.	
Attack (Immediate Reaction): Melee 2 (enemy in range); +8 vs. Fortitude	
Hit: 1d8 + 6 damage	
Effect: The ravaging spawn of Bhaal spends a healing surge to regain 43 hit points (note, at heroic it has only 1 healing surge).	
Bloodied Frenzy • Encounter	
Trigger: The ravaging spawn of Bhaal is first bloodied.	
Effect (No Action): All daze, dominate and stun effects on the ravaging spawn of Bhaal end. <i>Taste of Madness</i> recharges, and the ravaging spawn of Bhaal uses it.	
Skills Athletics +10	
Str 17 (+4)	Dex 11 (+1) Wis 11 (+1)
Con 11 (+1)	Int 11 (+1) Cha 11 (+1)
Alignment Chaotic Evil Languages Common	

ENCOUNTER 7: MURDEROUS RAMPAGE OF BHAAL (AL 4)

Ravaging Spawn of Bhaal	Level 5 Solo Soldier
Medium natural humanoid (undead)	XP 1000
HP 240; Bloodied 120	Initiative +8
AC 21, Fortitude 18, Reflex 17, Will 17	Perception +3
Speed 6	Darkvision
Resist 5 radiant	
Saving Throws +5; Action Points 2	
TRAITS	
Blood of the Dead God	
At the start of its turn, the ravaging spawn of Bhaal makes a saving throw against each daze, stun, or dominate effect that is currently affecting it. If it succeeds, the condition ends.	
STANDARD ACTIONS	
m Slam (poison) • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 2d6 + 6 poison damage.	
M Murder's Rampage • At-Will	
Attack: Melee 1 (one or two creatures); +10 vs. AC. If the ravaging spawn of Bhaal targets only one creature, it can make this attack twice against that creature.	
Hit: 1d8 + 6 damage and ongoing 5 poison. If the target is already taking ongoing poison damage, or is suffering from the essence of Bhaal disease, then it is also weakened (save ends).	
C Poisoned Breath (poison) • Recharge 5 6	
Attack: Close blast 3 (creatures in blast); +10 vs. Reflex	
Hit: 1d8 + 6 poison damage, and the target is pushed 3 squares.	
Miss: Half damage	
MINOR ACTIONS	
R Eyes of the Drowned (gaze, psychic) • At-Will (1/round)	
Attack: Ranged 10 (one creature); +10 vs. Will, this attack does not trigger opportunity attacks.	
Hit: 2d6 + 6 psychic damage and the target is dazed (save ends).	
M Taste of Madness (poison, disease) • Recharge 4 5 6	
Attack: Melee 2 (one creature); +10 vs. Fortitude	
Hit: 2d6 poison damage and the target takes ongoing 5 poison damage (save ends). The target is exposed to the essence of Bhaal disease.	
TRIGGERED ACTIONS	
M Radiant Rebuke • At-Will	
Trigger: An enemy hits the ravaging spawn of Bhaal with an attack containing the radiant keyword.	
Attack (Immediate Reaction): Melee 2 (enemy in range); +10 vs. Fortitude	
Hit: 2d6 + 6 damage	
Effect: The ravaging spawn of Bhaal spends a healing surge to regain 60 hit points (note, at heroic it has only 1 healing surge).	
Bloodied Frenzy • Encounter	
Trigger: The ravaging spawn of Bhaal is first bloodied.	
Effect (No Action): All daze, dominate and stun effects on the ravaging spawn of Bhaal end. <i>Taste of Madness</i> recharges, and the ravaging spawn of Bhaal uses it.	
Skills Athletics +11	
Str 18 (+6)	Dex 12 (+3)
Con 12 (+3)	Int 12 (+3)
	Cha 12 (+3)
Alignment Chaotic Evil	Languages Common

ENCOUNTER 7: MURDEROUS RAMPAGE OF BHAAL (AL 6)

Ravaging Spawn of Bhaal	Level 7 Solo Soldier
Medium natural humanoid (undead)	XP 1500
HP 308; Bloodied 154	Initiative +9
AC 23, Fortitude 20, Reflex 19, Will 19	Perception +4
Speed 6	Darkvision
Resist 10 radiant	
Saving Throws +5; Action Points 2	
TRAITS	
Blood of the Dead God	
At the start of its turn, the ravaging spawn of Bhaal makes a saving throw against each daze, stun, or dominate effect that is currently affecting it. If it succeeds, the condition ends.	
STANDARD ACTIONS	
m Slam (poison) • At-Will	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 2d8 + 6 poison damage.	
M Murder's Rampage • At-Will	
Attack: Melee 1 (one or two creatures); +12 vs. AC. If the ravaging spawn of Bhaal targets only one creature, it can make this attack twice against that creature.	
Hit: 2d6 + 4 damage and ongoing 5 poison. If the target is already taking ongoing poison damage, or is suffering from the essence of Bhaal disease, then it is also weakened (save ends).	
C Poisoned Breath (poison) • Recharge 5 6	
Attack: Close blast 3 (creatures in blast); +12 vs. Reflex	
Hit: 2d6 + 4 poison damage, and the target is pushed 3 squares.	
Miss: Half damage	
MINOR ACTIONS	
R Eyes of the Drowned (gaze, psychic) • At-Will (1/round)	
Attack: Ranged 10 (one creature); +12 vs. Will, this attack does not trigger opportunity attacks.	
Hit: 2d8 + 6 psychic damage and the target is dazed (save ends).	
M Taste of Madness (poison, disease) • Recharge 4 5 6	
Attack: Melee 2 (one creature); +12 vs. Fortitude	
Hit: 2d8 poison damage and the target takes ongoing 5 poison damage (save ends). The target is exposed to the essence of Bhaal disease.	
TRIGGERED ACTIONS	
M Radiant Rebuke • At-Will	
Trigger: An enemy hits the ravaging spawn of Bhaal with an attack containing the radiant keyword.	
Attack (Immediate Reaction): Melee 2 (enemy in range); +12 vs. Fortitude	
Hit: 2d8 + 6 damage	
Effect: The ravaging spawn of Bhaal spends a healing surge to regain 77 hit points (note, at heroic it has only 1 healing surge).	
Bloodied Frenzy • Encounter	
Trigger: The ravaging spawn of Bhaal is first bloodied.	
Effect (No Action): All daze, dominate and stun effects on the ravaging spawn of Bhaal end. Taste of Madness recharges, and the ravaging spawn of Bhaal uses it.	
Skills Athletics +12	
Str 19 (+7)	Dex 13 (+4)
Con 13 (+4)	Int 13 (+4)
Cha 13 (+4)	Wis 13 (+4)
Alignment Chaotic Evil	Languages Common

ENCOUNTER 7: MURDEROUS RAMPAGE OF BHAAL (AL 8)

Ravaging Spawn of Bhaal	Level 9 Solo Soldier
Medium natural humanoid (undead)	XP 2000
HP 376; Bloodied 188	Initiative +11
AC 25, Fortitude 22, Reflex 21, Will 21	Perception +6
Speed 6	Darkvision
Resist 10 radiant	
Saving Throws +5; Action Points 2	
TRAITS	
Blood of the Dead God	
At the start of its turn, the ravaging spawn of Bhaal makes a saving throw against each daze, stun, or dominate effect that is currently affecting it. If it succeeds, the condition ends.	
STANDARD ACTIONS	
m Slam (poison) • At-Will	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 2d8 + 8 poison damage.	
M Murder's Rampage • At-Will	
Attack: Melee 1 (one or two creatures); +14 vs. AC. If the ravaging spawn of Bhaal targets only one creature, it can make this attack twice against that creature.	
Hit: 2d6 + 6 damage and ongoing 5 poison. If the target is already taking ongoing poison damage, or is suffering from the essence of Bhaal disease, then it is also weakened (save ends).	
C Poisoned Breath (poison) • Recharge 5 6	
Attack: Close blast 3 (creatures in blast); +14 vs. Reflex	
Hit: 2d6 + 6 poison damage, and the target is pushed 3 squares.	
Miss: Half damage	
MINOR ACTIONS	
R Eyes of the Drowned (gaze, psychic) • At-Will (1/round)	
Attack: Ranged 10 (one creature); +14 vs. Will, this attack does not trigger opportunity attacks.	
Hit: 2d8 + 8 psychic damage and the target is dazed (save ends).	
M Taste of Madness (poison, disease) • Recharge 4 5 6	
Attack: Melee 2 (one creature); +14 vs. Fortitude	
Hit: 2d8 poison damage and the target takes ongoing 5 poison damage (save ends). The target is exposed to the essence of Bhaal disease.	
TRIGGERED ACTIONS	
M Radiant Rebuke • At-Will	
Trigger: An enemy hits the ravaging spawn of Bhaal with an attack containing the radiant keyword.	
Attack (Immediate Reaction): Melee 2 (enemy in range); +14 vs. Fortitude	
Hit: 2d8 + 8 damage	
Effect: The ravaging spawn of Bhaal spends a healing surge to regain 94 hit points (note, at heroic it has only 1 healing surge).	
Bloodied Frenzy • Encounter	
Trigger: The ravaging spawn of Bhaal is first bloodied.	
Effect (No Action): All daze, dominate and stun effects on the ravaging spawn of Bhaal end. <i>Taste of Madness</i> recharges, and the ravaging spawn of Bhaal uses it.	
Skills Athletics +13	
Str 20 (+9)	Dex 14 (+6)
Con 14 (+6)	Int 14 (+6)
	Cha 14 (+6)
Alignment Chaotic Evil	Languages Common

ENCOUNTER 7: MURDEROUS RAMPAGE OF BHAAL (AL 10)

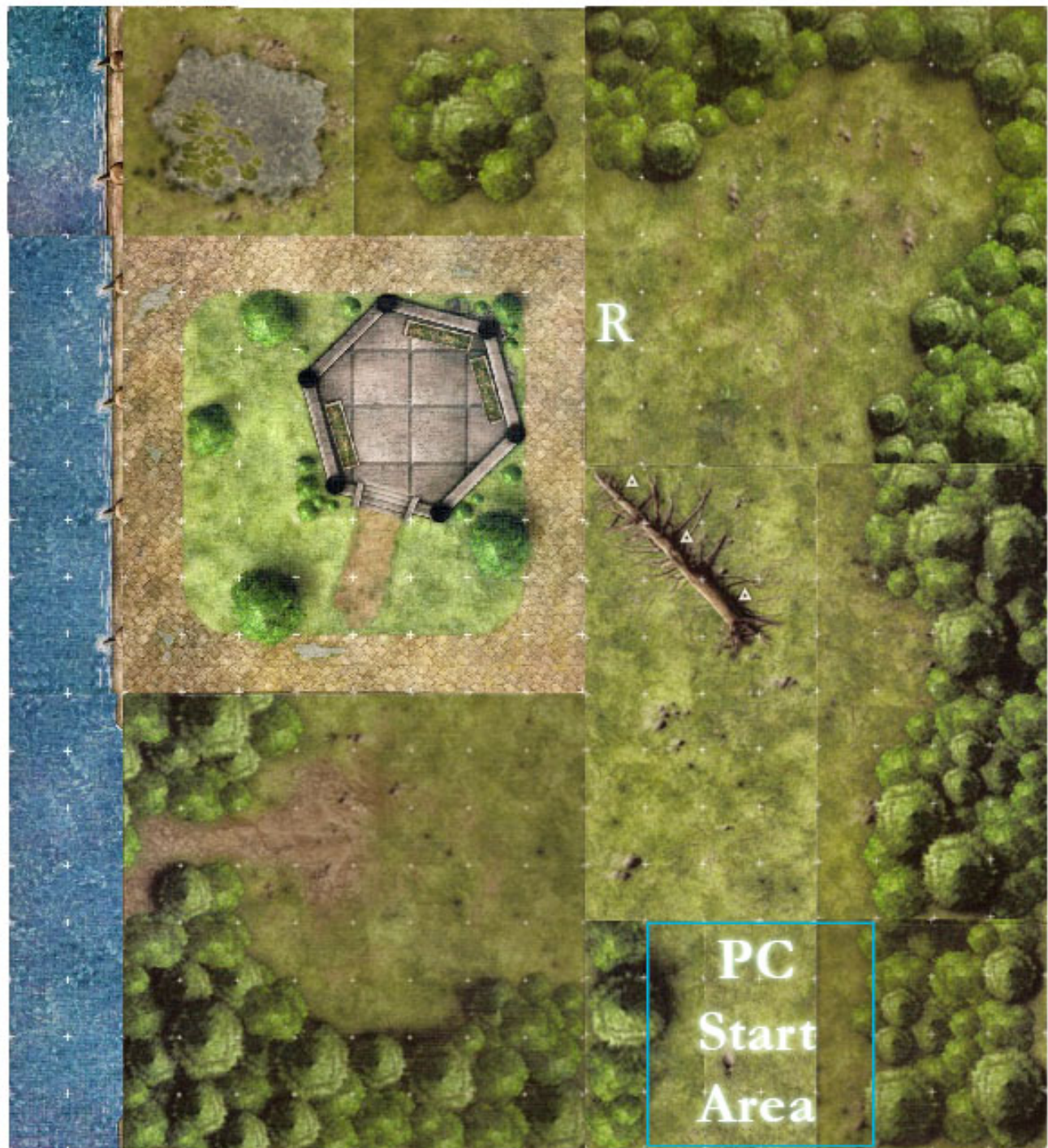
Ravaging Spawn of Bhaal	Level 11 Solo Soldier
Medium natural humanoid (undead)	XP 3000
HP 444; Bloodied 222	Initiative +12
AC 27, Fortitude 24, Reflex 23, Will 23	Perception +7
Speed 6	Darkvision
Resist 15 radiant	
Saving Throws +5; Action Points 2	
TRAITS	
Blood of the Dead God	
At the start of its turn, the ravaging spawn of Bhaal makes a saving throw against each daze, stun, or dominate effect that is currently affecting it. If it succeeds, the condition ends.	
STANDARD ACTIONS	
m Slam (poison) • At-Will	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 3d6 + 9 poison damage.	
M Murder's Rampage • At-Will	
Attack: Melee 1 (one or two creatures); +14 vs. AC. If the ravaging spawn of Bhaal targets only one creature, it can make this attack twice against that creature.	
Hit: 2d6 + 7 damage and ongoing 10 poison. If the target is already taking ongoing poison damage, or is suffering from the essence of Bhaal disease, then it is also weakened (save ends).	
C Poisoned Breath (poison) • Recharge 5 6	
Attack: Close blast 3 (creatures in blast); +14 vs. Reflex	
Hit: 2d6 + 7 poison damage, and the target is pushed 3 squares.	
Miss: Half damage	
MINOR ACTIONS	
R Eyes of the Drowned (gaze, psychic) • At-Will (1/round)	
Attack: Ranged 10 (one creature); +14 vs. Will, this attack does not trigger opportunity attacks.	
Hit: 3d6 + 9 psychic damage and the target is dazed (save ends).	
M Taste of Madness (poison, disease) • Recharge 4 5 6	
Attack: Melee 2 (one creature); +14 vs. Fortitude	
Hit: 3d6 poison damage and the target takes ongoing 10 poison damage (save ends). The target is exposed to the essence of Bhaal disease.	
TRIGGERED ACTIONS	
M Radiant Rebuke • At-Will	
Trigger: An enemy hits the ravaging spawn of Bhaal with an attack containing the radiant keyword.	
Attack (Immediate Reaction): Melee 2 (enemy in range); +14 vs. Fortitude	
Hit: 3d6 + 9 damage	
Effect: The ravaging spawn of Bhaal spends a healing surge to regain 111 hit points (note, at paragon it has 2 healing surges).	
Bloodied Frenzy • Encounter	
Trigger: The ravaging spawn of Bhaal is first bloodied.	
Effect (No Action): All daze, dominate and stun effects on the ravaging spawn of Bhaal end. <i>Taste of Madness</i> recharges, and the ravaging spawn of Bhaal uses it.	
Skills Athletics +14	
Str 21 (+10)	Dex 15 (+7)
Con 15 (+7)	Int 15 (+7)
	Cha 15 (+7)
Alignment Chaotic Evil	Languages Common

ENCOUNTER 7: MURDEROUS RAMPAGE OF BHAAL (MAP)

TILE SETS NEEDED

ET2 Essentials - The City x1

DU5 Sinister Woods x1



ENCOUNTER 8: MARTYRS OF TORM

SETUP

Important NPCs: Everyn Cadwy, male paladin of Torm, representative of the Order of Torm, **Vira Tesk** female human cleric, agent of the Dusk Talons, **Joriah Weft**, male half-elf merchant, representative of the Lion's Den, **Kesra Aldara**, female gnome pick-pocket, agent of the Dusk Talons, **Elzare Mensk** male human merchant, **Shoe**, male human street urchin.

The PCs are escorted back to the keep, where Everyn and merchants (if they were rescued) await them. Shortly after they arrive in the courtyard, a contingent of merchants from the Bridge arrive, led by Elzare Mensk. Among this contingent, though they attempt to blend in, are Kesra Aldara and the street urchin Shoe.

"Please, my friends. Tell me this creature was alone," says a weary and injured Everyn, finding a barrel to sit. "I need to know that Elturgard is safe."

The merchants stir to hear such a sentiment expressed openly. At this point Elzare will note if the merchants are safe. If the PCs started with encounter 1C, he interrupts the paladin, with no apologies, but with the practiced skill of the veteran salesman that he is.

"Excellent! Truly a marvelous display of heroism. You have accomplished what the Order of Torm would not even try. You have rescued our guildsmen."

If the PCs started with Encounter 1B, Kesra catches their eye, notes whether Vira is present, and makes sure they notice (and no one else does) that she signals them to meet with her after they are done.

Everyn continues (with a glare at the merchant if he was interrupted):

"Were they alone? I must know."

Let the PCs start to answer, but don't let them finish. As they are relating the events, the injured paladin who held off the ravaging spawn doubles over in pain. If any of the merchants, street urchins, or other captives were rescued, some of them also double over. If Vira escaped with the PCs, her features begin to melt, and the runes carved on her body begin to ooze through her clothes. Characters who participated in ELTU3-3 and witnessed the transformation of Arbosus' servants will recognize

that the afflicted are in the process of becoming undead creatures.

Looking around, the PCs see first one, and then a second and third afflicted paladin. Cadwy also notices and gestures his men to get the merchants back from the transforming creatures.

"So it comes to this, then," says Everyn. His voice is solemn, quiet. The afflicted paladins look at him and, managing some final measure of control, nod. The captain steps forward, his face calm and his duty clear. He draws his sword and raises it, clearly prepared to kill the afflicted."

Everyn and the paladins are not willing to risk another undead creature like the one that escaped. He is ready to kill the afflicted paladins, honorably, as is his duty - a death in battle, of a sort, and an honorable end. Each PC should be allowed a voice in how they wish to proceed. They are the heroes of the hour, and they get to decide the outcome. Whatever the decision, it is the individual voice of the PC that affects their outcome and standing with the various meta-orgs. Make sure each PC is making a conscious decision to voice their view.

The merchants witnessed the end of the combat, and some of them saw the creature - they are scared, and the potential act of the paladins killing each other to stop the spread of another disease terrifies them. They are also justifiably concerned that Cadwy will continue by killing the afflicted merchants as well. The PCs can do any of the following:

- Support Cadwy and assist him in killing the transforming undead.
- Stop Cadwy from killing the paladins. He will not continue if he is stopped at this point.
- Allow Cadwy to kill the paladins, but stop him when he continues to the merchants.
- Allow Cadwy to kill both the paladins and the merchants, but stop him when he tries to kill Vira (as she is badly injured, he goes to kill her last).
- Stay silent and allow Cadwy to kill all the people transforming into undead.

The paladin who held off the ravaging spawn has been too badly injured to survive the transformation. She dies, even if the PCs intervene. Vira, likewise, dies during the transformation if the PCs save her from being killed by Cadwy.

If the PCs failed the skill challenge to escape the temple, then some of the merchants also complete the transformation. **If the PCs had previously stopped the paladins, at that point they act anyway** and kill the transformed merchants and street urchins as well as

the other two transforming paladins, but only those who actually become undead. Unlike the ravaging spawn of Bhaal, these merchants have not had days of being in a cell assaulted with radiance to recover their power, and surrounded by paladins ready to act, they fall easily.

Vira is dead. Kesra tries to recover her body for the Dusk Talons. The PCs can choose to help her or not. If some of the merchants transformed and were then killed by the paladins, the merchants likewise request the PCs help them get access to the bodies so they can be buried with dignity. Shoe does not ask; he simply tries to recover the body of a friend who transformed. Cadwy notices and intervenes unless the PCs speak on Shoe's behalf. Cadwy will accede to these requests from the PCs, though he would prefer to burn all the bodies.

ENDING THE ENCOUNTER

The events of this encounter in particular and the adventure as a whole help determine two things: First, what is the PCs current standing with the meta-orgs; second, does the radiant resistant undead menace to Elturgard continue.

Allow the PCs to intervene as they see appropriate in Cadwy's effort to contain the spread of the undead menace. Take note of whether the PCs took the journals from the laboratory and to whom they decide to give the journals (or if they keep them). Also, allow the PCs to meet with Kesra and or Elzare to resolve any outstanding minor objectives or missions from Encounter 1B or 1C. Kesra will forgive the PCs for Vira's death and offers them the full reward if they started with Encounter 1C. If PCs started with Encounter 1B, Elzare offers the full reward as long as the PCs rescued the merchants and street urchins in Encounter 6.

If the PCs started with Encounter 1A, Cadwy provides the full promised reward as long as the PCs killed the ravaging spawn of Bhaal. He is disappointed if the PCs prevented him from ending the threat, but understands their actions; he knows it is often harder to do what's right than what is kind.

MILESTONE

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

TREASURE

The female paladin who died fending off the beast had a *figurine of wondrous power* - opal carp. If the PCs defeated the monster, the Order feels it only right that this item should pass to the PCs.

If the PCs receive the promised award from Encounter 1A, 1B, or 1C, including the gp award, then they might also earn access to the following Treasures:

- a *symbol of the holy nimbus* (this was Vira's and is only offered by Kesra if the PCs earned the favor of the Dusk Talons);
- 10 pieces of Common or Uncommon magical ammunition of the character's level or less (the dwarven merchant Dorin Ironsoul will offer this reward only if the PCs earned the favor of the Order of Torm);
- 10 doses of a Common or Uncommon magical potion or elixir of the character's level or less (offered by Elzare only if the PCs earned the favor of the Lion's Den).

CONCLUDING THE ADVENTURE

If the PCs destroyed the ravaging spawn in Encounter 7, read the following:

"The favor of Torm was with us today. By your actions the evil experiments that brought forth these undead creatures have been destroyed, and the true mind, perhaps, behind this abomination against the light has been revealed. By the grace and power of Torm, that foe too shall be defeated."

If the PCs destroyed the spawn in Encounter 7 and started the adventure with Encounter 1B with Elzare Mensk as their primary contact, read the following:

"Tymora grants us fortune this day. Undead are never good for business. But somehow I think you know that. It bodes ill that some vile darkness still remains that would try such tactics. It's good to know that we can rely on the adventurers of the Lion's Den - for I fear the paladins are not up to the task."

If the PCs destroyed the spawn in Encounter 7 and started the adventure with Encounter 1C with Kesra Aldara as their primary contact, read the following:

"Vira is dead," says Kesra quietly, "and I know in my heart that it is my fault, my failure." She scratches absently at her injured neck, hidden in the darkness of her cowl. "But you have stopped a great danger in this undead creature, and we know now more than we did. It irks me that such a danger could grow so near and yet we did not discover it. We will listen and seek, and try to learn more of this enemy. And when we know enough, perhaps you will be lucky enough to face this menace yourselves."

Meta-org favor/disfavor information: Story Award ELTU14 represents the favor or disfavor of the Elturgardan meta-organizations as a result of the events of this adventure. Determine whether the party earns the favor, disfavor, or neither for each organization (regardless of any individual PC's actual membership or affiliation in any given meta-org). For each organization, consult the following lists of items that grant favor (+1 per item on the list) or disfavor (-1 per item on the list).

Favor: If the party has more favorable than unfavorable items (net positive score with that faction) then each PC gains the Favor of that organization as part of ELTU14.

Disfavor: If the party has more unfavorable items than favorable items (net negative score with that faction) then each PC gains the Disfavor of that organization as part of ELTU14.

Neutral: If the party is evenly balanced between favorable and unfavorable items (net score of 0 with that faction) then the PCs gain neither the Favor nor the Disfavor of that organization and you should cross that organization off on the ELTU14 Story Award certificate.

Favor of the Order of Torm:

- PCs destroyed the ravaging spawn (completes quest from Encounter 1A).
- PCs kept the journals from the laboratory and handed them over to the paladins (completes minor objective the Weakest Link).
- PCs allowed Cadwy to end the menace.

Disfavor of the Order of Torm:

- PCs revealed the nature of the threat (a radiant resistant undead) to the merchants.
- PCs stopped Cadwy from honorably ending the lives of the paladins.
- PCs stopped Cadwy from burning the bodies.

Favor of the Dusk Talons:

- PCs rescued Vira Tesk. (completes quest from Encounter 1C).
- PCs restored Vira to consciousness and obtained the slaver information in Encounter 4 (completes Find the Slavers minor objective).
- PCs either stopped Cadwy from killing Vira or helped Kesra recover Vira's body.

Disfavor of the Dusk Talons:

- PCs reveal the presence of the Dusk Talons to either the merchants or the paladins.
- PCs did not rescue Vira in Encounter 6.
- PCs kept the journals from the laboratory and handed them over to the paladins.

Favor of the Lion's Den:

- PCs rescued the merchants and street urchins in Encounter 6 (completes quest from Encounter 1B).
- PCs collected a sample of "blood of Bhaal" in Encounter 4 and gave it to Elzare (completes minor objective Forever the Alchemist).
- PCs kept the journals from the laboratory and handed them over to the Lion's Den.

Disfavor of the Lion's Den:

- PCs kept silent about the possibility of an undead threat.
- PCs did not rescue the merchants and street urchins in Encounter 6.
- PCs allowed Cadwy to kill the transforming merchants before it was clear that they were becoming undead or allowed Cadwy to burn the bodies of the merchants.

One for the Order: Regardless of whether the PCs receive the favor or disfavor with the Order of Torm, and regardless of their meta-organization memberships (if any), as long as the PCs defeated the Ravaging Spawn of Bhaal they receive **ELTU15 One for the Order**.

REWARDS SUMMARY

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

EXPERIENCE POINTS AND BASE GOLD

All PCs earn at least the Minimum XP for playing the adventure. In addition, the Major and Minor Objectives are worth the listed XP awards if successfully completed (as determined by the DM, following the guidelines specified in the adventure). The PCs may be given partial awards if the DM determines that they completed part, but not all, of a given objective. No character can earn more than the listed maximum XP.

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

Characters that have played both ELTU3-1 and ELTU3-3 before playing this adventure receive a Story Arc Bonus. It does not matter which Story Awards the character received in the previous adventures or this adventure. The bonus is earned for completing the story arc. The bonus includes both XP and gold, and is in addition to the other listed rewards for this adventure.

ADVENTURE LEVEL 2

Minimum Possible XP: 225 XP per PC

Enc 2: Locate the Secret Entrance: +25 XP

Enc 5: Finding the records: +25 XP

Enc (variable): Complete any meta-org minor objective: +25 XP

Enc 7: Defeat the Murderous Rampage of Bhaal: +125 XP

Maximum Possible XP: 425 XP per PC

Base Gold per PC: 75 gp

Story Arc Bonus for PCs that previously participated in both ELTU3-1 and ELTU3-3: **+125 XP, +25 gp**

ADVENTURE LEVEL 4

Minimum Possible XP: 320 XP per PC

Enc 2: Locate the Secret Entrance: +35 XP

Enc 5: Finding the records: +35 XP

Enc (variable): Complete any meta-org minor objective: +35 XP

Enc 7: Defeat the Murderous Rampage of Bhaal: +175 XP

Maximum Possible XP: 600 XP per PC

Base Gold per PC: 125 gp

Story Arc Bonus for PCs that previously participated in both ELTU3-1 and ELTU3-3: **+175 XP, +50 gp**

ADVENTURE LEVEL 6

Minimum Possible XP: 450 XP per PC

Enc 2: Locate the Secret Entrance: +50 XP

Enc 5: Finding the records: +50 XP

Enc (variable): Complete any meta-org minor objective: +50 XP

Enc 7: Defeat the Murderous Rampage of Bhaal: +250 XP

Maximum Possible XP: 850 XP per PC

Base Gold per PC: 225 gp

Story Arc Bonus for PCs that previously participated in both ELTU3-1 and ELTU3-3: **+250 XP, +75 gp**

ADVENTURE LEVEL 8

Minimum Possible XP: 640 XP per PC

Enc 2: Locate the Secret Entrance: +70 XP

Enc 5: Finding the records: +70 XP

Enc (variable): Complete any meta-org minor objective: +70 XP

Enc 7: Defeat the Murderous Rampage of Bhaal: +350 XP

Maximum Possible XP: 1200 XP per PC

Base Gold per PC: 450 gp

Story Arc Bonus for PCs that previously participated in both ELTU3-1 and ELTU3-3: **+350 XP, +125 gp**

ADVENTURE LEVEL 10

Minimum Possible XP: 900 XP per PC

Enc 2: Locate the Secret Entrance: +100 XP

Enc 5: Finding the records: +100 XP

Enc (variable): Complete any meta-org minor objective: +100 XP

Enc 7: Defeat the Murderous Rampage of Bhaal: +500 XP

Maximum Possible XP: 1700 XP per PC

Base Gold per PC: 675 gp

Story Arc Bonus for PCs that previously participated in both ELTU3-1 and ELTU3-3: +500 XP, +200 gp

TREASURE

All potential NPC payments or rewards, any treasure that the PCs could have looted during the adventure, and other monetary awards are included in the “Base Gold per PC.” At the conclusion of the adventure, each character receives the listed amount of gold, less any amounts that they did not find or earn, and may additionally select one Treasure from the following list.

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

If a character buys or sells gear during the adventure (or pays for services, such as NPC ritual casting) add or subtract the amount from the base gold.

If a player selects a Treasure that gives their character more gold, add that amount to that character's base gold award. It is possible and permissible for a character to spend more gold than he or she earns during an adventure, but characters may not spend gold that they do not have. For details on selling items, see the *Living Forgotten Realms Campaign Guide*.

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

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

EACH PC SELECTS ONE OF THE FOLLOWING:

Note: Treasures A, B, C, and F come at different item levels based on the Adventure Level played (not the PC's level). Format: AL 2 / 4 / 6 / 8 / 10

Treasure A: **shadow master ki focus +1/+1/+2/+2/+2* (level 3/3/8/8/8; *Heroes of Shadow*)
Found in Encounter 3

Treasure B: **tome of forty steps +1/+1/+2/+2/+2* (level 3/3/8/8/8; *Arcane Power*)
Found in Encounter 5

Treasure C: **orb of fiery condemnation +1/+1/+2/+2/+2* (level 2/2/7/7/7; *Dragon Magazine 365*)
Found in Encounter 5

Treasure D: **figurine of wondrous power - opal carp* (level 6; *Dragon Magazine 381*)
Found in Encounter 8

Treasure E: Ritual books or alchemical formulae from any player resource with a total market price of up to 100 / 150 / 300 / 600 / 900 gp. Choosing this treasure does not count as a found magic item.
Found in Encounter 5

Treasure F: Up to ten (10) Common or Uncommon consumable potions or elixirs from player resources. The chosen items' levels must be less than or equal to the character's level. The 10 items chosen may all be of the same type of potion/elixir, or they may be of different types. Choosing this Treasure does not count as a found magic item. A PC must earn ELTU14: Favor - The Lion's Den to take this Treasure.
Found in Encounter 8

Treasure G: *symbol of the holy nimbus +1/+1/+2/+2/+2* (level 4/4/9/9/9; *Adventurer's Vault*). A PC must earn ELTU14: Favor - The Dusk Talons to take this Treasure.
Found in Encounter 8

Treasure H: Up to ten (10) pieces of Common or Uncommon magical ammunition of the character's level or less from a player resource. The 10 pieces of ammunition may all be of the same type, or they may be of different types. Choosing this Treasure does not count as a found magic item. A PC must earn ELTU14: Favor - The Order of Torm to take this Treasure.

Found in Encounter 8

Generic Treasures (available at all ALs):

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

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

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

AL 2: *potion of healing* plus 0 gp

AL 4: *potion of healing* plus 25 gp

AL 6: *potion of healing* plus 100 gp

AL 8: *potion of healing* plus 250 gp

AL 10: *potion of healing* plus 400 gp

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

AL 2: 50 gp

AL 4: 75 gp

AL 6: 150 gp

AL 8: 300 gp

AL10: 450 gp

STORY AWARDS

Award these if the PC completes the condition for the award in the adventure. The mechanics for awarding ELTU14 and ELTU15 are described in the Concluding the Adventure section on page 56.

ELTU14 Elturgardan Favors

By your words and actions, you have left your mark upon the region of Elturgard. The local organizations remember their friends... and their enemies. For each organization listed below, circle "Favor" or "Disfavor" if you earned that status during the adventure. Cross off any faction with whom you remained on neutral terms.

Favor / Disfavor - Order of Torm

Favor / Disfavor - Lion's Den

Favor / Disfavor - Dusk Talons

ELTU15 One for the Order

You have accomplished a great deed for Elturgard. You and the Order of Torm might or might not be on good terms, and you may sometimes disagree on matters of politics, but they will remember and honor your deed, even if others leave you behind.

One time only, when you die during an adventure, the Order of Torm will mount an expedition to recover your body, bring it back to Elturel, and perform the Raise Dead ritual at no cost to you (including the component cost). This favor is not usable in any circumstance where your body absolutely cannot be recovered even through the combined efforts of an entire order of paladins (as determined by the DM).

This Story Award does not count as a favorable notice of the Order of Torm meta-organization. However, instead of using the Raise Dead benefit listed above, you may void this award to negate one other Story Award that grants you an unfavorable notice with the Order of Torm.

This Story Award is void (and you should cross it off) when you use either benefit.

ELTU16 Diseased: Essence of Bhaal

You have been exposed to the vile Blood of Bhaal. While the immediate symptoms have been remedied, there may be lasting effects that have yet to appear.

NEW RULES

Opal Carp

Level 6

This opal lozenge is carved with scales, and can transform into a giant fish.

Price: 1,800 gp

Wondrous Item

Power (Daily * Conjuration): Standard Action. Use this figurine to conjure a carp with opalescent scales (see Opal Carp for statistics). There must be a body of water adjacent to you in which the carp can appear; otherwise the figurine can't be activated. As a free action, you can spend a healing surge when activating this item to give the creature temporary hit points equal to your healing surge value.

While riding the carp, you breathe water as if it were air and can speak normally while underwater. The carp can carry one Medium or Small character weighing no more than 300 pounds. If more than 300 pounds are placed on it, the creature disappears and cannot be conjured again until after an extended rest.

See *Adventurer's Vault*, page 180, for additional rules and information regarding figurines of wondrous power.

Opal Carp

Medium natural animate (aquatic, mount)

Initiative as conjurer Senses Perception +6

HP 11; Bloodied 5

AC 20; Fortitude 17, Reflex 19, Will 18

Speed swim 8

m Slam (standard, at-will)

+11 vs AC; 1d10+4 damage.

Opal Glamor (while mounted by a friendly rider of 6th level or higher) ♦Mount

The carp and its rider have concealment against all ranged and area attacks. When an attack misses the carp or its rider, the carp can shift 1 square as a free action.

Small Rider

A Small creature can ride the carp, even though the carp isn't Large.

Alignment Unaligned Languages -

Str 10 (+3) Dex 19 (+7) Wis 16 (+6)

Con 14 (+5) Int 2 (-1) Cha 10 (+3)

Reference: *Dragon Magazine* 381, page 84.

Orb of Fiery Condemnation

Level 2+

Enemies you face have a habit of exploding into fire.

Lvl 2 +1 520 gp Lvl 7 +2 2,600 gp

Implement: Orb

Enhancement: Attack rolls and damage rolls

Critical: +1d6 fire damage per plus

Property: Your summoned creatures gain a +1 item bonus to speed.

Power (Daily * Fire): Free Action. Use this power when you deal fire damage to an enemy. That enemy takes ongoing 5 fire damage (save ends).

Level 12: 10 ongoing fire damage.

Reference: *Dragon Magazine* 365, page 57.

Shadow Master Ki Focus

Level 3+

This small silver tablet is no larger than the handheld mirrors carried by many nobles, though tarnished and dull as if it has been neglected for many years. Secrets of shadow magic are carved into its surface in hundreds of lines of tiny text.

Lvl 3 +1 680 gp Lvl 8 +2 3,400 gp

Implement: Ki focus

Enhancement: Attack rolls and damage rolls

Critical: +3d8 necrotic damage

Property: When you use this ki focus to make an implement attack or a weapon attack against an enemy from which you are hidden, that enemy takes extra necrotic damage from the attack equal to 4 + the ki focus's enhancement bonus. An enemy can take this extra damage only once per round.

Reference: *Heroes of Shadow*

Symbol of the Holy Nimbus

Level 4+

This symbol combines the images of sun and moon. When you speak a word of healing, you and your allies are bathed in restoring light.

Lvl 4 +1 840 gp Lvl 9 +2 4,200 gp

Implement (Holy Symbol)

Enhancement: +1 attack rolls and damage rolls

Critical: +1d6 damage per plus, and you or an ally within 5 squares of you can spend a healing surge.

Property: When you use the healing word power during a combat encounter, you and each ally within 5 squares of you also gain temporary hit points equal to your Charisma modifier + the symbol's enhancement bonus.

Reference: *Adventurer's Vault* 2

Tome of Forty Steps

Level 3+

Included within this curious tome are a number of arcane formulas for manipulating speed and time.

Lvl 3 +1 680 gp Lvl 8 +2 3,400 gp

Implement: Tome

Enhancement: Attack rolls and damage rolls

Critical: +1d6 per plus

Property: Your summoned creatures gain a +1 item bonus to speed.

Power (Daily): Free Action. Trigger: You use a wizard summoning power. Effect: Each round while the summoned creature exists, you gain an additional move action that you can use only to command the creature.

Reference: *Arcane Power*, page 152.

APPENDIX: NPCs

EVERYN CADWY

Male human (Lawful Good)

Appears in: SPEC2-1, ELTU3-1

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

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

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

The following information can be gained with a Streetwise check:

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

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

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

ELZARE MENSK

Male human merchant and Lion's Den member (Unaligned)

Elzare Mensk is a handsome well-dressed merchant with deep set dark eyes. He favors tight fashionable clothes, polished boots and hats, and gestures with a cane that he twirls about in a practiced manner and does not need to use to walk. His moustache is carefully trimmed, waxed, and his goatee oiled to a point and he speaks with a practiced, piercing voice that cuts through the din of the streets. His cheeks are always a little too rosy.

ELTU3-5 It's in the Blood

Personality: Loud, impulsive, canny.

History: Elzare's flamboyant manner conceals a bit of tortured soul. He was an adventurer once, briefly. An apprentice mage, he ran off with a party of like-minded young men and women, and watched them torn to pieces and roasted in front of him. He escaped through the graces of "real" adventurers, which is to say adventurers who were lucky enough to survive their first encounter. He returned to his studies back lacked the drive and will needed to practice magic after his experience, and instead he turned to alchemy. To his chagrin, he has found that the fake tonics and formulae outsell the real potions and mixtures by such a huge margin. His experience as a failed adventurer, and his subsequent rescue, drove him to speak out for the formation of a group of adventurers who answered to the merchant's guild. He has never forgiven the authorities for not rescuing him, and he is prone to drinking himself to sleep in an effort to avoid the nightmares that haunt him.

The following information can be gained with a Streetwise check:

Streetwise DC 15: Elzare is a swindler and a crook, but manages never-the-less to maintain a position of respect in the Lion's Den merchant's guild.

Streetwise DC 20: Elzare was an adventurer once, and his position of respect is in part due to the fact that adventurers still come to him looking for the odd alchemical mixture. His tonics may be foul, but pay him enough and he'll give you one that works.

KESRA ALDARA

Female gnome pick-pocket and Dusk Talon agent (Unaligned)

Kesra is short, even by gnome standards, with hair in all the colors of fire. She is quiet and secretive, and prone to lurking in shadows, and is most easily recognized by the voluminous cowls and cloaks she wears, and the rasping whisper of her voice.

Personality: Quiet, watchful, patient.

History: Kesra spent ten years as a slave to a tribe of gnolls in the Reaching Woods. Imagine her surprise when she finally escaped, stumbled into Elturgard, and found herself arrested for heresy by agents of the High Observer. She was rescued by the Dusk Talons, by an agent named Vira Tesk. Since her rescue, Kesra has worked tirelessly as part of a team with Vira. She is

known for her endless patience, and her devotion to her partner. The two agents came to the Boareskyr Bridge, the very edge of the paladins' authority, to investigate allegations of slave trading in the community. Kesra holds herself responsible for Vira's disappearance, but will not abandon her mission to investigate the slavers. Torn between her love for Vira and her passion for freedom, Kesra hopes her adopted family of Dusk Talons can help by sending aid.

The following information can be gained with a Streetwise check:

Streetwise DC 15: Kesra is a quiet gnome who lurks in the shadows and watches, but only that. Something about her makes people nervous.

Streetwise DC 20: Kesra rarely speaks to anyone, but she has been seen recently, almost daily, talking to Shyla Silverleaf, an herbalist on the Elturgard side of the Bridge.

JORIAH WEFT

Male half-elf merchant and Lion's Den member (Good)

Clean and plain, but in clothes of deceptive quality of fabric and cut, Joriah has pure blonde hair, long and braided, and a human's beard, kept trim. The style of the hair and his ears mark his elven heritage, but his manner is purely that of a merchant, friendly and folksy. His eyes are a deep pure blue.

Personality: Competent, calm, persuasive

History: Born into a merchant family, Joriah has travelled the Trade Way for the woolmen and furrier's his entire life. He met his wife, Rosetta, in the trade, and has peddled wools and furs without incident for years. Both of Joriah's parents were killed by a vampire when he was a young adult, on his first business trip for the guild. Joriah moved his business from the city to the community at the Bridge out of fear and a desire to have an easy route into the land with two suns. He met Rosetta, who would become his wife, in the community and they have built a viable business. Joriah sees the constant regulation of commerce by the paladins as a threat. Used to the powerful guilds of cities, Joriah has become a powerful voice in the Lion's Den guild. He is usually calm and reasoned, but he has a deep fear of dying as his parents did at the hands of undead.

The following information can be gained with a Streetwise check:

Streetwise DC 10: Joriah is a highly respected member of the Lion's Den.

Streetwise DC 15: While he may seem folksy, Joriah was raised in the city as part of a powerful merchant's

guild. The only authority he truly respects is his wife. He has spoken out recently against the restrictive policies of the paladins.

Streetwise DC 20: Joriah believes deeply in creating a lasting merchant community throughout Elturgard. He's terrified to leave the country.

VIRA TESK

Female human cleric and Dusk Talon agent (Good)

Tall and statuesque, Vira Tesk is the kind of pure beauty that breaks hearts when people look at her. She does not proclaim her vocation, and looks more of a rogue than a cleric, wearing revealing tight leather clothes in blacks and reds.

Personality: Fiery and passionate, Vira takes the vow to do an unselfish act each day personally. She lives to spread love and with it joy.

History: Born into wealth and the aristocracy, Vira has lived most of her life in luxury. She was called to the service of Sune early in her life, she yearns to spread love into every corner of her world. Vira discovered the existence of evil and slavery as a surprise, bursting the bubble of her isolation as an aristocrat and her calling as a heartwarder. She vowed to fight against it with any tool she could, and she sees her membership in the Dusk Talons as such a tool. Through that vehicle, she has gained unprecedented access to knowledge of injustices in the region. She respects but does not trust the paladins, having found too many injustices in the practices of the High Observer.

The following information can be gained with a Streetwise check:

Streetwise DC 10: Vira Tesk is the most beautiful woman in the community at the Boareskyr Bridge, but she's been missing for several days.

Streetwise DC 15: Vira is the most unselfish person at the Bridge, taking time to talk to everyone, even people far below her station.

Streetwise DC 20: Vira hides it well, but she has a calling to the goddess of beauty.

EVENT SUMMARY

The results of this adventure will have an impact on the future development of the Elturgard story area!

If you run this adventure at home, or at a public event where the event organizer is not going to enter the survey data, please fill out the online survey. If you are at a convention, we recommend that each DM fill out the form on paper and deliver the filled in form to the Senior DM or Event Organizer, who can then answer the survey online.

<https://www.surveymonkey.com/s/ELTU0305LFR>

The survey period closes on **01 November 2011**. The adventure remains playable after that date, but we will tabulate the results at the end of the survey period and that will be the official result for the campaign as a whole.

If played at a convention, what slot:

Table Number:

DM's Name:

1. Which of the minor objectives were completed (select all that apply)?

- a. Weakest Link (Order of Torm)
- b. Forever the Alchemist (Lion's Den)
- c. Find the Slavers (Dusk Talons)

2. Did the PCs rescue the infected from the Irtogosh's laboratory?

- a. Yes
- b. No

2. Was the Ravaging Spawn of Bhaal destroyed?

- a. Yes
- b. No

4. Did the PCs stop the Order of Torm from killing the infected paladins?

- a. Yes
- b. No

5. Did the PCs stop the Order of Torm from killing the infected merchants?

- a. Yes
- b. No

6. Was Vira's body turned over to Kesra?

- a. Yes
- b. No

7. How many of the PCs at the table were members of the Dusk Talons?

6 5 4 3 2 1 0

8. How many of the PCs at the table were members of the Order of Torm?

6 5 4 3 2 1 0

9. How many of the PCs at the table were members of the Lion's Den?

6 5 4 3 2 1 0

10. How many PCs at the table were members of another LFR meta-organization?

6 5 4 3 2 1 0

11. How do the players rate this adventure on a scale from 1-5, where 1 is the worst possible rating, 3 is average, and 5 is the best possible rating?

5 4 3 2 1

12. How does the DM rate this adventure on a scale from 1-5, where 1 is the worst possible rating, 3 is average, and 5 is the best possible rating?

5 4 3 2 1

DUNGEONS & DRAGONS LIVING FORGOTTEN REALMS

(character name)

HAS RECEIVED STORY AWARDS FROM:

ELTU3~5 It's IN THE BLOOD

ELTU14 Elturgardan Favors

By your words and actions, you have left your mark upon the region of Elturgard. The local organizations remember their friends... and their enemies. For each organization listed below, circle "Favor" or "Disfavor" if you earned that status during the adventure. Cross off any faction with whom you remained on neutral terms.

Favor / Disfavor - Order of Torm

Favor / Disfavor - Lion's Den

Favor / Disfavor - Dusk Talons

ELTU15 One for the Order

You have accomplished a great deed for Elturgard. You and the Order of Torm might or might not be on good terms, and you may sometimes disagree on matters of politics, but they will remember and honor your deed, even if others leave you behind.

One time only, when you die during an adventure, the Order of Torm will mount an expedition to recover your body, bring it back to Elturel, and perform the Raise Dead ritual at no cost to you (including the component cost). This favor is not usable in any circumstance where your body absolutely cannot be recovered even through the combined efforts of an entire order of paladins (as determined by the DM).

This Story Award does not count as a favorable notice of the Order of Torm meta-organization. However, instead of using the Raise Dead benefit listed above, you may void this award to negate one other Story Award that grants you an unfavorable notice with the Order of Torm.

This Story Award is void (and you should cross it off) when you use either benefit.

ELTU16 Diseased: Essence of Bhaal

You have been exposed to the vile Blood of Bhaal. While the immediate symptoms have been remedied, there may be lasting effects that have yet to appear.

DUNGEONS & DRAGONS LIVING FORGOTTEN REALMS

(character name)

HAS RECEIVED STORY AWARDS FROM:

ELTU3~5 It's IN THE BLOOD

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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

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