

# MORTHAC'S MANSION

## A DUNGEONS & DRAGONS® *LIVING* *FORGOTTEN REALMS* ADVENTURE

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A typical briefing is interrupted with urgent intelligence about a tactical advantage that could be gained by the resistance against the occupying forces in Elturel. Can you secure a location vital to the resistance? A *Living Forgotten Realms* adventure set in Elturgard for characters of the Heroic tier (levels 1-10).

This adventure is a sequel to ELTU4-4 and is also connected to the events of SPEC5-1 and ADCP5-1. **Note:** This is a combat-intensive adventure.

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

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## PREPARING FOR PLAY

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

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

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

## READING MONSTER STAT BLOCKS

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

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

## IMPORTANT DM INFORMATION

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

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

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

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

In summary, being the DM for a *Living Forgotten Realms* adventure isn't about following the adventure's text word-for-word; it's about creating a fun, challenging game environment for the players. Chapters 1 and 2 of the *Dungeon Master's Guide* are filled with good information about being a DM for a D&D game.

## APPROPRIATE CHARACTER LEVELS

This adventure is designed for player characters (PCs) of levels 1-10. Characters that fall outside of the level range may not participate in the adventure. Make certain to check the levels of the PCs before beginning play to ensure that they are the proper level.

Ask the players which AL they want to play, and inform you of their decision before beginning the adventure. We recommend that you calculate the average character level and use that as a starting point, but a group of experienced players might choose to "play up" for a greater challenge, while a group of less-experienced players might choose to "play down" while they're learning the ropes. If (and only if) the group can't agree on an Adventure Level, the DM may cast a tiebreaking vote.

## FAILING TO DEFEAT AN ENCOUNTER

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

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

## CHARACTER DEATH

When a character dies during the course of an adventure, the player always has at least one option (Death Charity) and might have additional options (such as the Raise Dead ritual). Most importantly, the

DM must decide if the rest of the group has access to the dead character's body.

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

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

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

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

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

## MILESTONES

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

## LASTING EFFECTS

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

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

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

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

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

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

## DCs BY ADVENTURE LEVEL

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

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

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

## ADVENTURE BACKGROUND

The Order of Blue Fire is on the surface a group dedicated to studying the spellscars of those afflicted during the Spellplague, but the upper echelons are more interested in spreading the plague. A few years ago the Order attacked Etlurel, the capital city of Etlurgard, in an attempt to expand the plaguelands near the city. The Paladins of Torm defeated the Order, but at a heavy price. The southern portions of Etlurel were left in ruins, and many of the paladins and citizens of the city were killed. Many of those who survived were left spellscarred.

With the Temple of Torm spread thin and weakened, their enemies seized the opportunity in their struggle against them. One entity in particular, Vacacarian, hatched a devious plan to undermine the authority of the Temple of Torm by offering a cure to the spellplagued citizens of Etlurel and a solution to cleansing the plaguezones of the city. By solving a problem which the paladins had not been able to, this entity could discredit the followers of Torm and sow seeds of dissention in the region of Etlurgard.

But the cure was not without a cost. The ritual to cleanse Etlurel and its citizens of the spellplague destroyed the city's protective ward, known as the Companion. The Companion, a gift to the city of Etlurel from Amaunator, was a constant radiant sun which hung over the city. The light of the Companion granted protection against all undead. Following the

cleansing, the Companion was left hanging dark and cold above the city; a reminder of yet another casualty of war.

Through treachery, Forces of the Order of Blue Fire and the nearby yuan-ti kingdom Narjara with support from Netheril conquered the city of Etlurel. Worse, the Companion proved to be corrupted, aiding the spellscared. Some of the city's leaders escaped, and now they are working to reclaim their city.

Tyrangal, an enigmatic eladrin woman (from ADCP2-1 *The Paladins' Plague* or from any of the SPEC2-1 series of adventures) is working with a resistance force to reclaim Etlurel. The PCs may also have previously served the paladins of Torm in the series of Etlurgard adventures. Those include the *Sinister Intentions* Major Quest line (ELTU3-1, ELTU3-3, and ELTU3-5) or the *Controlling Chaos* Major Quest line (ELTU3-2, ELTU3-4, and ELTU3-6).

### MORTHAC'S MANSION

A century ago, Morthac the wizard lived in a mansion outside of Etlurel. One of his prized possessions was a large crystal sphere containing a lightning elemental. Morthac kept this prize in his music room, where the lightning would dance and arc in the sphere in tune to the music.

Morthac was also known for his ability to construct golems. Specifically, he had a golem butler to attend to his needs and defend his home while he was out on errands. He also constructed four blue dragon constructs, one perched on each corner of his mansion, to keep a lookout and defend against any incursions against his home.

During the Spellplague, Morthac and his mansion were consumed in the plaguelands. Nobody has heard from Morthac since. However, the lightning elemental in the crystal has maintained its spellplagued energy. The crystal protected it during the cleansing of the area and the Order of Blue Fire value such a prize highly.

Since the plaguelands around Etlurel were cleansed, many scouts have combed through the wilderness to uncover lost secrets. Morthac's mansion, known to have a powerful summoning circle, has been found and the Order of Blue Fire is particularly interested in the crystal sphere, which may hold secrets of the Spellplague. (In fact, the lightning elemental was infused with plaguewrought energy, and the crystal protected it from being cleansed.)

The Order of Blue Fire and the Najarans have established themselves in key positions in Etlurel. The resistance wishes to transform the summoning circle into a portal location and keep its existence secret to

launch a significant attack against Elturel. The Order of Blue Fire only has an interest in the mansion for the secrets of the crystal, while Najarans scouts patrol the area and try to destroy the potential vulnerability of a portal if they discover it.

## DM's INTRODUCTION

Tyrangal is briefing the PCs on an infiltration mission into Elturel to learn about the Order of Blue Fire and Najaran forces when the meeting is interrupted by a messenger with information about Morthac's Mansion. Tyrangal realizes that there is only a brief window of opportunity to take advantage of the mansion's secrets before it might fall into enemy hands. She sends the PCs to interfere with the plots of the Order of Blue Fire and create the portal until reinforcements can be sent. They are asked to do their utmost best to keep the presence of the portal a secret since the resistance can only protect a portal this far into enemy lands for so long before any of its potential defenses are overwhelmed.

The PCs have no trouble finding the mansion ruins. While they are poking about the mansion, Morthac's creations animate to defend his home. After defeating the automated defenses, the PCs finish their preparations.

A small force representing the Order of Blue Fire arrives on the scene looking for the crystal. They attempt to kill the PCs and secure the crystal for themselves.

The Najarans take no chances, and when a small group of scouts senses the portal, they move in to destroy it before it is completed. The PCs need to keep the area secure and the portal hidden until Tyrangal can send a force to hold the area.

The adventure follows this rough timeline:

- The PCs get to the mansion and can poke around a little bit during Encounter 1.
- The PCs move to the area where they are about to make their first skill check when the constructs attack in Encounter 2.
- Return to Encounter 1; the PCs move back to their skill area and make their first skill check, representing about 30 minutes of effort.
- The Order of Blue Fire agents attack. Run Encounter 3.
- The PCs move to make a second skill check in the same or different area.
- After they make their second skill check, Najaran lizardfolk attack. Run Encounter 4.

- The portal activates, bringing Tyrangal's reinforcements to the area. The PCs can return through the portal and give their report and claim their rewards.

**Note:** All encounters in this adventure take place on the same map. The map can be found in the map pack *Shattered Keep* or the older *Fantastic Locations: Fields of Ruin*. [For a clear image of the map see Appendix IV.](#)

## PLAYER'S INTRODUCTION

Tyrangal (see Appendix I) has invited the PCs to an Elturel safehouse in Baldur's Gate used by the resistance. For whatever reason, whether gold or heroics, it is assumed the PCs accepted the mission to aid the resistance of Eltugard against their Najaran (yuan-ti) enslavers. She is briefing them on a covert intelligence mission to learn more of the Order of Blue Fire and Najaran forces in Elturel.

*Tyrangal is just beginning the briefing of your mission, "As you may know, a terrible alliance between the Order of Blue Fire, an organization of spellscarred creatures, the Najaran Empire, a neighboring kingdom ruled by Yuan-Ti, and the Netherese, the Shar-worshippers at the brink of war with Cormyr, are occupying the city of Elturel. I represent a resistance force trying to take back the city. We need you to go into the city and gather intelligence about these groups so we can identify any weaknesses or tactical advantages that ..."*

*Tyrangal trails off as a scout interrupts the meeting with an urgent message.*

Tyrangal tells the PCs that the messenger brought word that the mansion of Morthac the Magician has been spotted in the wilderness near Elturel. The area used to be part of the Eltugard Plaguelands and had been forgotten. The mansion was known to have a large and powerful summoning circle, and Tyrangal believes that this circle could be transformed into a portal circle that could be a vital asset in bringing troops loyal to the resistance to the area and close to the city.

Time is of the essence, as the messenger learned of this information because the Order of Blue Fire is dispatching a group to recover a powerful artifact from the ruins. The messenger does not know the nature of this item. He only knows that it has something to do with spellplagued energy. Chances are that it can only be detected by spellscarred creatures, so the PCs may need to allow the Order of

Blue Fire to find the item, then capture or destroy it. Tyrangal stresses that in order for the portal to be a valuable asset, the Order must not have an interest in the ruins. This means destroying or removing anything in the mansion that would be of interest to the Order of Blue Fire. She also warns that if possible, the PCs should do their best to keep the existence of a portal a secret, especially to Najaran patrols.

With no time to lose, she asks the PCs to undertake this mission immediately. Tyrangal gives the PCs the scout's map to the area and a special stone that, when placed in the summoning circle, transforms it into a portal circle. She will send reinforcements when possible. She warns that many Najaran scouts patrol the area, so the PCs should keep a low profile.

If the PCs ask about payment, she assures them they are paid the standard contract amount. She does not have time to waste negotiating.

To summarize what needs to be done, Tyrangal explains:

- Travel to Morthac's mansion and secure the area. Begin the transformation process on the summoning circle as soon as possible.
- When the Order of Blue Fire agents arrive, find out what they want; destroy or capture it; allow at least one agent to escape with news that the ruins are no longer useful.
- If any forces realize that the mansion ruins contain a portal circle that the resistance can use, make sure none live to report this location so that it will be available when needed.

If the PCs want to make a History check to learn more about Morthac, see Appendix II. They can also learn this information by talking with Marvin (Morthac's familiar who is still in the ruins) during Encounter 1.

With no time to lose, the PCs must hurry to the mansion. The trip is uneventful, and the adventure begins as the PCs arrive at Morthac's mansion. Continue with Encounter 1.

### **SPELLSCARRED PCs**

If any PC has a spellscar, then when they reach the mansion they realize that this magical mansion, though cleansed, is still attuned to the power of the Spellplague. While next to a wall, the PC can score critical hits on 19-20, and when the PC moves within 5 squares of the music room, the large cracked crystal sphere glows with a bright blue flame inside.

# ENCOUNTER 1: HOME SWEET HOME

## IMPORTANT NPCs

**Marvin, Morthac's Magnificent Mouse**, rat familiar.

## SETUP

Put out the map. Allow the PCs to explore the mansion and get a general layout of the area; use Appendix III. They can only detect the Order of Blue Fire's target if one of them is spellscarred. Otherwise, they need to wait for the Order of Blue Fire agents to arrive. See Encounter 3 for more details.

The summoning area is represented by the runes on the floor in front of the thrones. The PCs have no trouble using Tyrangal's stone to begin the transformation process. The runes glow very dimly at first. The PCs should then take steps to secure and defend the area from the incoming Order of Blue Fire agents and the enemy scouts until Tyrangal is able to send reinforcements through a linked portal to their location.

As soon as the PCs activate the stone, a large rat climbs onto one of the thrones and addresses them. The rat was Morthac's familiar before the Spellplague hit, and he has enjoyed the past year cleansed of his spellplagued tentacles.

*A large rat with a silver shock of hair scurries up onto a chair and sits up, regarding you. The rat says, "Greetings, I am Marvin, Morthac's Magnificent Mouse, and you are in my home. I don't suppose you brought any delicious morsels? Perhaps I can find something in the kitchen."*

Marvin does not wait for an answer, and scurries off in the direction of the kitchen. Remind the PCs that they can to split up and begin preparing defenses, search the ruined mansion, or otherwise prepare for the scouting forces of the Order of Blue Fire and the Najarans.

*Although the lonely Marvin apparently appreciates conversation, there is a mansion to search, a portal circle to strengthen, and an area to defend. Splitting up allows you to cover the most ground in the least amount of time, and allows each of you an opportunity to use your expertise to prepare the area for what is to come.*

Place 4/5/6 tokens (one per PC) on the portal. Let the PCs know that if, at any time, there are 0 tokens on the portal, then the portal is destroyed and their mission is a failure. As the adventure progresses, warn the PCs that the portal is getting gradually brighter and will eventually draw unwanted attention.

Allow the PCs to ask questions about their options, and provide them with informative answers. For example, if the PCs ask about the basement or catapults, tell them which skills would be useful when interacting with those features.

Allow the PCs to be creative and suggest how they wish to spend their time. Tell the PCs that they each make two skill checks to represent their progress, one now (in reality after Encounter 2) and one later (after Encounter 3). Ideally, each PC suggests a course of action. Based on whether the PC succeeds at a Moderate or Hard DC, you can choose an appropriate reward from the list given. Some players may get stuck coming up with ideas. If this is the case, you can use Player's Handout 1 to give them some options.

In any case, the PCs should not feel limited to skill suggestions or lists. If a PC proposes a reasonable course of action and an appropriate skill, allow them to make a skill check and provide them with a corresponding award.

Once the PCs have chosen a course of action, have them place themselves in the appropriate section on the map. Before they can get started, the mansion's guardians attack. Run Encounter 2 at this time. When the PCs have dealt with the mansion defenders, return to this encounter so that the PCs can make their skill checks. After Encounter 3, you return to this part of the adventure to give the PCs a second round of skill checks, which can be a different action if the PC chooses.

## LOCATIONS

Below is a list of the locations in the area and examples of the type of skills the PCs can use. You should not feel limited by this list.

### PORTAL CIRCLE

The portal circle can be reinforced with arcane energy. Arcana can be used to add tokens, making it more difficult to destroy. Bluff can also be used to disguise the portal and make it more difficult to detect. An appropriate bonus is 1 token for a Moderate DC and 2 tokens for a Hard DC.



### CATAPULT OR TREBUCHET

These damaged defenses were once automated. They are very large and cannot be moved. An Athletics or Thievery check to repair the damage, plus an Arcana check to get them activated, restores these machines of war. If both checks make at least a Moderate DC, then at the start of each round, the machine attacks a target of the PCs' choice within 20 squares. The target takes AL damage. If the physical repair check makes a Hard DC, add another 1d6 to the damage. If the Arcana check makes a Hard DC, the trebuchet also knocks the target prone, or the catapult pushes the target 2 squares. The catapult and trebuchet require separate checks to repair.

### MARVIN THE RAT

Marvin has moved to the kitchen. Bluff or Diplomacy can make him quite cooperative, with a +2 bonus if the PCs give him some good food (i.e. nicer than trail rations). Marvin can provide any number of rewards, from casting a protective spell to retrieving a magic item.

### REPAIRING WALLS

There is plenty of debris that can be used to construct blockades. Athletics or Dungeoneering can be used to quickly construct some makeshift walls. A Moderate check results in a 2-square section of wall, whereas a Hard result could create a 4-square section or a 2-square lookout tower.

### SEARCHING THE RUINED MANSION

Each room can be searched once. The PCs can use Arcana to detect magic or Perception to do a mundane search. A Moderate DC might turn up a treasure bundle that would be useful during the adventure. A Hard DC might reveal a second item in the room.

### EXPLORING THE BASEMENT

The basement down the stairwell is full of rotting food and a stagnant cloud of alchemical reagents fills the area. Endurance to stay in the toxic area might allow a PC the time to find an item, or other useful benefit.

### SETTING A TRAP

A PC can designate a 2x2 area as trapped with a Thievery check. The trap only activates once, but automatically does 1d8 + AL damage to the first enemy to enter the area. The PC can choose to add one status condition to the trap, ongoing 5 damage, immobilized, or dazed (all save ends). With a Hard

DC check, the trap does an additional 1d8 damage and the PC can choose two conditions or change the condition to either restrained or weakened (all save ends).

### AIDING A WOUNDED ANIMAL

The sound of a wounded wolf comes from one of the small rooms, where it has made a lair. A Moderate DC Heal or Nature check gets the wolf feeling better, and makes it friendly. At the start of each round, the wolf moves 6 squares towards the nearest enemy and attacks (AL +5 vs. AC; 1d6 + AL damage) if it ends adjacent. With a Hard DC check, the wolf is strong and eager enough that it also knocks the target prone. Any standard action attack that targets the wolf puts it back into injured status. The wolf does not have any other game effect, such as flanking or making opportunity attacks. The PC who helped the wolf decides where it starts each encounter.

### KEEPING WATCH

A PC might use Perception to keep an eye out for incoming threats. With a Moderate DC check, the PC can move their speed after the monsters are placed, or call out a warning allowing another PC to move their speed. With a Hard DC check, two PCs can move their speed. This movement is done before initiative is rolled.

### LYING IN WAIT

The PC finds a good hiding place to wait for the invaders. With a Moderate DC check, the PC gains a +4 bonus to initiative or combat advantage during the first round of combat. On a Hard DC, the PC either gets both benefits, or can gain a surprise round.

### REWARDS

If a PC makes a successful Moderate DC or Hard DC check, you can use the reward from the appropriate scene, select an appropriate reward from the lists provided, or provide your own similar bonus. The tiles from the *Ruins of War* tile set make excellent representations of the PCs physical changes to the area.

### MODERATE DC

The magic items available may be very useful to the PCs during this adventure, especially in the final encounter when the PCs may find forced movement powers valuable.

- Add a 2-square section of wall.

- A useful item: *master's wand of magic missile*; *weapon of submission*, *sovereign glue* (1 per success); *rushing cleats* (AL 4+); *gauntlets of the ram* (AL 4+); *healer's sash* (AL 8+); *boots of the shadowed path* (AL 10+).
- A temporary magical bonus of +1 to attack rolls, +2 to damage rolls, or +1 to healing surge value for one PC.
- Other bonus as determined by the DM.

### HARD DC

With a hard DC, the PC might get a better bonus or multiple successes.

- Choose two Moderate DC bonuses.
- Add a 4-square section of wall.
- Build a look-out tower (+2 to initiative and +5 to Perception checks to spot enemies).
- Other bonus as determined by the DM.

### TERRAIN DETAILS

The hastily erected walls provide cover and cost 3 extra squares of movement to cross. A monster adjacent to a terrain feature can destroy it with a standard action attack, including a charge. This can be used to remove a 2-square section of wall, destroy a war machine, disable the wolf, or otherwise undo the progress the PCs made.

## ENDING THE ENCOUNTER

When the PCs are in position to make their first check, run Encounter 2. When each PC has made one skill check, representing about 30 minutes of work, continue with Encounter 3. If this is the second time you have run Encounter 1, continue with Encounter 4.

### MILESTONE

This encounter does not count toward a milestone.

### TREASURE

The PCs may find some treasure bundles during the course of this encounter. Any items they do not find are still available at the end of the adventure, as part of their payment.

## ENCOUNTER 2: HOUSEKEEPING

### ENCOUNTER LEVEL EQUAL TO THE AL

#### CREATURES

This encounter includes the following creatures:

**1 Morthac's golem**

**2 winged scaladars**

**4 Morthac's tools**

#### SCALING THE ENCOUNTER

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

**Four PCs:** Remove 1 winged scaladar.

**Six PCs:** Add 1 winged scaladar and 2 tools.

#### SETUP

Morthac created a golem to protect his home while he was away on business, as well as four metallic constructs shaped like blue dragons perched on his roof. He also had several other items imbued with magic. As the PCs are preparing the area, the golem detects them and animates, also calling upon other magically enhanced items, including some of the dragon-constructs, to defend the mansion against intruders. Read or paraphrase the following.

*A large golem rises from the rubble. Its metal components fashioned to appear like a butler's uniform. It bows deeply and says "Greetings, welcome to Morthac's mansion. I am..."*

*The butler-golem stops as it looks around, for the first time noticing the ruinous state of the mansion. The construct flies into a rage, screaming "Mansion destroyed! Disaster! Things not in their place! Where is the Master? Uninvited guests. Leave NOW!" Rubble hurls around the enraged construct.*

*"Servants, help! Master will be home soon!" The massive golem raises its arms and animated tools and large winged constructs resembling dragons rise from the rubble to attack.*

The PCs should be on the map in the area where they are about to make their skill checks. The golem starts near the center of the map. The scaladars rise from the rubble in corners of your choosing (some are damaged beyond repair, which is why there are fewer than four dragon-constructs). Place the animated tools throughout the mansion.

## FEATURES OF THE AREA

**Catapult:** Although heavily damaged this ruined war machine animates to defend the mansion. At the start of each round, a random PC within 20 squares gets hit for damage equal to the AL. Attacks against the catapult automatically hit, and any damage disables it. With the destruction of the golem it shuts down as well.

An adjacent character can change the target as a minor action with an Arcana or Thievery check. A Moderate DC check changes the target to a PC of that character's choice. With a Hard DC one of the construct defenders can be selected instead. A failed check results in damage equal to the AL for that character.

**Walls:** The thick walls (1 full square wide) are blocking terrain 10 feet tall. Due to all of the debris in the area, it takes a DC 10 Athletics check to climb over the walls. The thin walls are 3 feet tall and provide cover. It costs an extra square of movement to move over these walls.

**Portal:** The blue decorative area in front of the thrones is the portal area. It is normal terrain. It is glowing very faintly.

**Rubble:** Squares with rubble are difficult terrain.

**Stairs:** The stairs lead to the basement and are difficult terrain to climb. If a PC starts the encounter in the basement, they can start partway up the stairs.

#### TACTICS

The golem uses *invoke fury* to turn the PCs against each other. The scaladars attempt to make attacks while in the golem's aura to take advantage of his bonuses. Note that the scaladars are damaged, so they have an altitude limit 0 (which means they always end their turn on the ground, but can fly over obstacles during their turn).

When the scaladars are bloodied, the golem uses *smash* to knock down a PC who has just acted so that the scaladars can gain combat advantage.

All mansion defenders fight until destroyed.

#### SKILL USE

If the PCs initiate communication with the golem, they can try to calm it. As a standard action, the PC may make a Bluff or Diplomacy check. They earn *calming points* equal to half of their check. Additionally, if the check is a Moderate DC, the golem is dazed until the end of its next turn. With a Hard DC, the golem is stunned until the end of its next turn. When the total number of *calming points* is greater than the golems hit points, it collapses.

## ENDING THE ENCOUNTER

Once the PCs win, go back to Encounter 1. After they each make one skill check, go to Encounter 3.

## MILESTONE

This encounter counts toward a milestone.

## TREASURE

There is no treasure in this encounter.

## ENCOUNTER 2: HOUSEKEEPING (AL 2)

1 Morthac's Golem	Level 3 Elite Controller (Leader)
Large natural animate (construct)	XP 300
HP 104; Bloodied 52	Initiative +2
AC 17, Fortitude 16, Reflex 12, Will 15	Perception +8
Speed 6	Darkvision
Immune disease, poison	
Saving Throws +2; Action Points 1	
TRAITS	
O <b>Rage Song • Aura 5</b>	
Enemies take a -2 penalty to attack rolls and gain a +2 bonus to damage rolls while in the aura. Allies gain a +2 bonus to attack rolls and damage rolls while in the aura.	
Double Actions	
The golem makes two initiative checks and takes a full turn on each initiative result.	
Indomitable Brain	
At the end of each of its turns, the golem automatically ends any dazing, stunning, or charm effect on itself.	
STANDARD ACTIONS	
m <b>Smash • At-Will</b>	
Attack: Melee 2 (one creature); +8 vs. AC	
Hit: 1d8 + 6 damage, and the target falls prone.	
Invoke <b>Fury • At-Will</b>	
Effect: Close burst 5 (one enemy in the burst). The target must use a free action to charge or make a basic attack against a target of the golem's choice. The movement for this charge does not provoke opportunity attacks.	
Str 20 (+6)	Dex 12 (+2) Wis 15 (+3)
Con 20 (+6)	Int 8 (+0) Cha 17 (+4)
Alignment unaligned Languages -	
Note: Converted ettin wrath chanter to golem.	

4 Morthac's Tools	Level 2 Minion Brute
Medium fey animate (construct)	XP 31
HP 1; a missed attack never damages a minion	Initiative +5
AC 16, Fortitude 14, Reflex 16, Will 12	Perception +6
Speed 0, fly 6 (hover, altitude limit 2)	Darkvision
STANDARD ACTIONS	
m <b>Pierce • At-Will</b>	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 2 damage and ongoing 5 damage (save ends).	
R <b>Snap and Fling • Encounter</b>	
Attack: Ranged 6 (one creature); +5 vs. Reflex	
Hit: 2 damage and ongoing 5 damage (save ends).	
Str 23 (+9)	Dex 14 (+5) Wis 16 (+6)
Con 18 (+7)	Int 3 (-1) Cha 3 (-1)
Alignment unaligned Languages -	
Note: Modified animated campfire log.	

1-3 Winged Scaladar	Level 2 Skirmisher
Large natural animate (construct)	XP 125
HP 41; Bloodied 20	Initiative +7
AC 16, Fortitude 15, Reflex 15, Will 13	Perception +8
Speed 6, fly 6 (altitude limit 0)	Darkvision
Immune disease, lightning, poison; Resist 2 all	
TRAITS	
Elusive <b>Flyer</b>	
The scaladar's flight does not provoke opportunity attacks.	
<b>Grounded</b>	
The scaladar cannot fly while bloodied.	
<b>Lightning Rejuvenation</b> (healing)	
Each time the scaladar is subjected to lightning damage, it regains 5 hit points.	
STANDARD ACTIONS	
m <b>Claw • At-Will</b>	
Attack: Melee 2 (one creature); +7 vs. AC	
Hit: 1d8 + 2 damage, or 1d8 + 8 if the target is granting combat advantage to the scaladar.	
M <b>Sting</b> (lightning) • <b>At-Will</b>	
Requirement: The scaladar must be flying.	
Attack: Melee 2 (one creature); +7 vs. AC	
Hit: 1d8 + 5 lightning damage, and the scaladar flies up to half its fly speed.	
Str 18 (+5)	Dex 18 (+5) Wis 15 (+5)
Con 17 (+4)	Int 1 (-4) Cha 10 (+3)
Alignment unaligned Languages -	

## ENCOUNTER 2: HOUSEKEEPING (AL 4)

1 Morthac's Golem	Level 6 Elite Controller (Leader)
Large natural animate (construct)	XP 500
HP 152; Bloodied 76	Initiative +4
AC 20, Fortitude 19, Reflex 15, Will 18	Perception +10
Speed 6	Darkvision
Immune disease, poison	
Saving Throws +2; Action Points 1	
TRAITS	
O <b>Rage Song • Aura 5</b>	
Enemies take a -2 penalty to attack rolls and gain a +2 bonus to damage rolls while in the aura. Allies gain a +2 bonus to attack rolls and damage rolls while in the aura.	
Double Actions	
The golem makes two initiative checks and takes a full turn on each initiative result.	
Indomitable Brain	
At the end of each of its turns, the golem automatically ends any dazing, stunning, or charm effect on itself.	
STANDARD ACTIONS	
m <b>Smash • At-Will</b>	
Attack: Melee 2 (one creature); +11 vs. AC	
Hit: 2d8 + 5 damage, and the target falls prone.	
Invoke <b>Fury • At-Will</b>	
Effect: Close burst 5 (one enemy in the burst). The target must use a free action to charge or make a basic attack against a target of the golem's choice. The movement for this charge does not provoke opportunity attacks.	
Str 20 (+8)	Dex 12 (+4) Wis 15 (+5)
Con 20 (+8)	Int 8 (+2) Cha 17 (+6)
Alignment unaligned Languages -	
Note: Converted ettin wrath chanter to golem.	

4 Morthac's Tools	Level 4 Minion Brute
Medium fey animate (construct)	XP 44
HP 1; a missed attack never damages a minion	Initiative +6
AC 18, Fortitude 16, Reflex 18, Will 14	Perception +7
Speed 0, fly 6 (hover, altitude limit 2)	Darkvision
STANDARD ACTIONS	
m <b>Pierce • At-Will</b>	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 3 damage and ongoing 5 damage (save ends).	
R <b>Snap and Fling • Encounter</b>	
Attack: Ranged 6 (one creature); +7 vs. Reflex	
Hit: 3 damage and ongoing 5 damage (save ends).	
Str 23 (+10)	Dex 14 (+6) Wis 16 (+7)
Con 18 (+8)	Int 3 (+0) Cha 3 (+0)
Alignment unaligned Languages -	
Note: Modified animated campfire log.	

1-3 Winged Scaladar	Level 4 Skirmisher
Large natural animate (construct)	XP 175
HP 57; Bloodied 28	Initiative +8
AC 18, Fortitude 17, Reflex 17, Will 15	Perception +9
Speed 6, fly 6 (altitude limit 0)	Darkvision
Immune disease, lightning, poison; Resist 2 all	
TRAITS	
Elusive Flyer	
The scaladar's flight does not provoke opportunity attacks.	
Grounded	
The scaladar cannot fly while bloodied.	
Lightning Rejuvenation (healing)	
Each time the scaladar is subjected to lightning damage, it regains 5 hit points.	
STANDARD ACTIONS	
m <b>Claw • At-Will</b>	
Attack: Melee 2 (one creature); +9 vs. AC	
Hit: 1d8 + 4 damage, or 1d8 + 10 if the target is granting combat advantage to the scaladar.	
M <b>Sting (lightning) • At-Will</b>	
Requirement: The scaladar must be flying.	
Attack: Melee 2 (one creature); +9 vs. AC	
Hit: 2d6 + 5 lightning damage, and the scaladar flies up to half its fly speed.	
Str 18 (+6)	Dex 18 (+6) Wis 15 (+4)
Con 17 (+5)	Int 1 (-3) Cha 10 (+2)
Alignment unaligned Languages -	

## ENCOUNTER 2: HOUSEKEEPING (AL 6)

1 Morthac's Golem	Level 8 Elite Controller (Leader)
Large natural animate (construct)	XP 700
HP 184; Bloodied 92	Initiative +5
AC 22, Fortitude 21, Reflex 17, Will 20	Perception +11
Speed 6	Darkvision
Immune disease, poison	
Saving Throws +2; Action Points 1	
TRAITS	
O <b>Rage Song • Aura 5</b>	
Enemies take a -2 penalty to attack rolls and gain a +2 bonus to damage rolls while in the aura. Allies gain a +2 bonus to attack rolls and damage rolls while in the aura.	
Double Actions	
The golem makes two initiative checks and takes a full turn on each initiative result.	
Indomitable Brain	
At the end of each of its turns, the golem automatically ends any dazing, stunning, or charm effect on itself.	
STANDARD ACTIONS	
m <b>Smash • At-Will</b>	
Attack: Melee 2 (one creature); +13 vs. AC	
Hit: 2d8 + 7 damage, and the target falls prone.	
Invoke <b>Fury • At-Will</b>	
Effect: Close burst 5 (one enemy in the burst). The target must use a free action to charge or make a basic attack against a target of the golem's choice. The movement for this charge does not provoke opportunity attacks.	
Str 20 (+9)	Dex 12 (+5) Wis 15 (+6)
Con 20 (+9)	Int 8 (+3) Cha 17 (+7)
Alignment unaligned Languages -	
Note: Converted ettin wrath chanter to golem.	

4 Morthac's Tools	Level 6 Minion Brute
Medium fey animate (construct)	XP 62
HP 1; a missed attack never damages a minion	Initiative +7
AC 20, Fortitude 18, Reflex 20, Will 16	Perception +8
Speed 0, fly 6 (hover, altitude limit 2)	Darkvision
STANDARD ACTIONS	
m <b>Pierce • At-Will</b>	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 4 damage and ongoing 5 damage (save ends).	
R <b>Snap and Fling • Encounter</b>	
Attack: Ranged 6 (one creature); +9 vs. Reflex	
Hit: 4 damage and ongoing 5 damage (save ends).	
Str 23 (+11)	Dex 14 (+7) Wis 16 (+8)
Con 18 (+9)	Int 3 (+1) Cha 3 (+1)
Alignment unaligned Languages -	
Note: Modified animated campfire log.	

1-3 Winged Scaladar	Level 6 Skirmisher
Large natural animate (construct)	XP 250
HP 73; Bloodied 36	Initiative +9
AC 20, Fortitude 19, Reflex 19, Will 17	Perception +10
Speed 6, fly 6 (altitude limit 0)	Darkvision
Immune disease, lightning, poison; Resist 2 all	
TRAITS	
Elusive <b>Flyer</b>	
The scaladar's flight does not provoke opportunity attacks.	
Grounded	
The scaladar cannot fly while bloodied.	
Lightning Rejuvenation (healing)	
Each time the scaladar is subjected to lightning damage, it regains 5 hit points.	
STANDARD ACTIONS	
m <b>Claw • At-Will</b>	
Attack: Melee 2 (one creature); +11 vs. AC	
Hit: 2d8 + 2 damage, or 2d8 + 8 if the target is granting combat advantage to the scaladar.	
M <b>Sting (lightning) • At-Will</b>	
Requirement: The scaladar must be flying.	
Attack: Melee 2 (one creature); +11 vs. AC	
Hit: 2d12 + 8 lightning damage, and the scaladar flies up to half its fly speed.	
Str 18 (+7)	Dex 18 (+7) Wis 15 (+5)
Con 17 (+6)	Int 1 (-2) Cha 10 (+3)
Alignment unaligned Languages -	

## ENCOUNTER 2: HOUSEKEEPING (AL 8)

1 Morthac's Golem	Level 10 Elite Controller (Leader)
Large natural animate (construct)	XP 1000
HP 216; Bloodied 108	Initiative +6
AC 24, Fortitude 23, Reflex 19, Will 22	Perception +12
Speed 6	Darkvision
Immune disease, poison	
Saving Throws +2; Action Points 1	
TRAITS	
O <b>Rage Song • Aura 5</b>	
Enemies take a -2 penalty to attack rolls and gain a +2 bonus to damage rolls while in the aura. Allies gain a +2 bonus to attack rolls and damage rolls while in the aura.	
Double Actions	
The golem makes two initiative checks and takes a full turn on each initiative result.	
Indomitable Brain	
At the end of each of its turns, the golem automatically ends any dazing, stunning, or charm effect on itself.	
STANDARD ACTIONS	
m <b>Smash • At-Will</b>	
Attack: Melee 2 (one creature); +15 vs. AC	
Hit: 2d8 + 9 damage, and the target falls prone.	
Invoke <b>Fury • At-Will</b>	
Effect: Close burst 5 (one enemy in the burst). The target must use a free action to charge or make a basic attack against a target of the golem's choice. The movement for this charge does not provoke opportunity attacks.	
Str 20 (+10)	Dex 12 (+6) Wis 15 (+7)
Con 20 (+10)	Int 8 (+4) Cha 17 (+8)
Alignment unaligned Languages -	
Note: Converted ettin wrath chanter to golem.	

4 Morthac's Tools	Level 8 Minion Brute
Medium fey animate (construct)	XP 88
HP 1; a missed attack never damages a minion	Initiative +8
AC 22, Fortitude 20, Reflex 22, Will 18	Perception +9
Speed 0, fly 6 (hover, altitude limit 2)	Darkvision
STANDARD ACTIONS	
m <b>Pierce • At-Will</b>	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 5 damage and ongoing 5 damage (save ends).	
R <b>Snap and Fling • Encounter</b>	
Attack: Ranged 6 (one creature); +11 vs. Reflex	
Hit: 5 damage and ongoing 5 damage (save ends).	
Str 23 (+12)	Dex 14 (+8) Wis 16 (+9)
Con 18 (+10)	Int 3 (+2) Cha 3 (+2)
Alignment unaligned Languages -	
Note: Modified animated campfire log.	

1-3 Winged Scaladar	Level 8 Skirmisher
Large natural animate (construct)	XP 350
HP 89; Bloodied 44	Initiative +10
AC 22, Fortitude 21, Reflex 21, Will 19	Perception +11
Speed 6, fly 6 (altitude limit 0)	Darkvision
Immune disease, lightning, poison; Resist 2 all	
TRAITS	
Elusive <b>Flyer</b>	
The scaladar's flight does not provoke opportunity attacks.	
<b>Grounded</b>	
The scaladar cannot fly while bloodied.	
<b>Lightning Rejuvenation</b> (healing)	
Each time the scaladar is subjected to lightning damage, it regains 5 hit points.	
STANDARD ACTIONS	
m <b>Claw • At-Will</b>	
Attack: Melee 2 (one creature); +13 vs. AC	
Hit: 2d8 + 4 damage, or 2d8 + 10 if the target is granting combat advantage to the scaladar.	
M <b>Sting</b> (lightning) • <b>At-Will</b>	
Requirement: The scaladar must be flying.	
Attack: Melee 2 (one creature); +13 vs. AC	
Hit: 2d12 + 10 lightning damage, and the scaladar flies up to half its fly speed.	
Str 18 (+8)	Dex 18 (+8) Wis 15 (+4)
Con 17 (+7)	Int 1 (-1) Cha 10 (+2)
Alignment unaligned Languages -	



## ENCOUNTER 2: HOUSEKEEPING (AL 10)

1 Morthac's Golem	Level 12 Elite Controller (Leader)
Large natural animate (construct)	XP 1400
HP 248; Bloodied 124	Initiative +7
AC 26, Fortitude 25, Reflex 21, Will 24	Perception +13
Speed 6	Darkvision
Immune disease, poison	
Saving Throws +2; Action Points 1	
TRAITS	
O <b>Rage Song • Aura 5</b>	
Enemies take a -2 penalty to attack rolls and gain a +2 bonus to damage rolls while in the aura. Allies gain a +2 bonus to attack rolls and damage rolls while in the aura.	
Double Actions	
The golem makes two initiative checks and takes a full turn on each initiative result.	
Indomitable Brain	
At the end of each of its turns, the golem automatically ends any dazing, stunning, or charm effect on itself.	
STANDARD ACTIONS	
m <b>Smash • At-Will</b>	
Attack: Melee 2 (one creature); ++17 vs. AC	
Hit: 3d8 + 9 damage, and the target falls prone.	
Invoke <b>Fury • At-Will</b>	
Effect: Close burst 5 (one enemy in the burst). The target must use a free action to charge or make a basic attack against a target of the golem's choice. The movement for this charge does not provoke opportunity attacks.	
Str 20 (+11)	Dex 12 (+7) Wis 15 (+8)
Con 20 (+11)	Int 8 (+5) Cha 17 (+9)
Alignment unaligned Languages -	
Note: Converted ettin wrath chanter to golem.	

4 Morthac's Tools	Level 10 Minion Brute
Medium fey animate (construct)	XP 125
HP 1; a missed attack never damages a minion	Initiative +9
AC 24, Fortitude 22, Reflex 24, Will 20	Perception +10
Speed 0, fly 6 (hover, altitude limit 2)	Darkvision
STANDARD ACTIONS	
m <b>Pierce • At-Will</b>	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 6 damage and ongoing 5 damage (save ends).	
R <b>Snap and Fling • Encounter</b>	
Attack: Ranged 6 (one creature); +13 vs. Reflex	
Hit: 6 damage and ongoing 5 damage (save ends).	
Str 23 (+13)	Dex 14 (+9) Wis 16 (+10)
Con 18 (+11)	Int 3 (+3) Cha 3 (+3)
Alignment unaligned Languages -	
Note: Modified animated campfire log.	

1-3 Winged Scaladar	Level 10 Skirmisher
Large natural animate (construct)	XP 500
HP 105; Bloodied 52	Initiative +11
AC 24, Fortitude 23, Reflex 23, Will 21	Perception +12
Speed 6, fly 6 (altitude limit 0)	Darkvision
Immune disease, lightning, poison; Resist 2 all	
TRAITS	
Elusive <b>Flyer</b>	
The scaladar's flight does not provoke opportunity attacks.	
<b>Grounded</b>	
The scaladar cannot fly while bloodied.	
<b>Lightning Rejuvenation</b> (healing)	
Each time the scaladar is subjected to lightning damage, it regains 5 hit points.	
STANDARD ACTIONS	
m <b>Claw • At-Will</b>	
Attack: Melee 2 (one creature); +15 vs. AC	
Hit: 2d8 + 6 damage, or 2d8 + 12 if the target is granting combat advantage to the scaladar.	
M <b>Sting</b> (lightning) • <b>At-Will</b>	
Requirement: The scaladar must be flying.	
Attack: Melee 2 (one creature); +15 vs. AC	
Hit: 2d12 + 12 lightning damage, and the scaladar flies up to half its fly speed.	
Str 18 (+9)	Dex 18 (+9) Wis 15 (+5)
Con 17 (+8)	Int 1 (+0) Cha 10 (+3)
Alignment unaligned Languages -	

## ENCOUNTER 2: HOUSEKEEPING MAP

### TILE SETS NEEDED

*Shattered Keeps* or *Fields of Ruin* x1



The PCs start in the area where they are beginning their preparations, before any skill checks are rolled. The golem begins in the central area of the mansion. The working scalardars rise from the corners of the mansion. The other constructs are spread out throughout the mansion.

## ENCOUNTER 3: BLUE FIRE

### ENCOUNTER LEVEL AL+1

The PCs have had one opportunity to prepare the area at the end of Encounter 2. While the PCs are finishing their preparations, agents of the Order of Blue Fire move into the area, intent on examining a large crystal sphere that Morthac kept in his music room. This ball is cracked, but stored and protected spellplagued energy from the cleansing.

### CREATURES

This encounter includes the following creatures at all Adventure Levels:

**3 order of blue fire bravos**

**2 order of blue fire deceivers**

**5 order of blue fire harriers**

### Scaling the Encounter

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

**Four PCs:** Remove a bravo and a harrier.

**Six PCs:** Add a deceiver and a harrier.

### SETUP

The PCs begin on the map in the area where they are making their final preparations when the Order of Blue Fire agents attack. The agents are in two groups, one approaching from the north and the other from the west. Divide each type of monster as evenly as possible between the two groups.

*Agents of the Order of Blue Fire approach from the north and west. Each agent has one or more prominent spellscars - arms sheathed in coursing blue flame, eyes backlit by a blazing blue fire, angry scars pulsating with wicked blue energy.*

Place the first group of agents on the west road within 4 squares of the edge of the map. Then move them until they are within 8 squares of the nearest PC and line of sight is established. Place the second group within 4 squares of the top center of the map. Move this group until they are within 8 squares of the nearest PC and line of sight is established. At this point, the PCs and the Order of Blue Fire agents see each other.

*Once detected, their leader shouts "They 'cleansed' the Spellplague from this area? Let us see how their kind like being cleansed!"*

Resolve any PCs who are on lookout. The Order of Blue Fire agents attack immediately.

### FEATURES OF THE AREA

**Walls:** The thick walls (1 full square wide) are blocking terrain 10 feet tall. Due to all of the debris in the area, it takes a DC 10 Athletics check to climb over the walls. The thin walls are 3 feet tall and provide cover. It costs an extra square of movement to move over these walls.

In this encounter, the walls blaze with blue flame when a spellscarred creature is adjacent. Spellscarred creatures adjacent to either type of wall score critical hits on die rolls of 19-20 (a roll of 19 does not automatically hit). The Shrine to Mystra on the map also burns with blue fire. As a standard (Moderate DC) or minor (Hard DC) Religion check, a PC in the shrine can intone an ancient prayer and suppress this effect for all creatures until the end of their next turn.

**Crystal Sphere:** The crystal sphere is mixed in with the rubble in the center of the music room (room 5). When a spellscarred creature moves within 5 squares (also requires line of effect), the lightning elemental, burning with blue fire, animates in center of the cracked sphere. The sphere is heavy and can only be moved by a spellscarred creature. However, it is too heavy to move during the combat. The crack can be exploited by a PC in the music room with a DC Moderate Strength check as a standard action. Doing so releases the spellscarred lightning elemental within, rendering the crystal useless to the Order of Blue Fire. Additionally, the nearest non-minion spellscarred creature (which could be a PC) within 20 squares immediately takes its bloodied value in damage. If the PCs release the spellscarred lightning elemental and the crystal does not end up in the hands of the Order of Blue Fire, the PCs earn Story Award SPEC64 at the conclusion of the adventure.

**Portal:** The blue decorative area in front of the thrones is the portal area. It is normal terrain. It is glowing softly. However, it is not bright enough to attract the attention of the Order of Blue Fire agents.

**Rubble:** Squares with rubble are difficult terrain.

**Stairs:** The stairs lead to the basement and are difficult terrain to climb. If a PC starts the encounter in the basement, they can start partway up the stairs.

### TACTICS

The Order of Blue Fire agents want to find the crystal, so whenever possible, they bypass the terrain features and defenses the PCs have erected. Their first focus is on locating the crystal (which they know is in a music room) and they automatically succeed when one of

them moves within 5 squares of it. Realizing it is too big to move, they then focus on trying to kill the PCs.

Remind the PCs that their goal is to let the agents see them destroy the crystal, and allow an Order of Blue Fire agent report back to Elturel.

This encounter can be extremely deadly if the bravos attack unconscious PCs. The deceivers use *gaze of sleep* at every opportunity to knock the PCs unconscious. When they do, the other agents attack conscious PCs, then move next to unconscious PCs and threaten to kill them if the PCs do not agree to surrender. Give the PCs a full round to assist unconscious PCs before using coup de grace attacks. This gives the PCs a fair chance to grant saving throws or disable the Order of Blue Fire agent who is making the threat, before unleashing an attack that is highly likely to outright kill a PC. The agents use unconscious PCs as bargaining chips and focus their attacks on active threats.

## ENDING THE ENCOUNTER

The encounter ends when one side is defeated or surrenders. If the PCs win, they can take a short rest. Then return to Encounter 1 so they can continue their preparations in the area. If the characters loose, the Order leaves with the crystal, but they do not really care about the fate of the PCs. As a result, the PCs can continue with the adventure, assuming enough survived.

### MILESTONE

This encounter counts toward a milestone.

### TREASURE

The PCs find 50/100/150/300/400 gp each on the Order of Blue Fire agents. These coins bear the imprint of Netheril. The PCs may also find treasure when they return to Encounter 1.

### TROUBLESHOOTING

A well-timed critical hit or a coup-de-grace (after waiting a round) can outright kill a PC. If a PC dies, but the rest of the PCs still defeat the encounter, the player of the dead PC will want to participate in the rest of the adventure.

The agents came prepared with special scrolls that animate dead. The PCs can use these scrolls on any dead PC. The scroll animates them for an hour, after which they die. The PC is restored to 1 hit point, does not regain any powers, takes a -2 penalty to all d20 rolls, and cannot spend action points. The PC can then take a short rest as normal, and may participate in the final encounter.

## ENCOUNTER 3: BLUE FIRE (AL 2)

2-3 Order of Blue Fire Bravo	Level 1 Brute
Medium natural humanoid (spellscarred)	XP 100
HP 36; Bloodied 18	Initiative +2
AC 13, Fortitude 14, Reflex 13, Will 12	Perception +0
Speed 6	
TRAITS	
<b>Bravo's Fury</b>	
The bravo's attacks deal 1d6 extra damage against dazed, helpless, or prone creatures.	
STANDARD ACTIONS	
m <b>Falchion</b> (weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 4d4 + 2 damage (crit 2d4 + 18).	
M <b>Blue Fire Frenzy</b> • <b>Recharge</b> when first bloodied	
Effect: The bravo uses <i>falchion</i> twice. If both attacks hit the same target, the target is dazed until the end of the bravo's next turn.	
<b>Skills</b> Athletics +8, Bluff +7, Stealth +7	
<b>Str</b> 17 (+3) <b>Dex</b> 15 (+2) <b>Wis</b> 11 (+0)	
<b>Con</b> 16 (+3) <b>Int</b> 10 (+0) <b>Cha</b> 14 (+2)	
<b>Alignment</b> evil <b>Languages</b> Common	
<b>Equipment</b> falchion	

Note: Jackalwere bravo with change shape and bite removed.

4 Order of Blue Fire Harrier	Level 1 Minion Soldier
Medium natural humanoid (spellscarred)	XP 25
HP 1; a missed attack never damages a minion	Initiative +4
AC 17, Fortitude 14, Reflex 15, Will 12	Perception +0
Speed 6	
TRAITS	
<b>Combat Advantage</b>	
Whenever the harrier hits a creature granting combat advantage to it, that creature falls prone.	
STANDARD ACTIONS	
m <b>Blue Fire Grasp</b> • <b>At-Will</b>	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 4 damage.	
m <b>Dagger</b> (weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 2 damage, and the target grants combat advantage to the next attack made against it before the start of the harrier's next turn.	
<b>Skills</b> Athletics +8, Stealth +7	
<b>Str</b> 17 (+3) <b>Dex</b> 15 (+2) <b>Wis</b> 11 (+0)	
<b>Con</b> 14 (+2) <b>Int</b> 10 (+0) <b>Cha</b> 14 (+2)	
<b>Alignment</b> evil <b>Languages</b> Common	
<b>Equipment</b> dagger	

Note: Jackalwere harrier with bite and change shape removed.

2-3 Order of Blue Fire Deceiver	Level 2 Controller
Medium natural humanoid (spellscarred)	XP 125
HP 38; Bloodied 19	Initiative +4
AC 16, Fortitude 13, Reflex 14, Will 14	Perception +1
Speed 6	
STANDARD ACTIONS	
m <b>Trip</b> • <b>At-Will</b>	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d6 + 2 damage, and the target falls prone.	
m <b>Short Sword</b> (weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d6 + 5 damage	
C <b>Wave of Blue Fire</b> • <b>At-Will</b>	
Attack: Close blast 3 (enemies in blast); +5 vs. Fortitude	
Hit: 1d6 + 1 fire damage, and the target falls prone.	
R <b>Gaze of Sleep</b> (charm) • <b>Recharge</b> 5-6	
Attack: Ranged 5 (one creature); +5 vs. Will	
Hit: The target falls unconscious (save ends). Whenever the target takes damage, it can make a saving throw to end the effect.	
<b>Skills</b> Bluff +9, Diplomacy +9, Insight +7, Streetwise +9	
<b>Str</b> 15 (+3) <b>Dex</b> 17 (+4) <b>Wis</b> 13 (+2)	
<b>Con</b> 14 (+3) <b>Int</b> 14 (+3) <b>Cha</b> 16 (+4)	
<b>Alignment</b> evil <b>Languages</b> Common	
<b>Equipment</b> short sword	

Note: Jackalwere deceiver with change shape removed.



## ENCOUNTER 3: BLUE FIRE (AL 4)

2-3 Order of Blue Fire Bravo	Level 3 Brute
Medium natural humanoid (spellscarred)	XP 150
<b>HP</b> 56; <b>Bloodied</b> 28	<b>Initiative</b> +3
<b>AC</b> 15, <b>Fortitude</b> 16, <b>Reflex</b> 15, <b>Will</b> 14	<b>Perception</b> +1
<b>Speed</b> 6	
TRAITS	
<b>Bravo's Fury</b>	
The bravo's attacks deal 1d6 extra damage against dazed, helpless, or prone creatures.	
STANDARD ACTIONS	
<b>m Falchion (weapon) • At-Will</b>	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 4d4 + 4 damage (crit 2d4 + 20).	
<b>M Blue Fire Frenzy • Recharge</b> when first bloodied	
Effect: The bravo uses <i>falchion</i> twice. If both attacks hit the same target, the target is dazed until the end of the bravo's next turn.	
<b>Skills</b> Athletics +9, Bluff +8, Stealth +8	
<b>Str</b> 17 (+4)	<b>Dex</b> 15 (+3) <b>Wis</b> 11 (+1)
<b>Con</b> 16 (+4)	<b>Int</b> 10 (+1) <b>Cha</b> 14 (+3)
<b>Alignment</b> evil <b>Languages</b> Common	
<b>Equipment</b> falchion	
Note: Jackalwere bravo with change shape and bite removed.	

4 Order of Blue Fire Harrier	Level 3 Minion Soldier
Medium natural humanoid (spellscarred)	XP 38
<b>HP</b> 1; a missed attack never damages a minion	<b>Initiative</b> +5
<b>AC</b> 19, <b>Fortitude</b> 16, <b>Reflex</b> 17, <b>Will</b> 14	<b>Perception</b> +1
<b>Speed</b> 6	
TRAITS	
<b>Combat Advantage</b>	
Whenever the harrier hits a creature granting combat advantage to it, that creature falls prone.	
STANDARD ACTIONS	
<b>m Blue Fire Grasp • At-Will</b>	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 5 damage.	
<b>m Dagger (weapon) • At-Will</b>	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 3 damage, and the target grants combat advantage to the next attack made against it before the start of the harrier's next turn.	
<b>Skills</b> Athletics +9, Stealth +8	
<b>Str</b> 17 (+4)	<b>Dex</b> 15 (+3) <b>Wis</b> 11 (+1)
<b>Con</b> 14 (+3)	<b>Int</b> 10 (+1) <b>Cha</b> 14 (+3)
<b>Alignment</b> evil <b>Languages</b> Common	
<b>Equipment</b> dagger	
Note: Jackalwere harrier with bite and change shape removed.	

2-3 Order of Blue Fire Deceiver	Level 4 Controller
Medium natural humanoid (spellscarred)	XP 175
<b>HP</b> 54; <b>Bloodied</b> 27	<b>Initiative</b> +5
<b>AC</b> 18, <b>Fortitude</b> 15, <b>Reflex</b> 16, <b>Will</b> 16	<b>Perception</b> +3
<b>Speed</b> 6	
STANDARD ACTIONS	
<b>m Trip • At-Will</b>	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 1d6 + 4 damage, and the target falls prone.	
<b>m Short Sword (weapon) • At-Will</b>	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 2d6 + 5 damage.	
<b>C Wave of Blue Fire • At-Will</b>	
Attack: Close blast 3 (enemies in blast); +7 vs. Fortitude	
Hit: 1d6 + 3 fire damage, and the target falls prone.	
<b>R Gaze of Sleep (charm) • Recharge</b> 5-6	
Attack: Ranged 5 (one creature); +7 vs. Will	
Hit: The target falls unconscious (save ends). Whenever the target takes damage, it can make a saving throw to end the effect.	
<b>Skills</b> Bluff +10, Diplomacy +10, Insight +8, Streetwise +10	
<b>Str</b> 15 (+4)	<b>Dex</b> 17 (+5) <b>Wis</b> 13 (+3)
<b>Con</b> 14 (+4)	<b>Int</b> 14 (+4) <b>Cha</b> 16 (+5)
<b>Alignment</b> evil <b>Languages</b> Common	
<b>Equipment</b> short sword	
Note: Jackalwere deceiver with change shape removed.	

## ENCOUNTER 3: BLUE FIRE (AL 6)

2-3 Order of Blue Fire Bravo	Level 5 Brute
Medium natural humanoid (spellscarred)	XP 200
<b>HP 76; Bloodied 48</b>	<b>Initiative +4</b>
<b>AC 17, Fortitude 18, Reflex 17, Will 16</b>	<b>Perception +2</b>
<b>Speed 6</b>	
TRAITS	
<b>Bravo's Fury</b>	
The bravo's attacks deal 1d6 extra damage against dazed, helpless, or prone creatures.	
STANDARD ACTIONS	
<b>m Falchion (weapon) • At-Will</b>	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 4d4 + 6 damage (crit 2d4 + 22).	
<b>M Blue Fire Frenzy • Recharge</b> when first bloodied	
Effect: The bravo uses <i>falchion</i> twice. If both attacks hit the same target, the target is dazed until the end of the bravo's next turn.	
<b>Skills</b> Athletics +10, Bluff +9, Stealth +9	
<b>Str</b> 17 (+5)	<b>Dex</b> 15 (+4)
<b>Con</b> 16 (+5)	<b>Int</b> 10 (+2)
	<b>Cha</b> 14 (+4)
<b>Alignment</b> evil	<b>Languages</b> Common
<b>Equipment</b> falchion	

Note: Jackalwere bravo with change shape and bite removed.

4 Order of Blue Fire Harrier	Level 5 Minion Soldier
Medium natural humanoid (spellscarred)	XP 50
<b>HP 1; a missed attack never damages a minion</b>	<b>Initiative +6</b>
<b>AC 21, Fortitude 18, Reflex 19, Will 16</b>	<b>Perception +2</b>
<b>Speed 6</b>	
TRAITS	
<b>Combat Advantage</b>	
Whenever the harrier hits a creature granting combat advantage to it, that creature falls prone.	
STANDARD ACTIONS	
<b>m Blue Fire Grasp • At-Will</b>	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 6 damage.	
<b>m Dagger (weapon) • At-Will</b>	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 4 damage, and the target grants combat advantage to the next attack made against it before the start of the harrier's next turn.	
<b>Skills</b> Athletics +10, Stealth +9	
<b>Str</b> 17 (+5)	<b>Dex</b> 15 (+4)
<b>Con</b> 14 (+4)	<b>Int</b> 10 (+2)
	<b>Cha</b> 14 (+4)
<b>Alignment</b> evil	<b>Languages</b> Common
<b>Equipment</b> dagger	

Note: Jackalwere harrier with bite and change shape removed.

2-3 Order of Blue Fire Deceiver	Level 6 Controller
Medium natural humanoid (spellscarred)	XP 250
<b>HP 70; Bloodied 35</b>	<b>Initiative +6</b>
<b>AC 20, Fortitude 17, Reflex 18, Will 18</b>	<b>Perception +4</b>
<b>Speed 6</b>	
STANDARD ACTIONS	
<b>m Trip • At-Will</b>	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 2d6 + 4 damage, and the target falls prone.	
<b>m Short Sword (weapon) • At-Will</b>	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 2d6 + 7 damage.	
<b>C Wave of Blue Fire • At-Will</b>	
Attack: Close blast 3 (enemies in blast); +9 vs. Fortitude	
Hit: 1d6 + 5 fire damage, and the target falls prone.	
<b>R Gaze of Sleep (charm) • Recharge</b> 5-6	
Attack: Ranged 5 (one creature); +9 vs. Will	
Hit: The target falls unconscious (save ends). Whenever the target takes damage, it can make a saving throw to end the effect.	
<b>Skills</b> Bluff +11, Diplomacy +11, Insight +9, Streetwise +11	
<b>Str</b> 15 (+5)	<b>Dex</b> 17 (+6)
<b>Con</b> 14 (+5)	<b>Int</b> 14 (+5)
	<b>Cha</b> 16 (+6)
<b>Alignment</b> evil	<b>Languages</b> Common
<b>Equipment</b> short sword	

Note: Jackalwere deceiver with change shape removed.

## ENCOUNTER 3: BLUE FIRE (AL 8)

2-3 Order of Blue Fire Bravo	Level 7 Brute
Medium natural humanoid (spellscarred)	XP 300
HP 96; Bloodied 58	Initiative +5
AC 19, Fortitude 20, Reflex 19, Will 18	Perception +3
Speed 6	
TRAITS	
<b>Bravo's Fury</b>	
The bravo's attacks deal 1d6 extra damage against dazed, helpless, or prone creatures.	
STANDARD ACTIONS	
m <b>Falchion</b> (weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 4d4 + 8 damage (crit 2d4 + 24).	
M <b>Blue Fire Frenzy</b> • <b>Recharge</b> when first bloodied	
Effect: The bravo falchion twice. If both attacks hit the same target, the target is dazed until the end of the bravo's next turn.	
<b>Skills</b> Athletics +11, Bluff +10, Stealth +10	
<b>Str</b> 17 (+6) <b>Dex</b> 15 (+5) <b>Wis</b> 11 (+3)	
<b>Con</b> 16 (+6) <b>Int</b> 10 (+3) <b>Cha</b> 14 (+5)	
<b>Alignment</b> evil <b>Languages</b> Common	
<b>Equipment</b> falchion	

Note: Jackalwere bravo with change shape and bite removed.

4 Order of Blue Fire Harrier	Level 7 Minion Soldier
Medium natural humanoid (spellscarred)	XP 75
HP 1; a missed attack never damages a minion	Initiative +6
AC 23, Fortitude 20, Reflex 21, Will 18	Perception +2
Speed 6	
TRAITS	
<b>Combat Advantage</b>	
Whenever the harrier hits a creature granting combat advantage to it, that creature falls prone.	
STANDARD ACTIONS	
m <b>Blue Fire Grasp</b> • <b>At-Will</b>	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 7 damage.	
m <b>Dagger</b> (weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 5 damage, and the target grants combat advantage to the next attack made against it before the start of the harrier's next turn.	
<b>Skills</b> Athletics +11, Stealth +10	
<b>Str</b> 17 (+6) <b>Dex</b> 15 (+5) <b>Wis</b> 11 (+3)	
<b>Con</b> 14 (+5) <b>Int</b> 10 (+3) <b>Cha</b> 14 (+5)	
<b>Alignment</b> evil <b>Languages</b> Common	
<b>Equipment</b> dagger	

Note: Jackalwere harrier with bite and change shape removed.

2-3 Order of Blue Fire Deceiver	Level 8 Controller
Medium natural humanoid (spellscarred)	XP 350
HP 86; Bloodied 43	Initiative +7
AC 22, Fortitude 19, Reflex 20, Will 20	Perception +5
Speed 6	
STANDARD ACTIONS	
m <b>Trip</b> • <b>At-Will</b>	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 2d6 + 6 damage, and the target falls prone.	
m <b>Short Sword</b> (weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 2d6 + 9 damage.	
C <b>Wave of Blue Fire</b> • <b>At-Will</b>	
Attack: Close blast 3 (enemies in blast); +11 vs. Fortitude	
Hit: 2d6 + 5 fire damage, and the target falls prone.	
R <b>Gaze of Sleep</b> (charm) • <b>Recharge</b> 5-6	
Attack: Ranged 5 (one creature); +11 vs. Will	
Hit: The target falls unconscious (save ends). Whenever the target takes damage, it can make a saving throw to end the effect.	
<b>Skills</b> Bluff +12, Diplomacy +12, Insight +10, Streetwise +12	
<b>Str</b> 15 (+6) <b>Dex</b> 17 (+7) <b>Wis</b> 13 (+5)	
<b>Con</b> 14 (+6) <b>Int</b> 14 (+6) <b>Cha</b> 16 (+7)	
<b>Alignment</b> evil <b>Languages</b> Common	
<b>Equipment</b> short sword	

Note: Jackalwere deceiver with change shape removed.



## ENCOUNTER 3: BLUE FIRE (AL 10)

2-3 Order of Blue Fire Bravo	Level 9 Brute
Medium natural humanoid (spellscarred)	XP 400
HP 116; Bloodied 68	Initiative +6
AC 21, Fortitude 22, Reflex 21, Will 20	Perception +4
Speed 6	
TRAITS	
<b>Bravo's Fury</b>	
The bravo's attacks deal 2d6 extra damage against dazed, helpless, or prone creatures.	
STANDARD ACTIONS	
m <b>Falchion (weapon) • At-Will</b>	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 4d4 + 10 damage (crit 2d4 + 26).	
M <b>Blue Fire Frenzy • Recharge</b> when first bloodied	
Effect: The bravo uses <i>falchion</i> twice. If both attacks hit the same target, the target is dazed until the end of the bravo's next turn.	
Skills Athletics +12, Bluff +11, Stealth +11	
Str 17 (+7)	Dex 15 (+6) Wis 11 (+4)
Con 16 (+7)	Int 10 (+4) Cha 14 (+6)
Alignment evil	Languages Common
Equipment falchion	

Note: Jackalwere bravo with change shape and bite removed.

4 Order of Blue Fire Harrier	Level 9 Minion Soldier
Medium natural humanoid (spellscarred)	XP 100
HP 1; a missed attack never damages a minion	Initiative +7
AC 25, Fortitude 22, Reflex 23, Will 20	Perception +3
Speed 6	
TRAITS	
<b>Combat Advantage</b>	
Whenever the harrier hits a creature granting combat advantage to it, that creature falls prone.	
STANDARD ACTIONS	
m <b>Blue Fire Grasp • At-Will</b>	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 8 damage.	
m <b>Dagger (weapon) • At-Will</b>	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 6 damage, and the target grants combat advantage to the next attack made against it before the start of the harrier's next turn.	
Skills Athletics +12, Stealth +11	
Str 17 (+7)	Dex 15 (+6) Wis 11 (+4)
Con 14 (+6)	Int 10 (+4) Cha 14 (+6)
Alignment evil	Languages Common
Equipment dagger	

Note: Jackalwere harrier with bite and change shape removed.

2-3 Order of Blue Fire Deceiver	Level 10 Controller
Medium natural humanoid (spellscarred)	XP 500
HP 102; Bloodied 51	Initiative +8
AC 24, Fortitude 21, Reflex 22, Will 22	Perception +6
Speed 6	
STANDARD ACTIONS	
m <b>Trip • At-Will</b>	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 3d6 + 6 damage, and the target falls prone.	
m <b>Short Sword (weapon) • At-Will</b>	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 3d6 + 9 damage.	
C <b>Wave of Blue Fire • At-Will</b>	
Attack: Close blast 3 (enemies in blast); +13 vs. Fortitude	
Hit: 2d6 + 7 fire damage, and the target falls prone.	
R <b>Gaze of Sleep (charm) • Recharge</b> 5-6	
Attack: Ranged 5 (one creature); +13 vs. Will	
Hit: The target falls unconscious (save ends). Whenever the target takes damage, it can make a saving throw to end the effect.	
Skills Bluff +13, Diplomacy +13, Insight +11, Streetwise +13	
Str 15 (+7)	Dex 17 (+8) Wis 13 (+6)
Con 14 (+7)	Int 14 (+7) Cha 16 (+8)
Alignment evil	Languages Common
Equipment short sword	

Note: Jackalwere deceiver with change shape removed.

## ENCOUNTER 3: BLUE FIRE MAP

### TILE SETS NEEDED

*Shattered Keeps or Fields of Ruin* x1



The PCs start on the map in the areas where they completed their first skill check.

The first Order of Blue Fire group comes from the west (road on the map) within 4 squares of the edge of the map.

The second group starts within 4 squares of the top center of the map. Then move both groups until the nearest PC is within 8 squares and has line of sight to it.

# ENCOUNTER 4: PORTAL POWER

## ENCOUNTER LEVEL AL+2

### CREATURES

This encounter includes the following creatures:

**5 blackscale crushers** (wave 1)

**2 lizardfolk dreadtails** (wave 2)

**2 lizardfolk shockers** (wave 3)

### SCALING THE ENCOUNTER

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

**Four PCs:** Remove a crusher and a shocker.

**Six PCs:** Add a crusher and a dreadtail.

### SETUP

The PCs have just completed their second skill check from Encounter 1 when the Najaran scouts, who have spotted the glow of the portal circle, enter the area.

*The portal circle shines brightly now as the transformation is nearly complete. The bright light has not gone unnoticed, as Najaran scouts move in to investigate the strange light.*

*Large muscular lizardfolk close in on the mansion, easily hefting greatclubs the size of small trees. One of them shouts “Attack now! Destroy the light! There is no time to wait for the others.”*

The PCs start on the map in the areas where they completed their second skill check. At the start of Round 1, the crushers enter the map from the corners (the fifth from the center south, the sixth from the center north), and begin within 2 squares of the edge. They then move until they are within 8 squares of the closest PC and line of sight is established. Resolve start-of-round effects of the terrain the PCs provided.

At the start of Round 2, the dreadtails come from the north and south (and east for six PCs) and begin within 4 squares of the edge. They also move for free until they are within 8 squares of a PC and line of sight is established. At the start of Round 3, the shockers move in from the east and west. They begin within 4 squares of the edge and may move until they are within 8 squares of a PC and line of sight is established.

Once you place the crushers in their starting positions, roll initiative for all creatures. The dreadtails and shockers act on their initiative during the round they join the combat.

### PORTAL RULES

Distribute Player’s Handout II. If a lizardfolk starts its turn in or adjacent to a portal square, remove a token. If the number of tokens is reduced to zero, the portal is destroyed.

### FEATURES OF THE AREA

**Walls:** The thick walls (1 full square wide) are blocking terrain 10 feet tall. Due to all of the debris in the area, it takes a DC 10 Athletics check to climb over the walls. The thin walls are 3 feet tall and provide cover. It costs an extra square of movement to move over these walls.

**Portal:** The blue decorative area in front of the thrones is the glowing portal area. It is normal terrain.

**Rubble:** Squares with rubble are difficult terrain.

**Stairs:** The stairs lead to the basement and are difficult terrain to climb. If a PC starts the encounter in the basement, they can start partway up the stairs.

### TACTICS

The goal of a lizardfolk is to destroy the portal by spending a full round in or adjacent to a rune square.

During the first round, only the crushers are on the map. As the first wave, their goal is to clear a path for the reinforcements. Rather than attacking in the first round, they move adjacent to one of the defenses the PC constructed and use a standard action to destroy it. This can include walls, war machines, or any other noticeable terrain feature than can be destroyed.

During round two, most Najaran forces do their best to end their turns in the portal area (although some of the crushers may continue to destroy terrain). At the start of its turn, any lizardfolk in or adjacent to a portal square spends a free action to remove a token.

During round three, the shockers stay back and attack the PCs while the others try to dismantle the portal. The shockers only go near the portal if they think they are the last chance for mission success.

None of the Najaran lizardfolk use the run action. They are not at home on solid ground, and do not wish to grant combat advantage.

### START OF ROUND

Place any reinforcements arriving at the beginning of the round. Then resolve any start-of-round effects the PCs created.

### ENDING THE ENCOUNTER

The encounter ends when the portal is destroyed. If at any time it becomes clear that there are not enough

lizardfolk left to make meaningful progress on the portal, have the portal complete its transformation. The reinforcements arrive to kill the remaining lizardfolk. In any case, the portal opens at the end of Round 6. At the end of Round 3, let the PCs know that the portal will be active in a few more rounds, and continue to provide hints about their progress.

#### **MILESTONE**

Encounter 4 counts toward a milestone.

#### **TREASURE**

See the Conclusion.

## ENCOUNTER 4: PORTAL POWER (AL 2)

3-5 Blackscale Crusher	Level 2 Brute
Large natural humanoid (reptile), lizardfolk	XP 125
HP 46; Bloodied 23	Initiative +4
AC 14, Fortitude 15, Reflex 12, Will 12	Perception +2
Speed 8 (swamp walk)	
STANDARD ACTIONS	
m <b>Greatclub</b> (weapon) • <b>At-Will</b>	
Attack: Melee 2 (one creature); +7 vs. AC	
Hit: 1d10 + 6 damage, and the crusher can push the target 1 square.	
MINOR ACTIONS	
m <b>Feral Bite</b> • <b>At-Will</b> 1/round	
Requirement: The crusher must be bloodied.	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d6 damage.	
TRIGGERED ACTIONS	
C <b>Tail Swipe</b> • <b>Recharge</b> when first bloodied	
Trigger: The crusher takes damage from an enemy.	
Attack (Immediate Reaction): Close blast 2 (creatures in the blast); +5 vs. Reflex	
Hit: 1d8 + 5 damage, and the target falls prone.	
Str 22 (+7)	Dex 16 (+4) Wis 12 (+2)
Con 16 (+4)	Int 5 (-2) Cha 6 (-1)
Alignment unaligned	Languages Draconic
Equipment greatclub	

1-2 Lizardfolk Shocker	Level 2 Artillery
Medium natural humanoid (reptile)	XP 125
HP 32; Bloodied 16	Initiative +5
AC 16, Fortitude 14, Reflex 16, Will 12	Perception +1
Speed 6 (swamp walk)	
STANDARD ACTIONS	
m <b>Greatclub</b> (weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d6 + 2 damage.	
R <b>Witch Lightning</b> (lightning, radiant) • <b>At-Will</b>	
Attack: Ranged 20 (one creature); +7 vs. Reflex	
Hit: 1d8 + 1 lightning and radiant damage, and each enemy within 2 squares of the target takes 3 lightning damage.	
A <b>Ball of Lightning</b> (lightning) • <b>Encounter</b>	
Attack: Area burst 2 within 20 (creatures in the burst); +7 vs. Reflex	
Hit: 1d8 + 1 lightning damage, and ongoing 5 lightning damage (save ends).	
Miss: Half damage.	
TRIGGERED ACTIONS	
Sudden Jolt (lightning, radiant) • <b>At-Will</b>	
Trigger: An enemy within 20 squares of the shocker hits it with a ranged or area attack.	
Effect (Immediate Reaction): The target takes 3 lightning and radiant damage.	
Str 14 (+3)	Dex 18 (+5) Wis 10 (+0)
Con 14 (+3)	Int 8 (-1) Cha 8 (-1)
Alignment unaligned	Languages Draconic
Equipment greatclub	

2 Lizardfolk Dreadtail	Level 2 Soldier
Medium natural humanoid (reptile)	XP 125
HP 38; Bloodied 19	Initiative +7
AC 18, Fortitude 14, Reflex 16, Will 12	Perception +1
Speed 6 (swamp walk)	
STANDARD ACTIONS	
m <b>Spear</b> (weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d6 + 5 damage, and the target is slowed until the end of the dreadtail's next turn.	
M <b>Tail Slap</b> • <b>At-Will</b>	
Attack: Melee 2 (one creature); +5 vs. Reflex	
Hit: 1d6 + 3 damage, and the target falls prone.	
M <b>Slap Down</b> • <b>Recharge</b> 4-6	
Effect: The dreadtail uses <i>tail slap</i> and <i>spear</i> .	
TRIGGERED ACTIONS	
Spirit Interference • <b>At-Will</b>	
Trigger: An enemy within 5 squares of the dreadtail marks it.	
Effect (Free Action): The dreadtail marks the target until the end of the target's next turn.	
Skills Athletics +8, Stealth +10	
Str 15 (+3)	Dex 18 (+5) Wis 10 (+1)
Con 14 (+3)	Int 8 (+0) Cha 8 (+0)
Alignment unaligned	Languages Draconic
Equipment light shield, spear	

## ENCOUNTER 4: PORTAL POWER (AL 4)

3-5 Blackscale Crusher	Level 4 Brute
Large natural humanoid (reptile), lizardfolk	XP 175
HP 66; Bloodied 33	Initiative +5
AC 16, Fortitude 17, Reflex 14, Will 14	Perception +3
Speed 8 (swamp walk)	
STANDARD ACTIONS	
m <b>Greatclub</b> (weapon) • At-Will	
Attack: Melee 2 (one creature); +9 vs. AC	
Hit: 2d10 + 4 damage, and the crusher can push the target 1 square.	
MINOR ACTIONS	
m <b>Feral Bite</b> • At-Will 1/round	
Requirement: The crusher must be bloodied.	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 1d6 + 2 damage.	
TRIGGERED ACTIONS	
C <b>Tail Swipe</b> • Recharge when first bloodied	
Trigger: The crusher takes damage from an enemy.	
Attack (Immediate Reaction): Close blast 2 (creatures in the blast); +7 vs. Reflex	
Hit: 2d8 + 4 damage, and the target falls prone.	
Str 22 (+8)      Dex 16 (+5)      Wis 12 (+3)	
Con 16 (+5)      Int 5 (-1)      Cha 6 (+0)	
Alignment unaligned	Languages Draconic
Equipment greatclub	

1-2 Lizardfolk Shocker	Level 4 Artillery
Medium natural humanoid (reptile)	XP 175
HP 44; Bloodied 22	Initiative +6
AC 18, Fortitude 16, Reflex 18, Will 14	Perception +2
Speed 6 (swamp walk)	
STANDARD ACTIONS	
m <b>Greatclub</b> (weapon) • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 1d6 + 4 damage.	
R <b>Witch Lightning</b> (lightning, radiant) • At-Will	
Attack: Ranged 20 (one creature); +9 vs. Reflex	
Hit: 1d8 + 3 lightning and radiant damage, and each enemy within 2 squares of the target takes 4 lightning damage.	
A <b>Ball of Lightning</b> (lightning) • Encounter	
Attack: Area burst 2 within 20 (creatures in the burst); +9 vs. Reflex	
Hit: 1d8 + 3 lightning damage, and ongoing 5 lightning damage (save ends).	
Miss: Half damage.	
TRIGGERED ACTIONS	
Sudden Jolt (lightning, radiant) • At-Will	
Trigger: An enemy within 20 squares of the shocker hits it with a ranged or area attack.	
Effect (Immediate Reaction): The target takes 4 lightning and radiant damage.	
Str 14 (+4)      Dex 18 (+6)      Wis 10 (+1)	
Con 14 (+4)      Int 8 (+0)      Cha 8 (+0)	
Alignment unaligned	Languages Draconic
Equipment greatclub	

2 Lizardfolk Dreadtail	Level 4 Soldier
Medium natural humanoid (reptile)	XP 175
HP 54; Bloodied 27	Initiative +8
AC 20, Fortitude 16, Reflex 18, Will 14	Perception +2
Speed 6 (swamp walk)	
STANDARD ACTIONS	
m <b>Spear</b> (weapon) • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 2d6 + 5 damage, and the target is slowed until the end of the dreadtail's next turn.	
M <b>Tail Slap</b> • At-Will	
Attack: Melee 2 (one creature); +7 vs. Reflex	
Hit: 1d6 + 5 damage, and the target falls prone.	
M <b>Slap Down</b> • Recharge 4-6	
Effect: The dreadtail uses <i>tail slap</i> and <i>spear</i> .	
TRIGGERED ACTIONS	
Spirit Interference • At-Will	
Trigger: An enemy within 5 squares of the dreadtail marks it.	
Effect (Free Action): The dreadtail marks the target until the end of the target's next turn.	
Skills Athletics +9, Stealth +11	
Str 15 (+4)      Dex 18 (+6)      Wis 10 (+2)	
Con 14 (+4)      Int 8 (+1)      Cha 8 (+1)	
Alignment unaligned	Languages Draconic
Equipment light shield, spear	



## ENCOUNTER 4: PORTAL POWER (AL 6)

3-5 Blackscale Crusher	Level 6 Brute
Large natural humanoid (reptile), lizardfolk	XP 250
HP 86; Bloodied 43	Initiative +6
AC 18, Fortitude 19, Reflex 16, Will 16	Perception +4
Speed 8 (swamp walk)	
STANDARD ACTIONS	
m <b>Greatclub</b> (weapon) • <b>At-Will</b>	
Attack: Melee 2 (one creature); +11 vs. AC	
Hit: 2d10 + 6 damage, and the crusher can push the target 1 square.	
MINOR ACTIONS	
m <b>Feral Bite</b> • <b>At-Will</b>	
Requirement: The crusher must be bloodied.	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 1d6 + 4 damage.	
TRIGGERED ACTIONS	
C <b>Tail Swipe</b> • <b>Recharge</b> when first bloodied	
Trigger: The crusher takes damage from an enemy.	
Attack (Immediate Reaction): Close blast 2 (creatures in the blast); +9 vs. Reflex	
Hit: 2d8 + 6 damage, and the target falls prone.	
Str 22 (+9)	Dex 16 (+6) Wis 12 (+4)
Con 16 (+6)	Int 5 (+0) Cha 6 (+1)
Alignment unaligned	Languages Draconic
Equipment greatclub	

1-2 Lizardfolk Shocker	Level 6 Artillery
Medium natural humanoid (reptile)	XP 250
HP 56; Bloodied 28	Initiative +7
AC 20, Fortitude 18, Reflex 20, Will 16	Perception +3
Speed 6 (swamp walk)	
STANDARD ACTIONS	
m <b>Greatclub</b> (weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 1d6 + 6 damage.	
R <b>Witch Lightning</b> (lightning, radiant) • <b>At-Will</b>	
Attack: Ranged 20 (one creature); +11 vs. Reflex	
Hit: 1d8 + 5 lightning and radiant damage, and each enemy within 2 squares of the target takes 5 lightning damage.	
A <b>Ball of Lightning</b> (lightning) • <b>Encounter</b>	
Attack: Area burst 2 within 20 (creatures in the burst); +11 vs. Reflex	
Hit: 1d8 + 5 lightning damage, and ongoing 5 lightning damage (save ends).	
Miss: Half damage.	
TRIGGERED ACTIONS	
<b>Sudden Jolt</b> (lightning, radiant) • <b>At-Will</b>	
Trigger: An enemy within 20 squares of the shocker hits it with a ranged or area attack.	
Effect (Immediate Reaction): The target takes 5 lightning and radiant damage.	
Str 14 (+5)	Dex 18 (+7) Wis 10 (+2)
Con 14 (+5)	Int 8 (+1) Cha 8 (+1)
Alignment unaligned	Languages Draconic
Equipment greatclub	

2 Lizardfolk Dreadtail	Level 6 Soldier
Medium natural humanoid (reptile)	XP 250
HP 70; Bloodied 35	Initiative +9
AC 22, Fortitude 18, Reflex 20, Will 16	Perception +3
Speed 6 (swamp walk)	
STANDARD ACTIONS	
m <b>Spear</b> (weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 2d6 + 7 damage, and the target is slowed until the end of the dreadtail's next turn.	
M <b>Tail Slap</b> • <b>At-Will</b>	
Attack: Melee 2 (one creature); +9 vs. Reflex	
Hit: 1d6 + 7 damage, and the target falls prone.	
M <b>Slap Down</b> • <b>Recharge</b> 4-6	
Effect: The dreadtail uses <i>tail slap</i> and <i>spear</i> .	
TRIGGERED ACTIONS	
<b>Spirit Interference</b> • <b>At-Will</b>	
Trigger: An enemy within 5 squares of the dreadtail marks it.	
Effect (Free Action): The dreadtail marks the target until the end of the target's next turn.	
Skills Athletics +10, Stealth +12	
Str 15 (+5)	Dex 18 (+7) Wis 10 (+3)
Con 14 (+5)	Int 8 (+2) Cha 8 (+2)
Alignment unaligned	Languages Draconic
Equipment light shield, spear	

## ENCOUNTER 4: PORTAL POWER (AL 8)

3-5 Blackscale Crusher	Level 8 Brute
Large natural humanoid (reptile), lizardfolk	XP 350
HP 106; Bloodied 53	Initiative +7
AC 18, Fortitude 19, Reflex 16, Will 16	Perception +5
Speed 8 (swamp walk)	
STANDARD ACTIONS	
m <b>Greatclub</b> (weapon) • <b>At-Will</b>	
Attack: Melee 2 (one creature); +13 vs. AC	
Hit: 2d10 + 8 damage, and the crusher can push the target 1 square.	
MINOR ACTIONS	
m <b>Feral Bite</b> • <b>At-Will</b>	
Requirement: The crusher must be bloodied.	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 1d6 + 6 damage.	
TRIGGERED ACTIONS	
C <b>Tail Swipe</b> • <b>Recharge</b> when first bloodied	
Trigger: The crusher takes damage from an enemy.	
Attack (Immediate Reaction): Close blast 2 (creatures in the blast); +11 vs. Reflex	
Hit: 2d8 + 8 damage, and the target falls prone.	
Str 22 (+10)	Dex 16 (+7) Wis 12 (+5)
Con 16 (+7)	Int 5 (+1) Cha 6 (+2)
Alignment unaligned	Languages Draconic
Equipment greatclub	

1-2 Lizardfolk Shocker	Level 8 Artillery
Medium natural humanoid (reptile)	XP 350
HP 68; Bloodied 34	Initiative +8
AC 22, Fortitude 20, Reflex 22, Will 18	Perception +4
Speed 6 (swamp walk)	
STANDARD ACTIONS	
m <b>Greatclub</b> (weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 1d6 + 8 damage.	
R <b>Witch Lightning</b> (lightning, radiant) • <b>At-Will</b>	
Attack: Ranged 20 (one creature); +13 vs. Reflex	
Hit: 1d8 + 7 lightning and radiant damage, and each enemy within 2 squares of the target takes 6 lightning damage.	
A <b>Ball of Lightning</b> (lightning) • <b>Encounter</b>	
Attack: Area burst 2 within 20 (creatures in the burst); +13 vs. Reflex	
Hit: 1d8 + 7 lightning damage, and ongoing 5 lightning damage (save ends).	
Miss: Half damage.	
TRIGGERED ACTIONS	
<b>Sudden Jolt</b> (lightning, radiant) • <b>At-Will</b>	
Trigger: An enemy within 20 squares of the shocker hits it with a ranged or area attack.	
Effect (Immediate Reaction): The target takes 6 lightning and radiant damage.	
Str 14 (+6)	Dex 18 (+8) Wis 10 (+3)
Con 14 (+6)	Int 8 (+2) Cha 8 (+2)
Alignment unaligned	Languages Draconic
Equipment greatclub	

2 Lizardfolk Dreadtail	Level 8 Soldier
Medium natural humanoid (reptile)	XP 250
HP 86; Bloodied 43	Initiative +10
AC 24, Fortitude 20, Reflex 22, Will 18	Perception +4
Speed 6 (swamp walk)	
STANDARD ACTIONS	
m <b>Spear</b> (weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 2d6 + 9 damage, and the target is slowed until the end of the dreadtail's next turn.	
M <b>Tail Slap</b> • <b>At-Will</b>	
Attack: Melee 2 (one creature); +11 vs. Reflex	
Hit: 1d6 + 9 damage, and the target falls prone.	
M <b>Slap Down</b> • <b>Recharge</b> 4-6	
Effect: The dreadtail uses <i>tail slap</i> and <i>spear</i> .	
TRIGGERED ACTIONS	
<b>Spirit Interference</b> • <b>At-Will</b>	
Trigger: An enemy within 5 squares of the dreadtail marks it.	
Effect (Free Action): The dreadtail marks the target until the end of the target's next turn.	
Skills Athletics +11, Stealth +13	
Str 15 (+6)	Dex 18 (+8) Wis 10 (+4)
Con 14 (+6)	Int 8 (+3) Cha 8 (+3)
Alignment unaligned	Languages Draconic
Equipment light shield, spear	



## ENCOUNTER 4: PORTAL POWER (AL 10)

3-5 Blackscale Crusher	Level 10 Brute
Large natural humanoid (reptile), lizardfolk	XP 500
HP 126; Bloodied 63	Initiative +8
AC 20, Fortitude 21, Reflex 18, Will 18	Perception +6
Speed 8 (swamp walk)	
STANDARD ACTIONS	
m <b>Greatclub</b> (weapon) • <b>At-Will</b>	
Attack: Melee 2 (one creature); +15 vs. AC	
Hit: 2d10 + 10 damage, and the crusher can push the target 1 square.	
MINOR ACTIONS	
m <b>Feral Bite</b> • <b>At-Will</b>	
Requirement: The crusher must be bloodied.	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 2d6 + 6 damage.	
TRIGGERED ACTIONS	
C <b>Tail Swipe</b> • <b>Recharge</b> when first bloodied	
Trigger: The crusher takes damage from an enemy.	
Attack (Immediate Reaction): Close blast 2 (creatures in the blast); +13 vs. Reflex	
Hit: 2d8 + 10 damage, and the target falls prone.	
Str 22 (+11)	Dex 16 (+8) Wis 12 (+6)
Con 16 (+8)	Int 5 (+2) Cha 6 (+3)
Alignment unaligned	Languages Draconic
Equipment greatclub	

1-2 Lizardfolk Shocker	Level 10 Artillery
Medium natural humanoid (reptile)	XP 500
HP 80; Bloodied 40	Initiative +9
AC 24, Fortitude 22, Reflex 24, Will 20	Perception +5
Speed 6 (swamp walk)	
STANDARD ACTIONS	
m <b>Greatclub</b> (weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 2d6 + 8 damage.	
R <b>Witch Lightning</b> (lightning, radiant) • <b>At-Will</b>	
Attack: Ranged 20 (one creature); +15 vs. Reflex	
Hit: 2d8 + 6 lightning and radiant damage, and each enemy within 2 squares of the target takes 7 lightning damage.	
A <b>Ball of Lightning</b> (lightning) • <b>Encounter</b>	
Attack: Area burst 2 within 20 (creatures in the burst); +15 vs. Reflex	
Hit: 2d8 + 6 lightning damage, and ongoing 5 lightning damage (save ends).	
Miss: Half damage.	
TRIGGERED ACTIONS	
<b>Sudden Jolt</b> (lightning, radiant) • <b>At-Will</b>	
Trigger: An enemy within 20 squares of the shocker hits it with a ranged or area attack.	
Effect (Immediate Reaction): The target takes 7 lightning and radiant damage.	
Str 14 (+7)	Dex 18 (+9) Wis 10 (+4)
Con 14 (+7)	Int 8 (+3) Cha 8 (+3)
Alignment unaligned	Languages Draconic
Equipment greatclub	

2 Lizardfolk Dreadtail	Level 10 Soldier
Medium natural humanoid (reptile)	XP 500
HP 102; Bloodied 51	Initiative +11
AC 26, Fortitude 22, Reflex 24, Will 20	Perception +5
Speed 6 (swamp walk)	
STANDARD ACTIONS	
m <b>Spear</b> (weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 3d6 + 9 damage, and the target is slowed until the end of the dreadtail's next turn.	
M <b>Tail Slap</b> • <b>At-Will</b>	
Attack: Melee 2 (one creature); +13 vs. Reflex	
Hit: 2d6 + 9 damage, and the target falls prone.	
M <b>Slap Down</b> • <b>Recharge</b> 4-6	
Effect: The dreadtail uses <i>tail slap</i> and <i>spear</i> .	
TRIGGERED ACTIONS	
<b>Spirit Interference</b> • <b>At-Will</b>	
Trigger: An enemy within 5 squares of the dreadtail marks it.	
Effect (Free Action): The dreadtail marks the target until the end of the target's next turn.	
Skills Athletics +12, Stealth +14	
Str 15 (+7)	Dex 18 (+9) Wis 10 (+5)
Con 14 (+7)	Int 8 (+4) Cha 8 (+4)
Alignment unaligned	Languages Draconic
Equipment light shield, spear	

## ENCOUNTER 4 MAP: PORTAL POWER

### TILE SETS NEEDED

*Shattered Keeps or Fields of Ruin* x1



The PCs start on the map in the areas where they completed their second skill check.

At the start of Round 1, the crushers begin within 2 squares of the corners (and south for 5 PCs and north for 6 PCs), and move until they are within 8 squares of a PC and line of sight is established.

At the start of Round 2, the dreadtails begin within 4 squares of the north and south edges of the map (and east for 6 PCs), and move until they are within 8 squares of a PC and line of sight is established.

At the start of Round 3, the shockers begin within 4 squares of the east and south edges of the map, and move until they are within 8 squares of a PC and line of sight is established.

## CONCLUDING THE ADVENTURE

If the PCs are successful, the portal opens, and reinforcements from Tyrangal pour through. The remaining lizardfolk are killed or captured, and the PCs can return through the portal to get their reward. Tyrangal is very impressed with their success, and congratulates them on securing a secret portal location that the resistance can use when the time is right.

She warns that the creatures the PCs encountered in the area, coupled with the coinage carried by the Order of Blue Fire, does provide strong evidence that this alliance is strong. She hopes that the PCs are available in the near future, should she call upon them to help break the alliance and regain control of Elturel (ADCP5-1 and potentially SPEC5-2).

If the PCs are not successful, they eventually find their way back to Tyrangal. She admits that the quest was a long shot to begin with, and pays them for their efforts.

The PCs gain access to all treasure bundles and receive the base gold of their Adventure Level for their troubles.

## STORY AWARDS

If the PCs secured the portal, they get SPEC63. Otherwise, they earn either SPEC65 and/or or SPEC66. If they released the spellscarred lightning elemental from the crystal, they earn SPEC64.

## REWARDS SUMMARY

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

## EXPERIENCE POINTS AND BASE GOLD

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

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

### ADVENTURE LEVEL 2

**Minimum Possible XP: 270 XP per PC**

Defeated Morthac's guardians: +80 XP  
Order of Blue Fire is disinterested: +80 XP  
Protected the portal: +80 XP

**Maximum Possible XP: 510 XP per PC**

**Base Gold per PC: 90 gp**

### ADVENTURE LEVEL 4

**Minimum Possible XP: 400 XP per PC**

Defeated Morthac's guardians: +100 XP  
Order of Blue Fire is disinterested: +100 XP  
Protected the portal: +120 XP

**Maximum Possible XP: 720 XP per PC**

**Base Gold per PC: 150 gp**

### ADVENTURE LEVEL 6

**Minimum Possible XP: 540 XP per PC**

Defeated Morthac's guardians: +160 XP  
Order of Blue Fire is disinterested: +160 XP  
Protected the portal: +160 XP

**Maximum Possible XP: 1,020 XP per PC**

**Base Gold per PC: 270 gp**

### ADVENTURE LEVEL 8

**Minimum Possible XP: 800 XP per PC**

Defeated Morthac's guardians: +210 XP  
Order of Blue Fire is disinterested: +210 XP  
Protected the portal: +220 XP

**Maximum Possible XP: 1,440 XP per PC**

**Base Gold per PC: 540 gp**

### ADVENTURE LEVEL 10

**Minimum Possible XP: 1,080 XP per PC**

Defeated Morthac's guardians: +320 XP  
Order of Blue Fire is disinterested: +320 XP  
Protected the portal: +320 XP

**Maximum Possible XP: 2,040 XP per PC**

**Base Gold per PC: 810 gp**

## TREASURE

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

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

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

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

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

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

#### **EACH PC SELECTS ONE OF THE FOLLOWING:**

Note: Treasures B and C come at different item levels based on the Adventure Level played, not the level of the PC.

**Treasure A (all ALs):** Any Uncommon permanent implement or weapon up to the character's level +2, **maximum 10<sup>th</sup> level**.

Found in Conclusion.

**Treasure B (all ALs):** *master's wand of magic missile +1* (level 3; or +2/level 8 at (AL 4+); *Adventurer's Vault*)

Found in Encounter 1 or Conclusion.

**Treasure C (all ALs):** *weapon of submission +1* (level 4; or +2/level 9 at (AL 6+); *Mordenkainen's Magnificent Emporium*)

Found in Encounter 1 or Conclusion.

**Treasure D (AL 4+):** *rushing cleats* (level 7; *Adventurer's Vault*)

Found in Encounter 1 or Conclusion.

**Treasure E (AL 4+):** *gauntlets of the ram* (level 8; *Player's Handbook*)

Found in Encounter 1 or Conclusion.

**Treasure F (AL 8+):** *healer's sash* (level 11; *Mordenkainen's Magnificent Emporium*)

Found in Encounter 1 or Conclusion.

**Treasure G (AL 8+):** *gem of seeing* (level 12; *Mordenkainen's Magnificent Emporium*)

Found in Conclusion.

**Treasure H (AL 10+):** *boots of the shadowed path* (level 13; *Mordenkainen's Magnificent Emporium*)

Found in Encounter 1 or Conclusion.

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

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

**Treasure Y (Consumable plus Gold):** The character finds *sovereign glue*. Consumable items obtained in this fashion do not take up found-item slots.

AL 2: greater sovereign glue (level 3) plus 30 gp

AL 4: greater sovereign glue (level 3) plus 60 gp

AL 6: greater sovereign glue (level 8) plus 55 gp

AL 8: greater sovereign glue (level 8) plus 235 gp

AL 10: greater sovereign glue (level 8) plus 415 gp

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

AL 2: 60 gp

AL 4: 90 gp

AL 6: 180 gp

AL 8: 360 gp

AL 10: 540 gp

## STORY AWARDS

If the PCs succeed in defending the portal, they earn Story Award SPEC63. If they released the spellscarred lightning elemental and did not lose the crystal to the Order of Blue Fire, they also gain Story Award SPEC64.

If the portal is destroyed, the PCs cannot earn SPEC63; they instead earn Story Award SPEC65. If the Order of Blue Fire gains control of the crystal sphere, the PCs also earn Story Award SPEC66.

Essentially, they earn SPEC63 for total success, optionally also earning SPEC64 if they released the elemental. They instead earn SPEC65 if they succeeded at Encounter 3 but failed at Encounter 4, and both SPEC65 and SPEC66 if they failed at Encounter 3 (and therefore did not reach Encounter 4).

### SPEC63 Morthac's Portal Secured

You have secured a portal circle at the ruins of Morthac's mansion. You know the sigil sequence and can travel to this location using the Linked Portal ritual. This may be advantageous to the resistance forces striving to regain control of Elturel from the Order of Blue Fire, the forces of Najara, and the Netherese.

In preparation for the struggles ahead, the resistance gifts you with an additional found-item slot that you can spend on an available Treasure at the end of any adventure (this does not grant you an additional Treasure selection for that adventure). The slot can only be used for a permanent item and has a maximum item level of 10 (although the item you choose can be upgraded at higher levels, its item level must be 10 or below at the time you choose it).

When you select an item to fill this bonus found-item slot, record it below:

### SPEC64 Spellscarred Lightning in a Bottle

You released a spellscarred lightning elemental during your explorations of Morthac's mansion. In gratitude it has imbued you with some of its power. One time only, when you hit with an attack, you can expend this energy as a free action. One target of the triggering attack takes additional lightning damage equal to your character level. Void this Story Award when you use the power.

### SPEC65 Morthac's Portal Destroyed

You were unable to protect Morthac's portal and it was destroyed. This loss is surely a blow to the resistance effort aimed at restoring Elturel to its former glory. The resistance must spend some of its precious resources to reclaim and repair the destroyed portal. At the end of any adventure you can donate 100 gp times your level

to restore the resources the resistance has lost. If you do, you may void this Story Award.

### SPEC66 Morthac's Crystal Lost

Despite your efforts, the Order of Blue Fire secured Morthac's mansion and discovered the crystal ball of blue fire within. This powerful item will surely be a bane to the resistance forces trying to reclaim Elturel.

Members of the Order of Blue Fire can score critical hits against you on an attack roll of natural 18-20 (rolls of 18 and 19 do not automatically hit).

## NEW MAGIC ITEMS

### BOOTS OF THE SHADOWED PATH UNCOMMON

LEVEL 13

**Price:** 17,000 gp

**Item Slot:** Feet

**Power (Encounter, Teleportation):** Move Action.

**Effect:** You teleport up to 3 squares. You must end this teleportation adjacent to a creature or an object that is small or larger.

**Reference:** *Mordenkainen's Magnificent Emporium*.

### GAUNTLETS OF THE RAM COMMON

LEVEL 8

**Price:** 3,400 gp

**Item Slot:** Hands

**Property:** Add 1 square to the distance of any push effect you create.

**Reference:** *Player's Handbook*.

### GEM OF SEEING LEVEL 12 UNCOMMON

**Price:** 13,000 gp

**Wondrous Item**

**Property:** While you peer through the gem, you gain a +3 item bonus to perception checks to see things.

**Power (Daily):** Minor Action.

**Effect:** Until the end of your next turn, you can see invisible creatures and objects, and you know that any illusion you can see is an illusion.

**Reference:** *Mordenkainen's Magnificent Emporium*.

### GREATER SOVEREIGN GLUE LEVEL 3/8 COMMON

**Consumable:** Alchemical Formula

**Cost:** 30 gp / 125 gp

**Power (Consumable):** Standard Action.

**Attack:** Ranged 5/10 (one creature); the item's level +3 vs. Reflex

**Hit:** The target is slowed (save ends).

**Power (Consumable):** Standard Action. You apply this glue to an object and affix that object to another object within 1 square of you. Doing so consumes this item. If the two objects remain affixed to one another until the end of your next turn (which might require you to hold them together), the items are adhered, and separating them requires a Strength check against a hard DC of the glue's level. A successful Strength check deals 2d10 damage to each adhered object.

**Reference:** *Mordenkainen's Magnificent Emporium*.

### HEALER'S SASH

LEVEL 11 UNCOMMON

**Price:** 9,000 gp

**Item Slot:** Waist

**Power (Daily, Healing):** Minor Action.

**Effect:** Close burst 5 (you and one ally in the burst, or two allies in the burst). One of the targets loses a healing surge, and then the other target regains hit points equal to his or her healing surge value.

**Reference:** *Mordenkainen's Magnificent Emporium*.

### MASTER'S WAND OF MAGIC MISSILE +1/+2 LEVEL 3/8 UNCOMMON

**Price:** 680 gp / 3,400 gp

**Implement:** Wand

**Enhancement:** attack rolls and damage rolls

**Critical:** +1d8 damage per plus

**Property:** When you damage a target with the magic missile power used through this wand, you can push the target 1 square.

**Power (Encounter):** Standard Action. As the wizard's magic missile power.

**Reference:** *Adventurer's Vault*.

### RUSHING CLEATS

LEVEL 7 UNCOMMON

**Price:** 2,600 gp

**Item Slot:** Feet

**Property:** Gain a +2 item bonus to bull rush attacks, and increase the push or slide effect of any close or melee attack you perform by 1 square.

**Reference:** *Adventurer's Vault*.

### WEAPON OF SUBMISSION +1/+2 LEVEL 4/9 UNCOMMON

**Price:** 840 gp / 4,200 gp

**Weapon:** Any melee

**Enhancement:** attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Power (Daily, Fear):** No Action.

**Trigger:** You hit an enemy adjacent to you with an attack using this weapon.

**Effect:** You push that enemy up to 5 squares, and it is immobilized (save ends).

**Reference:** *Mordenkainen's Magnificent Emporium*.



## APPENDIX I: TYRANGAL

Tyrangal has elven features, but is easily a head taller than a human. Her skin is the color of copper, and she had gold-colored eyes. Her long, flowing dress is the color of rust. Tyrangal is actually a shape-changed copper dragon, and the PCs may be able to learn more about her with the following checks:

**Aracana DC 20:** Tyrangal looks distinctly different from most eladrin (known as moon or sun elves) in Faerun, but she may be native to the Feywild, a magical world that is the motherland of all fey.

**Insight DC 20:** Tyrangal seems trustworthy and is not attempting deception.

**Arcana DC 35:** A shapechange effect would explain Tyrangal's appearance.

**History DC 35:** A copper dragon named Gaulauntyr lost her mind and caused great devastation during the Rage of Dragons (1373 DR). It is said the dragon recovered and returned after Mystra's death, using the name Tyrangal instead. She involves herself in many affairs, but mainly those involving the Spellplague. Her motives are cloaked in mystery and she often acts through intermediaries.



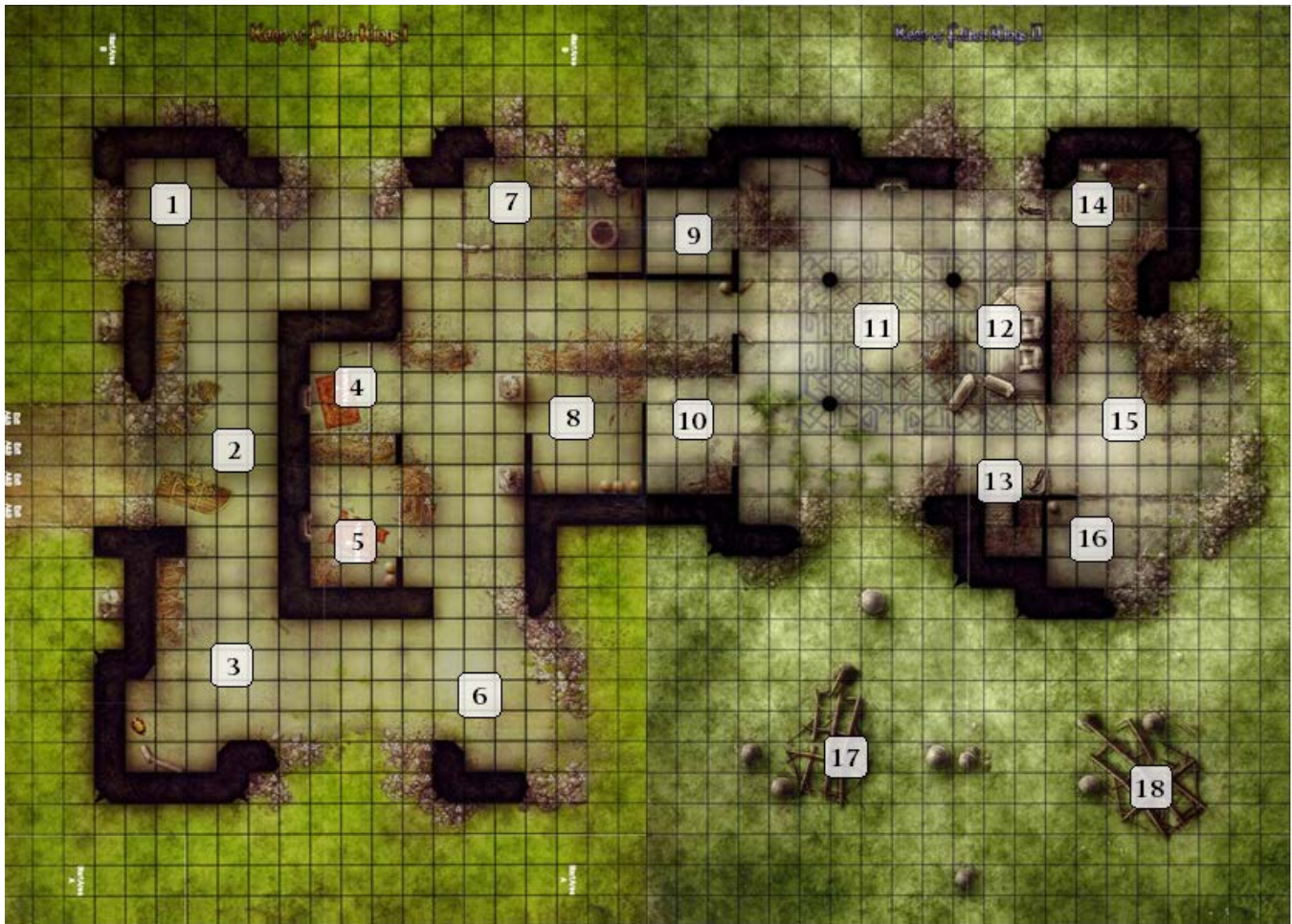
## APPENDIX II: MORTHAC THE MAGICIAN

Morthac the Magician is the wizard who lived in this mansion before the Spellplague. Marvin the Magnificent Mouse was Morthac's familiar. Marvin is a rat, but he thinks he is a mouse. If someone mentions that he is really a rat or questions him about it, he simply says that his family has a history of being big-boned, so that's why they are larger than other mice. Marvin is friendly and talkative, but he is easily distracted, especially by food. He cannot sit still for long and fidgets while talking. He often scurries around looking in cabinets and rearranging things.

The PCs can talk to Marvin to find out about the history of the mansion and his master Morthac. Marvin can provide the following information.

- Morthac was a powerful wizard and Marvin was his familiar.
- Morthac's mansion had lots of powerful magical defenses and traps to discourage intruders, including a golem, construct lookouts that look like metallic blue dragons, and animated war machines.
- Morthac was reclusive. He liked this isolated area because he could do his studies and experiments without distractions.
- When the Spellplague hit, the mansion and its occupants were hit hard. The mansion's walls crumbled and the upper floor collapsed. The arcane defenses were disabled. Marvin's legs turned into tentacles and his hair turned bright blue. Morthac seemed strange and preoccupied after the Spellplague. Marvin does not know if Morthac had any spellscars because he always wore a long hooded coat.
- Shortly after the Spellplague hit, Morthac told Marvin he needed to leave for a short time. He told Marvin to watch over the mansion and keep things orderly until he got back. Marvin thought it was strange that Morthac would leave without his familiar, but did as his master instructed and kept watch over the mansion. Everything was fine until Marvin ran out of cheese. Marvin has not seen Morthac since then and does not know what happened to him.
- About a year ago a strange magical wave washed over the area and the Spellplague effects reversed themselves. Marvin is glad he does not have tentacles anymore and happily scurries around on his old legs. Although his hair has mostly returned to its natural hue, on close examination his coat has a faint hint of blue.

## APPENDIX III: MORTHAC'S MANSION



Source: *Map Pack: Shattered Keeps* or *Fantastic Locations: Fields of Ruin*.

1: Guest Room (collapsed from upper floor) - The broken remains of a bed and dresser stick up out of the rubble from the collapsed upper floor.

2: Entry Hall - The once grand entryway is covered with dust and cobwebs and the finely crafted front doors lie on the ground.

3: Guard Quarters - Old rusted weapons lie scattered at the base of a rotted weapon rack.

4: Guest Room - A collapsed bed, dresser, and side table are in this small guest room.

5: Music Room - The sound of an injured animal comes from this room of broken instruments.

6: Master Bedroom, collapsed from upper floor - A large bed has shattered on the stone floor.

7: Laboratory - This room has a small stove and shelves filled with vials and beakers. Shattered glass covers the floor, bloody paw prints lead to the south.

8: Library - The tomes in this old library are mostly deteriorated and moldy. Scraps of paper litter the floor.

9: Study - A sturdy desk dominates this room, covered with scraps of paper and a large jar of ink.

10: Shrine to Mystra - There is a small shrine to Mystra in this room.

11: Portal - There is a large portal in the center of this room that glows a soft blue and hums slightly.

12: Audience Chamber - A pair of stone thrones with tattered maroon cushions are prominently located in this chamber.

13: Stairs to Basement - The stench of mold and chemicals are noticeable from the top of the stairs.

14: Storage Room - This is a small storage room with some barrels, crates, and a small cellar.

15: Dining Room - A small dining room has a sturdy wooden table and some broken chairs.

16: Kitchen - The kitchen is in shambles with overturned pots and opened cupboards.

17/18: Trebuchet/Catapult - These are the remains of a magically powered trebuchet and catapult.



## APPENDIX IV: CLEAN MAP



## PLAYER'S HANDOUT I: MANSION DEFENSES

There are many options for preparing the mansion for the inevitable attack. Here are just a few suggestions.

**PORTAL CIRCLE:** The portal circle can be reinforced magically or disguised to be more difficult to detect, increasing the effort needed to destroy it.

**CATAPULT/TREBUCHET:** These destroyed war machines were once magically enchanted to attack invaders. A physical and magical repair to one of these machines could get it active again. (Each machine takes separate checks.)

**MARVIN:** Morthac's familiar hasn't had anyone to talk to in quite some time. Some friendly banter might make him helpful.

**CONSTRUCTION:** There are plenty of debris and timber that could be used to build walls or lookout towers.

**TREASURE:** Surely a wizard's home will have some useful items in the mess.

**BASEMENT:** Noxious fumes emanate from the stairs leading down to the basement. What might a wizard have stored there?

**TRAPS:** Someone with the right knowhow could use the materials in the area to put together a trap.

**ANIMAL:** From the rubble in one room emanates the whimpering of an injured animal.

**LOOKOUT:** It is unknown when the enemies might attack. Keeping watch might provide an early warning to their arrival.

**AMBUSH:** There are lots of good hiding places throughout the mansion. It is possible to set an ambush for unwanted intruders.

Of course, there are an unlimited number of options for preparing the mansion.

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## PLAYER'S HANDOUT II: MORTHAC'S PORTAL

The primary goal of your mission is to defend the portal until Tyrangal can send reinforcements. At the start of its turn, each lizardfolk in or adjacent to a portal square can damage it as a free action. Remove one token from the portal for each lizardfolk who is in position to damage the portal. If all of the tokens are removed, the portal is destroyed and the mission ends in failure.

# EVENT SUMMARY

**The results of this adventure will have an impact on future LFR adventures!**

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

<https://www.surveymonkey.com/s/SPEC0501LFR>

The survey period closes on **01 April 2013**. The adventure remains playable after that date, but we will tabulate the results at the end of the survey period and that will be the official result for the campaign as a whole.

If played at a convention, what slot:

Table Number:

DM's Name:

**1. What is the status of the portal?**

- a. secured by the PCs for the resistance
- b. destroyed by the Najaran forces
- c. controlled by the Order of Blue Fire agents
- d. other outcome

**2. What is the status of the crystal sphere?**

- a. destroyed by the PCs for the resistance
- b. captured by the Order of Blue Fire agents
- c. other outcome

**3. Was the overall difficulty level of the adventure appropriate for a SPEC adventure?**

- a. Too challenging, but still fun
- b. Too easy, but still fun
- c. Just right!
- d. Too easy in a way that was unenjoyable
- e. Too challenging in a way that was frustrating or unenjoyable

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

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

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

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## **DUNGEONS & DRAGONS** LIVING FORGOTTEN REALMS

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RECEIVED STORY AWARDS DURING THE ADVENTURE

### ***SPEC5~1 MORTHAC'S MANSION***

#### **SPEC63 Morthac's Portal Secured**

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You released a spellscarred lightning elemental during your explorations of Morthac's mansion. In gratitude it has imbued you with some of its power. One time only, when you hit with an attack, you can expend this energy as a free action. One target of the triggering attack takes additional lightning damage equal to your character level. Void this Story Award when you use the power.

#### **SPEC65 Morthac's Portal Destroyed**

You were unable to protect Morthac's portal and it was destroyed. This loss is surely a blow to the resistance effort aimed at restoring Elturel to its former glory. The resistance must spend some of its precious resources to reclaim and repair the destroyed portal. At the end of any adventure you can donate 100 gp times your level to restore the resources the resistance has lost. If you do, you may void this Story Award.

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Despite your efforts, the Order of Blue Fire secured Morthac's mansion and discovered the crystal ball of blue fire within. This powerful item will surely be a bane to the resistance forces trying to reclaim Elturel.

Members of the Order of Blue Fire can score critical hits against you on an attack roll of natural 18-20 (rolls of 18 and 19 do not automatically hit).

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(This number was given to the organizer when the event was scheduled)

Adventure Title: \_\_\_\_\_ Session Number: \_\_\_\_\_  
(For administrative use only)

Date of Play:   /   /    
Month Day Year

Start Time:   :    
Hour Minute

Give hour in military time standard (p.m. hours = hour +12). Don't record the exact minute the adventure played. Instead list the closest 30-minute interval the game was scheduled to start at (30 or 00).

A legal table has no less than four players, and no more than six players.

Player Name	WIN/DCI Number
1	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
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# DUNGEONS & DRAGONS

## SESSION TRACKING

### DUNGEON MASTER

DM Name: \_\_\_\_\_

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# DUNGEONS & DRAGONS

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