

SHROUDED VISIONS

A DUNGEONS & DRAGONS® *LIVING FORGOTTEN REALMS* ADVENTURE

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Lady Saharel of Spellgard provides answers to the questions of those deemed worthy... but deemed worthy by whom? Answers beget more questions when pilgrims return from a restored Saharelgard with prophecies obtained after an offering to the new power in charge... the church of Shar. A half-round (two-hour) *Living Forgotten Realms* adventure for characters of the Heroic tier (levels 1-10). This adventure takes place after the events described in ADAP1-2 through ADAP1-4 (*Scepter Tower of Spellgard*) and is also an optional prelude to ADCP3-2 *From Dawn Till Dusk*. To be clear, this adventure is sanctioned for home play, but ADCP3-2 will only be sanctioned for public play.

Note: This adventure offers many opportunities for roleplaying. Although it is about half the length of a typical LFR adventure, if you choose to explore all the different options available, the game can easily last more than two hours.

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

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

PREPARING FOR PLAY

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

Throughout this adventure, text in **bold italics** provides player information for you to paraphrase or read aloud when appropriate. Information about nonplayer 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 in some melee and ranged attacks) denotes that the attack can be used as a basic attack.

IMPORTANT DM INFORMATION

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

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

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

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

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

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

APPROPRIATE CHARACTER LEVELS

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

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

Living Forgotten Realms defines five Adventure Levels (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 Adventure Level they want to play, and inform you of their decision before beginning the adventure. We recommend that you calculate the average character level and use that as a starting point, but a group of experienced players might choose to "play up" for a greater challenge, while a group of less-experienced players might choose to "play down" while they're learning the ropes.

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

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

READING THE NUMBERS

See **Appendix 3** for a list of DC values by Adventure Level. This adventure uses the terms Easy, Moderate, and Hard to refer to most DCs. 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 AL (this applies to certain skill checks whose difficulty is level-independent or specifically set by the core rules, such as Athletics checks made to jump or swim).

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

The PCs generally reach a milestone after every second encounter following the start of the adventure (or their

last extended rest). Even if the PCs fail a skill challenge or are defeated in a combat encounter, the encounter still counts toward a milestone.

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. You should not deny the players a milestone just because they are having an easy time with the combat encounters.

After each encounter, inform the players whether that encounter counted toward the next milestone. Reaching a milestone gives each PC another action point and affects some magic item powers.

LASTING EFFECTS

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

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

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

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

the PC can get a Cure Disease ritual cast (and pay the appropriate costs), they may do so.

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

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

ADVENTURE BACKGROUND

Lady Saharel was a powerful mage during the height of the first Netherese Empire. She was the ruler of Saharelgard, a great fortress that consisted of miles upon miles of gardens, turrets, towers, and palaces. Now, hundreds of years later, the place is in ruins. Only a few isolated spots are left standing, and the Lady Saharel is a ghost, tied to the ruins that are now known as Spellgard.

Over time, pilgrims began to visit Spellgard to find the ghost. Lady Saharel was once an ally of the Harpers, a lover of Elminster, and an enemy of the Zhentarim. She was known for her great knowledge. Those who rebuilt part of her former palace would sometimes have a chance to meet her, and for these chosen few she would answer one question. Originally the lore Lady Saharel gave was limited to information about the Netheril of old, but after the Spellplague her answers became almost oracular. She would have an answer to any question, some cryptic, some direct, but all true. Over time, however, it became harder and harder for pilgrims to find her. Lady Saharel avoided most contact out of fear of being tricked into answering questions that would aid the forces of evil.

All this changed when it was discovered that with the proper ritual, the Lady could be summoned at will and forced to answer questions. The initial attempt to control her was disrupted by adventurers (see *ADAP1-2 to ADAP1-4 Scepter Tower of Spellgard*). A Netherese spy stalking the ruins, Kal Clewsoro, reported the ritual's existence to his superiors. A few months later, the Netherese moved in. Now, a small army has gathered in Spellgard, under the guise of restoring the border fortress (which the Netherese refer to by its old name of Saharelgard) to its former glory so they can protect the Western passes against predation by the monsters from the nearby mountains.

Surprisingly, the Netherese do not deny others access to the area or even to Lady Sarahel's prophecies. Indeed, they have offered to aid the pilgrims coming to visit the oracle. A proper offering to the temple of Shar can almost guarantee a pilgrim an audience with Lady Saharel. Few realize that the Lady is being compelled to participate. This process is of great benefit to the Netherese: any answer given by the Lady to any seeker's question now also becomes known to the Shades.

This situation has not gone unnoticed by those who oppose the rise of Netheril. Various groups have decided to send agents to the restored Saharelgard. Besides answers to their questions, these factions also seek confirmation of their suspicions that more is going on here than meets the eye.

In this adventure, the PCs will not be able to do anything about the overall Netherese presence, or release Lady Saharel from her forced servitude. This adventure is a prequel for the larger Battle Interactive, *ADCP3-2 From Dawn Till Dusk*, which premieres at Origins 2011. The PCs are here to gather information about the current situation, information that may well be of great value in the coming battle to free Spellgard from Netherese occupation.

SCEPTER TOWER OF SPELLGARD

PCs who have played *ADAP1-2 to ADAP1-4 Scepter Tower of Spellgard* are already familiar with some elements of this adventure.

Spellgard itself has substantially changed, with the Netherese having begun a reconstruction of the fortress from the collection of ruins the PCs explored. The Monastery of the Precipice is unchanged. Allendi (master of the Monastery), Merrik the Thrush (guide), Brother Turnagall (construction foreman) and Sister Cherra (overseer of the distillery) were present during the events of the earlier adventure. If a PC has the story award **ADAP04**, not only did they interact with Sister Cherra, but also they are likely aware that she is a Harper agent.

Flet Darano (halfling cook in the Monastery) is a member of the Darano clan, the family of halfling wererats that the PCs fought (and likely killed) in *ADAP1-2*. He believes that his family was attacked by seekers attempting to see Lady Saharel, but does not have descriptions of the killers.

The kobold Sragabek is a member of the same band of kobolds that provided many minions to Thoran's forces during *ADAP1-4*. It's possible that he encountered the PCs in one of those combats and fled, in which case he might recognize them (it's up to you whether or not to add this detail to the adventure).

DM's INTRODUCTION

This is a half-round prequel adventure, and is shorter than most adventures. It gives out less XP and should be able to be run in about two hours. However, there is a lot of possibility for roleplay, so some groups could take much longer.

Adventure Flow: The PCs arrive at Spellgard with a question for Lady Saharel, at the request of an organization that favors them (see below). They have plenty of opportunity to figure out what is going on at Spellgard.

While the PCs can gain access to some of Spellgard's construction sites and a few old ruins, access to the temple of Shar and the Oracle's room is more difficult.

When the PCs visit the ruins, a strange magical effect causes the release of malicious undead, who possess construction workers and menace the PCs. The PCs aid in defeating the undead, and their efforts are rewarded with an invitation to visit reconstructed Saharelgard and the temple of Shar.

There, they learn more of what is really going on, and are sent home with a prophecy of Saharel that promises a future confrontation with Shade.

The Organizations: The PCs represent one of the meta-organizations that currently have an interest in Spellgard. These are the following:

- The Harpers (Netheril)
- The Stellar Fellowship of Gentle Adventurers (Core)
- The Order of Torm (Elturgard)
- The Lion's Den (Elturgard)
- The Dusk Talons (Elturgard)
- The Heirs of Mirt (Waterdeep)

Appendix 2 describes these organizations and their representatives (the PCs' contacts). **Handout 1** lists the organizations' goals in this adventure, and provides suggestions for deciding which group is most likely to approach each individual PC.

Before you start, determine whom each PC will represent. It is possible (and likely) that different PCs are sent by different organizations. This gives them additional roleplaying options during the adventure. You can also allow each player to select the group they wish their PC to represent. Feel free to pass the handout around and have them make their choice as they feel most appropriate.

Keep in mind the amount of time you have available (and how much your group enjoys free-form role-playing encounters) when determining who hires the PCs. If you are in a time-constrained environment, you

might want to have all of the PCs hired by a single employer. If you have the time (and you believe your group has the interest), including multiple employers increases the number of roleplay hooks in Encounter 1, and can lead to interesting discussions about which group's question the party actually asks.

Appendix 3 contains a list of DCs for skill checks during this adventure. Where an Easy, Moderate or Hard DC is mentioned, refer to this table for the appropriate DC for the AL at which the adventure is being played (which may be higher or lower than the average character level).

Spellgard or Saharelgard? While the Netherese refer to the partially restored fortress as Saharelgard, most outsiders still call it Spellgard. You can use the distinction to make a subtle difference between those who sympathize with Netheril and those who oppose it. In this adventure, the fortress is mostly referred to as Spellgard, except where the distinction is stressed.

PLAYER'S INTRODUCTION

Give the PCs **Handout 1** so that each character can select the meta-organization they desire to represent. The handout also tells them what question they are expected to ask of Lady Saharel, and whom to report back to. If you have the time and wish to roleplay the PCs being hired, see **Appendix 2** for information on the PCs' contacts with each organization. Otherwise, it is assumed the PCs have already accepted their mission and are on their way to Spellgard. The PCs have two orders:

- Find Lady Saharel, and ask her the specific question specified by the group they represent.
- Find out what is really going on at Spellgard.

Make sure the players understand the following information about their mission:

- The premise of asking a question provides a cover for the PCs' activities in Spellgard. All the organizations realize that it is unlikely their question will be answered. They consider it more important for the PCs to gain insight into the situation.
- Other groups may be sending representatives (the other PCs), and that it is to everyone's benefit that they cooperate against what is considered a mutual enemy. None of the listed organizations are active enemies of one another.
- The PCs and other likeminded pilgrims gathered in Loudwater, and travel together to Spellgard.
- Groups of people who arrive together only get to ask one question (somehow Lady Saharel always

knows this, so there is no possibility of subterfuge). Since the PCs are traveling together, if they represent different organizations, they will most likely need to make a choice about whose question to ask. (The PCs cannot circumvent this restriction by making separate, individual journeys to the fortress. Once they arrive, they work together, and that causes them to count as a single group in Lady Saharel's reckoning.)

If the PCs are interested in further research, they can obtain the following information with a Moderate DC History check:

- Spellgard is located in the Fallen Lands, which was once a region of great wealth and prosperity under the ancient empire of Netheril. After Netheril collapsed, the land was destroyed. Strange beasts and unruly magical phenomena have prevented the region from being fully resettled ever since.
- In life, Lady Saharel was known as the Sorceress of Saharelgard (Spellgard's ancient name). She survived the collapse of Netheril by becoming a lich, and for centuries thereafter she lived in the ruins of her home. She aided Elminster of Shadowdale in his battles against Manshoon during the Time of Troubles, and answered questions on the subject of ancient Netheril for any traveler who would rebuild part of her fallen fortress.
- During and after the events of the Spellplague, Lady Saharel has become more distant and more powerful. She appears only rarely, but when she does, it is for a specific purpose: to answer a single question posed by a mortal who has sought her within the Spellgard ruins.
- Lady Saharel's knowledge is great. She has answered questions concerning the distant past, events of the present in far-off lands, what the future holds, and even the secret motivations of others. While she is not infallible, her answers are uncannily accurate.

More detailed info on the region can be found in **Appendix 1**.

Once you have dealt with hiring the PCs, continue by reading or paraphrasing the following as they approach Spellgard:

When people speak of Spellgard - or Saharelgard as the Netherese prefer to call it - they often refer to it as a collection of crumbling ruins. But when you crest the last hill that blocked your sight to the complex, it is clear the description is no longer accurate.

Large parts of the fortress show the passing of ages, but substantial portions have been reconstructed. Several towers are patched with newly cut stone - some of them still in the skeleton of a scaffold - and the walls, though overgrown with ivy, are intact. A massive gate blocks access to the complex.

Next to the gate is a low building, bustling with activity. While the walls and towers are manned by armed and armored shadar-kai, the building outside holds people of varying appearance and backgrounds.

From the looks of the forbidding gate, that building is your obvious initial destination.

The building is the Monastery of the Precipice, a refuge for pilgrims. The Netherese have allowed the monastery to continue, and even allow its residents a certain degree of autonomy, though they keep a close watch. A map of the area, the Spellgard ruins, and the Monastery of the Precipice can be found in **Appendix 1**.

The Monastery is the only place that outsiders - people not in favor with the Netherese - can stay during their pilgrimage. People who do have Story Awards granting them favor with Netheril (in particular, PCs who have a Shade Coin) can find additional lodgings inside the complex.

Continue with Encounter 1 if the PCs move to the monastery, and Encounter 2 if they seek to enter Saharelgard or find lodgings there.

Note: In this adventure, only *one* question can be asked of Lady Saharel. Make sure the players know this beforehand.

ENCOUNTER 1: MONASTERY OF THE PRECIPICE

SETUP

Important NPCs:

Allendi, monk and master of the Monastery of the Precipice.

Millek the Thrush, female halfling guide-for-hire.

Sister Cherra, female human brewer and Harper agent.

Flet Darano, male halfling cook and wererat.

Sragabek, kobold sneak.

The adventurer Kuryon built the Monastery of the Precipice forty years ago to minister to those coming to Spellgard. It is unknown why, but Allendi (the current master of the monastery) and the other monks believe that Kuryon was instructed to build the place by Lady Saharel. The building is a mix of military fortifications and the stonework of a bygone age. Its residents are known as the Monks of the Precipice, and those that stay refer to one another as Brothers and Sisters.

When Netheril retook Spellgard, they found the monastery among the ruins. They did not chase off the monks, but allowed the monastery to stay as long as the occupants recognized Netheril's claim on the fortress. They even periodically open its gates for the pilgrims – the Netherese refer to them as 'petitioners' – as long as they follow the Shadovars' orders and pay respect to Shar.

The Monastery of the Precipice is a two-story building formed from ancient stonework and military fortifications. Its roof is slate, though you can see thatching used in various places to cover gaps. The windows are a mix of styles, with the most remarkable being a large stained glass window next to the main entrance. It depicts a radiant woman gazing down on a man crouched in prayer.

Some people believe the woman in the stained glass is Lady Saharel, but a DC 25 Religion check reveals the woman to be a now obscure Netherese nature goddess: Jannath, the Golden Goddess, Mother of All.

The PCs find that entering the restored Saharelgard is not easy. The gate is closed, opening only at certain times and allowing only small groups of pilgrims through (those who have previously arranged permission). See Encounter 2 if the PCs desire to enter the complex.

GENERAL INFORMATION

The following information can be gained from any people the PCs meet. To speed up play it is best to avoid repeating these facts:

- The Netherese arrived several months ago with armed forces and construction workers.
- The Netherese and their sympathizers always refer to Spellgard as Saharelgard.
- Only those in favor with Netheril are let inside the walls for any length of time. The rest can only explore the ruins for a few specific hours each day, and are restricted to a small area – mostly construction sites. Common folk need permission to enter Spellgard and are closely watched.
- Allendi, the leader of the monastery, can arrange permission for entrance.
- While there are a fair number of pilgrims, the monastery is also visited by construction workers and Zhentarim – mercenaries hired by Netheril as additional protection against goblinoid raids.
- Occasionally, tremors can be felt coming from the ruins. A few people claim to have seen yellow-green lights dancing on the stonework.
- The tremors started shortly after the Netherese arrived. They have increased in frequency lately.
- Long-distance teleportation inside Spellgard is impossible due to a magical disturbance in the region called the Sharn Wall. A DC 20 Arcana or History check reveals that the Sharn Wall is an ancient protective barrier created centuries ago to by the alien Sharn.
- There is said to be a dwarf in the monastery who studies the magic of Spellgard.

The encounter contains a number of role-playing scenes. It is not expected for the PCs to engage in conversation with every NPC. Only do so if you are not in a time-restricted environment and the players are enjoying the interactions. If you are in a time-restricted environment, this encounter should not run longer than 20-30 minutes.

GUIDE TO THE PRECIPICE

Those who enter through the monastery's arch find most of its occupants reading, preparing meals, cleaning or tending the fire. The common room has a warm fire, a small and eclectic library, and enough tables and chairs to seat forty.

When the PCs enter, a halfling woman with hair the color of warm honey walks over to offer her services.

Her name is Millek, and she was a pilgrim who came looking for riches, but Lady Saharel's answer to her poorly-worded question ("Your greatest treasures are always there in front of you. You need not look further.") left her confused. She now offers her services as a guide. She is an accomplished pickpocket, but she does not target the PCs, recognizing them as too much trouble.

Instead, she offers her services for one gold coin a day (but she is willing to haggle). She can lead the PCs around, introduce the NPCs in this section (Allendi, Cherra, Turnagall and Flet), tell the history as far as she knows it, explain the rules within the monastery and Saharelgard, and offer advice on the menu ("Don't think of trying the fish. And double check if what Flet serves really IS rabbit.")

Millek knows the following information:

- The best place to meet Lady Saharel is in the Oracle Room in the Scepter Tower. In fact, Millek can't recall when someone last saw her outside the tower.
- You can only enter the Scepter Tower if you are in favor with the Netherese, and you can only enter the Oracle Room if you make an offering to Shar at the temple.

THE MONASTERY'S MANAGEMENT

Brother Allendi is always willing to greet visitors. He asks them why they have come to Spellgard. Allendi explains that the purpose of the monastery is to "aid and comfort those who seek an answer from the Lady." He is not too pleased with the return of Netheril, but he hopes he can continue to maintain the monastery and host the pilgrims within its walls.

Allendi can arrange access to a few limited areas in Spellgard for the PCs during the afternoon tomorrow. These include a few older buildings and the construction sites. Access to the Scepter Tower is more difficult to obtain and requires the pilgrim to be in Netheril's good graces.

If a PC is a member of, or represents, the **Lion's Den**, Allendi approaches them with a problem he has. Until recently, the dwarven Gargengrim clan supplied the monastery with food and equipment, in exchange for distribution rights to the whiskey that the monastery produces. Since the arrival of Netheril, the caravans have dwindled, and last time Thurr Gargengrim told him that the dwarves would not be returning. He did not give any reason, but Allendi suspects that the Netherese intimidated the dwarves. He hopes the PCs can aid him in establishing an agreement with different traders, using their contacts with the Elturgard merchant guild.

To be clear, this is not a problem that the PCs are expected to solve during this adventure, but might lead to further contacts between the Monastery and the Lion's Den in the future.

THE DISTILLERY

Below the common room is a distillery stocked with dozens of barrels of the monastery's fine whiskey. Brother Allendi and the other monks live in quarters below the distillery. Sister Cherra is generally found here. Cherra is a young woman from Waterdeep. She oversees the operation of the monastery's distillery, though she rarely samples more than a sip herself. While Cherra feels a certain responsibility for the monastery and those who come to seek Lady Saharel, she also spies on the Netherese on behalf of the Harpers. She has been in the area for quite some time, and has seen the Netherese rebuild the walls, which she suspects are more than they seem.

Unfortunately, Cherra's position has been compromised. She is almost certain that the Netherese know she is a Harper, though they have not yet moved against her (she suspects they hope to learn more by spying on her). She tries to maintain a low profile. She stays at the monastery because her presence may draw attention away from another Harper agent, the trapper Pakar.

Sister Cherra knows the following:

- The Netherese claim they want to secure the borders of their domain, but Cherra doubts that is the reason for the occupation.
- Netheril had agents in the ruins months before the occupation. She believes there may have been an earlier - failed - attempt to control Lady Saharel. (PCs who participated in *Scepter Tower of Spellgard* were involved in thwarting this.)
- Spellgard is a lot bigger than the fortress. It stretches on for miles, and likely extends into the Shadowfell and the Feywild as well.
- Cherra does not reveal herself as a Harper agent, even to other Harpers. It is much too risky to do so in an area controlled by the Netherese. If the PCs already know her secret from a previous adventure, then she will ask them not to reveal her allegiance as it would put her in great danger.

If a PC is a member of, or representing, the **Harpers**, Cherra approaches them with samples of whiskey. She advises them to seek out Pakar, a trapper, who can tell them more. Pakar shows up irregularly.

PILGRIMS

There are always various pilgrims who seek an audience with Lady Saharel. Those who refuse to bow to Netheril are almost always unsuccessful.

MYRM DURNSHELD

Myrm Durnsheld is a young dwarf, with an inquisitive nature and an affinity for arcane magic and psionics. The robes he wears are frayed, but his hair and beard are carefully combed and trimmed.

He is here to study the ancient mysteries of the Netherese, in particular their design of the mythallars, the magical stones that made the Netherese cities fly. He has read many tomes of lore, and from talks with those visiting Spellgard both before and after the Netherese occupation, has made a few deductions. He is willing to share his ideas with anyone who shares his passion of history and ancient magic.

- The Netherese archwizard Ioulaum created artifacts known as *mythallar*. These ancient devices allowed access to vast amounts of raw magic. They were used to power magical items and to make the Netherese cities fly.
- When old Netheril fell, most mythallar shattered, but a few are now buried in hard to reach places. Only two active mythallars are known to exist and operate: the one that powers Sakkors, and the one that powers Shade Enclave.
- The mythallar that powers Shade Enclave is broken. Unlike Sakkors, Shade Enclave cannot move from its current location.
- The one that powers Sakkors is special. Created by Xolund the Maker, that mythallar is sentient.
- Myrm can also explain what the Sharn Wall is (see General Information, above).
- It is not unlikely that the fortress of Spellgard once had a mythallar of its own, but if it survived, nobody has yet discovered it.
- Myrm's question for Lady Saharel would be "*Where is Spellgard's mythallar?*"
- He has not visited Lady Saharel, as he fears his question and her answer may be overheard by the Netherese (and he is correct).
- He believes the place is infused with power. He thinks that that rather than being tied to the ruins, Lady Saharel is tied to the mythallar, and that it would be possible to control her if one could locate and control the mythallar.

EMIRA WANDS

If a PC is a member of, or represents, the **Stellar Fellowship**, they recognize a fellow member among the pilgrims at the monastery: the roguish Emira Wands.

Emira is a short young woman with dark brown hair tied back with a dark green ribbon. She is surprised to see the PCs here. A Moderate DC Insight check reveals that she is a bit apprehensive.

Emira arrived at Spellgard with an assignment from Kira Nenthyn - Dayan's twin sister. Kira and her friend Sureen are in hiding. The two women did not dare expose themselves by coming here, so they asked Emira to go to Spellgard and ask a question.

Emira does not know where Kira is - she received her instructions through another of Kira's allies. She makes it clear that even IF she knew, she would not tell the PCs. She owes Kira a debt (though she doesn't reveal what that is). She only knows that, for now, Kira is safe.

Emira has not been able to see Lady Saharel and ask the question. She believes only those who make an offering to Shar may see Saharel. The question she was sent to ask was "*How do we cure Sureen Tevernesta?*" If the PCs help her get this question answered, she is very thankful.

CONSTRUCTION CREW

The left wing leading from the common room contains two levels of modest apartments that the monks rent out for 1 gp per day. A cellar storeroom contains excavation and masonry equipment.

Several of the apartments are rented by a group of construction workers. They stay at the monastery but work during the day on the fortifications of Saharelgard. Most are Netherese. Their foreman is Brother Turnagall, one of the monastery's members, but he is hardly ever in the monastery (See Construction Sites in Encounter 2).

If a PC is a member of, or representing, the **Heirs of Mirt**, a Waterdhavian worker notices him or her. Srella is a huge, tough, half-orc woman, who wears her hair wild and long. Her hair covers a blue spellscar that allows her to understand any language spoken (she herself only speaks Common and Giant). As a member of the Cellarers' and Plumbers' Guild, Srella has hired out her services to the construction crew.

Recent events have unnerved her, but she doesn't really know whom to trust. Seeing the PC(s) representing the Heirs, she decides to approach. To mask her concern, she challenges the Heir to an arm wrestling contest. If the PC is not particularly strong and rejects the offer, she tries to hint (Easy DC Insight check to notice) that the offer is a cover. The PC can try to best her with a Moderate DC Athletics check (Srella is

holding back). Other workers come to look on, cheering for both camps. If the PC wins, there is a lot of admiration. If the PC loses, most comment that it was a foregone conclusion anyway.

Regardless of whether the PC wins or loses, Srella then offers to buy the PC a drink, now managing to move him or her away from her fellows without rousing suspicion. Once out of earshot, she confides her worries:

- She is a cellarer from Waterdeep. She was hired to aid in digging out tunnels under Spellgard.
- A few days ago, while she was deep in the tunnels, there was a burst of yellow-green light. Then, all the crew's own lights went out.
- While Srella was groping her way in the darkness, she heard voices.
- The voices spoke Netherese, but Srella understood the language (she is loath to explain that this is due to her spellscar).
- The two people - a man and a woman - had not seen her. They were discussing a ritual. While the fine details escaped her, it seemed the woman was worried that "the spirit is resisting the compulsion," and refused to answer direct questions on "how to enact the ritual." The man then suggested that listening in on the petitioners might provide clues, but the woman got angry and said that the Most High would not wait that long.
- The two Netherese then walked away, and Srella managed to get outside without being discovered.

Once she has told her story, Srella empties her glass and asks the PC not to reveal what she said to her fellow workers, as she fears some or all of them may be spies.

THE ZHENTARIM

To the north, a group of Zhentarim has their own encampment. The Netherese have hired the Zhents - money can overcome the great distaste the two have of each other - to provide additional security. For now, their main task is to hunt down the goblinoids that sometimes descend from the mountains and to root out the kobolds that plague the area. They have not been very successful with the latter assignment.

Most Zhents stay at their encampment, as the Netherese and the Zhentarim do not particularly like one another. Sometimes, a few Zhents visit the monastery to sample the whiskey or drink a beer. They can get rowdy, but as long they behave themselves they are tolerated.

It is possible to get one of these Zhents drunk enough that he or she talks. With a Moderate DC Bluff

or Thievery (if faking to drink) or Endurance (if actually drinking) check a PC can get through a drinking session with a Zhent. At the end, the Zhent reveals:

- They are here to guard the area against incursions of goblins, kobolds, and - apparently - giants, though he has not yet seen any of the latter.
- There have been hints of an anticipated fight. It is possible the Shadovar expect that other nations dispute their claim on Spellgard, and that they have a need for additional soldiers should an attack be staged.
- Most Zhents don't care who or what they fight as long as they get paid. A rare few are disgruntled about having to work for Netheril, and he wouldn't be surprised if some of them would bail if they had the chance.
- There are over four hundred Zhents currently encamped in the area. A Moderate DC Insight check reveals that the Zhent's claim of the number of forces is an exaggeration; there are far fewer mercenaries here.
- The Zhentarim are not allowed inside Spellgard, instead camping to the north and west of the ruins. The Netherese don't trust them. The feeling is mutual.

If a PC is a member of, or represents, the **Dusk Talons**, one of the Zhents takes a dislike to him or her. Maybe the PC is recognized, or something about him or her just doesn't sit right. The Zhent confronts the PC and starts pushing him around to start a fight.

The Zhent is a burly guy with a lot of bluster, but he is already fairly drunk and goes down with one hit.

Zhent Drunk		Level 4 Minion Brute
Medium natural humanoid (human)		XP 44
HP 1; a missed attack never damages a minion		Initiative +3
AC 16, Fortitude 16, Reflex 14, Will 12		Perception +1
Speed 6		
STANDARD ACTIONS		
m Fist • At-Will		
Attack: Melee 1 (one creature); +9 vs. AC		
Hit: 8 damage, or 12 with a charge attack.		
TRIGGERED ACTIONS		
Drunk as Hell		
Trigger: The Zhent drunk drops to 0 hit points.		
Effect (Free Action): The Zhent drunk takes a standard action.		
Str 16 (+5)	Dex 13 (+3)	Wis 9 (+1)
Con 13 (+3)	Int 8 (+1)	Cha 8 (+1)
Alignment evil		Languages Common

Make sure the PC knows that the Zhent does not draw weapons - this is a mere brawl. If a PC grabs weapons or otherwise seeks to use lethal force, Brother Allendi ends the fight before there are any casualties (even if the

drunk goes down). He sends the Zhents out and chides the PC.

If the PC enters the brawl, once the drunk goes down, his hooting companions fall quiet. They rise out of their chairs, but Allendi intervenes and orders them outside. He does not tolerate such behavior. The Zhents then pick up their comrade and leave. Once they are gone, the halfling Millek sidles up to the PC and congratulates him on the excellent diversion. She took the fight as an opportunity to pick the Zhents' pockets. She gives the PCs their "share" of the spoils: a small crumpled note that came out of one of the Zhents' pockets. The note is a small record of supplies needed. From the note, the makeup of the Zhentarim forces can be deduced: 150 Zhentarim soldiers, including a dozen priests of Cyric, and 50 hobgoblin mercenaries.

THE KITCHENS

The other wing of the monastery has a pantry and kitchen, which serves simple fare, but is also up for some fancier foodstuffs if the PCs are willing to pay.

The cook is a halfling, Flet Darano - referred to as Brother Flet. He is charming and passionate about food and growing his own vegetables. Regardless what Millek says, there IS actual rabbit meat in the stew.

Flet is one of the few surviving members of the Darano family, a family cursed with lycanthropy. He is a wererat, but in control of his shapeshifting. Allendi is aware of Flet's condition. Flet is also a spy for the Netherese. He coaxes people to share details about themselves by telling - or fabricating - his own stories. Things he claims (Moderate DC Insight check to judge the truth of them) are:

- There is a beholder in the Underdark west of Spellgard. It has its own cult and everything (Flet does not believe this tale himself, but this is actually true).
- There are giants in the mountains that have been tainted by demonic fevers. They summon monsters from the Abyss and threaten to overrun the west. (Unverified)
- A dragonborn bandit called Vannak camps to the south, near the edge of the Weathercote Wood. He was chased from the ruins and now waylays innocent travelers. (False)
- Sister Cherra is a spy. Do not trust what she says. (Partially true: Cherra is a Harper)
- Everyone in his family was murdered - butchered by bandits. Flet will make sure they are brought to justice. (Partially true. PCs who played *Scepter Tower of Spellgard* may well be these bandits. Flet never saw who killed his family and therefore

doesn't know it was the PCs. Flet also lies about being the only surviving member.)

Flet has a chicken coop in the yard. Recently, several of his chickens have gone missing. He suspects a fox is taking his chickens, but he has not yet been able to catch it. He will be grateful if the PCs are willing to look out for the thief.

THE COURTYARD

Within the monastery is a simple courtyard containing apple trees and a stone marker that reads "Kuryon." A ramshackle roof covers part of the courtyard; it is here that visitors on horseback stable their mounts. Attached to the side of the building is a small chicken coop.

The Walls: Spellgard's walls hem in the monastery. The walls here are made out of solid stone and capped with iron spikes. The upper parts are covered in ivy.

The Netherese patrol this part rigorously. Anyone who gets within 10 feet of the walls (a low fence marks the border) is warned. If someone approaches closer, the guards fire until the PC retreats (the PC takes AL + 5 damage each round from guard attacks). With a Hard DC Stealth check, a PC can sneak close enough to inspect the wall. It is impossible to sneak over the wall: an attempt to climb it is immediately noticed regardless of Stealth checks, or other means to hide oneself.

The walls look like normal stone walls overgrown with ivy. If a PC can get close enough, he or she notices that the top of the wall consists partly of vegetation. Moreover, a DC 15 Perception check reveals that the vegetation moves.

Chicken Coop: Recently the kobold Sragabek has been raiding the coop. If the PCs set out to catch the thief at Flet's request, they can catch Sragabek if they manage a Moderate DC Stealth check. Capturing the kobold is easy (his stat block is provided if you need it). Once grabbed or subdued, Sragabek surrenders and pleads for his life in broken Common.

Sragabek can reveal the following, continually pleading to be let go with promises to never come back:

- He is part of the Takpahwan clan of kobolds. They used to be Bleak's Band, but Takpah, who is, of course, a much stronger and better leader even if she is a female, defeated Bleak.
- Takpah says a spirit told her to challenge Bleak, and that doing so would make the clan great. Takpah must be a great shaman to talk to spirits.
- The clan hides in the tunnel system beneath Spellgard. It was safe until recently, when the tremors started and the tunnels glowed yellow-green. Now, the kobolds are slowly driven out.

- The clan would like to have the Netherese go away, but they can't do so on their own.
- **Moderate DC Intimidate:** Sragabek knows more! The tunnels of Spellgard go deep. They get into very dark places. One tunnel goes all the way to a very beautiful garden. Beautiful but dangerous. The plants there move. And eat kobolds. Pretty flowers though.
- **Hard DC Intimidate:** Don't harm Sragabek! There is a dragon in the mountain! Not a good dragon though. One of Malygris's. Bad dragon. (A DC 25 Arcana or History check reveals that Malygris is a dracolich who controls the northern areas and is allied with Netheril.)
- Sragabek really wants to leave now. And never come back. Promise. Please?

PCs may ask Sragabek to lead them to Takpah, but the kobold does not wish to do that, fearing his tribe would shoot the PCs (and him). He is willing to carry a message to Takpah, but the PCs do not hear back.

Sragabek		Level 1 Minion Skirmisher
Small natural humanoid (reptile)		XP 25
HP 1; a missed attack never damages a minion		Initiative +5
AC 15, Fortitude 12, Reflex 14, Will 12		Perception +1
Speed 6		Darkvision
STANDARD ACTIONS		
m Knife (Weapon) • At-Will		
Attack: Melee 1 (one creature); +6 vs. AC		
Hit: 4 damage.		
MINOR ACTIONS		
Shifty • At-Will		
The kobold shifts 1 square.		
TRIGGERED ACTIONS		
Narrow Escape • Encounter		
Trigger: A close or an area attack hits or misses the kobold		
Effect (Immediate Interrupt): The kobold shifts up to 3 squares.		
Str 8 (-1)	Dex 16 (+3)	Wis 12 (+1)
Con 12 (+1)	Int 9 (-1)	Cha 10 (-0)
Alignment evil		Languages Common, Draconic
Equipment leather armor, knife		

THE TRAPPER

The half-elf trapper Pakar lives a few miles south of Spellgard, residing in a cabin at the edge of Weathercote Wood. He travels to Spellgard occasionally, trading furs and meat for supplies. Pakar was raised in Cormyr. He arrives in the evening, carrying a deer and several rabbits. After he trades the meat with Brother Flet, he stops by the common room for a hot meal. At the end of the evening, he heads back to his cabin.

Pakar is a Harper agent, but he has managed to keep his allegiance unknown to the Netherese. Pakar and Sister Cherra do not meet directly nor speak to each other. PCs who approach Pakar find him gruff and

distant. He does not speak much, and only seems interested in wildlife and hunting. If a PC tries to draw him into discussing Netheril or Spellgard, he scowls, and indicates no interest in those subjects. He then gets up to leave, stating, *"It's a dark night. Only fools go out."* PCs who are Harper members (or who were recruited by the Harpers) recognize this as a Harper pass phrase, which means, *"Wait a while, then follow me"*.

Pakar's tracks lead down to the woods and then enter the forest. If the PCs follow him, he confronts them within the forest's cover. Unless the PCs identify themselves as Harpers or make a Hard DC Diplomacy check, he sends them away. Otherwise, he takes their measure with obvious skepticism. After a few questions of his own, he informs them of what he knows:

- Pakar has a fair idea of the Netherese defenses. The walls are covered in greenery that is more than meets the eye, but he has not been close enough to see what it is.
- More forces are camped outside Spellgard. There are the Zhentarim to the north and west, and a large contingent of Netherese to the East.
- There are also forces in the underground catacombs. Spellgard is riddled with tunnels, and the ruins stretch for miles to the north and south.
- Local tribes speak of magical gardens hidden in the ruins. These evergreen places have kept their people supplied with water during droughts.
- He doubts the Netherese really need to control the fortress to protect against raiders. There are hobgoblins nearby, but they are not prolific and wouldn't be interested in the ruins.
- He did find tracks of stone giants, likely from the Graypeaks, but he hasn't seen any.

BEING WATCHED

At some point in the adventure, the PCs should have a feeling that they are being watched. Looking around, however, they cannot see anyone looking. A Hard DC Perception check reveals a scrying sensor (from a View Location ritual). After 5 rounds, the sensor disappears. If the PCs have protections against scrying (such as an *absence amulet*), the ritual fails and the PCs do not have the feeling of being watched.

ENDING THE ENCOUNTER

Once the PCs decide to enter Saharelgard, go to Encounter 2.

EXPERIENCE POINTS

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

ENCOUNTER 2: ENTERING SAHARELGARD

SETUP

Important NPCs:

Berdogus, male shadar-kai captain of the gate guard (Insight +14).

Turnagall, architect and mason.

Ané, female human maidservant.

A 20-foot high wall covered in ivy surrounds Saharelgard. Guards patrol atop every wall. At least two dozen towers are set at intervals along the walls.

The PCs are here to gather information, not do battle, so no statistics are given. Should PCs start a fight, they are soon overwhelmed by the other soldiers and more powerful NPCs. Since they are watched from the moment they enter Saharelgard, there is no opportunity for secluded fights.

THE WALLS

The Netherese do not let anyone close to the walls except near the gate. Anyone who gets within 20 feet of the walls is warned. If someone approaches closer, the guards fire until the PC retreats (the PC takes AL + 5 damage each round). With a Hard DC Stealth check, a PC can sneak close enough to inspect the wall. It is impossible to sneak over the wall: an attempt to climb it is immediately noticed regardless of Stealth checks, invisibility, or other means to hide oneself.

On first sight, the walls look like normal stone walls overgrown with ivy. If a PC can get close enough, he or she notices that the wall consists partly of vegetation. A Moderate DC Perception check reveals that the vegetation moves. No doubt, scaling the wall would mean fighting it as well.

THE GATE

Two towers flank the gate, each manned by three guards with crossbows. When the gates are open, two shadar-kai in chain armor armed with glaives flank the gate entrance. Many more guards are inside or patrol the walls.

The gates only open for several hours late in the afternoon, just before dusk, when those pilgrims who have arranged permission are granted access. This access can be arranged through Brother Allendi. Without permission, pilgrims are not allowed inside.

Otherwise, the gates only open on command by Berdogus, the captain of the gate guard. Berdogus is a shadar-kai covered in tattoos. He is morose, having given in to gloom. Some of his men believe he is 'fading', and believe that is why he has been given the unglamorous task of watching over the pilgrims' access to Saharelgard. Berdogus is actually fairly sharp. It is his wits and his ability to spot irregularities that have given him the duty. Even though it is not much of a prestigious post, Berdogus is aware that his assignment reflects his abilities - not his shortcomings. He takes his task seriously.

Talking to the guards: The guards can only be approached, and only respond to questions, while the gates are open. They are not unfriendly, but wary of anyone approaching them. They give the briefest possible answers, and generally refer people to the clergy of Shar. If PCs start to get too pushy, the guards order them to step back. After that, they refuse to respond to questions. When approached with caution, carefully phrased questions can reveal the rules for entering Saharelgard (see below). Any PC who is allied with Netheril and seeks shelter is referred to Captain Berdogus.

Talking to Berdogus: Berdogus has little time for questions. He only gives the PCs his attention if they prove themselves as allies of Netheril. If they are here to gain entry to the guest quarters, see the Guests of Netheril section under Entering Saharelgard, below.

ENTERING SAHARELGARD

PCs who desire to enter Saharelgard can do so in two ways. They can enter along with all the other pilgrims in the hours before dusk, or try to gain access as guests of the Netherese

Pilgrimage: The easiest access to Saharelgard is to petition at the Monastery of the Preceps for an audience with Saharel. Pilgrims who enter have to comply with the following regulations:

- Weapons and implements are peace-bonded. A peace-bonded weapon or implement requires a standard action to untie before it can be used. Note that a swordmage with Improved Swordbond feat can circumvent this restriction.
- Religious symbols or emblems, including holy symbols, other than those devoted to Shar are disallowed. PCs can sneak them inside but have to put them away. Effectively, even though a holy symbol does not normally require being held, it still requires a standard action to 'equip' a holy symbol so that it can be used as an implement.
- Pilgrims can only visit a few specific areas. These consist of a few ruins in the western part of

Saharelgard and the construction sites set up around them. The eastern part and Scepter Tower are off limits unless the PCs have special permission. Pilgrims may not deviate from the paths. They must follow all instructions from Netherese (the Netherese insist that this is only for the pilgrims' own safety, of course).

To sneak a weapon or implement inside without peace-bonding it requires a Moderate DC Stealth or Thievery check. On a success, the PC manages to hide the weapon or implement in an easily accessible spot or fakes the knot. Such a weapon or implement can be equipped as a minor action instead of a standard action.

On a failure, the PC's weapon or implement is discovered and the guards do not let the PC inside unless he leaves the item with the guards. If this happens, allow a PC that requires it to spot a mundane item of the proper type (left by a guard) in the initial round of the combat in Encounter 3. The PC must move to the square to pick up the item.

Alternately, a PC may pay AL x 2 gp to hire a servant who carries his weapon (peace-bonded) around. At the start of Encounter 3, the escort drops the item in a designated square at the start of combat, so the PC must move to the square, pick up the item, and spend a standard action to unwrap it.

Guests of Netheril: PCs may also try to convince the guards that they are allies of Netheril. The only way to do this is to show proof of earlier favors gained with Netheril. Typically, this comes through a shade coin, which are given as tokens of trust. There are several Story Awards available in LFR adventures that represent shade coins, so it's certainly possible for one or more PCs to have one. A shade coin has a mystic connection to the PC it was given to. Therefore, only PCs who actually have the appropriate favor can use the coin.

Once a PC shows his or her coin to a guard, Berdogus is called. The captain questions the PCs on their former association with Shade, as well on their purpose at Saharelgard. While the coin acts as proof of a PC's prior service, not everyone is immediately trusted. To convince Berdogus to let them stay at the Saharelgard guest quarters a PC needs to make an Easy DC Bluff check to cover his or her false intentions (with a +2 bonus for every additional Shade coin the PC owns beyond the first).

On a success, the PC is allowed entry and granted a room at the guest quarters within Saharelgard's walls. Only that PC is allowed to enter - his friends are to stay outside unless the PC with the shade coin succeeds at a Moderate DC Diplomacy check. Guests must follow the following instructions:

- Guests can carry their weapons and implements without a peace-bond, but are not to draw them except in self-defense.
- Guests may roam their quarters and its stony garden, and walk a picketed path to the communal dinner halls. Access to the Scepter Tower is through the Temple of Shar. Guests have access to the temple's communal room during the day until dusk.
- Gaining entry to the Oracle Room, where Lady Saharel appears, requires the PC to fulfill the same conditions as any other pilgrim.
- Guests are required to stay indoors after darkness falls unless they wish to visit the temple of Shar for prayer, in which case a servant can escort them there and back. In these cases they always have someone watching them.

Note that as a guest, a PC's weapons/implements are not peace-bonded. They can freely enter the temple (Encounter 4). Run Encounter 3 at an opportune time before they enter the tower.

FEATURES

Most of Spellgard is still in ruins. A few buildings have been set up: a guardhouse (whose sturdy roof sports several ballistae), a small guesthouse, and a barracks for the soldiers. Three towers have been rebuilt: one is brand new, while the others are restored towers of the original Spellgard, including the famous Scepter Tower, which now houses the temple of Shar.

A path leading past the various other building sites runs from the gate to the Scepter Tower and the barracks. Spaced in random places throughout Spellgard are large alabaster pillars. The pillars stand out from the other architecture. Two shadar-kai soldiers guard each pillar. PCs who have played *Scepter Tower of Spellgard* know the purpose and function of these pillars.

CONSTRUCTION SITES

Various buildings throughout Saharelgard are being restored, and new structures are also being built from the ground up. Most construction sites are close to the gate, and pilgrims are free to visit them as long as they do not hamper the construction work.

Most construction workers are Netherese. They are generally honest and hardworking men who take pride in their work, though their allegiance is with Netheril. Their foreman is Brother Turnagall, one of the monastery's members. Turnagall has worked for years in restoring the ruins, and when the Netherese returned, he saw a possibility for fulfilling his dream of restoring

Spellgard to its former grandeur. Not all of the other monks are happy that he works for the Netherese. He rarely visits the monastery these days.

Turnagall knows the following, which he shares with anyone who shows (or pretends) a passion for architecture:

- The Netherese are rebuilding Saharelgard, but they seem to work mostly in the catacombs, rather than above ground.
- His crew does not work underground often, except when a new tunnel needs to be dug or an unstable foundation reinforced.
- Mostly, his men build new quarters and work on the restoration of the towers. They repaired most of the Scepter Tower interior. The lower levels were then claimed by the Sharrans and converted to a temple.
- The Netherese rebuilt the walls themselves. They must have used magic, because the walls were restored much faster than could have been achieved by hand.
- In the first stages of restoration, the Netherese were dragging several alabaster pillars around. The Netherese eventually placed these pillars at specific spots, though Turnagall couldn't discern a pattern.

PCs may consider joining the construction crew to infiltrate Spellgard. Turnagall only recruits people who know what they are doing. Joining the crew does not give a PC more access than most other pilgrims, though they do have a bit more freedom of movement. Also, PCs are expected to work most of the time, so they do not have a lot of opportunity to sneak around.

If a PC is a member of, or represents, the **Heirs of Mirt**, Srella (see Construction Crew, in Encounter 1) may approach him here. Instead of arm wrestling, she challenges the PC to a wrestling match, and instead of buying a drink she shares a drink from her field flask.

GUEST QUARTERS

PCs who convince the Netherese that they are allies receive a place in the guest quarters. The quarters are Spartan, but safe. The building is located north of the gates and a stone's throw away from the servant's quarters. The quarters for the Netherese soldiers and their commanders are on the other side of the complex.

Only a few servants attend the guests. Most are stone-faced Netherese, silent and sparing with information other than directions to the communal food hall, the evening clock, or other regulations. One servant, the maid Ané, is a bit more talkative. She is a sickly pale human girl, who suffers from coughing fits.

Ané is a pilgrim who recently converted to Shar. After receiving an audience with Lady Saharel and having confirmed that she carries an incurable disease that slowly weakens her and will eventually kill her, she despaired. The priestesses of Shar took advantage of her weakness. Ané is now in Shar's thrall. If the PCs can endure to listen to her talk about her misery and how Shar will take her pain away, she spills some information on the complex. Ané can relate the following (when she refers to Saharelgard, she specifically means the fortress mapped in Appendix 1):

- There are about five hundred Netherese in Saharelgard - at least, that is the amount that she and the other servants need to stock supplies for. The soldiers are camped at the other side of Saharelgard, in barracks and tents.
- She has heard that far more troops are gathered outside Saharelgard. She has also heard rumors of a dragon in the area.
- The fortress commander is Escanor Tanthul, a Netherese prince, but Ané has never seen him. He defers all day-to-day decisions to the clergy of Shar.
- Mistress of Secrets, Lezeen of Palter, leads the Sharrans. She is extremely old though you can't see that. She is very wise and has shown Ané the "true way to her heart." She is often pre-occupied and it is difficult to find a moment to talk to her.
- A bit easier to approach may be Verhnar, the cleric who maintains Shar's altar in the temple. He is easy to find and a very charming man.
- There is no point talking to the holy warrior who stands vigil at the altar. He never speaks. Ané doesn't even know his name.

Attempts to convert Ané away from Shar are met with an angry rebuke, and afterwards the woman no longer deigns to speak to the PCs. A Moderate DC Insight check reveals this risk before a PC makes the attempt.

ENDING THE ENCOUNTER

Whenever the PCs visit the construction sites, run Encounter 3. If the PCs are guests, they may possibly visit Scepter Tower (Encounters 4 and 5) before the construction sites. If they do, instead run Encounter 3 when they return from that visit.

MILESTONE

This encounter does not count towards a milestone.

ENCOUNTER 3: UNDER SIEGE

SETUP

The numbers below are the starting number of opponents on the map. Throughout the battle more appear. See below for more information.

ADVENTURE LEVEL 2 (EL 4, 875 XP)

- 1+ mad wraith (level 2) (W)
- 1+ hulking zombie (level 2) (H)
- 1+ possessed rat swarm (level 2) (S)
- 5+ possessed humans (level 2) (P)
- 1 crane (C)

ADVENTURE LEVEL 4 (EL 6, 1250 XP)

- 1+ mad wraith (level 4) (W)
- 1+ hulking zombie (H)
- 1+ possessed rat swarm (level 4) (S)
- 5+ possessed humans (level 4) (P)
- 1 crane (C)

ADVENTURE LEVEL 6 (EL 8, 1750 XP)

- 1+ mad wraith (W)
- 1+ hulking zombie (level 6) (H)
- 1+ possessed rat swarm (level 6) (S)
- 5+ possessed humans (level 6) (P)
- 1 crane (C)

ADVENTURE LEVEL 8 (EL 10, 2500 XP)

- 1+ mad wraith (level 8) (W)
- 1+ hulking zombie (level 8) (H)
- 1+ possessed rat swarm (level 8) (S)*
- 5+ possessed humans (level 8) (P)**
- 1 crane (C)

ADVENTURE LEVEL 10 (EL 12, 3500 XP)

- 1+ mad wraith (level 10) (W)
- 1+ hulking zombie (level 10) (H)
- 1+ possessed rat swarm (level 10) (S)*
- 5+ possessed humans (level 10) (P)**
- 1+ crane (C)

For one reason or another, the PCs traverse the courtyard. It is busy. Before the PCs can get very far ancient spirits are released and attack. The Netherese are meddling with the magical pillars spread over the fortress that help control Lady Saharel and something goes wrong. The fortress is flooded with a burst of shadow energy. Before the Netherese can repair the affected pillar, various shadowy spirits possess some of the workers, causing them to attack the rest. Until the

magic is gone, the PCs need to protect both themselves and innocent bystanders.

A loud cracking noise, as if a metal rod snapped, echoes over the courtyard. A strong tremor and a pulse of dark cold energy immediately follow. For a few heartbeats it is utterly silent. Then the screaming starts.

Dark shadows rise from the ground, merging with nearby humans, somehow twisting them into creatures bent on destruction. This is clearly a painful process. A number of rats with red glowing eyes emerge from cracks in the ground.

Amidst all this chaos, most of the Netherese look around on the verge of panic, unsure what to do. Nearby, a spirit overcomes a crane operator, and it seems intent on using the heavy machine to kill a group of workers, including Brother Turnagall.

It takes a few seconds before the spirits fully control their victims, giving the PCs effectively a surprise round (likely used to access their weapons or implements; note that two-weapon users can untie and draw both weapons with the same standard action).

PCs notice that an unnatural darkness infuses the area. A DC 15 Arcana check shows that the barrier with the Shadowfell has been pierced. At the other side of the fortress there is a sickly yellow-green glow, coming from one of the alabaster pillars. It is out of reach for the characters. Something has clearly gone awry, opening a breach with the Shadowfell. Dark spirits from that plane have entered the fortress, possessing nearby creatures and turning them into mindless monsters bent on destruction.

Most civilians remain unharmed for the moment, but without the PCs' help, many will die at the hands of their possessed coworkers and friends. Brother Turnagall immediately offers a monetary reward if the PCs rescue him and his workers. It is clear that for now the Netherese soldiers not possessed by spirits are in disarray, but officers are already trying to organize troops and the sound of casting can be heard coming from the sickly glow. For the moment the PCs are on their own, but a Moderate DC Insight check suggests that if they can survive for a few rounds, the Netherese will converge on this area and deal with whatever is causing the planar disruption.

It is assumed the PCs stick around to help Brother Turnagall and his workers. If they decide to flee, you need to adapt the encounter to the change of scenery. Running does not offer any protection, and just means they face the opponents while on the run. The same is true for the construction workers, which is why they stay close to the characters.

The PCs need to keep the monsters at bay until the Netherese recover. This happens at the end of round 8 – see Ending the Encounter below. Repairing the pillar is beyond the power of the PCs, and is left for the Netherese to deal with.

Creatures: Except for the mad wraith, all opponents are possessed natural creatures. For all intents and purposes they are undead (e.g. they can be turned), but their bodies appear much as in real life except for red glowing eyes, an unnatural paleness and a strange jerking way of movement. During the fight it is impossible to exorcise a spirit except by knocking the creature unconscious (or killing it). If dropped below 0 hit points, whether unconscious or killed, the spirit leaves the body, looking for a new creature to possess.

Shadow Infusion: Due to the accident the whole fortress is infused with shadow magic. Non-minion creatures with the shadow origin or undead keyword (including PCs with such an origin) gain a +1 bonus to attack rolls (+2 at AL 8 and AL 10) and a bonus to damage rolls equal to one-half the AL (+1 at AL 2, +2 at AL 4, and so forth). Creatures can create small regions free of this infusion – see the Skill Challenge: Shadow Infusion below.

Reinforcements: As long as the pillar is not repaired, shadow spirits wander around the fortress, looking for victims to possess. For the duration of the fight these spirits always find new victims (never successfully possessing the PCs; whether or not they possess civilians under protection of the PCs is up to you). At the start of each round more creatures appear at the border of the map until the Netherese repair the pillar at the end of round 8:

- Round 2: add 1 hulking zombie or possessed rat swarm (DM's choice).
- Round 3: add 5 possessed humans; also see Development below.
- Round 4: add 1 mad wraith.
- Round 5: add 1 hulking zombie or possessed rat swarm (DM's choice).
- Round 6: add 5 possessed humans; also see Development below.
- Round 7: add 1 mad wraith.

There cannot be more than 2 monsters of each type on the map. If more would be added, either defer them for later rounds or ignore them (depending on how the PCs are doing with the creatures they already have on the board). The maximum number of simultaneously active minions is 2 per PC.

SKILL CHALLENGE: SHADOW INFUSION

Goal: Clear a region of the shadow infusion so that it does not empower the opponents.

Complexity: 1 (4 successes before 3 failures)

Primary Skills: Arcana, Nature, Religion

Victory: The PCs ward a 4x4 square area against the shadow infusion, removing the shadow infusion boost to their opponents and keeping the spirits from possessing new victims within that area. Note that the damage boost from attacks made by creatures outside the area against creatures inside is also removed, but not the bonus to attack rolls. The mad wraith's aura does **not** function within the protected area. Once during the encounter, a character within a protected area can spend 1 healing surge as a free action, regaining his or her surge value plus a bonus number of additional hit points equal to the AL.

Defeat: The PCs fail to create a ward, and must start over. They lose all successes gained so far.

The broken pillar infuses the courtyard with shadow magic, strengthening the possessing spirits while weakening natural creatures. While the PCs are too far away and not skilled enough to deal directly with the broken pillar, they can protect a small area (4 by 4 squares per successful completion of this skill challenge) against the infusion.

Arcana, Nature, or Religion: Moderate DC (standard action) or Hard DC (minor action) (1 success, maximum 3 per instance of the skill challenge)

A PC standing within or adjacent to the area to be protected can perform a minor ritual that keeps most of the shadow infusion out of the area. The ritual is not strong enough to free possessed creatures, but once fully performed (after 3 successes) prevents new possessions in the area in addition to removing the bonuses to attack and damage rolls of shadow creatures and undead.

Boundaries (1 automatic success; required to successfully complete the skill challenge)

The area to be protected needs some kind of barrier, whether a literal one such as the walls of the watch post or a more spiritual one such as a line drawn in the dirt. Drawing a line in the dirt can be done as part of normal movement and does not require a skill check.

FEATURES OF THE AREA

Civilians (V): There are 10 civilians in the area. Brother Turnagall is standing next to the crane. The other 9 are workers, 8 working in the pit and one sitting on the wagon. They are not depicted on the map.

Civilians become bloodied on the first hit, fall unconscious on the second hit, and they die on the third. Being the target of a damaging effect from an aura counts as one hit. At the end of each combat round they can collectively take a move action as directed by the PCs (minor action to issue a command, automatic success) otherwise they are paralyzed with fear.

NOTE: Fleeing off the map is not an option. There are more monsters out there killing people. The civilians' best bet is to remain close to the PCs.

Crack: The large crack in the earth leads into the crypts below. It is 20 feet deep at AL 2, 4, and 6 and 30 feet deep at AL 8 and 10. It requires a DC 10 Athletics check to climb out. The rat swarms appear at the edges of the crack.

At AL 6+ the sides of the crack are crumbling and any creature without a climb speed ending or starting its turn in a square adjacent to the crack must make a Moderate DC Acrobatics check or fall prone. Creatures can make a saving throw to prevent sliding down into the crack.

Dig Site: The Netherese have dug a large hole in the ground to build foundations for the new fortress. It is 10 feet deep with strengthened sides. It requires a DC 15 Athletics check to climb out any other spot than the stairs.

Dragon Skull: The dragon skull represents a large piece of ancient rubble. It is blocking terrain. The rubble is 10 feet high, and it requires a Moderate DC Athletics check to climb.

Pool: The shallow pool of muddy water is considered difficult terrain. At the start of the battle it becomes defiled ground. If a non-minion undead starts its turn in the pool it gains temporary hit points equal to its level. In addition, undead gain a +1 bonus to rolls to recharge their powers while standing in the pool.

Rubble (squares with white triangles): Old rubble and recent cracks create difficult terrain on various spots on the battlefield.

Watch Post: The tower on the map is a small sturdy 10 foot high wooden watch post. It has small arrow slit windows on all sides and a flat roof that can be reached with a ladder on the inside or a DC 15 Athletics check from the outside. A single door, which can be barred, leads inside the post. It requires a DC 16 Strength check to open the door if barred. It is unlocked at the start of the fight. The post is blocking terrain, and with the shutters closed, it is good hiding place for civilians, especially in regards to the auras of the opponents (which do not go through the walls).

The crane can destroy the watch post, if the crane's operator succeeds at 4 Moderate DC Athletics checks (move action, maximum 1/round). If it collapses all

creatures inside are knocked prone and take $1d6 + 4 / 1d8 + 5 / 1d8 + 6 / 2d6 + 5 / 2d6 + 6$ damage.

Note that it is a cabin, and not a tower. The soldiers on the map are inside. The door is at the stairs.

Wagon plus Ox (O): The wagon next to the crane is partially loaded with rubble. At the start of the fight the ox panics, attacking everything that gets within 1 square of the ox (NOT including the wagon). Brakes on the wagon prevent it from moving. A creature entering or starting its turn in a square adjacent to the ox is subjected to an attack: AL + 3 vs. Reflex, dealing $1d8 + 5 / 2d6 + 5 / 2d6 + 7 / 2d8 + 7 / 2d8 + 9$ damage on a hit.

The ox can be calmed with a Moderate DC Nature check as a move action as long the PC is within 5 squares of the ox. Once calmed, the PCs can direct the ox and the wagon over the battlefield. The wagon is **not** blocking terrain (although it is difficult terrain). Medium and smaller creatures can end their turn on or under the wagon, but not inside the same square as the ox.

Ox Wagon	At-Will Terrain
<i>A large wagon with a strong looking ox in front stands nearby. The ox looks tense and ready to attack anything nearby.</i>	
Move Action	
Check: Nature check (easy DC) to direct the ox.	
Success: The wagon with the PC moves 5 squares as directed by the PC.	
Effect: If a creature is in the path of the wagon, the player riding the wagon must make a primary stat +1 vs. Reflex. The attack can be made against a single creature 1/turn.	
Hit: $2d6 + 7$ damage, and the creature is knocked prone.	
Miss: Slide 1 out of the path of the wagon.	
Note: The wagon tile from <i>Dungeon Tiles Master Set: City</i> is a good representation for the ox wagon.	

Wooden Crane (C): A wooden crane stands on the building site. It is used to shovel the rubble into a nearby ox wagon. It can be used as a weapon against those nearby. Note that the crane is **not** blocking terrain, and Medium sized and smaller creatures can end their turn in a square within the crane.

Crane	At-Will Terrain
<i>A large wooden crane stands next to a pile of rubble. A large shovel hangs from a rope on one end, and there is an operating panel on the other.</i>	
Standard Action	
Check: Athletics or Thievery check (Easy DC).	
Success: You use the crane to make one of the following attacks:	
Sliding Strike:	
Target: Melee 2 from the crane (one creature); Strength + 3 vs. AC	
Hit: $2d6 + 7$ damage, and the crane operator can slide the target 3 squares.	
Swiping Strike:	
Target: Close blast 2 (creatures in blast); Strength + 1 vs. Reflex	
Hit: $1d8 + 6$ damage.	
Note: The trebuchet miniature from <i>DDM4 Lords of Madness</i> is a good representation for the crane.	

TACTICS

The spirits lash out angrily at all living creatures within reach. At first they simply attack the nearest creature, but when confronted with a tangible threat they quickly switch targets to the danger. Control over their bodies is fairly limited, hence the low intelligence and zombie-like behavior. Instinctively the minions do spread out, using ranged attacks at AL 8 and 10, and focusing on one target (preferably somebody using radiant attacks).

The hulking zombie can control the crane, and understands its usefulness in regards to sliding a target into the pit, but mostly it prefers to smash things with its fists. At AL 6 and up, the rat swarm and hulking zombie(s) work together since both are much more effective against prone targets. The mad wraith keeps its distance at first, trying to remain hidden, to pick a good target before attacking. It tries to cover as many people within its aura as possible, and it is not above trying to slide opponents into the pit with its *touch of chaos* even if it means the creature cannot make a free basic attack.

The spirits do not fear death. In fact, they get a perverse pleasure from causing the bodies they inhabit to be destroyed by their friends. The spirits do not surrender, and fight to the death. They are sensitive to insults though, and are relatively easy to lure away from civilians. If their current victim is knocked unconscious, they also leave the body, looking for an undamaged one, leaving their erstwhile victim alive and well except for a hole in his or her memory.

SCALING THE ENCOUNTER

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

Four PCs: No creature arrives on Round 4, and there cannot be more than 1 mad wraith or 8 possessed humans on the map.

Six PCs: Add one possessed rat swarm and one possessed human at the start of the fight. 6 possessed humans arrive whenever 5 are indicated in later rounds, and there can be a maximum of 12 on the map at once. On round 4 an extra hulking zombie arrives.

ENDING THE ENCOUNTER

It is important to give the players a sense of progress. At the start of round 3, a tremor runs across the battlefield, and the shadow infusion wavers for a moment: during round 3 the infusion has no effect. At the start of round 6 a third tremor runs across the battlefield: during round 6 the monsters are all dazed. During round 8 the Netherese repair the pillar, restoring the fortress to order. At the end of round 8 all shadow spirits are

banished, leaving their victims behind. The civilians have only a vague recollection of what happened. The rats immediately disperse, while the humanoids remain behind confused and afraid.

The fight is over and the Netherese officers quickly restore order, politely thanking the PCs for their help (assuming they gave it), but quickly redirecting them to the monastery. They do not answer questions about what happened, but once back at the monastery it does not take much time to learn that one of the Netherese spellcasters damaged one of the pillars with disastrous results. The damage has been repaired, but many innocents died during the backlash. Apparently meddling with the pillars is dangerous...

Later that day, Brother Allendi comes to the PCs to inform them that, in thanks for the PCs' aid, they have been granted access to the Scepter Tower by the Netherese.

If the PCs accept this invitation, proceed to Encounter 4.

MILESTONE

This encounter counts as two encounters, so the PCs reach a milestone.

TREASURE

If rescued, Brother Turnagall gives the PCs the promised gold as a reward for their aid. In addition to his thanks, each PC gains 20 / 30 / 80 / 100 / 150 gp.

ENCOUNTER 3: UNDER SIEGE STATISTICS (ADVENTURE LEVEL 2)

Shadow Infusion: +1 to attack, +1 to damage.

Mad Wraith (level 2)		Level 2 Controller
Medium shadow humanoid (undead)		XP 125
HP 41; Bloodied 20		Initiative +6
AC 16, Fortitude 12, Reflex 15, Will 13		Perception -3
Speed 6		Darkvision
Immune disease, poison; Resist 10 necrotic		
TRAITS		
O Mad Whispers (psychic) • Aura 3		
Any enemy that ends its turn in the aura takes 5 psychic damage, and the wraith slides it up to 2 squares.		
Insubstantial		
The wraith takes half damage from all attacks, except those that deal force damage. Whenever the wraith takes radiant damage, it loses this trait until the start of its next turn.		
STANDARD ACTIONS		
m Touch of Madness (psychic) • At-Will		
Attack: Melee 1 (one creature); +5 vs. Will		
Hit: 1d8 + 5 psychic damage, and the target takes a -2 penalty to all defenses (save ends).		
M Touch of Chaos (charm, psychic) • Recharge 5-6		
Attack: Melee 1 (one creature); +5 vs. Will		
Hit: 1d8 + 5 psychic damage, and the wraith slides the target up to 5 squares. The target must then use a free action to make a basic attack against its nearest ally.		
Miss: Half damage, and the wraith slides the target up to 2 squares.		
Skills Stealth +11		
Str 6 (-1)	Dex 20 (+6)	Wis 3 (-3)
Con 17 (+4)	Int 11 (+1)	Cha 19 (+5)
Alignment chaotic evil Languages Common, Netherese		
Note: The mad wraith lacks the <i>spawn wraith</i> ability.		

Possessed Rat Swarm (level 2)		Level 2 Skirmisher
Medium natural beast (swarm)		XP 125
HP 35; Bloodied 17		Initiative +6
AC 16, Fortitude 14, Reflex 16, Will 12		Perception +5
Speed 6, climb 2		Low-light vision
Resist half damage from melee and ranged attacks; Vulnerable 5 to close and area attacks.		
TRAITS		
O Swarm Attack • Aura 1		
Any enemy that ends its turn in the aura takes 5 damage, and the swarm can slide it 1 square as a free action.		
Swarm		
The swarm can occupy the same space as another creature, and an enemy can its space, which is difficult terrain. The swarm cannot be pulled, pushed, or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creature it comprises.		
STANDARD ACTIONS		
m Swarm of Teeth • At-Will		
Attack: Melee 1 (one creature); +7 vs. AC		
Hit: 1d10 + 4 damage, or 1d10 + 9 if the swarm moved at least 2 squares during this turn.		
Effect: The swarm can shift 1 square.		
Str 12 (+2)	Dex 16 (+4)	Wis 9 (+0)
Con 11 (+1)	Int 1 (-4)	Cha 7 (-1)
Alignment unaligned Languages -		
Note: Renamed scurrying rat swarm.		

Hulking Zombie (level 2)		Level 2 Brute
Large natural animate (undead)		XP 125
HP 50; Bloodied 25		Initiative +0
AC 14, Fortitude 16, Reflex 12, Will 12		Perception +0
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 2 (one creature); +7 vs. AC		
Hit: 2d8 + 2 damage, or 2d8 + 5 against a prone target or one that is grabbed by another creature.		
M Zombie Rush • At-Will		
Effect: The zombie charges and makes the following attack in place of a basic melee attack.		
Attack: Melee 2 (one creature); +5 vs. Fortitude		
Hit: 2d8 + 2 damage, and the zombie pushes the target 1 square and knocks it prone.		
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 20 (+6)	Dex 8 (+0)	Wis 8 (+0)
Con 20 (+6)	Int 1 (-4)	Cha 3 (-3)
Alignment unaligned Languages -		

Possessed Human (level 2)		Level 2 Minion Brute
Medium natural animate (undead)		XP 31
HP 1; a missed attack never damages a minion.		Initiative +0
AC 14, Fortitude 15, Reflex 12, Will 12		Perception +0
Speed 4		Darkvision
Immune disease, poison		
STANDARD ACTIONS		
m Slam • At-Will		
Attack: Melee 1 (one creature); +7 vs. AC		
Hit: 6 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 (+5)	Dex 8 (+0)	Wis 8 (+0)
Con 15 (+3)	Int 1 (-4)	Cha 3 (-3)
Alignment unaligned Languages -		
Note: Renamed zombie shambler.		

Remember:

Round 3: Shadow infusion has no effect.

Round 6: Opponents on the map are dazed.

ENCOUNTER 3: UNDER SIEGE STATISTICS (ADVENTURE LEVEL 4)

Shadow Infusion: +1 to attack, +2 to damage.

Mad Wraith (level 4)		Level 4 Controller
Medium shadow humanoid (undead)		XP 175
HP 57; Bloodied 28		Initiative +7
AC 18, Fortitude 14, Reflex 17, Will 15		Perception -2
Speed 6		Darkvision
Immune disease, poison; Resist 10 necrotic		
TRAITS		
O Mad Whispers (psychic) • Aura 3		
Any enemy that ends its turn in the aura takes 5 psychic damage, and the wraith slides it up to 2 squares.		
Insubstantial		
The wraith takes half damage from all attacks, except those that deal force damage. Whenever the wraith takes radiant damage, it loses this trait until the start of its next turn.		
STANDARD ACTIONS		
m Touch of Madness (psychic) • At-Will		
Attack: Melee 1 (one creature); +7 vs. Will		
Hit: 2d6 + 5 psychic damage, and the target takes a -2 penalty to all defenses (save ends).		
M Touch of Chaos (charm, psychic) • Recharge 5-6		
Attack: Melee 1 (one creature); +7 vs. Will		
Hit: 2d6 + 5 psychic damage, and the wraith slides the target up to 5 squares. The target must then use a free action to make a basic attack against its nearest ally.		
Miss: Half damage, and the wraith slides the target up to 2 squares.		
Skills Stealth +12		
Str 6 (+0)	Dex 20 (+7)	Wis 3 (-2)
Con 17 (+5)	Int 11 (+2)	Cha 19 (+6)
Alignment chaotic evil Languages Common, Netherese		
Note: The mad wraith lacks the <i>spawn wraith</i> ability.		

Possessed Rat Swarm (level 4)		Level 4 Skirmisher
Medium natural beast (swarm)		XP 175
HP 51; Bloodied 25		Initiative +7
AC 18, Fortitude 16, Reflex 18, Will 14		Perception +6
Speed 6, climb 2		Low-light vision
Resist half damage from melee and ranged attacks; Vulnerable 5 to close and area attacks.		
TRAITS		
O Swarm Attack • Aura 1		
Any enemy that ends its turn in the aura takes 6 damage, and the swarm can slide it 1 square as a free action.		
Swarm		
The swarm can occupy the same space as another creature, and an enemy can its space, which is difficult terrain. The swarm cannot be pulled, pushed, or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creature it comprises.		
STANDARD ACTIONS		
m Swarm of Teeth • At-Will		
Attack: Melee 1 (one creature); +9 vs. AC		
Hit: 2d6 + 4 damage, or 2d6 + 9 if the swarm moved at least 2 squares during this turn.		
Effect: The swarm can shift 1 square.		
Str 12 (+3)	Dex 16 (+5)	Wis 9 (+1)
Con 11 (+2)	Int 1 (-3)	Cha 7 (+0)
Alignment unaligned Languages -		
Note: Renamed scurrying rat swarm.		

Hulking Zombie		Level 4 Brute
Large natural animate (undead)		XP 175
HP 70; Bloodied 35		Initiative +1
AC 16, Fortitude 18, Reflex 14, Will 14		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 2 (one creature); +9 vs. AC		
Hit: 2d12 + 2 damage, or 2d12 + 5 against a prone target or one that is grabbed by another creature.		
M Zombie Rush • At-Will		
Effect: The zombie charges and makes the following attack in place of a basic melee attack.		
Attack: Melee 2 (one creature); +7 vs. Fortitude		
Hit: 2d12 + 2 damage, and the zombie pushes the target 1 square and knocks it prone.		
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 20 (+7)	Dex 8 (+1)	Wis 8 (+1)
Con 20 (+7)	Int 1 (-3)	Cha 3 (-2)
Alignment unaligned Languages -		

Possessed Human (level 4)		Level 4 Minion Brute
Medium natural animate (undead)		XP 44
HP 1; a missed attack never damages a minion.		Initiative +1
AC 16, Fortitude 17, Reflex 14, Will 14		Perception +1
Speed 4		Darkvision
Immune disease, poison		
STANDARD ACTIONS		
m Slam • At-Will		
Attack: Melee 1 (one creature); +9 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 -		
Note: Renamed zombie shambler.		

Remember:

Round 3: Shadow infusion has no effect.

Round 6: Opponents on the map are dazed.

ENCOUNTER 3: UNDER SIEGE STATISTICS (ADVENTURE LEVEL 6)

Shadow Infusion: +1 to attack, +3 to damage.

Mad Wraith		Level 6 Controller
Medium shadow humanoid (undead)		XP 250
HP 73; Bloodied 36		Initiative +8
AC 20, Fortitude 16, Reflex 19, Will 17		Perception -1
Speed 6		Darkvision
Immune disease, poison; Resist 10 necrotic		
TRAITS		
O Mad Whispers (psychic) • Aura 3		
Any enemy that ends its turn in the aura takes 5 psychic damage, and the wraith slides it up to 2 squares.		
Insubstantial		
The wraith takes half damage from all attacks, except those that deal force damage. Whenever the wraith takes radiant damage, it loses this trait until the start of its next turn.		
STANDARD ACTIONS		
m Touch of Madness (psychic) • At-Will		
Attack: Melee 1 (one creature); +9 vs. Will		
Hit: 2d6 + 7 psychic damage, and the target takes a -2 penalty to all defenses (save ends).		
M Touch of Chaos (charm, psychic) • Recharge 5-6		
Attack: Melee 1 (one creature); +9 vs. Will		
Hit: 2d6 + 7 psychic damage, and the wraith slides the target up to 5 squares. The target must then use a free action to make a basic attack against its nearest ally.		
Miss: Half damage, and the wraith slides the target up to 2 squares.		
Skills Stealth +13		
Str 6 (+1)	Dex 20 (+8)	Wis 3 (-1)
Con 17 (+6)	Int 11 (+3)	Cha 19 (+7)
Alignment chaotic evil Languages Common, Netherese		
Note: The mad wraith lacks the <i>spawn wraith</i> ability.		

Possessed Human (level 6)		Level 6 Minion Brute
Medium natural animate (undead)		XP 63
HP 1; a missed attack never damages a minion.		Initiative +2
AC 18, Fortitude 19, Reflex 16, Will 16		Perception +2
Speed 4		Darkvision
Immune disease, poison		
STANDARD ACTIONS		
m Slam • At-Will		
Attack: Melee 1 (one creature); +11 vs. AC		
Hit: 9 damage.		
TRIGGERED ACTIONS		
Deathless Hunger • Encounter		
Trigger: The zombie is reduced to 0 hit points, but not by a critical hit.		
Effect (No Action): Roll a d20. On a 15 or higher, the zombie is instead reduced to 1 hit point.		
Str 18 (+7)	Dex 8 (+2)	Wis 8 (+2)
Con 15 (+5)	Int 1 (-2)	Cha 3 (-1)
Alignment unaligned Languages -		
Note: Renamed zombie shambler.		

Remember:

Round 3: Shadow infusion has no effect.

Round 6: Opponents on the map are dazed.

Hulking Zombie (level 6)		Level 6 Brute
Large natural animate (undead)		XP 250
HP 90; Bloodied 45		Initiative +2
AC 18, Fortitude 20, Reflex 16, Will 16		Perception +2
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 2 (one creature); +11 vs. AC		
Hit: 2d12 + 4 damage, or 2d12 + 7 against a prone target or one that is grabbed by another creature.		
M Zombie Rush • At-Will		
Effect: The zombie charges and makes the following attack in place of a basic melee attack.		
Attack: Melee 2 (one creature); +9 vs. Fortitude		
Hit: 2d12 + 4 damage, and the zombie pushes the target 1 square and knocks it prone.		
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 20 (+8)	Dex 8 (+2)	Wis 8 (+2)
Con 20 (+8)	Int 1 (-2)	Cha 3 (-1)
Alignment unaligned Languages -		

Possessed Rat Swarm (level 6)		Level 6 Soldier
Medium natural beast (swarm)		XP 250
HP 67; Bloodied 33		Initiative +8
AC 20, Fortitude 18, Reflex 20, Will 16		Perception +7
Speed 6, climb 2		Low-light vision
Resist half damage from melee and ranged attacks; Vulnerable 5 to close and area attacks.		
TRAITS		
O Swarm Attack • Aura 1		
Any enemy that ends its turn in the aura takes 7 damage, and the swarm can slide it 1 square as a free action.		
Swarm		
The swarm can occupy the same space as another creature, and an enemy can its space, which is difficult terrain. The swarm cannot be pulled, pushed, or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creature it comprises.		
STANDARD ACTIONS		
m Swarm of Teeth • At-Will		
Attack: Melee 1 (one creature); +11 vs. AC		
Hit: 2d6 + 7 damage, or 3d6 + 7 if the target is prone.		
MINOR ACTIONS		
M Pull Down • At-Will (1/round)		
Attack: Melee 1 (one creature); +9 vs. Fortitude		
Hit: The target is knocked prone.		
Str 12 (+4)	Dex 16 (+6)	Wis 9 (+2)
Con 11 (+3)	Int 1 (-2)	Cha 7 (+1)
Alignment unaligned Languages -		
Note: Scurrying rat swarm, with needlefang drake's ability to pull down a target.		

ENCOUNTER 3: UNDER SIEGE STATISTICS (ADVENTURE LEVEL 8)

Shadow Infusion: +2 to attack, +4 to damage.

Mad Wraith (level 8)		Level 8 Controller
Medium shadow humanoid (undead)		XP 350
HP 89; Bloodied 44		Initiative +9
AC 22, Fortitude 18, Reflex 21, Will 19		Perception +0
Speed 6		Darkvision
Immune disease, poison; Resist 10 necrotic		
TRAITS		
O Mad Whispers (psychic) • Aura 3		
Any enemy that ends its turn in the aura takes 5 psychic damage, and the wraith slides it up to 2 squares.		
Insubstantial		
The wraith takes half damage from all attacks, except those that deal force damage. Whenever the wraith takes radiant damage, it loses this trait until the start of its next turn.		
STANDARD ACTIONS		
m Touch of Madness (psychic) • At-Will		
Attack: Melee 1 (one creature); +11 vs. Will		
Hit: 2d8 + 7 psychic damage, and the target takes a -2 penalty to all defenses (save ends).		
M Touch of Chaos (charm, psychic) • Recharge 5-6		
Attack: Melee 1 (one creature); +11 vs. Will		
Hit: 2d8 + 7 psychic damage, and the wraith slides the target up to 5 squares. The target must then use a free action to make a basic attack against its nearest ally.		
Miss: Half damage, and the wraith slides the target up to 2 squares.		
Skills Stealth +14		
Str 6 (+2)	Dex 20 (+9)	Wis 3 (+0)
Con 17 (+7)	Int 11 (+4)	Cha 19 (+8)
Alignment chaotic evil Languages Common, Netherese		
Note: The mad wraith lacks the <i>spawn wraith</i> ability.		

Possessed Human (level 8)		Level 8 Minion Soldier
Medium natural animate (undead)		XP 88
HP 1; a missed attack never damages a minion.		Initiative +10
AC 24, Fortitude 21, Reflex 21, Will 19		Perception +6
Speed 5		Darkvision
Immune disease, poison; Resist 10 necrotic		
STANDARD ACTIONS		
m Longsword (weapon) • At-Will		
Attack: Melee 1 (one creature); +13 vs. AC		
Hit: 7 damage.		
Effect: The possessed human marks the target until the end of the human's next turn.		
r Javelin (weapon) • At-Will		
Attack: Ranged 20 (one creature); +13 vs. AC		
Hit: 7 damage.		
Effect: The possessed human marks the target until the end of the human's next turn.		
Str 18 (+8)	Dex 19 (+8)	Wis 14 (+6)
Con 16 (+7)	Int 3 (+0)	Cha 3 (+0)
Alignment unaligned Languages -		
Equipment scale armor, heavy shield, longsword, 3 javelins		
Note: Renamed skeletal legionaries.		

Remember:

Round 3: Shadow infusion has no effect.

Round 6: Opponents on the map are dazed.

Hulking Zombie (level 8)		Level 8 Brute
Large natural animate (undead)		XP 350
HP 110; Bloodied 55		Initiative +3
AC 20, Fortitude 22, Reflex 18, Will 18		Perception +3
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 2 (one creature); +13 vs. AC		
Hit: 3d8 + 6 damage, or 3d8 + 9 against a prone target or one that is grabbed by another creature.		
M Zombie Rush • At-Will		
Effect: The zombie charges and makes the following attack in place of a basic melee attack.		
Attack: Melee 2 (one creature); +11 vs. Fortitude		
Hit: 3d8 + 6 damage, and the zombie pushes the target 1 square and knocks it prone.		
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 20 (+9)	Dex 8 (+3)	Wis 8 (+3)
Con 20 (+9)	Int 1 (-1)	Cha 3 (+0)
Alignment unaligned Languages -		

Possessed Rat Swarm (level 8)		Level 8 Soldier
Medium natural beast (swarm)		XP 350
HP 83; Bloodied 41		Initiative +9
AC 22, Fortitude 20, Reflex 22, Will 18		Perception +8
Speed 6, climb 2		Low-light vision
Resist half damage from melee and ranged attacks; Vulnerable 5 to close and area attacks.		
TRAITS		
O Swarm Attack • Aura 1		
Any enemy that ends its turn in the aura takes 8 damage, and the swarm can slide it 1 square as a free action.		
Swarm		
The swarm can occupy the same space as another creature, and an enemy can its space, which is difficult terrain. The swarm cannot be pulled, pushed, or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creature it comprises.		
STANDARD ACTIONS		
m Swarm of Teeth • At-Will		
Attack: Melee 1 (one creature); +13 vs. AC		
Hit: 2d8 + 7 damage, or 3d8 + 7 if the target is prone.		
MINOR ACTIONS		
M Pull Down • At-Will (1/round)		
Attack: Melee 1 (one creature); +11 vs. Fortitude		
Hit: The target is knocked prone.		
Str 12 (+5)	Dex 16 (+7)	Wis 9 (+3)
Con 11 (+4)	Int 1 (-1)	Cha 7 (+2)
Alignment unaligned Languages -		
Note: Scurrying rat swarm, with needlefang drake's ability to pull down a target.		

ENCOUNTER 3: UNDER SIEGE STATISTICS (ADVENTURE LEVEL 10)

Shadow Infusion: +2 to attack, +5 to damage.

Mad Wraith (level 10)		Level 10 Controller
Medium shadow humanoid (undead)		XP 500
HP 105; Bloodied 52		Initiative +10
AC 24, Fortitude 20, Reflex 23, Will 21		Perception +1
Speed 6		Darkvision
Immune disease, poison; Resist 10 necrotic		
TRAITS		
O Mad Whispers (psychic) • Aura 3		
Any enemy that ends its turn in the aura takes 5 psychic damage, and the wraith slides it up to 2 squares.		
Insubstantial		
The wraith takes half damage from all attacks, except those that deal force damage. Whenever the wraith takes radiant damage, it loses this trait until the start of its next turn.		
STANDARD ACTIONS		
m Touch of Madness (psychic) • At-Will		
Attack: Melee 1 (one creature); +13 vs. Will		
Hit: 2d8 + 9 psychic damage, and the target takes a -2 penalty to all defenses (save ends).		
M Touch of Chaos (charm, psychic) • Recharge 5-6		
Attack: Melee 1 (one creature); +13 vs. Will		
Hit: 2d8 + 9 psychic damage, and the wraith slides the target up to 5 squares. The target must then use a free action to make a basic attack against its nearest ally.		
Miss: Half damage, and the wraith slides the target up to 2 squares.		
Skills Stealth +15		
Str 6 (+3)	Dex 20 (+10)	Wis 3 (+1)
Con 17 (+8)	Int 11 (+5)	Cha 19 (+9)
Alignment chaotic evil Languages Common, Netherese		
Note: The mad wraith lacks the <i>spawn wraith</i> ability.		

Possessed Human (level 10)		Level 10 Minion Soldier
Medium natural animate (undead)		XP 125
HP 1; a missed attack never damages a minion.		Initiative +11
AC 26, Fortitude 23, Reflex 23, Will 21		Perception +7
Speed 5		Darkvision
Immune disease, poison; Resist 10 necrotic		
STANDARD ACTIONS		
m Longsword (weapon) • At-Will		
Attack: Melee 1 (one creature); +15 vs. AC		
Hit: 8 damage.		
Effect: The possessed human marks the target until the end of the human's next turn.		
r Javelin (weapon) • At-Will		
Attack: Ranged 20 (one creature); +15 vs. AC		
Hit: 8 damage.		
Effect: The possessed human marks the target until the end of the human's next turn.		
Str 18 (+9)	Dex 19 (+9)	Wis 14 (+7)
Con 16 (+8)	Int 3 (+1)	Cha 3 (+1)
Alignment unaligned Languages -		
Equipment scale armor, heavy shield, longsword, 3 javelins		
Note: Renamed skeletal legionaries.		

Remember:

Round 3: Shadow infusion has no effect.

Round 6: Opponents on the map are dazed.

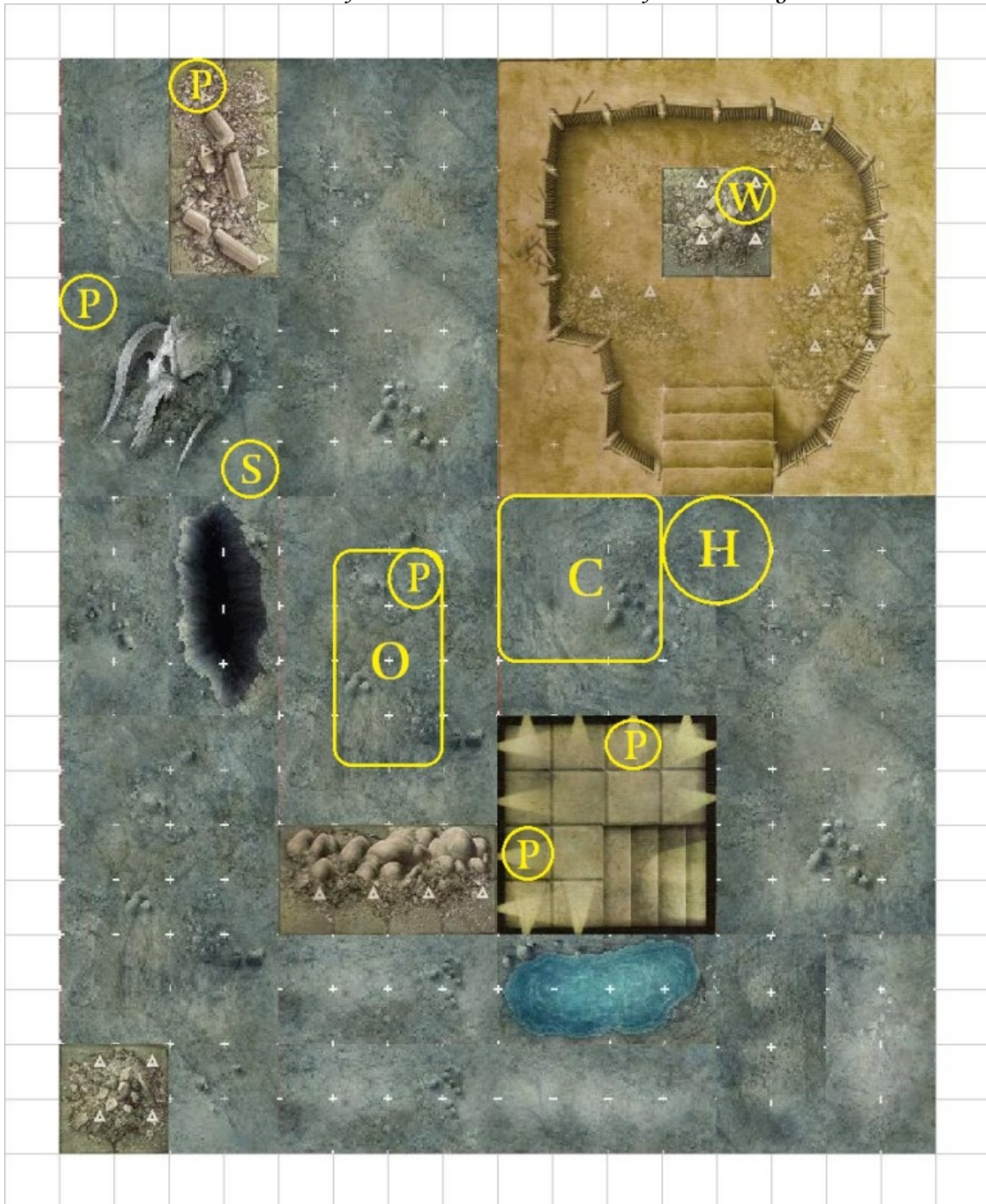
Hulking Zombie (level 10)		Level 10 Brute
Large natural animate (undead)		XP 500
HP 130; Bloodied 65		Initiative +4
AC 22, Fortitude 24, Reflex 20, Will 20		Perception +4
Speed 4		Darkvision
Immune disease, poison		
TRAITS		
Zombie Weakness		
A critical hit automatically reduces the zombie to 0 hit points.		
STANDARD ACTIONS		
m Slam • At-Will		
Attack: Melee 2 (one creature); +15 vs. AC		
Hit: 4d8 + 6 damage, or 4d8 + 9 against a prone target or one that is grabbed by another creature.		
M Zombie Rush • At-Will		
Effect: The zombie charges and makes the following attack in place of a basic melee attack.		
Attack: Melee 2 (one creature); +13 vs. Fortitude		
Hit: 4d8 + 6 damage, and the zombie pushes the target 1 square and knocks it prone.		
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 20 (+10)	Dex 8 (+4)	Wis 8 (+4)
Con 20 (+10)	Int 1 (+0)	Cha 3 (+1)
Alignment unaligned Languages -		

Possessed Rat Swarm (level 10)		Level 10 Soldier
Medium natural beast (swarm)		XP 500
HP 99; Bloodied 49		Initiative +10
AC 24, Fortitude 22, Reflex 24, Will 20		Perception +9
Speed 6, climb 2		Low-light vision
Resist half damage from melee and ranged attacks; Vulnerable 5 to close and area attacks.		
TRAITS		
O Swarm Attack • Aura 1		
Any enemy that ends its turn in the aura takes 9 damage, and the swarm can slide it 1 square as a free action.		
Swarm		
The swarm can occupy the same space as another creature, and an enemy can its space, which is difficult terrain. The swarm cannot be pulled, pushed, or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creature it comprises.		
STANDARD ACTIONS		
m Swarm of Teeth • At-Will		
Attack: Melee 1 (one creature); +15 vs. AC		
Hit: 2d8 + 9 damage, or 3d8 + 9 if the target is prone.		
MINOR ACTIONS		
M Pull Down • At-Will (1/round)		
Attack: Melee 1 (one creature); +13 vs. Fortitude		
Hit: The target is knocked prone.		
Str 12 (+6)	Dex 16 (+8)	Wis 9 (+4)
Con 11 (+5)	Int 1 (+0)	Cha 7 (+3)
Alignment unaligned Languages -		
Note: Scurrying rat swarm, with needlefang drake's ability to pull down a target.		

ENCOUNTER 3: UNDER SIEGE MAP

TILE SETS NEEDED

DT5: Lost Caverns of the Underdark x2; DU1: Halls of the Giant Kings x1



Mad wraith = W; Hulking zombie = H; Possessed rat swarm = S
Possessed humans = P; Crane = C; Civilians = V; Ox Wagon = O.

Notes: The tower in the middle is the watch post. It is a cabin with a flat roof, not an actual tower. The soldiers start inside and the exterior door is at the stairs. The PCs start behind the ox wagon. The wagon and crane are NOT blocking terrain!)

ENCOUNTER 4: SCEPTER TOWER

SETUP

Important NPCs:

Verhnar, male human cleric of Shar (Insight +10, Religion +9).

Lezeen, female shade mistress of secrets (Insight +21, Religion +19).

Deynoohr, male shadar-kai blackguard of Shar (Perception +18).

The Sharran temple is located in the bottom floor of the Scepter Tower. Only people favored by the Netherese can visit here. This includes PCs that fought the spirits in Encounter 3, or those who sought and found lodgings within Saharelgard's walls using previous favors in Encounter 2. The only way to actually get to speak to Lady Saharel is to gain entry to the Oracle Room with Shar's approval. The process for achieving this is explained to the PCs before they enter the temple.

A dark-skinned man with short-cropped hair steps forward. He wears black leather armor and a purple cloak. Around his neck dangles the back-and-purple disk that is the symbol of Shar.

"Welcome, petitioners," he says in a pleasant voice. "My name is Verhnar. I expect you come with questions? Perhaps you are here to ask those questions of Saharel, Lady of Saharelgard? Know then that the Mistress of the Night can aid you to uncover the Lady's secrets... in return for your own."

Verhnar maintains Shar's altar and collects the offerings. There are more clerics in the temple, but Verhnar is the only one who answers any questions. He explains the process to enter the Oracle Room, where Saharel is known to appear upon Shar's request to answer a pilgrim's question. The rules are as follows:

- Lady Saharel only answers one question per group of petitioners (i.e. the PCs only get to ask one question total).
- Lady Saharel only ever answers one question for a given individual. If a PC previously received an answer from Lady Saharel at the end of ADAP1-4, she does not answer another question from that PC, though such characters are free to enter with the group. (If all PCs have previously had a question answered, Lady Saharel makes an exception to the rule, and does answer one and only one of them.)
- To gain entry to the Oracle Room, an offering to Shar is in order.

- The only proper offering to Shar is to gift her with a personal secret or regret. All one needs do is approach, kneel at the altar, and whisper the secret. The altar is warded, so that only Shar will hear. Nobody else will know - and that is the truth.
- If the gift is proper and is accepted, the curtains part, and one can enter.
- If the PC whispers something inconsequential, they get the sense that their offering is not accepted, and the curtains do not part.
- If the PC attempts to lie, they get the sense as they start the attempt that the altar is warded in some way to make doing so difficult. If they persist in the attempt, they can make a Hard DC Bluff check with a -5 penalty. Success means that they are treated as though they told a true secret - while Shar realizes the deception, she accepts the deceit as a token of the PCs untrustworthiness, which is a secret in itself. Failure means that they are immediately blinded, with the blindness lasting until dawn of the next day, and are not allowed to enter the Oracle Room. (Sharrans find this result amusing rather than reacting with hostility; the PC is not the first to attempt to lie to the Mistress of the Night.)
- If more than one person from the same group wishes to enter, they should each offer a secret as well, though after the initial PC offers a secret, a cash donation (5 gp times the AL) suffices for other members of the group. The coin is used to support the faithful here in Saharelgard.

Verhnar does not himself answer questions except for those regarding his religion, which he answers with praises to Shar and the assurance that those who are in the deepest need can always find solace in her arms.

THE TEMPLE OF SHAR

The Temple of Shar takes up the entire ground floor of the Scepter Tower. The room is in total darkness except for a few braziers whose coals cast a weak red light. Black cloth hangs down the walls, creating the illusion of even deeper shadows.

A rough obsidian statue of a woman whose face is hidden in a hood stands at the far end of the temple. The stone altar at her feet is covered with a plain black cloth, upon which rests a silver platter filled with coins. At the left side of the statue hangs a heavy curtain, in front of which stands a shadar-kai male in dark plate armor.

The man in plate is Deynoohr, a Sharran blackguard. He stands motionless and does not speak or give any

indication that he is aware of the PCs' presence unless a PC tries to get past him to the curtain. He then blocks their path. Due to a ritual enhancement, PCs cannot sneak past him using mundane means. If the PCs manage to get past him using invisibility or other means, the clergy who continually scry the Oracle Room notice them. They do not sound an alarm unless the PC starts to vandalize the room, but neither do they summon Lady Saharel.

If a PC does as he or she has been instructed and reveals a personal secret or vulnerability, the curtain indeed opens. Deynoohr steps aside, admitting the PC to the Oracle Room. PCs that follow can either reveal a secret or may drop some gold (5 x AL gp per PC) in the silver offering plate. Each PC who gives up a secret (true or not) gains Story Award **PREQ03 A Secret Given**. PCs that do not offer either a secret or the appropriate amount of coin may not enter the Oracle Room. However, they may still use their time to try and gain an audience with high priestess Lezeen.

If a PC is a member of or represents the **Order of Torm** meta-organization, Deynoohr refuses to step aside even if the curtain opens. He snarls defiantly at the PC, his hand on his blade. He recognizes the character's affiliation, and the PC is instantly aware that he does – apparently, that particular fact is no longer a secret. Give the PC a moment to react. A Moderate DC Intimidate check causes Deynoohr to snarl – but he steps aside. A failed check or other reaction does not initially make him budge, but then Verhnar gives an order in Netherese, whereupon Deynoohr relents and steps aside. If a PC draws his own weapons to attack, Deynoohr easily parries and resists a few strikes, before advancing on the PC. Before he can strike out, Verhnar ends the fight, ordering Deynoohr to let the PC past. This should not end in a full fight – the confrontation is there for flavor, to enhance the hostility between the followers of Shar and Torm.

TALKING TO LEZEEN

If PCs seek audience with Lezeen (e.g. to gauge her power or hope to learn more of Shar in Saharelgard), they can arrange that through Verhnar. To convince him to negotiate on their behalf, they need to make a Moderate DC Diplomacy check. If they succeed, he tells them he will do his best, but Lezeen is terribly busy. She only makes time for those who have a true need of her counsel. The PCs now need to make a Moderate DC Bluff check to get him to accept whatever excuse they use to get to talk to her (if the PCs wish to discuss the battle in Encounter 3 in which they aided, this is instead an Easy DC Bluff check).

If they fail, he fears she will not make time free for their plight. If they succeed, Verhnar says Lezeen is a devout woman and ever busy serving Shar. Will the PCs be able to conduct themselves properly? He has some doubts. The PCs now need to make a Moderate DC Religion check to prove they know a bit or two about Shar and her rites. If they fail, Verhnar fears their ignorance will only anger the mistress, and he sends them home. If they succeed, he nods, and then says he will do his best. He asks them to come back the next day. PCs can now continue on their business – i.e. visiting Lady Saharel.

When the PCs return the next day, they find Verhnar in the company of a young woman. They are the only ones admitted to the temple. There are no pilgrims. Deynoohr, the blackguard, is the only other person present.

A young woman awaits you. Her skin is dark, almost obsidian, and it seems as if darkness leaks out of her. Part of her simply fades away into the surrounding shadows.

This is Lezeen of Palter, who is, in absence of Escanor Tanthul, the commander of Saharelgard. Lezeen is a shade. She is very powerful – the PCs cannot hope to best her, but they should be able to make an estimate of her level and abilities.

Lezeen is willing to answer a few questions. She colors her answers, sometimes even lying outright. It is not too hard for PCs to realize they only hear a partial truth. If they discover anything amiss and confront her, she waves those arguments away, then stops answering questions and dismisses the PCs.

The most likely subjects the PCs wish to discuss are listed below.

Of Lady Saharel she says:

“We are pleased to find Saharel, one of the greatest mages of ancient Netheril, on our side. We hope she will advise us in the restoration of Saharelgard, as freely as she gives her wisdom to the petitioners. Since we established our temple here, Saharel’s visits have been more frequent, and those who make an offering to Our Lady find Saharel most willing to part with answers. We see that as a sign that she is benevolent towards us.”

A Hard DC Insight check reveals that, in the way she stresses some words, Lezeen actually means that the Netherese are somehow forcing Lady Saharel to answer questions.

Of the specters' attack (Encounter 3) she says:
"The ruins are filled with the dead of Ancient Netheril. The ruins contain wards that cause their spirits to rise and attack hostile forces. One of our acolytes used a ritual to summon a workforce from the Elemental Chaos to aid with the construction effort, and these extraplanar creatures' arrival caused the wards to activate. Unfortunately, once released, the spirits do not recognize friends, which is why they attacked us as well. Be assured that the acolyte responsible was punished, and that this will not happen again."

A Hard DC Insight check reveals that the general explanation is correct, though her assertion that the intruders were summoned creatures is false. A Hard DC Arcana or Religion check reveals that rite that was cast just before the spirits attacked may indeed have been planar, but it was not a summoning.

Of the tremors and yellow-green lights she says:
"Beneath the ruins of Saharelgard runs part of an ancient protective barrier called the Sharn Wall. It was created centuries ago and consists of pure elemental energy. Its presence interferes with magic, especially teleportation and planar works. It also stirs whenever we make changes to the ruins. We are careful, but occasionally our construction workers awaken it, which causes tremors and lights."

A Hard DC Arcana check reveals that she is correct, but simple construction work could not trigger such tremors. It seems more likely that the Netherese are tampering with rituals that reach into the planes - likely the Shadowfell - and that these interfere with the Sharn Wall.

If PCs wish to **discuss Shar**:

She is willing to provide them with insights in her goddess. She suspects any claims to convert are false - she is no fool - but is willing to use such claims to probe the PCs for their own weaknesses, asking questions on their personal lives, regrets, emotions, whether they ever despair, etc. She never gives out anything really useful, and ends by saying that conversion is yet a long road. If during this discussion a PC reveals something that could make him or her vulnerable, that PC gains Story Award **PREQ03 A Secret Given** as if they had revealed a secret to Shar.

Other items of interest:

Lezeen is not willing to give any information on most subjects. All she is willing to disclose is a general concession that Netheril does not wish any harm to the

pilgrims visiting here. She asserts that the presence of Netherese soldiers in the fortress is no threat to surrounding lands, indeed:

"The Sword Coast and Heartlands should feel glad we are here. We need to consolidate this pass lest it be used as a staging area. You may not be aware of this, but there are troops of giants ridden with demonic fevers that are even now massing in the north - as revealed to us by our Mistress."

"Our presence here not only secures our borders but also ensures peaceful times for your own lands. Go back to your employers, and tell them that Saharelgard will rise again, and that all will prosper because of this."

Finally, she asks the PCs what they asked Lady Saharel, and what the spirit's answer was. If they have not asked a question yet, she expresses interest in knowing it, and offers them the opportunity to return and tell her later.

If the PC accurately reports Saharel's answer (now or later), they prove their loyalty to Netheril. (Since she knows the answer anyway, it serves as proof.) She grants PCs who share the answer with her Story Award **PREQ05 A Shade Coin**. She then sends the PCs away.

ENDING THE ENCOUNTER

Once the PCs get access to the Lady Saharel move to Encounter 5. If the PCs are unwilling to make any of the required offerings at the temple to gain access, they are not going to gain an audience with the spirit. After some time passes, such PCs are asked - which is a friendly way of saying "ordered" - to either make the offering or leave with their question unasked.

MILESTONE

This encounter does not count towards a milestone.

ENCOUNTER 5: THE LADY SAHAREL

SETUP

Important NPCs:

Saharel, ghost oracle of Spellgard.

Stairs behind the curtain lead up to a large circular room. It is mostly empty, except for a raised section of floor, a round platform that looks new and is inscribed along the edge with symbols, rubbed with a dark red ink. While there are no windows, the room is lit by a glow, the source of which cannot be determined.

A Moderate DC Arcana check identifies the symbols in the edges of the platform as runes used for divination and binding rituals.

If the PCs enter the Oracle Room and have offered appropriately to Shar, Lady Saharel appears to them.

The room's light dims slightly, and in the circle a form shimmers into being. A stately woman, pale but gracious, stares down at you. She looks sad, almost resigned. Her eyes bore into you. "I am Saharel. I have been High Mage of Netheril, ruler of Saharelgard, archlich of its ruins, lover of Elminster, and bane of Manshoon. Now, I am a mere slave to any who ask." She sighs. "One question I will answer. Choose it wisely."

Saharel is forced to appear by the Shadovar, who control her through a complex ritual that involves the alabaster pillars spread throughout the ruins. They listen in to the answers she provides to those who visit. Saharel is aware of this. She has no direct means to inform the PCs, but tries to hide information on the Shadovar's weaknesses in her answers.

Saharel answers one question. Make sure players realize this. See **Appendix 4** for the questions that the PCs may ask and the answers provided by Saharel. If one of the questions in Appendix 4 is asked, the PCs earn Story Award **PREQ04 Knowledge is Power**. If they ask a question other than one of the ones provided, then improvise an appropriate answer as you see fit based on the examples provided, but the PCs do not earn the Story Award.

After their question is answered:

Saharel still lingers. She grimaces, as if she is pained, and her eyes stare right through you. Her form wavers, but she shakes her head as if she is fighting to stay.

"Not... done... Need..."

The PCs should realize that something is trying to force Saharel's departure. PCs who are trained in Arcana or Religion, or who have the Ritual Caster feat, can try to produce a counter-charm to aid Saharel. A Hard DC Arcana or Religion check gives Saharel some respite.

If they do not interfere or none of the PCs succeed at the checks, Saharel screams, then disappears in a burst of darkness.

If they succeed, they buy her some time:

The ghostly woman grits her teeth, but seems to shake off the compulsion. The room goes pitch black. In the darkness, her voice whispers.

"Little time remains. What Xolund made, Shade seeks again. They force it from the rock, and bring it to their own need. Leave now, and rally quickly to end this. Return knowing that the Shadovar are prepared. Return knowing that the source moves."

The room's light returns and Lady Saharel is gone.

If the PCs talked to Myrm or make a DC 20 Arcana check, they realize that 'the source' and 'Xolund' refer to the mythallar of Sakkors, one of the Netherese floating cities. He muses that may be why Brennus, a Netherese prince, visited the ruins a year ago.

ENDING THE ENCOUNTER

The PCs can leave the Oracle Room without incident. Despite Saharel's warnings, the shadovar do not act as if they overheard anything. Outside, Verhnar approaches the PCs.

"I see that the Lady's question has enlightened you. Mayhap you would wish to share that enlightenment with a mundane servant?"

Verhnar suggests the PCs tell him their question and answer. If the PCs accurately report Saharel's answer, they prove their loyalty to Shade. (Since Verhnar knows the answer anyway, it serves as proof.) He grants PCs who share the answer with him Story Award **PREQ05 A Shade Coin**. The PCs are likely to refuse, but they may use the opportunity to try and gain an audience with Lezeen, the high priestess of Shar. See 'Talking to Lezeen' in Encounter 4 on how to achieve this.

Once the PCs set out to return to the monastery, run Encounter 3 if you have not already run that encounter. Otherwise, move to Encounter 6.

MILESTONE

This encounter does not count towards a milestone.

ENCOUNTER 6: DEPARTURE

If the PCs were sent by the Fellowship but instead had Emira Wands' question answered, she thanks them and sets out to report it to Kira. She tells the PCs to tell Dayan that Kira is safe, but does not wish to be found.

If Myrm Durnshield's question was answered, he correctly concludes that Netheril seeks to control the mythallar. He is worried and leaves that very evening to take word to Mithril Hall.

Once the PCs feel they have enough information, they can return to Loudwater, and from there report back to their employers.

CONCLUDING THE ADVENTURE

The groups that sent the PCs are pleased as long as the PCs can tell them anything significant about the Netherese presence in Spellgard. The PCs earn Story Award **PREQ01 Questions Asked** and the promised reward as long as they have learned at least one of the following:

- The Netherese somehow control Lady Saharel.
- Forces of Netheril are searching for Spellgard's mythallar
- Any of the handful of useful tidbits on Spellgard's defenses (such as the living walls, the number and location of Netherese and Zhentarim forces, rumors of giants in the area, rumors of a dragon in the area).
- The PCs asked one of the questions from Appendix 4 to Lady Saharel and received an answer.

If the PC received an answer to his or her specific faction's question, they are pleased though puzzled by the response. If a faction's question was not answered, they are disappointed but do not hold it against the PCs.

If a PC told a secret to Shar in her temple, or revealed a weakness to her priestess Lezeen, that PC earns **PREQ02 A Secret Given**.

If the PCs asked a question from Appendix 4 and had it answered by Lady Saharel, they earn **PREQ03 Knowledge is Power**.

PCs who share the answer they received from Saharel with Lezeen earn **PREQ04 A Shade Coin**, having proven themselves as trusted agents of Netheril.

TREASURE

Regardless of the results, the PCs' employers reward the PCs with 20 / 35 / 85 / 125 / 190 gp each, and items from their stores (Treasures X and Y).

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. 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.

ADVENTURE LEVEL 2

Minimum Possible XP: 105 XP per PC

Received an Answer from Lady Saharel: +55 XP

Rescued Brother Turnagall: +50 XP

Maximum Possible XP: 210 XP per PC

Base Gold per PC: 40 gp

(Encounter 3: 20 gp; Encounter 5: 20 gp)

ADVENTURE LEVEL 4

Minimum Possible XP: 150 XP per PC

Received an Answer from Lady Saharel: +75 XP

Rescued Brother Turnagall: +75 XP

Maximum Possible XP: 300 XP per PC

Base Gold per PC: 65 gp

(Encounter 3: 30 gp; Encounter 5: 35 gp)

ADVENTURE LEVEL 6

Minimum Possible XP: 225 XP per PC

Received an Answer from Lady Saharel: +100 XP

Rescued Brother Turnagall: +100 XP

Maximum Possible XP: 425 XP per PC

Base Gold per PC: 165 gp

(Encounter 3: 80 gp; Encounter 5: 85 gp)

ADVENTURE LEVEL 8

Minimum Possible XP: 300 XP per PC

Received an Answer from Lady Saharel: +150 XP

Rescued Brother Turnagall: +150 XP

Maximum Possible XP: 600 XP per PC

Base Gold per PC: 225 gp

(Encounter 3: 100 gp; Encounter 5: 125 gp)

ADVENTURE LEVEL 10

Minimum Possible XP: 450 XP per PC

Received an Answer from Lady Saharel: +200 XP

Rescued Brother Turnagall: +200 XP

Maximum Possible XP: 850 XP per PC

Base Gold per PC: 340 gp

(Encounter 3: 150 gp; Encounter 5: 190 gp)

TREASURE

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

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

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

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

dagger, the player writes that information down on the PC's adventure log and the item is forever after that specific weapon.

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

EACH PC SELECTS ONE OF THE FOLLOWING:

Treasure 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 (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: 25 gp

AL 4: 40 gp

AL 6: 75 gp

AL 8: 150 gp

AL 10: 225 gp

STORY AWARDS

Award these if the PC completes the condition for the award in the adventure. Pass out certificates to the players for their story awards. **See Encounter 6 for details on the distribution of these awards.**

PREQ01 Questions Asked

You acquired information on the situation in Saharelgard, and reported it back to your superiors. This counts as one favor with the organization that sent you. Circle the name of that organization:

- The Harpers
- The Stellar Fellowship of Gentle Adventurers
- The Order of Torm
- The Lion's Den
- The Dusk Talons
- The Heirs of Mirt

PREQ02 A Secret Given

You gave a secret to Shar. While you have shown a weakness that the Nightcloaks can exploit, you are also seen as less of a threat, and maybe even a potential worshipper. Perhaps you can use their underestimation of you against them someday – just as the Mistress of the Night can use her newfound knowledge against you.

PREQ03 Knowledge is Power

You gained information from the Lady Saharel. Circle the question asked. If you asked a question not included on this list, do not circle any items.

- Does the Order still walk the righteous path?
- What must be done to free the city and citizens of the recent curse of the Plague?
- Who are the best allies to help us bring down the Zhentarim?
- What is the greatest current threat to Waterdeep?
- What do the drow want from the Asterwun'kaseel?
- Where is Kira?
- How do we cure Sureen Tevernesta?
- Where is Spellgard's mythalgar?
- How can we free you?

When you participate in an adventure with another PC who has this story award, you may learn one secret they have circled. Circle that secret on this award.

When you have learned all 8 secrets, you can trade your knowledge to the Church of Oghma in Waterdeep. This allows you, one time only, to purchase an Uncommon permanent item with an item level of your character level or less (at the time you expend the favor). You pay full market price for the item, but do not need to spend a found-item slot. List the item here when you purchase it: _____

PREQ05 A Shade Coin

You earned a shade coin, which, when shown, proves you are in favor with the empire of Netheril. Different people may respond differently to this coin. The coin functions only for you; if you ever give it away, its new bearer gains no benefit from having or displaying it.

EVENT SUMMARY

The results of this adventure will have an impact on the future development of the campaign. Please record the answers to the following questions. To report your results, complete the online questionnaire at the following site:

<https://www.surveymonkey.com/s/LFRPREQ0301>

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

1. What Adventure Level did the table play at?

- a. AL 2
- b. AL 4
- c. AL 6
- d. AL 8
- e. AL 10

2. Whose question did the PC ask of Lady Sarahel?

- a. The Harpers
- b. The Order of Torm
- c. The Lion's Den
- d. The Dusk Talons
- e. The Stellar Fellowship
- f. The Heirs of Mirt
- g. Emira Wands
- h. Myrm Durnsheld
- i. They asked how to help Lady Saharel
- j. They asked some other question (none of the above)
- k. The PCs did not get to ask a question

3. Did the PCs aid Lady Saharel during Encounter 5, enabling her to impart her additional message to them?

- a. Yes
- b. No
- c. The PCs did not reach Encounter 5

4. How many PCs gave a secret to Shar? (0-6)

5. Did the PCs reveal the answer they received from Lady Saharel to Lezeen or Verhnar?

- a. Yes, one PC did
- b. Yes, several PCs did
- c. No, the PCs did not reveal anything
- d. No, the PCs did not have an answer to reveal

6. How long did it take you to complete the adventure?

- a. Less than two hours
- b. About two hours
- c. More than two hours but less than four hours
- d. About four hours
- e. More than four hours

7-8. How do you (the DM) and the players rate this adventure?

Players' Rating:

- a. One star (worst possible rating)
- b. Two stars (below expectations)
- c. Three stars (met expectations)
- d. Four stars (above expectations)
- e. Five stars (best possible rating)

DM's Rating:

- a. One star (worst possible rating)
- b. Two stars (below expectations)
- c. Three stars (met expectations)
- d. Four stars (above expectations)
- e. Five stars (best possible rating)

APPENDIX I: SPELLGARD / SAHARELGARD

Spellgard (formerly known as Saharelgard) is the ruin of an ancient castle complex dating from the Netherese Empire. It is located on a rocky ridge, northeast of Llorkh, where the southern edge of the Fallen Lands meets the eastern edge of the former Anauroch desert.

THE FALLEN LANDS

The area around Spellgard remains largely unexplored. Orcs and goblins live in scattered bands throughout the region. They mostly war against each other, though different tribes occasionally unite under a single banner to raid over the Graypeaks and strike the frontier communities of the Gray Vale.

Travel by day is reasonably safe, although particularly bold bandits sometimes menace travelers who don't appear capable of defending themselves.



(Source: Scepter Tower of Spellgard)

SPELLGARD

Spellgard was ruled by Lady Saharel, a high mage of ancient Netheril. At its apogee, Saharelgard was a rich storehouse of wealth, mighty magic, as well as luxurious dress, decoration, furnishings, and food. Subsequently it was a ruin, largely stripped of its riches. It was a huge place of turrets, towers, crumbling walls, archways, balconies, and mile upon mile of interlinked stairs, galleries, and chambers.

A few structures remained largely intact, such as the imposing Scepter Tower, and the Fountain Hall, home to a dozen splendid, sculpted waterspouts and plants that grew abundantly under their spray.

Spellgard sat atop its own spring. Ancient spells pumped water through hundreds of fountains and pools, and in a one vast cellar room was a large well. The castle halls and chambers were predominantly cool, dim, and damp, ideal for fungal growth. The magic of Netheril lingers within the stones of Spellgard. Before the castle fell, its arcanists focused incalculable power within the Scepter Tower. The chambers of old Saharelgard were warded by magic locks that no one could defeat.

In Marpenoth of the year of Deep Waters Drifting (1480 DR), the Netherese returned to Spellgard. They occupied the ruins and started rebuilding the fortress. They have been busy for months, making amazing progress in restoring the walls. Their presence has not gone unnoticed, and not everyone is happy: rumors persist that the Netherese magical meddling has caused earthquakes in the region.

LADY SAHAREL

Lady Saharel was a powerful woman in her time. She seemed to have survived the fall of Netheril by changing into an archlich. Lady Saharel continued to watch over Spellgard as an archlich until the Year of Shadows (1358 DR), when she sacrificed herself in order to destroy the wizard Manshoon and defend Elminster of Shadowdale.

She now remains as a ghost who has the gift of prophecy and insight. She speaks of the future or the past to anyone who chances upon her in the Spellgard ruins. It is said no question is off limits. She favors those who rebuild parts of Spellgard.

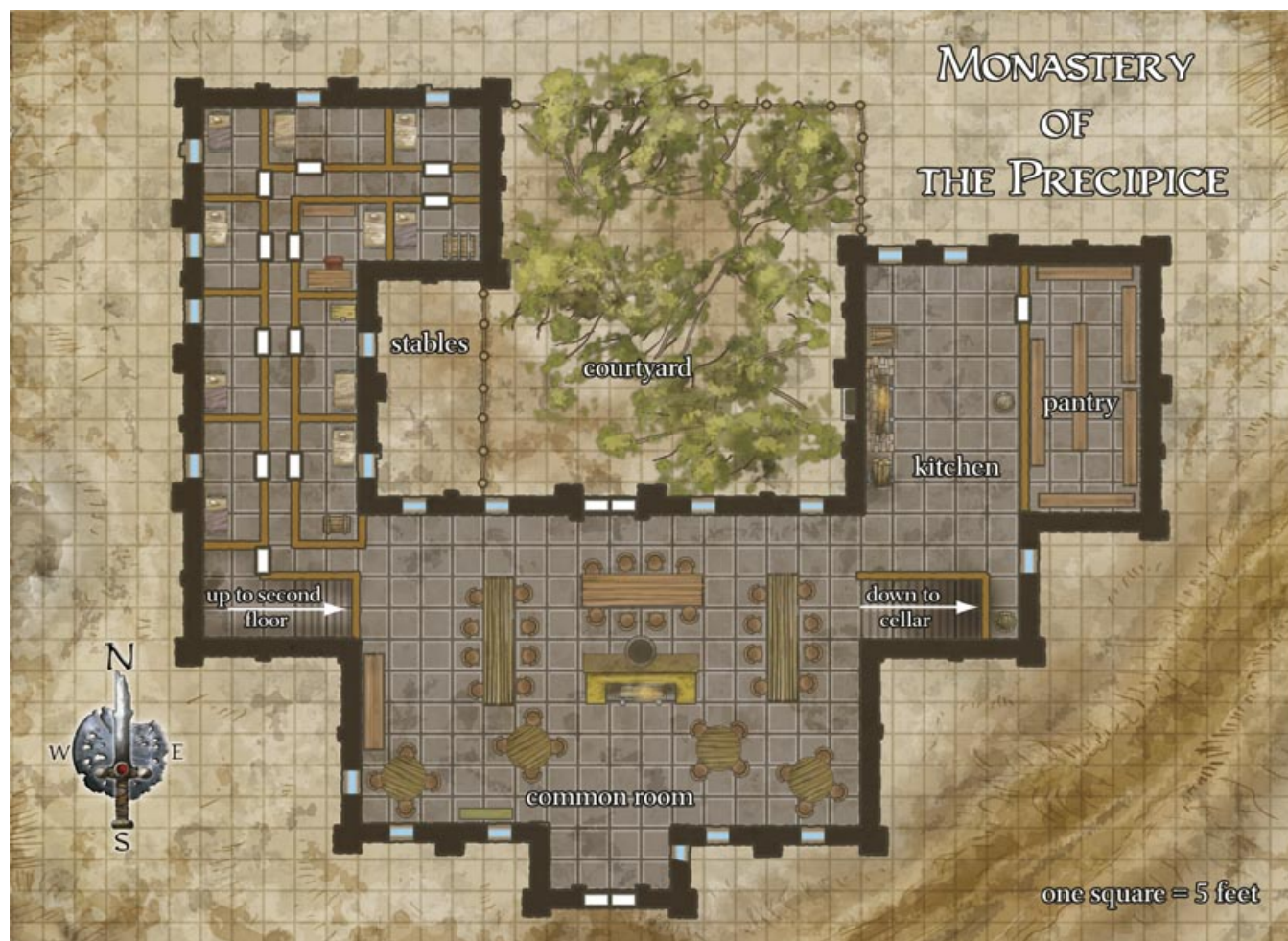
In Eleint of the year of the Ageless One (1479 DR), an attempt was made to control Saharel through

an elaborate ritual. The attempts were thwarted, but word of it broke out. Several months after the rumors started, the Netherese prince Brennus visited the ruins. Half a year later the forces of Netheril returned to the ruins.

THE MONASTERY OF THE PRECIPICE

At the edge of Spellgard stands the Monastery of the Precipice. Treasure-hunters and seekers after Lady Saharel congregate there.

The monastery survives even after the Netherese arrived. They allowed it to exist, building their walls around the monastery, and even admitting pilgrims inside the walls, though their freedom is very limited.





APPENDIX II: SPONSORS

The following pages provide background information on the sponsors.

THE HARPERS

The Harpers are a secretive organization that opposes Netheril. They were the first to notice the occupation of Spellgard, as they have their own spies in place.

There are actually several groups in the Realms that use the name 'Harpers'. The two groups are:

- The Harpers from Luruar
- The Harpers from Cormyr and the Dalelands

The PCs represent the Luruar fraction.

It is noted that the Netherese have been assassinating Harpers since they returned to Toril and have been remarkably efficient at doing so. As a result, the Harpers should be under deep cover while in Spellgard.

Known members: A famous Harper is Storm Silverhand from Shadowdale. Harpers the PCs may have met are Blaynden Darhunson and Sister Cherra from the Luruar Harpers, and Mishell Nymonen from the Dalelands Harpers.

Contacts: Blaynden Darhunson, a librarian from the Vault of Sages in Silverymoon, approaches The PCs. The head archivist of the Vault, a living construct called Coura, aids him. PCs who are unknown with the Harpers receive a written invitation.

The Question: The Harpers do not trust the situation, and decided to not ask any questions directly related to a mission. Instead, they use Coura's question regarding a tome that was stolen from the Vault of Sages and taken to Menzoberranzan:

"What do the drow want from the Asterwun'kaseel?"

COURA [COO~RAH]

Female (?) construct archivist of the Vault of Sages

Appears in: LURU2-3, LURU2-4

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

Personality: Analytical and determined. She is inquisitive about lore and has access to an incredible

store of knowledge. She enjoys displaying this knowledge and has no real concept of secrecy.

History: Coura was created by Ebredyrn Ramaur, a former Keeper (master librarian) of the Vault of the Sages, who modeled her after his wife. She was lost for ages in the catacombs of the Vault and only recently rediscovered. Coura is the head archivist of the Vault of the Sages in Silverymoon. She has access to all knowledge in the vault. Even the keepers cannot hide any lore from her. Since they cannot cut her access or shut her down, they instead provide her with detailed instructions on what to share with strangers and what not - instructions that sometimes miss the mark.

BLAYNDEN DARHUNSON [BLAINE~DEN
DAHR~UHN~SON]

Region/Town: Luruar / Silverymoon

Appears in: LURU2-3, LURU2-4

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

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

THE ORDER OF TORM

The Order has been ruling Elturgard for the last decades. They are formed of paladins and other devotees of Torm, supported by the faith of Aumanator. The Order of Torm desires a strictly run, orderly region devoted to the edicts of their god.

While they can bring safety and stability, their rule is seen by some as too restrictive. Especially other faiths feel they have not much freedom to spread the word, and merchants feel hampered in their trade, especially now the safety of the region is no longer assured.

Known members: Everyn Cadwy

Contacts: Everyn Cadwy

The Question: Everyn Cadwy has begun to question the restrictions of his order and his question is one of personal faith:

"Does the Order still walk the righteous path?"

EVERYN CADWY

Male human pladin of Torm

Appears in: ELTU3-1, ELTU3-3

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

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

History: Everyn Cawdy grew up in a Merchant family based in Elturgard and had a happy childhood. Unlike many people in this region his life isn't marred with a horrid past and because of this Everyn is resilient to the horrors he sees as Paladin of the Order of Torm.

He joined the Order because he wanted to help those who did not grow up as lucky as he did and he believes that the Law can protect the less-fortunate people. He is genuinely and simply a good guy.

THE DUSK TALONS

The Dusk Talons are a group of thieves and brigands from Iriaebor, a town that has not fallen to the sway of the Order of Torm. The Talons style themselves as 'retainers for hire', apparently serving those who spend the coin to hire them - though they seem to have several unknown criteria for would-be employers.

They are a major influence in Iriaebor. They desire freedom and oppose the restrictive rule of the paladins, and have no issue with using some unconventional means to achieve it.

Under the leadership of Nualla A'Ashemmi, the Talons actively oppose and strike at the Zhentarim, who reside in Darkhold. The fight is due to a personal vendetta by Nualla.

The few successes in this struggle, especially when preventing attacks on trade caravans on the Dusk Road, have gained them some popularity in the region.

Known members: Nualla A'Ashemmi, Garret the Knife

Contacts: Nualla A'Ashemmi

The Question: "Who are the best allies to help us bring down the Zhentarim?"

NUALLA A'ASHEMMI

Female half-elf

Appears in: QUES1-1, ELTU3-1

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

Personality: pragmatic and driven.

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

The following information can be gained with a proper check:

THE LION'S DEN

The Merchant's Guild in Elturgard seeks to bring prosperity to the region. They desire free trade and more freedom of choice.

The merchants support a separate organization of adventurers to deal with local problems. This group, know as the Lion's Den, is composed of mostly well meaning adventurers - though some prefer to call them mercenaries.

While the guild has means to bring prosperity, some feel that money talks for the guild. During the war, the guild master himself fell victim to corruption. The guild assures that this is a thing from the past, and that they keep tabs on all their members.

Among supporters for the Lion's Den are some of the other faiths in Elturgard. Most of these are good-aligned faiths, including the faith of Sune, Tymora, and of course Waukeen.

Known members: Councilman Orin Buffus (Elturel), Liahanna Conmara (Triel), Verderant

Contacts: Councilman Orin Buffus

The Question: "What must be done to free the city and citizens of the recent curse of the Plague?"

COUNCILMAN ORIN BUFFUS

Female tiefling Lion's Den trader (good)

Appears in: ELTU3-2

The councilman is extraordinary in his plainness. A man well into his middle age, as denoted by his receding brow and well-wrinkled face. There is an understanding in his gaze as he scrutinizes those he addresses.

Personality: Good-hearted, practical

History: Orin has lived his entire life with the city of Elturel, son of a Cormyrean merchant who settled in the city to raise a family. He grew up the merchant life-

style and is now one of the wealthiest merchants in the city. He sees a greater duty than just that of the mercantile nature. He seeks to have a larger influence in the politics of the city that is allowed his station and has rallied the populace in the city around him.

THE HEIRS OF MIRT

Sponsored by Renar Neverember, son of the Open Lord (this NPC is a prominent character in the book *Blackstaff Tower* by Steven E. Schend), the original members are PCs who were successful in *WATE1-6 Out of Hatred*. It is a society of Waterdhavian adventurers whose members vow to defend Waterdeep against all enemies, to uphold the values of Waterdeep (such as fighting corruption), and to aid the helpless. The society is very new.

The members are only required to be true to defending Waterdeep. If at anytime, they cannot do that they should resign. The Society hopes to be trusted as a militia that provides back up for the City Guard for the defense of the City. The membership may decide to undertake civic projects in the future.

Known members: The PCs are unlikely to have met any members at this point. Most of the members are likely paragon level PCs.

Contacts: The PCs are approached by Khondar Crownshield. He tells the PCs that the Heirs of Mirt is an adventuring society dedicated to defend Waterdeep against all enemies, to uphold the values of Waterdeep and to aid the helpless. The PCs may do a service for the Heirs of Mirt, gaining favor in the eyes of the Society, by investigating the activities of the Netheril Empire at Spellgard. Khondar will admit that the Open Lord, Dagult “Dagger” Neverember, is paying the Heirs of Mirt to investigate the activities at Spellgard, but their small membership are all out at the moment.

The Question: Besides their interest in what is going on at Spellgard, the PCs are requested to ask the following question of the Oracle:

“What is the greatest current threat to Waterdeep?”

KHONDAR CROWNSHIELD

Male Shield Dwarf Steward (Good)

Appears in: n/a.

Khondar is a tall (4’10”), elderly shield dwarf, with sandy blonde hair and a full beard. His deep blue eyes seem to echo the waters of Deepwater Harbor. He wears a heavy gold link necklace with a medallion of Waterdeep. A shining, featureless disk of silver is fastened as a bob on a pocket chain. He smiles and laughs a lot.

Religion DC 10 will recognize the disk of silver as the holy symbol of Tymora, Goddess of Luck and Adventurers.

Personality: Although Khondar is responsible, he is much less serious than the typical dwarf. Khondar enjoys a lively party and exchanging tales of wild adventures. He tends to dare adventurers whom he thinks are overly cautious about accepting risk. He can be very pleasant and charismatic. However, if he drinks excessively, he becomes morose.

History: Khondar Crownshield was born in the Citadel Adbar of the Silver Marches. As a young dwarf, he worked in the mines and later the forges. Later he traveled with merchant bands to Sundabar, Silverymoon, and Everlund. He decided to become an adventurer following the Spellplague during which his wife and three sons died. He never returned to Citadel Adbar. Twenty years ago he retired to Waterdeep with considerable wealth. Renar Neverember, son of the Open Lord and patron of the Heirs of Mirt, hired Khondar to serve as Steward of the Society.

THE STELLAR FELLOWSHIP OF GENTLE ADVENTURERS

The Stellar Fellowship of Gentle Adventurers is based in the Fall of Stars. The Fall of Stars is a famous adventurer’s club. Only members of the Fellowship can normally enter the club (though exceptions to this rule are legion). The club’s entrance is guarded by half-ogres who stop everyone who tries to enter the club.

Membership is quite prestigious. The membership fee is 50 gp each year except for honorary members. The owners of the Fall of Stars personally approve membership based on a member’s talents and morality.

The club is over a century old, founded by Ambreeauta Nenthyn. Two twins, Kira and Dayan Nenthyn, now own it. Yellira Am’benuinyl, a drow, is the current Mistress of Stars (club director). The Fellowship encourages its members to be heroic and to fight evil where possible. The club’s goal is to make adventurers respected throughout the Realms, and to shape them in a force for good.

The Fellowship has no stakes in Spellgard for its own. For this mission, it has been hired by the Velarian Trade Alliance. The Alliance consists of representatives from Myth Drannor, The Dalelands, Vesperin, and Nathlan. The Alliance aims to establish free trade in the Dragon Reach, but also opposes Shade’s ‘occupation’ of Sembia. They therefore have an interest in everything Netheril does.

Known members: Fellowship members the PCs may have met are Yellira Am'benuinyl, Kira and Dayan Nenthyn, Jonster Yates, and - recently - Mei Chiang.

Contacts: PCs are approached by Dayan Nenthyn, owner of the Fall of Stars and spokesperson in this matter for the Velarian Trade Alliance.

Dayan tells the PCs that the Fellowship is not itself opposed to Netheril - the club tries to stay politically 'neutral'. It is hard for him to maintain this, as it is clear that Dayan himself despises the Shades. He blames them for the disappearance of his sister.

The Question: The Alliance had a complex political question written up regarding Sembia's position, but Dayan disregards this. He is far more concerned about his sister, Kira Nenthyn, who disappeared several months ago after an attack on New Velar. Divinations have not turned up any information on her whereabouts. Therefore, the question he gives the PCs is:

"Where is Kira?"

DAYAN NENTHYN

Male human playboy

Appears in: DALE1-1, DALE1-3, DALE1-6, DALE1-7, DALE2-2

Dayan is a slim and boyish looking half-elf, with long dark red hair that flows free over his shoulders. He has bright green eyes, making him look eerily like his sister.

He wears a thin gold necklace, on which dangles a red stone carved to resemble two female lips.

A DC 15 Religion check identifies the stone as the symbol of Sharess, the Temptress.

Personality: Normally a flamboyant playboy, fun to be around but irresponsible, more interested in parties than any serious tasks. However, since the disappearance of Kira he has been forced to take on the business of running the club, and he has grown morose as he worries about her safety.

Still, he keeps up the demeanor of a party animal, and flirts with any PC that reacts favorably.

History: Kira Nenthyn and her twin brother Dayan are the adopted children of Breeandra Nenthyn, the former owner of the Fall of Stars. The twins were born in the strife around the Moonsea. Their father was killed, and their mother, a friend of Breeandra, died after fleeing to Harrowdale.

Breeandra passed away twenty years ago and left the club to the twins. For the past years, Kira mostly managed the club's business. A few months ago, she disappeared, after an attack on New Velar for which she

felt responsible. No trace has been found from her since then.

APPENDIX III: DCs BY ADVENTURE LEVEL

For determining certain skill check DCs, this adventure uses a modified version of the “Difficulty Class and Damage by Level” table found in the D&D Essentials version of the core rules.

During skill challenges and other portions of this adventure that are identical save for the check DCs, the adventure uses the terms “easy,” “moderate,” and “hard” instead of listing long strings of numbers. Simply substitute the values from this table wherever you see those words listed as check DCs.

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

APPENDIX IV: QUESTIONS AND ANSWERS

Does the Order still walk the righteous path? (from the Order of Torm)

“A flock always has those who stray, but for this Flock to face what is to come they must remain faithful. One may always return to the flock and help to guide its path.

Do not fear others for testing your faith. As the Shadovar seek allies in Zhents or drakes, without challenge to their own debased faith, so too can you seek allies with other ways and maintain your own faith.”

What must be done to free the city and citizens of the recent curse of the Plague? (from the Lion’s Den)

“Only danger lies down this path. Scars may not be unscarred least the innocent pay the price.

Power creeps into everything – the stone and the people. Like here, in Spellgard, removing the source wreaks havoc, and may cause those cursed with it eternal pain, rather than bringing salvation.”

Who are the best allies to help us bring down the Zhentarim? (from the Dusk Talons)

“To win a fight, it is always wise to avoid waging war on a second front. Once you find common ground with those you otherwise compete with, you are both made stronger against a common enemy.

But beware. To defeat the Zhentarim means to bring down Manshoon. I failed once to fully destroy him, and now am forever cursed to remain the guardian of Spellgard’s power – until the day Manshoon falls.”

What is the greatest current threat to Waterdeep? (from the heirs of Mirt)

“Ages ago, Netheril fell when Karsus gave in to temptation. In Faerûn today, shady wizards are lured by the magic left enclosed in stone. Dark forces urge them on, to take it for their own, uncaring of the disruption it causes.

A similar yet different threat Waterdeep faces. Look for temptation within, nurtured by fiendish desires.”

What do the drow want from the Asterwun’kaseel? (from the Harpers)

“There is power in names. Mother Tlabbar seeks power – and she is to find it, though whether she can handle it is another matter. Much like those delving into Spellgard’s power, and breach walls of Shadow to seek and control, may find it truly beyond them.”

Where is Kira? (from the Stellar Fellowship)

“The sibling of your employer roams the north, and as she does so her spirit is on its own journey. She is Chosen, but yet has to choose. Though her path is dark and full of pain, it is not hopeless. Hope is lost only when love is lost, like in the hearts of those who seek to control fate and prophecy. If you listen carefully, you may hear the beat of those loveless hearts.”

How do we cure Sureen Tevernesta? (from Emira Wands)

“Power comes with a price. She would gladly part with hers, and I wish I could aid. But that journey is hers to make, deep into the fey wilds where nature lends its strength to stone. Much as we find here at Spellgard. Nature strengthens stone. Bring one down, to topple the other.”

Where is Spellgard’s mythallar? (from Myrm Durnsheld)

“The power of Spellgard is not in one single stone. It lives throughout the foundations, right below your feet. To draw it out will make the world shudder. Do you feel its tremors? Do you see the light of its magic released? Where is the power of Spellgard? It is in shadows’ hands.”

How can we free you?

“My soul is tied to the magic of Saharelgard. To carefully transfer that magic elsewhere may free my servitude to those who control it now, but my rest comes not from its destruction. To damage or destroy it dooms me to eternal anguish. The only way my soul finds peace is with the death of Manshoon. I fear I will be here quite a while.”

If PCs make up their own questions, make up a suitable answer (do not hesitate to have the lady say an answer is beyond her), and have her continue with:

“As you shook off the need of others to satisfy your curiosity, so those who stalk these ruins shake off the need of the many to satisfy their desire for power. May Amaunator grant they never find it.”

HANDOUT 1: FACTION OVERVIEW

THE HARPERS

The Harpers are a secretive organization that opposes Netheril. They consist of two separate groups that occasionally work together, primarily based in Luruar and the Dalelands. The Harpers don't reveal their affiliation to the PCs publicly, although they may hint at it.

Motivation: The Harpers see Netheril as their primary enemy. They were the first to notice the occupation of Spellgard (the Harpers refuse to call it Saharelgard), as they have their own spies in place.

Requirements: The following PCs are first approached to represent the Harpers at Spellgard:

- PCs who are members of the Harpers
- PCs who have a Harper related favor
- PCs who have a favor with Mishell Nymonen (a Dalelands Harper).
- Any PC that is not already approached by another group. These PCs were approached through various contacts.

The contact: Blaynden Darhunson, a librarian from the Vault of Sages in Silverymoon. He is aided by the head archivist of the Vault, a living construct called Coura.

The question: *"What do the drow want from the Asterwun'kaseel?"*

THE ORDER OF TORM

The Order of Torm are led by paladins devoted to Torm. Their main bastion is the city of Elturel in Elturgard.

Motivation: The Order has an interest in Saharelgard because of past intrusions by Netheril in the region - specifically with dealings in the drow city of Sshamath.

Requirements: The following PCs are asked to represent the Order at Saharelgard:

- PCs who are a member of the Order of Torm
- PCs who have a favor with the Order of Torm
- PCs who follow Torm or Amaunator

The contact: Everyn Cadwy.

The question: *"Does the Order still walk the righteous path?"*

THE LION'S DEN

The Lion's Den sponsor adventurers from their merchant guild in the town of Scornubel in Elturgard.

Motivation: The Den has an interest in Saharelgard as they fear Netherese occupation will hamper trade in the region.

Requirements: The following PCs are asked to represent the Lion's Den at Saharelgard:

- PCs who are a member of the Lion's Den
- PCs who have a favor with the Lion's Den.
- PCs who worship Waukeen.

The contact: Councilman Orin Buffus

The question: *"What must be done to free the city and citizens of the recent curse of the Plague?"*

THE DUSK TALONS

The Dusk talons are a thieves' guild from Iriaebor near Elturgard. They dislike the oppressive tendencies of the overly-lawful paladins of Torm, and prefer to think of themselves as freedom fighters, rather than criminals.

Motivation: The Dusk Talons have an interest in Saharelgard as they have heard rumors of the involvement of the Zhentarim - an organization they treat as their greatest enemy.

Requirements: The following PCs are asked to represent the Dusk Talons at Saharelgard:

- PCs who are a member of the Dusk Talons
- PCs who have a favor with the Dusk Talons
- PCs who have a disfavor with the Zhentarim

The contact: Nualla A'Ashemi.

The question: "Who are the best allies to help us bring down the Zhentarim?"

THE HEIRS OF MIRT

The Heirs of Mirt operate from Waterdeep. The patrons of the Society do not take a public role but the members are encouraged to serve as role models for Waterdeep, demonstrating that there is more to life than the making of wealth.

Motivation: The Heirs of Mirt have an interest in Saharelgard because the Open Lord of Waterdeep hired them to investigate the area for possible threats to Waterdeep. Overt Netherese activity is never a good thing.

Requirements: The following PCs are asked to represent the Heirs of Mirt at Saharelgard:

- PCs who are a member of the Heirs of Mirt
- PCs who have a favor with the Heirs of Mirt or with a noble, guild, or the City Watch in Waterdeep
- PCs who have Waterdeep as a home region
- PCs who conduct themselves as selfless heroes or superb diplomats
- PCs who are enemies of Netheril

The contact: Khondar Crownshield.

The question: "What is the greatest current threat to Waterdeep?"

THE STELLAR FELLOWSHIP OF GENTLE ADVENTURERS

The Stellar Fellowship of Gentle Adventurers is based in the Fall of Stars adventurers club. They encourage their members to be heroic and to fight evil where possible. They try to make the profession of adventuring more respected throughout the Realms.

Motivation: The Fellowship has been hired by The Velarian Trade Alliance for this mission. The Alliance aims to establish free trade in the Dragon Reach, but also opposes the Netherese occupation of Sembia. They therefore have an interest in everything Netheril does.

Requirements: The following PCs are preferred as representatives of the Stellar Fellowship at Saharelgard:

- PCs who are a member of the Stellar Fellowship
- PCs who are a member of the Fall of Stars
- PCs who have a favor in Myth Drannor or the Dalelands,
- PCs who have a favor with Aron Selkirk, Yellira Am'benuinyl, Kira and Dayan Nenthyn, or the Chiang Emporium.

The contact: Dayan Nenthyn

The question: "Where is Kira?"

DUNGEONS & DRAGONS[®]

LIVING FORGOTTEN REALMS

(character name)

HAS RECEIVED STORY AWARDS FROM
PREQ3~1 SHROUDED VISIONS
(CROSS OUT THOSE NOT RECEIVED)

PREQ01 Questions Asked

You acquired information on the situation in Saharelgard, and reported it back to your superiors. This counts as one favor with the organization that sent you. Circle the name of that organization:

- The Harpers
- The Stellar Fellowship of Gentle Adventurers
- The Order of Torm
- The Lion's Den
- The Dusk Talons
- The Heirs of Mirt

PREQ02 A Secret Given

You gave a secret to Shar. While you have shown a weakness that the Nightcloaks can exploit, you are also seen as less of a threat, and maybe even a potential worshipper. Perhaps you can use their underestimation of you against them someday - just as the Mistress of the Night can use her newfound knowledge against you.

PREQ03 Knowledge is Power

You gained information from the Lady Saharel. Circle the question asked. If you asked a question not included on this list, do not circle any items.

- Does the Order still walk the righteous path?
- What must be done to free the city and citizens of the recent curse of the Spellplague?
- Who are the best allies to help us bring down the Zhentarim?
- What is the greatest current threat to Waterdeep?
- What do the drow want from the Asterwun'kaseel?
- Where is Kira?
- How do we cure Sureen Tevernesta?
- Where is Spellgard's mythallar?
- How can we free you?

When you participate in an adventure with another PC who has this story award, you may learn one secret they have circled. Circle that secret on this award.

When you have learned all 8 secrets, you can trade your knowledge to the Church of Oghma in Waterdeep. This allows you, one time only, to purchase an Uncommon permanent item with an item level of your character level or less (at the time you expend the favor). You pay full market price for the item, but do not need to spend a found-item slot. List the item here when you purchase it: _____

PREQ04 A Shade Coin

You earned a shade coin, which proves you have gained favor with the empire of Netheril. The coin is a silver triangle with one-inch sides. One side of the token is featureless. The other side depicts a holy symbol of Shar. As long as the person who earned the token has it in his or her possession, it feels remarkably cold. Different people may respond differently to this coin. The coin functions only for you; if you ever give it away, its new bearer gains no benefit from displaying it.

DUNGEONS & DRAGONS[®]

LIVING FORGOTTEN REALMS

(character name)

HAS RECEIVED STORY AWARDS FROM
PREQ3~1 SHROUDED VISIONS
(CROSS OUT THOSE NOT RECEIVED)

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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.

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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

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DUNGEONS & DRAGONS

SESSION TRACKING

DUNGEON MASTER

DM Name: _____

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