

THE PALADINS' PLAGUE

A DUNGEONS & DRAGONS[®] *LIVING* *FORGOTTEN REALMS* ADVENTURE

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SPECIAL THANKS TO THE PLAYERS, DMS, AND STAFF OF DDXP 2010

The leaders of Elturel are concerned about the plagueland a few miles outside the city, which has recently begun spewing out more twisted monstrosities than usual. The paladins have put out a call for adventuring companies to send their best and bravest explorers to venture to the border, and perhaps even into the plagueland itself. The expedition's charter is to bring back any information about the horrors within and what might be causing the increase in Spellplague activity. This is a risky assignment, offering adventurers the chance to make a name for themselves by braving one of the most dangerous and least understood threats in all of Faerûn. This adventure is a two-round continuous-play *Living Forgotten Realms* Battle Interactive set in Elturgard for characters levels 1-17.

Important Notes: This adventure is combat-intensive. Players who do not enjoy difficult combat encounters are unlikely to enjoy this adventure. All of the characters in the party must be within a single level band (1-4, 4-7, 7-10, 11-14, or 14-17). It is recommended that at least three characters be members of the same Adventuring Company. This adventure takes place after the events of the various SPEC2-1 adventures, but playing the adventures in order is not required.

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

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

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

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

PREPARING FOR PLAY

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

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

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

READING MONSTER STAT BLOCKS

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

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

ORGANIZER INFORMATION

Adventuring company adventures are only available for sanctioned Wizards Play Network (WPN) Public Play events. These adventures are designed to incorporate some meta-game elements (such as an overall scoring system for the participating adventuring companies). These make the most sense and are the most fun when there are a large number of tables all playing the adventure. Public Play events, especially conventions, are the biggest RPGA events, draw the most players, and run the most tables, giving them the greatest opportunity to have participants from a variety of different adventuring companies.

Everybody who participates in an adventuring company adventure receives a story object to commemorate the occasion. These story objects are handed out by the DM at the end of the adventure, just like any other *Living Forgotten Realms* adventure. Some adventuring company adventures might include an additional prize, such as a special certificate, that only the winning team gets. The additional prize may be reserved for events that are at least some minimum size (such as 10 tables). The organizer (the person who sanctioned the event) is responsible for making sure that the adventure is run in a consistent and fair fashion, and for reporting the results back to the WPN. In the case of any disputes, the organizer makes the final decision about all elements relating to the competitive aspects of the adventure. The organizer's decisions are final and may not be appealed. Remember that the goal is for everyone to have fun!

All tables of an adventuring company adventure should be treated the same as any other RPGA event, including adherence to the RPGA General Rules. Each table must include 4-6 players and a DM. In other words, the core D&D experience should be the same, even though there might be some elements that extend beyond an individual table (such as overall scoring). Each table DM must complete a Session Tracking Form and turn it in to the event organizer, who is responsible for making sure that the results are reported to the RPGA in a timely fashion.

WHAT'S AN ADVENTURING COMPANY?

In the FORGOTTEN REALMS campaign setting, groups of adventurers often band together under a common cause or motivation. These groups are collectively referred to as "adventuring companies." A "company" is an organized group of adventurers that has taken on a specific name, heraldry or other identifying characteristic, regardless of whether their fundamental motive is one of profit. For example, an adventuring

company could be part of an extended family or clan, a small religious sect, or a special team in a military organization. In the *Living Forgotten Realms* campaign, adventuring companies are player-created and player-administered organizations. They are a fun, but completely optional, component of the organized-play experience.

To learn more about the rules and guidelines for creating an adventuring company in *Living Forgotten Realms*, please see the *RPGA Character Creation Guide*, which can be downloaded from the RPGA website at www.wizards.com/rpga.

This adventure, like all DUNGEONS & DRAGONS® adventures, assumes that the player characters will be working together to achieve their goals. Any elements of competition between adventuring companies are intended to occur in a larger story context rather than taking place at the table. For example, an adventure might include a tournament or other contest in which the PCs score points for their adventuring company, with the company that scores the most points “winning” the overall competition. That’s great, but it only works if the PCs at each individual table are working together instead of trying to undermine one another. Therefore, you may not run this adventure for a group of PCs that does not include at least four characters who are members of the same adventuring company, and it is recommended that all of the PCs be members of the same adventuring company.

If there are players whose characters aren’t members of any existing adventuring company when they sit down at the table, that’s fine. They can organize a new company on the spot, so long as the rules in the *RPGA Character Creation Guide* are followed (most notably, the restriction that a character may not change his or her adventuring company membership more than once per character level).

COMPANIES COMPETE, NOT PCs

Adventuring company adventures are designed to offer unique challenges and opportunities. They usually pit adventuring companies head-to-head in some sort of competition (such as a tournament, scavenger hunt, or race). They might also involve a large-scale event (such as a battle to defend a frontier town, clearing out a significant monster lair, exploring a new dungeon, or staking a claim to new territory in the wilderness). In all these cases, it makes sense for the NPC sponsors to recruit adventuring companies rather than individual player characters. Regardless of the plot, the focus is on the companies themselves, and the PCs’ efforts will increase or decrease their company’s relative standing

in the eyes of the wealthy or influential patron who has organized the event.

There must never be direct PC-versus-PC combat in any Living Forgotten Realms adventure. You may not force or permit player characters to fight directly against other player characters. For example, it would be inappropriate to have a battle between two noble houses over a gold mine, where some of the adventuring companies are hired by one of the houses and the other adventuring companies are hired by the rival house, with the player characters fighting each other. The dominated condition is part of the core rules, and characters subjected to that condition may temporarily be forced to attack one another, but adventures may not be designed in a way that individual PCs or groups of PCs are intended or allowed to engage in direct combat against one another.

Having a battle as the subject of an adventure is a perfectly legitimate storyline; just make sure that all the PCs are on the same side. For example, that same “battle for the gold mine” scenario described above would be just fine so long as all the PC adventuring companies in the battle are working for the same faction, fighting against NPCs hired by the opposing faction.

It is also okay to have the PCs represent different competing factions, so long as the PCs themselves do not directly come into conflict. In a tournament, the PC adventuring companies might be presented with multiple offers of employment by different noble houses. Each group of PCs would then individually decide which of the various nobles they want to represent. The winning adventuring company also wins the tournament on behalf the house they chose as their sponsor. Even in a tournament setting, however, player characters could only joust, duel, or otherwise directly engage in combat with NPCs, never with other PCs.

WHAT AM I ALLOWED TO CHANGE?

Because they are sanctioned for public play only, adventuring company adventures can offer some interesting opportunities to organizers. The organizer decides how to structure the event for maximum publicity and enjoyment. For example, you might run the adventure multiple times over the various days of a convention and award the grand prize at the very end. Or, you can get all the participants together at the same time (and ideally in the same room) for a grand event, with scores tabulated and prizes given out on the spot.

Some adventuring company adventures might lend themselves to a slightly more elaborate setup than a typical RPGA adventure. For example, a tournament might feature individual tests of skill and prowess, such as an archery competition or a riddle contest. You could

set these up as “stations” in which the individual characters would visit each station to participate in that particular competition. The DM supervising that station would have the player roll the appropriate dice or do whatever else is required, and then record the results on the player’s score sheet, story certificate, or other tracking form.

However, the core RPGA DUNGEONS & DRAGONS experience remains 4-6 players and a DM sitting at a table for 4 to 5 hours. Adventuring company adventures do not change that format. You may not run this adventure in any way that removes the core D&D experience. So, for example, you cannot run the entire adventure as a LARP (live action roleplaying). The players are coming to play D&D and D&D is what you are expected to give them. Any additional elements that you present must be ancillary to the main tabletop gaming session. You are also not allowed to change the story or encounters from what is presented herein, other than as specified in the adventure itself and in the "DM Adventure Adjustments" section of the campaign rules.

WHAT’S A BATTLE INTERACTIVE?

The term "Battle Interactive" (BI) is generally used to denote an adventure where the player characters are taking part in a mass combat (such as a war, although formally-declared wars between sovereign nations are rare in the *Forgotten Realms*). The PCs are usually fighting as part of an army or other large force, although they might be sent on “special missions” rather than participating in the main engagement. Different groups of PCs might have different roles or be given different missions depending on their level. Lower-level PCs are likely to be treated more like common soldiers, slugging it out against a horde of foes on the front lines, while higher-level PCs are generally regarded as valuable assets, asked to join war councils and sent behind enemy lines to strike directly at the opposition’s leaders. Regardless of the details, the basic idea behind a BI is that it represents a clash of two or more significant forces on a larger scale than would typically be depicted in a normal *Living Forgotten Realms* adventure.

Because it is plausible for a large number of PCs to be fighting at the same time as part of the same army, a BI makes an excellent fit for a convention or game day that can run a large number of tables at the same time. In the *Living Forgotten Realms* campaign we have chosen to present Battle Interactives as Adventuring Company adventures (using the ADCP designation) because it makes sense for factions to recruit large numbers of characters through their adventuring companies, rather than trying to recruit each individual PC one by one.

Organizers are encouraged to set the event up so that all the tables go through each mission of the BI together. Special rules might allow tables to assist or affect one another in ways that are not possible in a normal adventure. For example, if Table #1 is overrun by monsters and forced to retreat, the BI organizer might rule that Table #2 can try to take on the extra monsters in addition to the ones they are already fighting, in hopes of saving Table #1 and closing the gap.

The overall success or failure of a BI is often based on the collective outcomes of all the tables playing. For example, if five tables are playing, the story would change depending on the majority outcome (if three tables failed a mission and two tables succeeded at the same mission, then the official result of that mission would be a failure).

Because a BI is focused on the battlefield, it features more and harder combat encounters than a typical *Living Forgotten Realms* adventure. The XP budget is higher, and the adventure is designed to push PCs to their limits, using up all their resources. Character deaths are more common. Players who do not enjoy combat encounters are probably unlikely to enjoy a BI.

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 when you DM for a group:

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

To reinforce this golden rule, keep in mind the following:

- **You are empowered to make adjustments to the adventure and make decisions about how the group interacts with the world of this adventure.** This is especially important and applicable outside of combat encounters, but feel free to use the "scaling the encounter" advice (usually for adjusting to different-sized groups) to adjust combat encounters for groups that are having too easy or too hard of a time in an adventure.
- **Don't make the adventure too easy or too difficult for a group.** 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 ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Give everyone a "chance to shine."

- **Be mindful of pacing, and keep the game session moving along appropriately.** 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 within 3.5 - 4 hours; try to be very aware of running long or short. Adjust the pacing accordingly.
- **Give the players appropriate hints so they can make informed choices about how to interact with their environment.** Players should always know when enemies are affected by conditions and are bloodied. They should be given clues about how to interact with their surroundings so they can tackle skill challenges, combats, and puzzles without getting too frustrated over lack of information. This helps to encourage immersion in the adventure and gives players "little victories" for figuring out a good choice from a clue.

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

APPROPRIATE CHARACTER LEVELS

This adventure is designed for player characters (PCs) levels 1-17. Characters that fall outside of the level range may not participate in the adventure. Furthermore, all of the characters in the party must be within the same level range. For example, you cannot have a level 3 character and a level 5 character together in the same party, even though the adventure supports both the levels 1-4 and levels 4-7 level bands. Make certain to check the levels of the PCs before beginning play to ensure that they are the proper level, both individually and as a group, to play the chosen level band.

This adventure supports several different level bands. In the adventure text, the adventure bands are referred to using the following abbreviations: H1 (levels

1-4), H2 (levels 4-7), H3 (levels 7-10), P1 (levels 11-14), and P2 (levels 14-17). Each of the level bands offers a low-level version and a high-level version. The low tier is meant for a group whose levels, on average, fall in the lower levels of the adventure's level spread. The high tier is meant for a group whose levels, on average, fall in the upper levels of the adventure's level spread.

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

Reading the Numbers: Each encounter has a level band and sometimes other values (such as XP or skill check DCs) listed with two numbers divided by a slash. The number before the slash is always the value for the low-level version of the adventure; the number after the slash is the value for the high-level version of the adventure. For example, "H1 10/11" means that if you are running the adventure for a group of levels 1-4 characters, the DC is 10 if they are playing the low-level version and 11 if they are playing the high-level version.

For encounters (such as skill challenges) that are identical at every level band except for the DCs, rather than listing eight different DCs for every skill check, the adventure instead uses the terms "easy," "moderate," and "hard." **Appendix 1** contains a breakdown of the DC values for each level band and tier, which is based on the corresponding table in the *Dungeon Master's Guide*. Please reference this Appendix and use the appropriate values throughout the adventure.

When the adventure specifies a single, exact DC (for example, saying that it requires a DC 15 Athletics check to climb out of a pit) then that DC is the same regardless of the level band or tier. It doesn't automatically get harder to climb a wall just because the characters are higher level. (Of course, there could be something special about the wall, like a magical defense, that causes it to be harder to climb at the higher level bands.)

FAILING TO DEFEAT AN ENCOUNTER

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

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

No matter if the characters succeed or fail in an encounter, they reach a milestone if it is the second encounter they've had since the start of the adventure or their last extended rest. **Encounters that do not give out experience points do not count for purposes of reaching a milestone.** Make certain to mention this information to the players when applicable, as it gives each PC another action point and affects how some magic item powers are used.

LASTING EFFECTS

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

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

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

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

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

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

PLAYTEST CREDITS AND THANKS

As the first Battle Interactive for the *Living Forgotten Realms* campaign, we really wanted to make sure that this adventure would provide a challenging but not overwhelming experience. Because the adventure supports characters from levels 1-17, there are an awful lot of combat encounters (and they all had to be playtested). The author wishes to thank the following DMs, players, reviewers, and other people who contributed in various ways to this adventure. There were too many names to fit on the title page of the adventure (and I apologize to anyone who I have unintentionally omitted from the following list):

Teos Abadia, Jacqueline Antonelli, Buddy Arnold, Erin Austin, David Berge, David Brainard, Melody Bruce, Ken Bursch, Ryan Cannon, Nick Chavez, Tim Cheng, Daniel Cork, Chuck Donahue, John du Bois, Jocelyn Eisenhour, Eric English, Laura English, Annie Erbacher, Dan Erbacher, Alex Gersh, Bruce Higa, Peter Hoang, Heidi Houck, Rex Joyner, Dave Kay, Paige Leitman, Gilbert Lin, Pat Long, Nick Louie, Greg Marks, Jennings McCoy, Forrest McDonald, Shawn Merwin, Heidi Pritchett, Joe Semanick, Art Severance, Pieter Sleijpen, Krishna Simonse, Brian Smolar, Mickey Tan, Fred Upton, Ryan White.

Special thanks to Chris Tulach for carrying the banner inside of Organized Play so that we could bring Battle Interactives to LFR, and to David Christ, RPGA Senior GM, for organizing the two massive sessions of 20+ simultaneous tables each at D&D Experience 2010.

Speaking of DDXP 2010, the DMs and marshals who worked at that convention did a fantastic job. The event was incredibly successful thanks to all your hard work, preparation (with limited prep time in most cases), creativity, and enthusiasm. Thank you!

Most importantly, thanks to all the DMs and players who make the campaign what it is. Without you, none of this would be possible, and we need your feedback. Whether you enjoyed this adventure and want to see more like it, or you hated it and don't want us to do something like this ever again, please let us know. You can share your thoughts and experiences with us via the LFR forum on the Wizards Community site.

ADVENTURE BACKGROUND

This adventure is inspired by the events of the *Forgotten Realms* novel *The Edge of Chaos* by Jak Koke. It is not necessary for either the DM or the players to have read the novel beforehand. Certain elements from the novel are referenced in this adventure, so those who are familiar with the novel's events and characters might understand a little bit more about what is really going on. The lack of that additional knowledge should not

lessen anyone's enjoyment, however. The characters of particular importance are Tyrangal and Vraith.

Players who have participated in some or all of the SPEC2-1 adventures may have met Tyrangal, an enigmatic copper-skinned eladrin. Although Tyrangal's ultimate agenda is unknown, she has made herself a prominent enemy of the Order of Blue Fire, working to frustrate the Order's efforts in the region surrounding the Plagewrought Land of Ormpetarr.

The most important NPC in this adventure (who does not appear in the novel) is the paladin Vessen, a high-ranking member of the Tormish order that rules Elturgard. Knight-Commander Vessen is in charge of the operation to cleanse the plagueland that threatens the city of Eltarel. Those characters who have played certain of the SPEC2-1 adventures may have met Vessen, depending on their attitude towards the paladins of Torm and Elturgard in general.

Vessen is a true believer. He has been a devout follower of Torm for his entire life, and became a paladin of the Loyal Fury at a very young age. Over the years Vessen has risen through the knighthood's ranks and is now one of the High Observer's most trusted advisors and associates. Unfortunately, Vessen is also a traitor. He has been corrupted by the Spellplague and is now under the control of a sharn symbiote. How this came to pass, and what it means for the people of Eltarel, is the focus of this adventure.

The Masters of Absolute Accord, leaders of the Order of Blue Fire, are dedicated to the spread of the Spellplague by any means necessary. They, and their sharn masters, believe that the Spellplague is actually the embodiment of Mystra herself, and that the only way to revive the dead Goddess of Magic is by spreading her essence so that it covers the entire world. Thus, the Order's efforts are focused on finding ways to control and extend the boundaries of plaguelands.

The Order is headquartered in Ormpetarr on the edge of the Plagewrought Land, and it was there that one of their members, a wizard named Vraith, was nearly able to enact a mighty ritual that would have drastically expanded the size of the Plagewrought Land through the sacrifice of hundreds of innocent lives. Vraith's scheme was thwarted by a group of heroes under the leadership of Tyrangal. (These are the events chronicled in *The Edge of Chaos*.)

However, Vraith's knowledge has not passed entirely from the world. She was slain, but did not perish; her soul was somehow bound up into the fabric of the Plagewrought Land itself.

Now the Masters of Absolute Accord have devised a way to try and use Vraith's ritual in a different fashion, by creating monoliths infused with Spellplague energy.

These structures, which resemble floating pyramids, act as conduits, allowing the boundaries of a plagueland to be extended. The monolith channels the Spellplague energy and forms a new, mobile boundary. The process of creating these monoliths is horrifically expensive in both ritual components and lost lives. Each monolith requires twenty spellscarred creatures as part of its creation. Neither alive nor dead, these tortured souls' bodies are fused with the stone of the monolith, and it is through them that the Spellplague energy flows. Vraith's original ritual required the pilgrims to form a living border with their own bodies. This new version allows the border to travel.

By carefully positioning the monoliths, it is possible to expand the size of an existing plagueland. (The monoliths require a source of Spellplague to function. They cannot spontaneously generate Spellplague energy.) Although Vraith's ritual is powerful, it has limits. The number of monoliths required increases as the size of the plagueland grows. Moving the borders of a larger plagueland requires more monoliths. The Plagewrought Land is much too large for the Order's purposes. It would require thousands of monoliths to move the borders even a few miles. Fortunately, a much smaller plagueland is available not too far from Ormpetarr: the plagueland outside of Eltarel, capitol city of Elturgard. This plagueland has the right combination of small size and high Spellplague activity to make it perfect for the Order's experiments.

Of course, Elturgard is a powerful nation with an army of paladins. The Masters of Absolute Accord knew that they would not be able to expand the plagueland without drawing a significant military response. As is their wont, they decided to undermine the strength of Elturgard from within. The Order's spies investigated the leadership structure of Elturgard and identified a few candidates who would be susceptible to the Order's subversive tactics. Men and women of great faith and boundless self-confidence who would respond favorably to receiving visions directly from Torm. These visions, of course, would not come from Torm at all, but rather from the Masters themselves.

In this fashion, the Masters were able to convince Vessen that Torm had chosen him for a special task, to cleanse the plagueland and end its threat to Eltarel. Vessen responded favorably to these visions, never questioning that Torm had indeed chosen him for a special divine quest, although the paladin's faith wavered when Torm asked him not to reveal the visions to other members of his order. Through subtle insinuations, the Masters were able to turn Vessen's natural inclination towards law and order into a paranoid delusion that the High Observer would kill

him out of jealousy if anyone found out that he, Vessen, was receiving instructions directly from Torm.

Eventually, the visions told Vessen to visit the edge of the plagueland itself, where Torm would reveal his full glory. Vessen told his fellow paladins that he was going on a "pilgrimage" without saying where, and thus no one remarked when the paladin was gone for a week. During that week Vessen went to the plagueland as Torm instructed. There he was seized and infected with a sharn symbiote, effectively transforming him into an agent of the Order of Blue Fire. Although this new hybrid creature acts and sounds like Vessen, and has all of Vessen's memories and abilities, it is under the control of the whirling consciousness of the sharn. The true Vessen is still in there somewhere, but the paladin is now helpless to do anything but watch as his body is used to lead the paladins of Elturgard into great danger.

The Order's plan is simple. They have built up an army of plaguechanged monsters and constructed a number of the new monoliths following the instructions provided by Vraith's spirit in the Plaguewrought Land. Meanwhile, "Vessen" has used his position and influence to persuade the other leaders of Elturgard that the plagueland should be eliminated. The first step is to send a force of paladins and adventurers to the plagueland, explore it, and learn its secrets. Based on this reconnaissance the leaders are confident that they can devise a means of sealing the plagueland off, ending its threat.

The Order of Blue Fire planned to ambush this force when it reached the plagueland, wiping out the paladins and adventurers. (The Masters of Absolute Accord know that they cannot avoid having to fight for control of Elturel, so they prefer to stage the conflict on the most favorable terms possible.) The Order's army would have all the advantages in such a struggle, because the "normal" soldiers of Elturgard would be weakened and afflicted by the plagueland's effects. The death or corruption of so many paladins at once is expected to demoralize Elturel. The Order's army can then advance on the city, using the monoliths to extend the range of the plagueland until it covers all of Elturel. The city would become a new bastion for the Order of Blue Fire, a sacred Spellplague-infused garrison from which the Order could create even more monoliths and spread the boundaries even further.

Until a few days ago, the Order's plan was proceeding flawlessly. The High Observer and the other leaders of Elturgard trust Vessen and have put him in charge of recruiting volunteers to participate in the exploration of the plagueland. Many of the most prominent paladins of Torm have volunteered, of course, not wishing to be left out of such a chance to

prove their mettle and cover themselves in glory (this might also include some of the player characters). A large number of adventuring companies have also agreed to send members (among them, those player characters who would have no other reason to come here). The plaguechanged army and the monoliths laid in wait inside the plagueland, ready to strike.

From inside the corrupted shell of his own body, Vessen watched the unfolding events with horror. He knew the Order's plans, and heard his own voice issuing the orders that would lead thousands to their deaths in an ambush, putting the city of Elturel at risk. Vessen knew that if the fight took place inside or at the edge of the plagueland, the monoliths and plaguechanged monsters would be at their most powerful, and the paladins and adventurers would almost certainly be wiped out. Vessen has managed to learn a lot about the monoliths and the ritual that powers them. The most important fact is that the monoliths' strength attenuates the farther they get from the source of Spellplague. Thus, if the Order's army could be forced to fight outside the plagueland, it would be much weaker. If the armies of Elturel and the adventurers were able to engage the Order's army on more favorable terms, they might have a chance to survive and perhaps even prevail.

Vessen is a paladin of Torm. His sense of justice and his moral clarity are unwavering. The sharn are unaccustomed to integrating such forceful personalities, and the hold a symbiote has on its host can weaken from time to time. Vessen has learned how to exert his will long enough to regain control of his own body for brief periods. He knew that he could not take direct, independent action without alerting the Masters of Absolute Accord, so he did the only thing he could think of that would not contradict the Order's plans directly but would still give the unknowing defenders of Elturel a fighting chance. Vessen gave the order to attack.

This new order to march on the city was slightly different from the previous plan to wait inside the plagueland until Elturgard's army drew near, but it was not so different that it caused the plaguechanged lieutenants to question the legitimacy of the order. The sharn are mercurial, often contradicting themselves, issuing erratic and sometimes even nonsensical directives to their followers. The Accordants and Loremasters of the Order have therefore developed a largely unquestioning response to such orders even when they seem to fly in the face of all previous instructions. The monoliths and monstrosities advanced, dragging the energy of the plagueland with them. But because of the distance between the plagueland and Elturel, that energy is reduced, and Vessen hopes that

this will prove the difference between victory and defeat.

It is the PCs who must now take that tiny splinter of hope and drive it into the eye of the Order of Blue Fire.

DM'S INTRODUCTION

The battle is structured around the concept of "missions" (encounters in which the PCs face their enemies and determine the progress of the battle) and "interludes" (scenes in which the PCs and various NPCs make decisions about overall strategy and whether or not to make use of particular resources that might be helpful, but might also be dangerous).

The adventure flow is described here, along with a brief synopsis of each mission and each interlude. If you are running this adventure as a multi-table event, we strongly recommend that you use a visible timer to control the start and end of each mission. Part of the challenge and the enjoyment of running a large-scale battle interactive is giving the players the sense that they are all fighting through the battle together. One of the best ways to do that is by having every mission start and end simultaneously. You can allow the table DMs to read the beginning and ending boxed text for each mission individually, or for large groups, the event organizer can read it to everyone at once (again reinforcing the sense to the players that they are all fighting together).

Each mission has a suggested running time, but the event organizer needs to keep an eye on how tables are actually doing. If most of the tables have finished early, it's usually better to end the mission early than to have most of the players sitting around waiting for one or two tables to finish a fight. (Most missions allow for optional additional waves of monsters once the PCs have defeated the initial wave; this can help extend the time for tables that would otherwise finish early, but you need to be careful not to let the players take on too many waves, because this will deplete resources like healing surges and daily powers that they will likely need in the later missions.)

Each mission has key objectives that determine how the overall battle progresses. Usually, the primary objective is simply to kill all the monsters. However, certain missions might have other objectives (saving NPCs, defeating a specific enemy, destroying a particular fortification or object, finishing within a certain number of combat rounds, and so forth). You will need a way for each table DM to track the success or failure of each mission's specific objectives, so that the event organizer can tabulate the overall results. Some sample mission tracking cards (which we used at DDXP

2010) are included as an appendix. Special thanks to Edward Devaney for creating these cards.

We estimate that this event will last about 8-10 hours, depending on how much time you allow for each mission. In general we do not recommend allowing less than 60 minutes for any combat encounter, and playtesting suggests that 75 minutes is closer to the average. If time is tight, consider shortening or even removing Missions 2 and 4, as they are not as important to the plot. Of course, you also need to reduce the XP and treasure rewards accordingly if you do this.

Introduction and Mustering (20 minutes): Allow the players some time to mingle in character while you are forming tables. Remember that each table must consist of 4-6 PCs who all fall within a single level band. Also, any PCs who are not members of an Adventuring Company might wish to form one at this time, to gain the benefit of the bonus Action Point for the table. When everyone is ready to begin, either the event organizer or the individual table DMs can read the Player's Introduction and then start Mission 1.

Mission 1 (75 minutes): Plaguechanged monsters rampage through the streets of Elturel. The PCs must kill monsters while rescuing as many citizens as possible, bringing them back to the Temple of Torm.

Mission 2 (75 minutes): The city's southern district has been flooded by Spellplague energy. The PCs must fight their way through the streets and houses to reclaim the main gate. Some of the paladins of Torm who were encamped outside the city have become plaguechanged and join the attackers. The PCs may optionally try to ascertain the difference between those who can be saved and those who cannot, or they can kill everyone indiscriminately.

Interlude 1 (20 minutes): With the defending forces once more in control of the city, the leaders of Elturel meet to try and plan a response to the invasion. It may be possible to cast a ritual to modify Amaunator's Companion to scour away the malignant energies of the Spellplague, but doing so risks the Companion's destruction. PCs who have played SPEC2-1 P1 *Burning Eye of Fire* might have met Sikulis, the eladrin sage who designed the ritual.

The players (as a group) must vote on whether they think this ritual is a good idea. If the vote goes in favor of using the ritual, each PC is asked to sacrifice one or more healing surges to help power the Companion. These healing surges will be unavailable for the remainder of the battle interactive. The more surges that are put into the Companion, the greater the ritual's effects.

Mission 3 (90 minutes): From atop the outer walls, a number of strange monoliths can be seen outside the

city. These floating pyramids appear to be channeling and controlling the Spellplague energy, periodically blasting Eturel with ruinous blue fire. The PCs serve as strike teams. Each team is assigned to attack a specific monolith and its plagueborn undead guardians. PCs who have played SPEC2-1 H1 *The Scourge of Scornubel* might have gained some additional insight into the best way to destroy the monoliths.

Interlude 2 (10 minutes plus break): If at least half of the monoliths were destroyed in the previous mission, the attack on Eturel has been broken. The remaining forces of the plaguechanged army retreat back to the plagueland. If less than half of the monoliths were destroyed, then the invaders are able to use the remaining monoliths to generate a new plagueland that encompasses the entire southern section of Eturel. So either the PCs will be going into this new temporary plagueland, or they will be chasing the remnants of the army back to the real plagueland a few miles south of the city. Based on which result has occurred, there is different text to read and different effects on the next set of missions.

Either way, this is the end of the first part of the battle interactive, so it is a good time to let the players and DMs take a break for lunch or dinner, or just get away from the table for a few minutes.

Interlude 3 (5 minutes): The second round of the adventure begins at dawn on the next day. The PCs, along with the few surviving members of the paladins' army, are asked to enter the plagueland. If the monoliths were destroyed, this involves journeying several miles to the south of Eturel; if the monoliths were not destroyed, the boundary is within the city itself.

Upon reaching the plagueland, the PCs are immediately assailed by its transfiguring effects. Each player must draw a card from the Change Deck (see Appendix 2) and follow its instructions. They will draw another card at the beginning of Missions 5 and 6, and all the effects are cumulative..

Mission 4 (75 minutes): Making their way through the plagueland, the PCs come upon an incursion by chaos creatures (slaads) who have been drawn to the area by the increased Spellplague activity. The plagueland often pulls in terrain from other worlds and randomly opens rifts to other planes, and the slaads have come from the Elemental Chaos to investigate, finding the local conditions quite pleasant. The PCs must destroy or drive off these monsters to proceed.

Interlude 4 (15 minutes): The PCs encounter a barrier of blue fire. This is much more dangerous than simply being in the plagueland (which is already dangerous enough). PCs who have played SPEC2-1 H2 *Dogs of War* helped discover a ritual that can open a

hole in this barrier, and the PCs can optionally choose to accept the ritual's protection as well. However, the source of power for the ritual is the demon lord Yeenoghu, so this is a bargain that not every PC will be willing to make. Each player gets to decide individually whether or not his or her character will accept the protection provided by the ritual.

Mission 5 (30-45 minutes): The PCs must defend the ritual casters while they complete the ritual to bypass the curtain of blue fire. Waves of monsters emerge from the fire and attack. This is a skill challenge that simulates both the ritual casting and a simultaneous mass battle against a seemingly endless horde of minions. Characters who are trained ritual casters and want to help can use some of their actions to contribute to the casting of the ritual, while other characters focus on killing foes or performing other tasks to help defend the casters.

Mission 6 (90 minutes): Beyond the Spellplague barrier, the PCs learn what lies at the heart of the plagueland: a massive aberration created by the Order of Blue Fire and infused with the essence of the spellscarred wizard Vraith. This creature is so huge that each table is fighting the same monster. Rather than a single solo monster, this encounter consists of a number of standard and minion "tentacles" and an elite "heart," which must be defeated to end the mission. The heart is virtually unkillable as long as its tentacles are still alive. The success or failure of this mission is determined by how many of the tables are able to kill the heart.

PCs who have played SPEC2-1 P2 *Scout's Honor* receive some advice from a friendly ghost, who is able to sense the presence of Vraith's spirit and help the PCs counter her powers.

Interlude 5 (20 minutes): The PCs return to Eturel in triumph, or flee the plagueland in disarray, based on how successful they were at destroying the aberration's heart in the previous mission. In either case, the expedition is over for now, and everyone regroups at the Temple of Torm. Depending on the situation, the High Observer either offers a prayer to Torm in thanks for the city's deliverance from the chaos of the Spellplague, or beseeches the Loyal Fury for his protection from the coming darkness. As he begins to speak, the High Observer is cruelly struck down from behind; Knight-Commander Vessen's betrayal is revealed at last.

If the ritual to convert the Companion was enacted during Interlude 2, the Companion's light sputters and vanishes when the High Observer is struck down. If the ritual was not enacted, the Companion flickers, but does not go out.

Mission 7 (75 minutes): Their plans thwarted, the Masters of Absolute Accord decide to take direct action. If they cannot conquer Elturel then at least they can decapitate its leadership. Portals of blue fire open up around the Temple of Torm, the hapless paladin Vessen is dragged through to a fate unknown, and Knights and Loremasters Accordant emerge to attack, along with a cobalt dragon. From the other side of the portals, sharn strike at the defenders without fear of retaliation. The PCs must protect the the critically wounded High Observer while fending off this final, ferocious assault.

Making matters worse, if the Companion's light has been extinguished, those who benefitted from the ritual in earlier missions now suffer agony as the life force they put into the ritual becomes a weapon that the Order of Blue Fire is able to use against them.

Conclusion (20 minutes): The surviving leaders of Elturgard vow to track down the fallen paladin Vessen before he can become an even greater threat; his story continues in CORE2-8 *Enemy of my Enemy*, but for now, the battle is over and the fate of Elturel decided. If the city was saved and the plaguechanged threat ended, then the PCs are richly rewarded and lauded as heroes; if the city was sacked, then the PCs must slink away in the night with the rest of the scavengers.

PLAYER'S INTRODUCTION

When the adventure begins, the PCs have assembled at the main temple of Torm in the city of Elturel. Read or paraphrase the following to the players:

You have come to Elturel, capitol city of the Theocracy of Elturgard, to participate in a dangerous mission. A few miles to the south of the city, an active plagueland festers and corrupts the land, spewing forth twisted monsters. The paladins who rule Elturgard have decided that the time has come to put a stop to this threat. The first step in containing the plagueland's malevolence is understanding exactly what is going on within its borders of blue fire. This requires sending an expedition to enter and explore the plagueland itself.

The leaders of Elturgard were not comfortable ordering anyone to participate in this potentially suicidal endeavor, and instead asked for volunteers. Many of the worshipers of Torm from among Elturgard's own armies eagerly agreed to participate. The knighthood also put out a call for adventurers, who are usually possessed of greater skill and fortitude than even the bravest and most devout common soldier, and you are among those who have responded.

Some have come out of a sense of duty or a desire to aid their fellow believers in the Loyal Fury. Others seek

to learn more about the plagueland and its effects, perhaps because of a spellscar they already carry or because of someone they know who bears such a mark. A few are here simply because they desire to be among the few souls who can say they have braved the dangers of an active plagueland and lived to tell the tale.

The responsibility for leading the expedition falls to Knight-Commander Vessen, a high-ranking paladin of Torm and member of the religious council that governs Elturgard. Faerun's most renowned adventuring companies have sent representatives to participate in the expedition. A select few were personally recruited by the enigmatic Tyrangal, who seems to take an unusual interest in anything having to do with the Spellplague.

Most of this volunteer army is currently encamped outside the city's gates, awaiting the expedition's departure for the plagueland.

You and your fellow adventurers, along with other leaders from Elturel and neighboring countries that have an interest in ending the threat of the plagueland, have been invited to a ceremony at the main Temple of Torm. The Temple is located in the city's heart, beneath the blazing second sun known as the Companion, Amaunator's gift to the people of Elturel. The High Observer himself wishes to offer a final benediction before you depart.

This is a good opportunity for character introductions. Each table should also elect a "table captain" who will be responsible for communicating group decisions to the DM. Some missions allow tables to decide whether or not they want to fight additional waves of monsters (to achieve more significant victories or other optional objectives) and someone at the table has to be in charge of breaking ties and making a final decision, so the players should elect someone that they all trust.

At larger events with multiple tables, the table captain might also be responsible for deciding whether or not his or her table will come to the aid of another table that has gotten itself in trouble, or to call for reinforcements from nearby tables if this table finds itself overmatched. Depending on the size of your event (the number of tables and the number of different tiers represented), there are a variety of different ways for tables to assist one another. This could be as simple as allowing large-scale rituals cast by high-level PCs to benefit the entire BI, or as complicated as allowing tables to call upon one another for reinforcements, sending players and their characters scurrying across the room. Make sure you check with your event organizer to understand exactly what rules are in effect and how the organizer wants things to work.

When everyone is ready, read or paraphrase the following text to the entire group:

As the ceremony begins, church bells peal throughout the city, a solemn and majestic sound. As the ringing fades, the High Observer stands before the altar and begins intoning a prayer to Torm.

Suddenly the entire building shudders. The ground lurches beneath your feet as if a team of giants were trying to drag the entire city off its foundation.

At this instant, any spellscarred PCs are overwhelmed by nausea. This is the same sensation that they get whenever they are near another spellscarred or plaguechanged creature, but to a degree so powerful that it would have been unimaginable if they had not just felt it. Relate this to the players and continue:

Moments later, the church bells begin ringing again, but this time it is the steady clang of an alarm rather than the joyful peal of worship. Voices rise in momentary confusion, but the followers of Torm are well-trained and stay composed under pressure. The senior Knights shout for order and quickly send runners to find out what is going on. For the protection of the assembled dignitaries, the Knights ask that you all remain here, but you are encouraged to retrieve your weapons and ready yourselves for whatever threat may come.

Minutes later, the doors to the Temple crash open and a human in bloodstained plate mail armor staggers through. One of his eyes bulges from its socket and you can see that the orb has been bleached completely white. "We are under attack!" he cries. "A rain of blue fire struck the southern gates and monsters are pouring into the city. The garrison is lost and we... we... AAAAAA!"

Clutching at his head, the young paladin screams in agony as blue fire begins leaking from his eye. There is a sickening crack and his skull implodes. As his body collapses to the ground, through the open doors of the Temple behind him, you see bizarre, twisted monsters rampaging through the city streets as panicked citizens run in fear. It would seem that the plagueland has somehow managed to come to Elturel, rather than waiting for your expedition to come to the plagueland!

Knight-Commander Vessen is the first to respond. Gesturing in your direction, he shouts: "Quickly! Go into the city and save as many as you can! Soldiers and sellswords might be able to defend themselves, but the innocent civilians of Elturel cannot! Bring them to the shrines of Torm. We can keep everyone safe there."

The battle has begun. Proceed to Mission 1.

UNDEAD AND SPELLSCARRED PCs

For the first half of this adventure, the PCs are fighting within range of the Companion (Amaunator's Gift), the radiant "second sun" that hangs above the city of Elturel. The touch of the Companion's light is quite uncomfortable to undead creatures. Undead player characters suffer a -1 penalty to attack rolls, ability and skill checks, saving throws, and damage rolls while fighting within the area of the Companion's influence. The light does not visibly burn or otherwise affect undead PCs, so they are still able to attend meetings, participate in the interludes, and so forth.

Between Missions 2 and 3, there is a possibility that the Companion's energy will be altered to target the corruption of the Spellplague instead of the corruption of undeath. Each subsequent mission explains whether the Companion is in play during that mission or not.

For the most part, the residents of Elturel do not react any differently to undead or spellscarred PCs than to any other PCs during this adventure. However, if a roleplaying scene brings an undead PC directly to the attention of a cleric, paladin, or other divinely-inspired NPC within the city, and that PC wishes to hide the fact that he or she is suffering any ill effects due to the touch of the Companion's light, a Bluff check would certainly be in order (against the moderate DC) for the character to maintain a stoic demeanor and not show any discomfort.

Playing a spellscarred character in this adventure is very dangerous. It should be thrilling, but because of the rules for Spellscarred Susceptibility and Spellplague Sense (*Forgotten Realms Player's Guide*, page 41) these characters are going to be taking a -2 penalty to all defenses and to saving throws against nearly every monster in this adventure. Make sure you remind the players of spellscarred characters of these effects. The good news is that nearly all the monsters will suffer the same penalties against the spellscarred PC, so it is an arms race to see who can kill whom the fastest.

All spellscarred creatures (both PCs and monsters) have the following additional characteristics (FRPG 41).

Spellscarred Susceptibility: A spellscarred creature takes a -2 penalty to all defenses and saving throws against the Spellplague and the same penalty against plaguechanged or spellscarred creatures.

Spellplague Sense: A spellscarred creature knows when an area of Spellplague, or a plaguechanged or spellscarred creature, is within 5 squares of him or her.

ENEMY REINFORCEMENTS

The encounters in this adventure are designed to pose a tough challenge to a typical group of player characters with a mix of roles. We used a higher XP budget than normal in building the combat encounters to give the players the feel of being part of a large battle against a numerically superior force. However, there will always be tables that can destroy the listed monsters with ease, even playing on high tier.

Each combat encounter includes a section called "Enemy Reinforcements." These contain additional monsters or other changes that you can make to that encounter if the players want a greater challenge. Reinforcements might be particularly useful for those tables that are striker-heavy, consist of characters built to be highly synergistic, or are otherwise unusually combat-capable.

Ask the players before each encounter if they want the extra challenge of having to deal with enemy reinforcements. *Only use the reinforcements if the players agree!* Also, make sure the players understand that the reinforcements are for the monsters, not for them (we did have a few reports of players who were confused by the wording of the question "do you want reinforcements in this encounter" and were quite surprised when additional monsters showed up and started attacking them).

Reinforcements are not worth any extra XP or treasure. This option exists only to provide an additional challenge for those tables that want it. Some players are opposed to the idea of taking on extra risk with no extra reward. Others simply enjoy the pleasure of crushing combat encounters with little or no resistance. It is entirely the players' decision whether or not to allow the DM to add reinforcements to the combat encounters. Think of the use of reinforcements as playing at the "glory tier."

CHARACTER DEATH

Because of the participants in this battle (both powerful NPCs and high-level PCs), gaining access to a caster for the Raise Dead ritual is easy. The ritual normally takes 8 hours to cast, but thanks to the efforts of those PCs who played SPEC2-1 H3 *The Morninglord's Laughter*, a particular artifact has recently been returned to Elturel. It is called *Loyalty's Sacrifice*. Among its many powers, which are mostly beyond the scope of this adventure, *Loyalty's Sacrifice* has the ability to reduce the casting time of the Raise Dead ritual from 8 hours to 20 minutes, so long as the person to be raised died in the defense of justice. Any PC who dies in this battle did so while fighting for Elturel, a city that venerates Torm, which is good enough as far as the artifact is concerned.

Any PC who dies during the BI can be returned to life in time to participate in the next mission. The character still suffers the death penalty (-1 to all attack rolls, skill checks, saving throws, and ability checks) until three milestones have been reached. The PC only needs to pay the component cost (500 or 5,000 gp) and does not need to pay the extra 20% NPC casting cost.

If a character dies multiple times, the penalty stacks, but he can continue coming back and fighting in the subsequent missions as long as he (or his fellow PCs) can continue to afford to pay the component cost. It is acceptable to allow a player to borrow against the gold piece reward that his or her character will receive at the end of the adventure, if doing so means the difference between the player being able to continue or the player having to drop out and not get to participate for the rest of the adventure.

MISSION 1: SAVE THE PEOPLE

OBJECTIVE

The PCs' objective in this mission is to rescue as many citizens of Elturel as possible. Plaguechanged monsters are rampaging through the streets of the city. Some people are caught out in the open, while others have taken refuge inside nearby buildings. The PCs must bring as many of these innocents as possible to the doors of the nearest Temple of Torm, where the paladins can protect them. Each table is fighting in a different part of the city. There are a number of fortified temples and shrines, which the paladins are using as defensive points to rally the citizens and coordinate a counter-attack against the monsters.

H1: EL 2 / 4 (625 / 875 XP)

This encounter includes the following creatures at the low tier:

- 2 Plagueborn Hulks (H)
- 3 Plagueborn Slashers (S)
- 5 Plagueborn Darters (D)

This encounter includes the following creatures at the high tier:

- 2 Plagueborn Hulks (Level 3) (H)
- 3 Plagueborn Shamblers (Level 3) (S)
- 5 Plagueborn Darters (D)

H2: EL 6 / 8 (1,250 / 1,750 XP)

This encounter includes the following creatures at the low tier:

- 2 Plagueborn Hulks (Level 5) (H)
- 3 Plagueborn Slashers (Level 5) (S)
- 5 Plagueborn Darters (Level 5) (D)

This encounter includes the following creatures at the high tier:

- 2 Plagueborn Hulks (Level 7) (H)
- 3 Plagueborn Slashers (Level 7) (S)
- 5 Plagueborn Darters (Level 5) (D)

H3: EL 9 / 11 (2,025 / 3,000 XP)

This encounter includes the following creatures at the low tier:

- 2 Plagueborn Hulks (Level 8) (H)
- 3 Plagueborn Slashers (Level 8) (S)
- 5 Plagueborn Darters (Level 7) (D)

This encounter includes the following creatures at the high tier:

- 2 Plagueborn Hulks (Level 10) (H)
- 3 Plagueborn Slashers (Level 10) (S)
- 5 Plagueborn Darters (Level 9) (D)

P1: EL 12 / 14 (3,600 / 5,000 XP)

This encounter includes the following creatures at the low tier:

- 2 Plagueborn Hulks (Level 11) (H)
- 3 Plagueborn Slashers (Level 11) (S)
- 5 Plagueborn Darters (Level 11) (D)

This encounter includes the following creatures at the high tier:

- 2 Plagueborn Hulks (Level 13) (H)
- 3 Plagueborn Slashers (Level 13) (S)
- 5 Plagueborn Darters (Level 14) (D)

P2: EL 16 / 18 (7,000 / 10,000 XP)

This encounter includes the following creatures at the low tier:

- 2 Plagueborn Hulks (Level 15) (H)
- 3 Plagueborn Slashers (Level 15) (S)
- 5 Plagueborn Darters (Level 14) (D)

This encounter includes the following creatures at the high tier:

- 2 Plagueborn Hulks (Level 17) (H)
- 3 Plagueborn Slashers (Level 17) (S)
- 5 Plagueborn Darters (Level 18) (D)

When you are ready to begin this mission, read:

Bizarre monsters that were once some kind of humanoids, now corrupted beyond recognition by the Spellplague, rampage through the streets of Elturel, killing everyone they encounter. Small lizard-like creatures unleash bolts of crackling blue flame as they scamper up and down walls with ease. Lumbering brutes lurch down the street, ripping doors off buildings while clutching at their swollen bellies which appear ready to burst with corruption. Slender, menacing figures pirouette and spin nimbly from target to target, slashing with their wickedly sharp claws.

The panicked citizens run screaming in all directions and cower in nearby buildings. You must rescue as many of these people as you can and bring them to the safety of the nearest Temple of Torm.

There are four NPC civilians on the map when the encounter begins, and another eight who are hiding inside the various buildings. These NPCs are frightened, so the PCs need to motivate them to follow instructions.

Issuing a command to an NPC requires a minor action, which allows the NPC to take a move action (move its speed, run its speed + 2, shift, open or close a door, drop prone, stand up). The NPCs have a base speed of 5 squares. Each NPC may be commanded up to twice per round (this can be done by the same PC or two different PCs). Basically each citizen has two move actions per round, but the citizens do not go into the initiative count. They are paralyzed with fear unless and until commanded by the PCs.

Typical skills for commanding NPCs to move are Diplomacy and Intimidate. Bluff is also reasonable ("it's safer over here!"). The difficulty of the skill check is based on the distance between the PC and the NPC.

- PC is 0 to 2 squares away from the NPC: easy DC
- PC is 3 to 5 squares away: moderate DC
- PC is 6 to 10 squares away: hard DC
- More than 10 squares away: no check possible
- If this PC has successfully commanded this NPC at least once already during the encounter: The PC gets a +5 bonus (not cumulative).
- For each NPC beyond the first that a PC wants to command at once: +2 to the DC, and all NPCs to be commanded must be within 2 squares of one another.

NPCs will not heed PC instructions from more than ten squares away. Commanding an NPC also requires line of sight, so the PCs can't just stand outside the buildings and shout. Certain powers might cause automatic successes or even extend the range of command, at the DM's discretion. Powers that push, pull, slide, or teleport the NPCs might also be very useful (PCs do not need to make attack rolls to hit NPCs with these powers, as long as the power does not deal damage or impose a harmful condition on the NPC. The NPCs always consider the PCs allies.)

The PCs need to get the citizens to enter the "safe zone" indicated on the map, which is right outside the doors to the Temple of Torm. The paladins will pull any NPCs who enter this zone into the temple as a free action. As long as NPCs are on the map, they are vulnerable to attack by the monsters. To keep things simple, monsters hit NPCs on a roll of 11+ on 1d20. It doesn't matter what type of attack or what defense the attack would normally target. Just roll a d20 and if you get 11 or higher, the monster hits the citizen. Citizens can survive one hit, but the second hit is fatal. Don't track their hit points (they have no healing surges, and

they cannot benefit from temporary hit points or healing powers). Keep things simple: the first hit bloodies a citizen and the second hit kills him.

FEATURES OF THE AREA

This area has the following notable features:

Illumination: Bright sunlight.

Buildings: All buildings other than the Temple of Torm are twenty feet tall, with worked stone walls and slate roofs. A DC 20 Athletics check is required to climb the walls of a building. For purposes of this encounter, buildings are indestructible.

Doors: All buildings have doors in the center of the wall closest to the center of the map. Larger buildings may have two doors, as you deem appropriate. You should mark the locations of all doors on the map so that there is no ambiguity for the players. Opening a door requires a move action (either for a PC or a civilian). Monsters do not bother opening and closing doors. They can tear apart any door as a standard action (no attack roll needed).

Windows: All buildings have narrow, slitted windows (to better block the Companion's light at night). Rather than drawing a bunch of windows on the map, just assume that a PC who is adjacent to a wall (other than diagonally adjacent at the very corner of a building) has access to at least one window and can look inside the building to see if there are any civilians. It requires a Perception check against the easy DC to spot all citizens hiding under beds, in closets, and so forth.

PCs may call out instructions to NPCs through windows, but buildings may only be entered and exited through open doorways (and via teleportation powers).

TACTICS

Give your best initiative roll to the darters, your second-best roll to the slashers, and your lowest roll to the hulks. Remember that the civilians do not take actions or have their own initiative score. They cower unless and until commanded by the PCs. (Allow the PCs to make an easy DC Insight check as a free action to recognize the situation and get an idea of what they need to do in order to get the NPCs to take actions. It's okay to just give them the list of distances and DCs to save time. Don't force the players to guess how to use their skills.)

The plagueborn darters are focused on trying to kill civilians, while the hulks and slashers engage the PCs. It is important that at least some of the monsters ignore the PCs and threaten the civilians. Saving the innocent citizens should be a difficult but not impossible challenge, and you want to force the players to have to make some hard choices (for example, whether to stay

together and try to fight all the monsters in the center of the map, or whether to spread out and try to rescue more citizens at the same time, leading to one-on-one confrontations between PCs and monsters). Note that the monsters have no more idea where the civilians are hiding than the PCs do; they just rip open doors and go inside buildings.

All the monsters benefit greatly from combat advantage (the hulks need the +2 bonus to hit, and the slashers and darters deal extra damage) so the monsters will aggressively move into flanking positions.

SCALING THE ENCOUNTER

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

Four PCs: Remove one of the plagueborn slashers.

Six PCs: Add another plagueborn slasher.

ENEMY REINFORCEMENTS

When four of the initial group of plagueborn darters (the minions) have been defeated, add a second group of the same size as the first. Spread these new minions out so that they enter from different edges of the map. When three of the standard monsters have been defeated, add another two standard monsters (one of each type).

ENDING THE ENCOUNTER

The encounter ends when the PCs have defeated all of the monsters, when all the citizens have been rescued or killed, or when time is called. The success or failure of this mission is determined as follows:

Total Success: At least 75% (nine) of the citizens were saved, and all monsters (including reinforcements) were killed.

Success: At least half (six) of the citizens were saved and all monsters (not counting reinforcements) were killed.

Partial Success: Either but not both of the two conditions for a success were met.

Failure: Neither of the two conditions for a success were met.

PCs that are slain in this encounter are dragged back to the Temple of Torm, where they receive a Raise Dead ritual via *Loyalty's Sacrifice*. Once the initial chaos dies down, the PCs are asked to enter the southern section of the city, which has been overrun by monsters and blasted by blue fire.

EXPERIENCE POINTS

The PCs earn the full amount if they achieve a total success or a success. They earn 75% of the listed amount for a partial success, and 50% for a failure.

H1: 125 / 175 XP per PC; H2: 250 / 350 XP per PC;
H3: 405 / 600 XP per PC; P1: 720 / 1,000 XP per PC;
P2: 1,400 / 2,000 XP per PC.

TREASURE

The Temple of Torm offers some consumable items to the PCs if they saved at least six (out of twelve) citizens in this encounter. The PCs may divide these items up as they see fit, but may not keep them beyond this adventure if unused.

Heroic Tier: 1 *potion of healing* per PC

Paragon Tier: 1 *potion of vitality* per PC

THE COMPANION

The Companion is active and has its normal effect against undead during this encounter. Undead PCs suffer a -1 penalty to attack rolls, ability and skill checks, saving throws, and damage rolls. None of the monsters are undead.

THE PASSAGE OF TIME

This encounter takes place in the early afternoon. About 30 minutes pass between the end of Mission 1 and the beginning of Mission 2.

MISSION 1: "SAVE THE PEOPLE" STATISTICS (H1, LOW LEVEL)

Plagueborn Hulk		Level 1 Brute
Medium natural humanoid (spellscarred)		XP 100
Initiative +1	Senses Perception +0	
HP 33; Bloodied 16		
AC 13; Fortitude 14, Reflex 13, Will 12		
Speed 6		
m Slam (standard; at-will)		
+6 vs. AC; 1d10 + 5 damage.		
C Bluefire Gut Rupture (standard; recharge 5 6) ♦ Fire		
Close blast 3; +4 vs. Reflex; 1d8 + 6 fire damage. After using this power, the plagueborn hulk is immobilized until the end of its next turn.		
Alignment Unaligned		Languages --
Str 16 (+3)	Dex 13 (+1)	Wis 10 (+0)
Con 13 (+1)	Int 7 (-2)	Cha 7 (-2)

Plagueborn Slasher		Level 1 Skirmisher
Medium natural humanoid (spellscarred)		XP 100
Initiative +5	Senses Perception +0; darkvision	
HP 26; Bloodied 13		
AC 15; Fortitude 11, Reflex 14, Will 13		
Speed 6, climb 6		
m Claw (standard; at-will)		
+6 vs. AC; 1d6 + 3 damage, and the target is slowed (save ends).		
<i>Effect:</i> The target is marked until the end of the plagueborn slasher's next turn.		
M Claw Flurry (standard; usable only while bloodied; at-will)		
The plagueborn slasher makes two melee basic attacks. The plagueborn slasher shifts 1 square before, between, or after the attacks.		
Combat Advantage		
The plagueborn slasher deals 1d6 extra damage against any creature granting combat advantage to it.		
Alignment Unaligned		Languages --
Str 10 (+0)	Dex 16 (+3)	Wis 10 (+0)
Con 10 (+0)	Int 10 (+0)	Cha 10 (+0)

Plagueborn Darter		Level 1 Minion Skirmisher
Small natural humanoid (spellscarred)		XP 25
Initiative +5	Senses Perception +5	
HP 1; a missed attack never damages a minion.		
AC 15; Fortitude 13, Reflex 14, Will 13		
Resist 5 fire		
Speed 6		
m Claw (standard; at-will)		
+6 vs. AC; 4 damage (5 damage if the plagueborn darter has combat advantage against the target).		
R Bluefire Bolt (standard; at-will) ♦ Fire		
Ranged 5; +4 vs. Reflex; 4 fire damage.		
Flickering Fire (minor; at-will)		
The plagueborn darter shifts 1 square.		
Alignment Unaligned		Languages --
Skills Athletics +5		
Str 10 (+0)	Dex 16 (+3)	Wis 10 (+0)
Con 10 (+0)	Int 10 (+0)	Cha 10 (+0)

MISSION 1: "SAVE THE PEOPLE" STATISTICS (H1, HIGH LEVEL)

Plagueborn Hulk (Level 3)		Level 3 Brute
Medium natural humanoid (spellscarred)		XP 150
Initiative +3	Senses Perception +1	
HP 54; Bloodied 27		
AC 15; Fortitude 16, Reflex 15, Will 14		
Speed 6		
m Slam (standard; at-will)		
+8 vs. AC; 1d10 + 7 damage.		
C Bluefire Gut Rupture (standard; recharge 5 6) ♦ Fire		
Close blast 3; +6 vs. Reflex; 2d6 + 5 fire damage. After using this power, the plagueborn hulk is immobilized until the end of its next turn.		
Alignment Unaligned		Languages --
Str 17 (+4)	Dex 14 (+3)	Wis 11 (+1)
Con 14 (+3)	Int 8 (+0)	Cha 8 (+0)

Plagueborn Slasher (Level 3)		Level 3 Skirmisher
Medium natural humanoid (spellscarred)		XP 150
Initiative +6	Senses Perception +1; darkvision	
HP 43; Bloodied 21		
AC 17; Fortitude 13, Reflex 16, Will 15		
Speed 6, climb 6		
m Claw (standard; at-will)		
+8 vs. AC; 1d6 + 5 damage, and the target is slowed (save ends).		
<i>Effect:</i> The target is marked until the end of the plagueborn slasher's next turn.		
M Claw Flurry (standard; usable only while bloodied; at-will)		
The plagueborn slasher makes two melee basic attacks. The plagueborn slasher shifts 1 square before, between, or after the attacks.		
Combat Advantage		
The plagueborn slasher deals 1d6 extra damage against any creature granting combat advantage to it.		
Alignment Unaligned		Languages --
Str 11 (+1)	Dex 17 (+4)	Wis 11 (+1)
Con 11 (+1)	Int 11 (+1)	Cha 11 (+1)

Plagueborn Darter		Level 1 Minion Skirmisher
Small natural humanoid (spellscarred)		XP 25
Initiative +5	Senses Perception +5	
HP 1; a missed attack never damages a minion.		
AC 15; Fortitude 13, Reflex 14, Will 13		
Resist 5 fire		
Speed 6		
m Claw (standard; at-will)		
+6 vs. AC; 4 damage (5 damage if the plagueborn darter has combat advantage against the target).		
R Bluefire Bolt (standard; at-will) ♦ Fire		
Ranged 5; +4 vs. Reflex; 4 fire damage.		
Flickering Fire (minor; at-will)		
The plagueborn darter shifts 1 square.		
Alignment Unaligned		Languages --
Skills Athletics +5		
Str 10 (+0)	Dex 16 (+3)	Wis 10 (+0)
Con 10 (+0)	Int 10 (+0)	Cha 10 (+0)

MISSION 1: "SAVE THE PEOPLE" STATISTICS (H2, LOW LEVEL)

Plagueborn Hulk (Level 5)		Level 5 Brute
Medium natural humanoid (spellscarred)		XP 200
Initiative +4	Senses Perception +3	
HP 75; Bloodied 37		
AC 17; Fortitude 18, Reflex 17, Will 16		
Speed 6		
m Slam (standard; at-will)		
+10 vs. AC; 2d8 + 7 damage.		
C Bluefire Gut Rupture (standard; recharge 5 6) ♦ Fire		
Close blast 3; +8 vs. Reflex; 2d8 + 6 fire damage. After using this power, the plagueborn hulk is immobilized until the end of its next turn.		
Alignment Unaligned		Languages --
Str 18 (+6)	Dex 15 (+4)	Wis 13 (+4)
Con 15 (+4)	Int 9 (+1)	Cha 9 (+1)

Plagueborn Slasher (Level 5)		Level 5 Skirmisher
Medium natural humanoid (spellscarred)		XP 200
Initiative +8	Senses Perception +3; darkvision	
HP 60; Bloodied 30		
AC 19; Fortitude 15, Reflex 18, Will 17		
Speed 6, climb 6		
m Claw (standard; at-will)		
+10 vs. AC; 1d8 + 6 damage, and the target is slowed (save ends). <i>Effect:</i> The target is marked until the end of the plagueborn slasher's next turn.		
M Claw Flurry (standard; usable only while bloodied; at-will)		
The plagueborn slasher makes two melee basic attacks. The plagueborn slasher shifts 1 square before, between, or after the attacks.		
Combat Advantage		
The plagueborn slasher deals 1d6 extra damage against any creature granting combat advantage to it.		
Alignment Unaligned		Languages --
Str 12 (+3)	Dex 18 (+6)	Wis 12 (+3)
Con 12 (+3)	Int 12 (+3)	Cha 12 (+3)

Plagueborn Darter (Level 5)		Level 5 Minion Skirmisher
Small natural humanoid (spellscarred)		XP 50
Initiative +8	Senses Perception +8	
HP 1; a missed attack never damages a minion.		
AC 19; Fortitude 17, Reflex 18, Will 17		
Resist 5 fire		
Speed 6		
m Claw (standard; at-will)		
+10 vs. AC; 5 damage (6 damage if the plagueborn darter has combat advantage against the target).		
R Bluefire Bolt (standard; at-will) ♦ Fire		
Ranged 5; +8 vs. Reflex; 5 fire damage.		
Flickering Fire (minor; at-will)		
The plagueborn darter shifts 1 square.		
Alignment Unaligned		Languages --
Skills Athletics +8		
Str 12 (+3)	Dex 18 (+6)	Wis 12 (+3)
Con 12 (+3)	Int 12 (+3)	Cha 12 (+3)

MISSION 1: "SAVE THE PEOPLE" STATISTICS (H2, HIGH LEVEL)

Plagueborn Hulk (Level 7)		Level 7 Brute
Medium natural humanoid (spellscarred)		XP 300
Initiative +5	Senses Perception +4	
HP 96; Bloodied 48		
AC 19; Fortitude 20, Reflex 19, Will 18		
Speed 6		
m Slam (standard; at-will)		
+12 vs. AC; 3d6 + 9 damage.		
C Bluefire Gut Rupture (standard; recharge 5 6) ♦ Fire		
Close blast 3; +10 vs. Reflex; 2d8 + 8 fire damage. After using this power, the plagueborn hulk is immobilized until the end of its next turn.		
Alignment Unaligned		Languages --
Str 19 (+7)	Dex 15 (+5)	Wis 13 (+4)
Con 16 (+6)	Int 10 (+3)	Cha 10 (+3)

Plagueborn Slasher (Level 7)		Level 7 Skirmisher
Medium natural humanoid (spellscarred)		XP 300
Initiative +9	Senses Perception +4; darkvision	
HP 77; Bloodied 38		
AC 21; Fortitude 17, Reflex 20, Will 19		
Speed 6, climb 6		
m Claw (standard; at-will)		
+12 vs. AC; 2d6 + 4 damage, and the target is slowed (save ends). <i>Effect:</i> The target is marked until the end of the plagueborn slasher's next turn.		
M Claw Flurry (standard; usable only while bloodied; at-will)		
The plagueborn slasher makes two melee basic attacks. The plagueborn slasher shifts 1 square before, between, or after the attacks.		
Combat Advantage		
The plagueborn slasher deals 1d6 extra damage against any creature granting combat advantage to it.		
Alignment Unaligned		Languages --
Str 13 (+4)	Dex 19 (+7)	Wis 13 (+4)
Con 13 (+4)	Int 13 (+4)	Cha 13 (+4)

Plagueborn Darter (Level 5)		Level 5 Minion Skirmisher
Small natural humanoid (spellscarred)		XP 50
Initiative +8	Senses Perception +8	
HP 1; a missed attack never damages a minion.		
AC 19; Fortitude 17, Reflex 18, Will 17		
Resist 5 fire		
Speed 6		
m Claw (standard; at-will)		
+10 vs. AC; 5 damage (6 damage if the plagueborn darter has combat advantage against the target).		
R Bluefire Bolt (standard; at-will) ♦ Fire		
Ranged 5; +8 vs. Reflex; 5 fire damage.		
Flickering Fire (minor; at-will)		
The plagueborn darter shifts 1 square.		
Alignment Unaligned		Languages --
Skills Athletics +8		
Str 12 (+3)	Dex 18 (+6)	Wis 12 (+3)
Con 12 (+3)	Int 12 (+3)	Cha 12 (+3)

MISSION 1: "SAVE THE PEOPLE" STATISTICS (H3, LOW LEVEL)

Plagueborn Hulk (Level 8)		Level 8 Brute
Medium natural humanoid (spellscarred)		XP 350
Initiative +6	Senses Perception +6	
HP 107; Bloodied 53		
AC 20; Fortitude 21, Reflex 20, Will 19		
Speed 6		
m Slam (standard; at-will)		
+13 vs. AC; 3d6 + 10 damage.		
C Bluefire Gut Rupture (standard; recharge 5 6) ♦ Fire		
Close blast 3; +11 vs. Reflex; 2d8 + 9 fire damage. After using this power, the plagueborn hulk is immobilized until the end of its next turn.		
Alignment Unaligned		Languages --
Str 20 (+9)	Dex 15 (+6)	Wis 14 (+6)
Con 17 (+7)	Int 11 (+4)	Cha 11 (+4)

Plagueborn Slasher (Level 8)		Level 8 Skirmisher
Medium natural humanoid (spellscarred)		XP 350
Initiative +11	Senses Perception +6; darkvision	
HP 86; Bloodied 43		
AC 22; Fortitude 18, Reflex 21, Will 20		
Speed 6, climb 6		
m Claw (standard; at-will)		
+13 vs. AC; 2d6 + 5 damage, and the target is slowed (save ends).		
<i>Effect:</i> The target is marked until the end of the plagueborn slasher's next turn.		
M Claw Flurry (standard; usable only while bloodied; at-will)		
The plagueborn slasher makes two melee basic attacks. The plagueborn slasher shifts 1 square before, between, or after the attacks.		
Combat Advantage		
The plagueborn slasher deals 1d6 extra damage against any creature granting combat advantage to it.		
Alignment Unaligned		Languages --
Str 14 (+6)	Dex 20 (+9)	Wis 14 (+6)
Con 14 (+6)	Int 14 (+6)	Cha 14 (+6)

Plagueborn Darter (Level 7)		Level 7 Minion Skirmisher
Small natural humanoid (spellscarred)		XP 75
Initiative +9	Senses Perception +9	
HP 1; a missed attack never damages a minion.		
AC 21; Fortitude 19, Reflex 20, Will 19		
Resist 5 fire		
Speed 6		
m Claw (standard; at-will)		
+12 vs. AC; 6 damage (7 damage if the plagueborn darter has combat advantage against the target).		
R Bluefire Bolt (standard; at-will) ♦ Fire		
Ranged 5; +10 vs. Reflex; 6 fire damage.		
Flickering Fire (minor; at-will)		
The plagueborn darter shifts 1 square.		
Alignment Unaligned		Languages --
Skills Athletics +9		
Str 13 (+4)	Dex 19 (+7)	Wis 13 (+4)
Con 13 (+4)	Int 13 (+4)	Cha 13 (+4)

MISSION 1: "SAVE THE PEOPLE" STATISTICS (H3, HIGH LEVEL)

Plagueborn Hulk (Level 10)		Level 10 Brute
Medium natural humanoid (spellscarred)		XP 500
Initiative +7 Senses Perception +7		
HP 128; Bloodied 64		
AC 22; Fortitude 23, Reflex 22, Will 21		
Speed 6		
m Slam (standard; at-will)		
+15 vs. AC; 3d6 + 12 damage.		
C Bluefire Gut Rupture (standard; recharge 5 6) ♦ Fire		
Close blast 3; +13 vs. Reflex; 3d6 + 10 fire damage. After using this power, the plagueborn hulk is immobilized until the end of its next turn.		
Alignment Unaligned		Languages --
Str 21 (+10)	Dex 15 (+7)	Wis 15 (+7)
Con 18 (+9)	Int 12 (+6)	Cha 12 (+6)

Plagueborn Slasher (Level 10)		Level 10 Skirmisher
Medium natural humanoid (spellscarred)		XP 500
Initiative +12 Senses Perception +7; darkvision		
HP 103; Bloodied 51		
AC 24; Fortitude 20, Reflex 23, Will 22		
Speed 6, climb 6		
m Claw (standard; at-will)		
+15 vs. AC; 2d6 + 7 damage, and the target is slowed (save ends). Effect: The target is marked until the end of the plagueborn slasher's next turn.		
M Claw Flurry (standard; usable only while bloodied; at-will)		
The plagueborn slasher makes two melee basic attacks. The plagueborn slasher shifts 1 square before, between, or after the attacks.		
Combat Advantage		
The plagueborn slasher deals 1d8 extra damage against any creature granting combat advantage to it.		
Alignment Unaligned		Languages --
Str 15 (+7)	Dex 21 (+10)	Wis 15 (+7)
Con 15 (+7)	Int 15 (+7)	Cha 15 (+7)

Plagueborn Darter (Level 9)		Level 9 Minion Skirmisher
Small natural humanoid (spellscarred)		XP 100
Initiative +11 Senses Perception +11		
HP 1; a missed attack never damages a minion.		
AC 23; Fortitude 21, Reflex 22, Will 21		
Resist 5 fire		
Speed 6		
m Claw (standard; at-will)		
+14 vs. AC; 7 damage (8 damage if the plagueborn darter has combat advantage against the target).		
R Bluefire Bolt (standard; at-will) ♦ Fire		
Ranged 5; +12 vs. Reflex; 7 fire damage.		
Flickering Fire (minor; at-will)		
The plagueborn darter shifts 1 square.		
Alignment Unaligned		Languages --
Skills Athletics +11		
Str 14 (+6)	Dex 20 (+9)	Wis 14 (+6)
Con 14 (+6)	Int 14 (+6)	Cha 14 (+6)

MISSION 1: "SAVE THE PEOPLE" STATISTICS (P1, LOW LEVEL)

Plagueborn Hulk (Level 11)		Level 11 Brute	
Medium natural humanoid (spellscarred)		XP 600	
Initiative +7	Senses Perception +7		
HP 141; Bloodied 70			
AC 23; Fortitude 24, Reflex 23, Will 23			
Speed 6			
m Slam (standard; at-will)			
+16 vs. AC; 3d8 + 11 damage.			
M Driving Assault (standard; at-will)			
+16 vs. AC; 3d8 + 11 damage, the plagueborn hulk pushes the target 2 squares, and the target is knocked prone. Miss: The plagueborn hulk makes a melee basic attack against an enemy adjacent to it other than the original target.			
C Bluefire Gut Rupture (standard; recharge 5 6) ♦ Fire			
Close blast 3; +14 vs. Reflex; 3d6 + 11 fire damage. After using this power, the plagueborn hulk is immobilized until the end of its next turn.			
Battle Wrath (immediate reaction, when hit by a melee attack; usable only while bloodied; at-will)			
The plagueborn hulk makes a melee basic attack against an adjacent enemy.			
Alignment Unaligned		Languages --	
Str 21 (+10)	Dex 15 (+7)	Wis 15 (+7)	
Con 21 (+10)	Int 15 (+7)	Cha 15 (+7)	

Plagueborn Darter (Level 11)		Level 11 Minion Skirmisher	
Small natural humanoid (spellscarred)		XP 150	
Initiative +12	Senses Perception +12		
HP 1; a missed attack never damages a minion.			
AC 25; Fortitude 23, Reflex 24, Will 23			
Resist 10 fire			
Speed 6			
m Claw (standard; at-will)			
+16 vs. AC; 8 damage (10 damage if the plagueborn darter has combat advantage against the target).			
R Bluefire Bolt (standard; at-will) ♦ Fire			
Ranged 5; +14 vs. Reflex; 8 fire damage.			
A Bluefire Burst (standard; at-will) ♦ Fire			
Area burst 1 within 10; +12 vs. Reflex; 6 fire and thunder damage. Creatures hit by this attack are outlined in blue fire, losing all benefits of concealment (including total concealment) until the end of the plagueborn darter's next turn.			
Flickering Fire (minor; at-will)			
The plagueborn darter shifts 1 square.			
Alignment Unaligned		Languages --	
Skills Athletics +12			
Str 15 (+7)	Dex 21 (+10)	Wis 15 (+7)	
Con 15 (+7)	Int 15 (+7)	Cha 15 (+7)	

Plagueborn Slasher (Level 11)		Level 11 Skirmisher	
Medium natural humanoid (spellscarred)		XP 600	
Initiative +14	Senses Perception +12; darkvision		
HP 111; Bloodied 55			
AC 25; Fortitude 23, Reflex 24, Will 23			
Speed 6, climb 6			
m Claw (standard; at-will)			
+16 vs. AC; 2d6 + 7 damage, and the target is slowed (save ends). <i>Effect:</i> The target is marked until the end of the plagueborn slasher's next turn.			
M Claw Flurry (standard; at-will)			
The plagueborn slasher makes two melee basic attacks. The plagueborn slasher shifts 1 square before, between, or after the attacks.			
M Eviscerating Slash (standard; encounter)			
+16 vs. AC; 3d8 + 11 damage, and ongoing 10 damage (save ends).			
M Punishing Slash (immediate reaction, when an adjacent, marked enemy shifts or makes an attack that does not include the plagueborn slasher; at-will)			
The plagueborn slasher shifts 1 square and makes a melee basic attack against the triggering enemy.			
Combat Advantage			
The plagueborn slasher deals 2d6 extra damage against any creature granting combat advantage to it.			
Alignment Unaligned		Languages --	
Str 15 (+7)	Dex 24 (+12)	Wis 15 (+7)	
Con 15 (+7)	Int 15 (+7)	Cha 15 (+7)	

MISSION 1: "SAVE THE PEOPLE" STATISTICS (P1, HIGH LEVEL)

Plagueborn Hulk (Level 13)		Level 13 Brute	
Medium natural humanoid (spellscarred)		XP 800	
Initiative +9	Senses Perception +9		
HP 162; Bloodied 81			
AC 25; Fortitude 26, Reflex 25, Will 25			
Speed 6			
m Slam (standard; at-will)			
+18 vs. AC; 3d8 + 14 damage.			
M Driving Assault (standard; at-will)			
+18 vs. AC; 3d8 + 14 damage, the plagueborn hulk pushes the target 2 squares, and the target is knocked prone. Miss: The plagueborn hulk makes a melee basic attack against an enemy adjacent to it other than the original target.			
C Bluefire Gut Rupture (standard; recharge 5 6) ♦ Fire			
Close blast 3; +16 vs. Reflex; 3d8 + 11 fire damage. After using this power, the plagueborn hulk is immobilized until the end of its next turn.			
Battle Wrath (immediate reaction, when hit by a melee attack; usable only while bloodied; at-will)			
The plagueborn hulk makes a melee basic attack against an adjacent enemy.			
Alignment Unaligned		Languages --	
Str 22 (+12)	Dex 16 (+9)	Wis 16 (+9)	
Con 22 (+12)	Int 16 (+9)	Cha 16 (+9)	

Plagueborn Darter (Level 14)		Level 14 Minion Skirmisher	
Small natural humanoid (spellscarred)		XP 250	
Initiative +15	Senses Perception +15		
HP 1; a missed attack never damages a minion.			
AC 28; Fortitude 26, Reflex 27, Will 26			
Resist 10 fire			
Speed 6			
m Claw (standard; at-will)			
+19 vs. AC; 9 damage (11 damage if the plagueborn darter has combat advantage against the target).			
R Bluefire Bolt (standard; at-will) ♦ Fire			
Ranged 5; +17 vs. Reflex; 9 fire damage.			
A Bluefire Burst (standard; at-will) ♦ Fire			
Area burst 1 within 10; +15 vs. Reflex; 7 fire and thunder damage. Creatures hit by this attack are outlined in blue fire, losing all benefits of concealment (including total concealment) until the end of the plagueborn darter's next turn.			
Flickering Fire (minor; at-will)			
The plagueborn darter shifts 1 square.			
Alignment Unaligned		Languages --	
Skills Athletics +15			
Str 17 (+10)	Dex 23 (+13)	Wis 17 (+10)	
Con 17 (+10)	Int 17 (+10)	Cha 17 (+10)	

Plagueborn Slasher (Level 13)		Level 13 Skirmisher	
Medium natural humanoid (spellscarred)		XP 800	
Initiative +15	Senses Perception +14; darkvision		
HP 128; Bloodied 64			
AC 27; Fortitude 25, Reflex 26, Will 25			
Speed 6, climb 6			
m Claw (standard; at-will)			
+18 vs. AC; 2d8 + 7 damage, and the target is slowed (save ends). <i>Effect:</i> The target is marked until the end of the plagueborn slasher's next turn.			
M Claw Flurry (standard; at-will)			
The plagueborn slasher makes two melee basic attacks. The plagueborn slasher shifts 1 square before, between, or after the attacks.			
M Eviscerating Slash (standard; encounter)			
+18 vs. AC; 3d8 + 14 damage, and ongoing 10 damage (save ends).			
M Punishing Slash (immediate reaction, when an adjacent, marked enemy shifts or makes an attack that does not include the plagueborn slasher; at-will)			
The plagueborn slasher shifts 1 square and makes a melee basic attack against the triggering enemy.			
Combat Advantage			
The plagueborn slasher deals 2d6 extra damage against any creature granting combat advantage to it.			
Alignment Unaligned		Languages --	
Str 16 (+9)	Dex 25 (+13)	Wis 16 (+9)	
Con 16 (+9)	Int 16 (+9)	Cha 16 (+9)	

MISSION 1: "SAVE THE PEOPLE" STATISTICS (P2, LOW LEVEL)

Plagueborn Hulk (Level 15)		Level 15 Brute	
Medium natural humanoid (spellscarred)		XP 1,200	
Initiative +10		Senses Perception +10	
HP 183; Bloodied 91			
AC 27; Fortitude 28, Reflex 27, Will 27			
Speed 6			
m Slam (standard; at-will)			
+20 vs. AC; 4d6 + 15 damage.			
M Driving Assault (standard; at-will)			
+20 vs. AC; 4d6 + 15 damage, the plagueborn hulk pushes the target 2 squares, and the target is knocked prone. Miss: The plagueborn hulk makes a melee basic attack against an enemy adjacent to it other than the original target.			
C Bluefire Gut Rupture (standard; recharge 5 6) ♦ Fire			
Close blast 3; +18 vs. Reflex; 3d8 + 13 fire damage. After using this power, the plagueborn hulk is immobilized until the end of its next turn.			
Battle Wrath (immediate reaction, when hit by a melee attack; usable only while bloodied; at-will)			
The plagueborn hulk makes a melee basic attack against an adjacent enemy.			
Alignment Unaligned		Languages --	
Str 23 (+13)	Dex 17 (+10)	Wis 17 (+10)	
Con 23 (+13)	Int 17 (+10)	Cha 17 (+10)	

Plagueborn Darter (Level 14)		Level 14 Minion Skirmisher	
Small natural humanoid (spellscarred)		XP 250	
Initiative +15		Senses Perception +15	
HP 1; a missed attack never damages a minion.			
AC 28; Fortitude 26, Reflex 27, Will 26			
Resist 10 fire			
Speed 6			
m Claw (standard; at-will)			
+19 vs. AC; 9 damage (11 damage if the plagueborn darter has combat advantage against the target).			
R Bluefire Bolt (standard; at-will) ♦ Fire			
Ranged 5; +17 vs. Reflex; 9 fire damage.			
A Bluefire Burst (standard; at-will) ♦ Fire			
Area burst 1 within 10; +15 vs. Reflex; 7 fire and thunder damage. Creatures hit by this attack are outlined in blue fire, losing all benefits of concealment (including total concealment) until the end of the plagueborn darter's next turn.			
Flickering Fire (minor; at-will)			
The plagueborn darter shifts 1 square.			
Alignment Unaligned		Languages --	
Skills Athletics +15			
Str 17 (+10)	Dex 23 (+13)	Wis 17 (+10)	
Con 17 (+10)	Int 17 (+10)	Cha 17 (+10)	

Plagueborn Slasher (Level 15)		Level 15 Skirmisher	
Medium natural humanoid (spellscarred)		XP 1,200	
Initiative +17		Senses Perception +15; darkvision	
HP 145; Bloodied 72			
AC 29; Fortitude 27, Reflex 28, Will 27			
Speed 6, climb 6			
m Claw (standard; at-will)			
+20 vs. AC; 2d8 + 8 damage, and the target is slowed (save ends). Effect: The target is marked until the end of the plagueborn slasher's next turn.			
M Claw Flurry (standard; at-will)			
The plagueborn slasher makes two melee basic attacks. The plagueborn slasher shifts 1 square before, between, or after the attacks.			
M Eviscerating Slash (standard; encounter)			
+20 vs. AC; 4d6 + 15 damage, and ongoing 10 damage (save ends).			
M Punishing Slash (immediate reaction, when an adjacent, marked enemy shifts or makes an attack that does not include the plagueborn slasher; at-will)			
The plagueborn slasher shifts 1 square and makes a melee basic attack against the triggering enemy.			
Combat Advantage			
The plagueborn slasher deals 2d8 extra damage against any creature granting combat advantage to it.			
Alignment Unaligned		Languages --	
Str 17 (+10)	Dex 26 (+15)	Wis 17 (+10)	
Con 17 (+10)	Int 17 (+10)	Cha 17 (+10)	

MISSION 1: "SAVE THE PEOPLE" STATISTICS (P2, HIGH LEVEL)

Plagueborn Hulk (Level 17)		Level 17 Brute	
Medium natural humanoid (spellscarred)		XP 1,600	
Initiative +12		Senses Perception +12	
HP 204; Bloodied 102			
AC 29; Fortitude 30, Reflex 29, Will 29			
Speed 6			
m Slam (standard; at-will)			
+22 vs. AC; 4d6 + 18 damage.			
M Driving Assault (standard; at-will)			
+22 vs. AC; 4d6 + 18 damage, the plagueborn hulk pushes the target 2 squares, and the target is knocked prone. Miss: The plagueborn hulk makes a melee basic attack against an enemy adjacent to it other than the original target.			
C Bluefire Gut Rupture (standard; recharge 5 6) ♦ Fire			
Close blast 3; +20 vs. Reflex; 3d8 + 15 fire damage. After using this power, the plagueborn hulk is immobilized until the end of its next turn.			
Battle Wrath (immediate reaction, when hit by a melee attack; usable only while bloodied; at-will)			
The plagueborn hulk makes a melee basic attack against an adjacent enemy.			
Alignment Unaligned		Languages --	
Str 24 (+15)	Dex 18 (+12)	Wis 18 (+12)	
Con 24 (+15)	Int 18 (+12)	Cha 18 (+12)	

Plagueborn Darter (Level 18)		Level 18 Minion Skirmisher	
Small natural humanoid (spellscarred)		XP 500	
Initiative +18		Senses Perception +18	
HP 1; a missed attack never damages a minion.			
AC 32; Fortitude 30, Reflex 31, Will 30			
Resist 10 fire			
Speed 6			
m Claw (standard; at-will)			
+23 vs. AC; 10 damage (12 damage if the plagueborn darter has combat advantage against the target).			
R Bluefire Bolt (standard; at-will) ♦ Fire			
Ranged 5; +21 vs. Reflex; 10 fire damage.			
A Bluefire Burst (standard; at-will) ♦ Fire			
Area burst 1 within 10; +19 vs. Reflex; 8 fire and thunder damage. Creatures hit by this attack are outlined in blue fire, losing all benefits of concealment (including total concealment) until the end of the plagueborn darter's next turn.			
Flickering Fire (minor; at-will)			
The plagueborn darter shifts 1 square.			
Alignment Unaligned		Languages --	
Skills Athletics +18			
Str 19 (+13)	Dex 25 (+16)	Wis 19 (+13)	
Con 19 (+13)	Int 19 (+13)	Cha 19 (+13)	

Plagueborn Slasher (Level 17)		Level 17 Skirmisher	
Medium natural humanoid (spellscarred)		XP 1,600	
Initiative +18		Senses Perception +17; darkvision	
HP 162; Bloodied 81			
AC 31; Fortitude 29, Reflex 30, Will 29			
Speed 6, climb 6			
m Claw (standard; at-will)			
+22 vs. AC; 3d6 + 9 damage, and the target is slowed (save ends). Effect: The target is marked until the end of the plagueborn slasher's next turn.			
M Claw Flurry (standard; at-will)			
The plagueborn slasher makes two melee basic attacks. The plagueborn slasher shifts 1 square before, between, or after the attacks.			
M Eviscerating Slash (standard; encounter)			
+22 vs. AC; 4d6 + 18 damage, and ongoing 10 damage (save ends).			
M Punishing Slash (immediate reaction, when an adjacent, marked enemy shifts or makes an attack that does not include the plagueborn slasher; at-will)			
The plagueborn slasher shifts 1 square and makes a melee basic attack against the triggering enemy.			
Combat Advantage			
The plagueborn slasher deals 2d8 extra damage against any creature granting combat advantage to it.			
Alignment Unaligned		Languages --	
Str 18 (+12)	Dex 27 (+16)	Wis 18 (+12)	
Con 18 (+12)	Int 18 (+12)	Cha 18 (+12)	

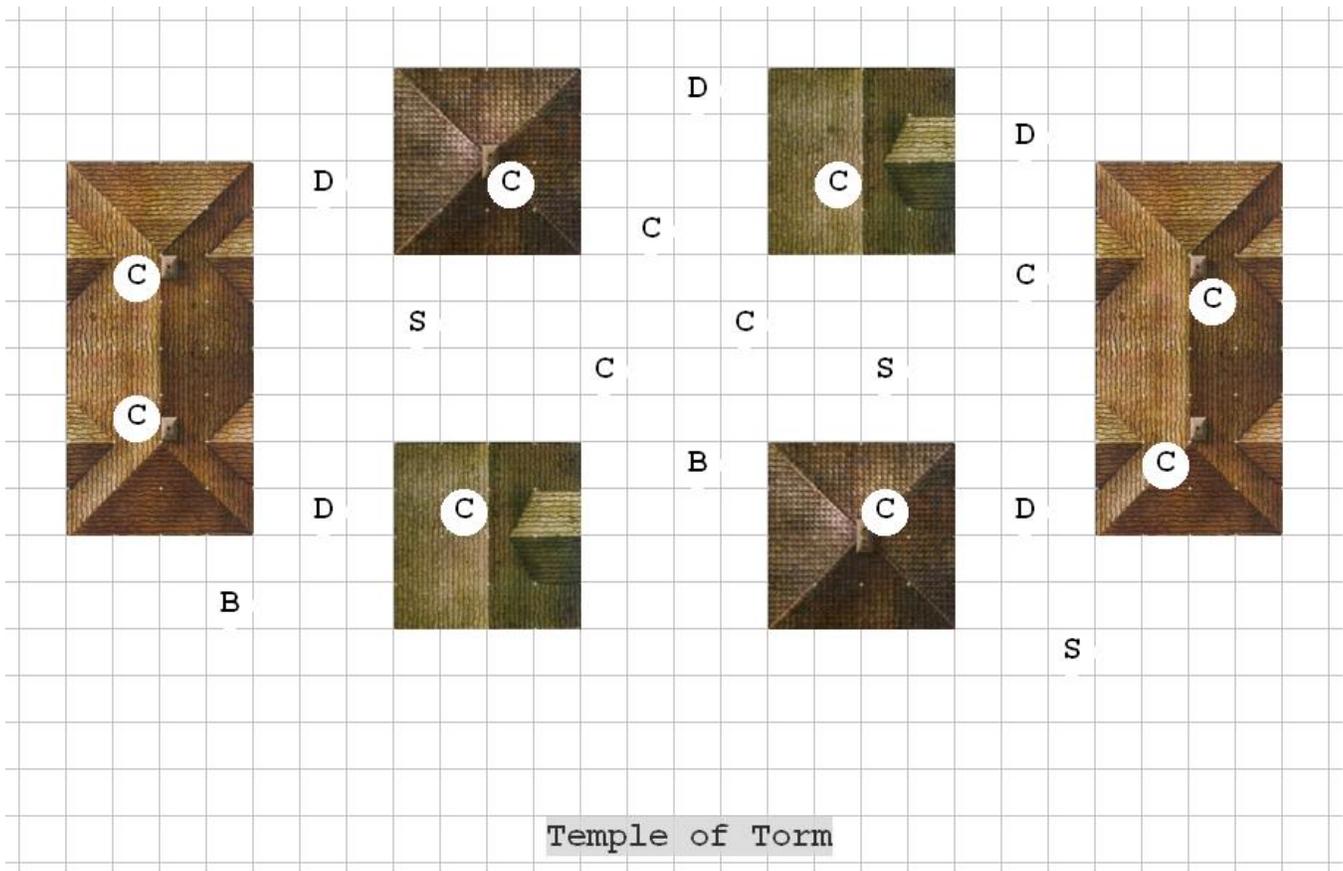
MISSION 1: "SAVE THE PEOPLE" MAP

SETUP

The Temple of Torm takes up the entire southern side of the map (it is a very large building). The other three edges of the map can be extended as needed, with buildings every 15 or 20 feet (the streets are wide in this part of the city). The entrance to the Temple is marked on the map with the label "Temple of Torm." The PCs do not set up on the map. The PCs all start off the map, inside the temple, and should move onto the map on their first turn. The doors of the Temple are open, so the PCs can see down the streets ahead of and to either side (it does not matter exactly where they stand when they are still inside the Temple). PCs may not make attacks from inside the Temple; they must be on the battle map to make attacks or command NPCs. A PC's first square of movement from the Temple puts him onto any one of the six squares indicated by the label "Temple of Torm." The labeled area is also the "safe zone" where citizens can be rescued by the paladins once the PCs are able to order or bring them there.

TILE SETS NEEDED

Streets of Shadow (x2)



B = Plagueborn Hulk; S = Plagueborn Slasher; D = Plagueborn Darter; C = Innocent Citizen

MISSION 2: MIND THE BREACH

OBJECTIVE

The PCs' objective in this mission is to make their way through the devastated southern section of Eturel, avoiding the ravages of the Spellplague, and regain control of a section of the city walls. From this vantage point it should be possible for the defending forces to gain an understanding of what they are up against. Optionally, the PCs can try to save some transformed knights of Eturegard who are not yet beyond recovery.

H1: EL 2 / 4 (625 / 875 XP)

This encounter includes the following creatures at the low tier:

- 2 Plaguechanged Defenders (D)
- 2 Plaguechanged Archers (A)
- 1 Plaguechanged Patrol Leader (L)

This encounter includes the following creatures at the high tier:

- 2 Plaguechanged Defenders (Level 4) (D)
- 2 Plaguechanged Archers (Level 4) (A)
- 1 Plaguechanged Patrol Leader (Level 4) (L)

H2: EL 5 / 7 (1,000 / 1,500 XP)

This encounter includes the following creatures at the low tier:

- 2 Plaguechanged Defenders (Level 5) (D)
- 2 Plaguechanged Archers (Level 5) (A)
- 1 Plaguechanged Patrol Leader (Level 5) (L)

This encounter includes the following creatures at the high tier:

- 2 Plaguechanged Defenders (Level 7) (D)
- 2 Plaguechanged Archers (Level 7) (A)
- 1 Plaguechanged Patrol Leader (Level 7) (L)

H3: EL 8 / 10 (1,750 / 2,500 XP)

This encounter includes the following creatures at the low tier:

- 2 Plaguechanged Defenders (Level 8) (D)
- 2 Plaguechanged Archers (Level 8) (A)
- 1 Plaguechanged Patrol Leader (Level 8) (L)

This encounter includes the following creatures at the high tier:

- 2 Plaguechanged Defenders (Level 10) (D)
- 2 Plaguechanged Archers (Level 10) (A)
- 1 Plaguechanged Patrol Leader (Level 10) (L)

P1: EL 12 / 14 (3,500 / 5,000 XP)

This encounter includes the following creatures at the low tier:

- 2 Plaguechanged Knights (D)
- 2 Plaguechanged Arcane Archers (A)
- 1 Plaguechanged Warlord (L)

This encounter includes the following creatures at the high tier:

- 2 Plaguechanged Knights (Level 14) (D)
- 2 Plaguechanged Arcane Archers (Level 14) (A)
- 1 Plaguechanged Warlord (Level 14) (L)

P2: EL 15 / 17 (6,000 / 8,000 XP)

This encounter includes the following creatures at the low tier:

- 2 Plaguechanged Knights (Level 15) (D)
- 2 Plaguechanged Arcane Archers (Level 15) (A)
- 1 Plaguechanged Warlord (Level 15) (L)

This encounter includes the following creatures at the high tier:

- 2 Plaguechanged Knights (Level 17) (D)
- 2 Plaguechanged Arcane Archers (Level 17) (A)
- 1 Plaguechanged Warlord (Level 17) (L)

When you are ready to begin this mission, read:

The southernmost district of Eturel has been devastated by the rain of blue fire. Most of the buildings are destroyed; some crushed to rubble, others cleanly sliced through as if by some giant blade, or melted away like they were made out of wax instead of stone. Whole sections of the city streets have simply disappeared, replaced with new terrain features from ... somewhere else. It appears as though the missing sections have been randomly swapped with pieces of other locations, some of which look like they aren't even from Faerun at all.

Some distance away, the city's outer wall appears largely intact. From that vantage point you could survey the situation both inside and outside the city, which would provide valuable information to the Knight-Commander as he tries to plan the defenders' next move.

Illuminated by the flickering fires that still dance and blaze across the city even in the absence of anything left to burn, you see a number of armor-clad figures. Their equipment and behavior suggest that they are knights of Eturegard from the local garrison. Whether or not they have been transformed or corrupted by the chaos plague is hard to tell. If there is any hope of saving

them, however, the city will surely need as many of its soldiers as possible in the coming days.

The "patrol" consists of a group of soldiers who were on duty when the attack came. They were blasted by blue fire and have been transformed. Most of them are beyond redemption and can only be released by death, but two of them (the warlord and one of the archers) might survive (albeit with permanent spellscars) if they were to receive proper care. To save these NPCs the PCs must simply choose to knock them unconscious instead of killing them and then carry them back to the Temple of Torm. However, the task is more complicated than simply knocking all the NPCs unconscious. If a corrupted NPC (beyond redemption) is knocked unconscious instead of killed, the Spellplague within that NPC's body erupts, causing an explosion (see the stat block for details).

If the PCs wish to try and ascertain the level of corruption of the soldiers, a character within 5 squares can use a minor action to make a hard DC Arcana, Heal, or Nature check. Spellscarred characters gain a +5 bonus on these checks due to their intimate familiarity with the subject matter. On a success, the PC knows whether or not the NPC is beyond recovery. On a failure by less than 5, the PC is unable to determine conclusively. On a failure by 5 or more, the PC comes to an incorrect conclusion. Multiple PCs can check the same NPC but the Aid Another action cannot be used on these checks as there is no time for a discussion.

FEATURES OF THE AREA

This area has the following notable features:

Illumination: Bright sunlight.

Elemental Windchurn: Because of the turbulence caused by the plague storm, this entire area is under the effect of elemental windchurn (DMG2 59). Powerful, swirling winds make flying dangerous. Any creature that flies more than 2 squares above the ground must treat all squares as difficult terrain, and a creature that ends its turn aloft (regardless of height) is blown 1d6 squares in a random direction. This has no effect on ranged attacks, nor does the windchurn strike people climbing up or standing atop the city walls.

Fog: The squares of fog provide concealment. Although the fog flickers with blue energy, it is not harmful. Areas of fog are mobile, floating 1d2 squares in a random direction at the end of each combat round. Powers or effects that create wind can also move the fog.

Natural Terrain: Grass and forest terrain is exactly as shown on the map. These sections are from other parts of the world and were randomly transposed with

sections of the city when the attack hit. They are normal, other than being out of place in their current location.

Unnatural Terrain: Sections of terrain that look like bursts of fire, glowing glyphs, etc. are pieces of other planes that were randomly transposed here when the attack hit. These squares are treated as damaging terrain. A character may attempt a moderate Arcana, Dungeoneering, or Nature check to understand the characteristics of a piece of damaging terrain.

When a creature enters one of these squares, roll 1d8 to determine the type of damage dealt by the terrain. (If a character makes a skill check to scout the terrain beforehand, roll 1d8 and define the energy type at that moment. The energy type does not change once it has been established.)

1 - fire; 2 - cold; 3 - electricity; 4 - acid; 5 - radiant; 6 - necrotic; 7 or 8 - roll 1d6 twice and the terrain deals both of the rolled types of damage (ignore duplicates).

A creature that enters a square of unnatural terrain takes ongoing damage per tier (5 Heroic; 10 Paragon) of the listed energy type (save ends) and is slowed until the end of its next turn.

The unnatural terrain exists only at ground level, so at first glance, these squares may be jumped or flown over safely. However, the elemental energies bubble and froth, and occasionally burst up in deadly geysers. If a character attempts to move over (but not through) a square of unnatural terrain, there is a 25% chance that the terrain's effects strike that character exactly as if the character had moved into the terrain. If a character makes an Arcana, Dungeoneering, or Nature check to study the terrain, be sure to mention that there is an occasional eruption of energy that fills the air above the terrain (about every 10-15 seconds... you don't need to reveal the precise percentage chance, let them guess and sweat it out).

The smaller areas of unnatural terrain (which look like a cloud of blood and a lighting bolt) are mobile. They shift 1d2 squares in a random direction at the end of each round. If an area of damaging terrain enters a creature's square, that creature is automatically affected. Powers and effects that create wind do not move these terrain features. (If you have pre-printed battle maps, you may prefer not to make these terrain features mobile.)

Walls: The city wall squares are normal terrain (but they are elevated to a height of 6 squares / 30 feet at the Heroic tier and, 8 squares / 40 feet at the Paragon tier. The walls are made of worked stone (Athletics DC 20 to climb) but the archers have dropped a knotted rope at each corner (Athletics DC 10).

TACTICS

Give your best initiative roll to the archers, your second-best roll to the leader, and your lowest roll to the defenders.

SCALING THE ENCOUNTER

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

Four PCs: Remove one of the archers.

Six PCs: Add another archer.

ENEMY REINFORCEMENTS

After the PCs defeat the second archer, one round later another archer begins firing on them from a different vantage point (at ground level). When the PCs defeat both of the defenders, a third defender comes around the corner of a nearby building one round later. Also, promote the leader to elite status (double his hit points, give him one action point, and he gets +2 on saving throws; his attacks and defenses do not change).

ENDING THE ENCOUNTER

The encounter ends when the PCs have defeated (or been defeated by) the patrol. A secondary objective is for at least one PC to reach any of the indicated "top of the wall" squares and remain there for one full round, which is long enough to get a decent view beyond the walls.

Total Success: The two patrol members who can be saved were taken alive, the others were killed, and the PCs reached the top of the wall.

Success: The patrol was defeated (regardless of whether or not anyone was saved) and the PCs reached the top of the wall.

Partial Success: The PCs defeated the patrol, but did not reach the top of the wall, or at least one character reached the top of the wall, but the patrol was not defeated.

Failure: The PCs did not defeat the patrol and did not reach the top of the wall.

If a PC makes it to the top of the city wall, read the following before proceeding to Interlude 1.

What used to be the city's southern entrance is now a massive crater filled with a whirling maelstrom of chaotic energy. Trying to go through that area would surely be incredibly dangerous if not suicidal. Of the volunteer army that had assembled outside the gates to take part in the expedition, nothing remains. Bodies are strewn everywhere, but not as many as one would expect, implying that many who should have fallen have instead become plaguechanged creatures.

Beyond the city walls, a number of strange pyramid-shaped monoliths float silently. At the pinnacle of each monolith is a nimbus of crackling blue fire, and lines of energy stream between the monoliths. The lines of energy also stretch back out of sight toward the south, in the direction of the plagueland. These devices are somehow connected, drawing the power of the Spellplague across a distance of several miles and turning it into a weapon to be used against the city of Etlurel. This must be reported to the High Observer and Knight-Commander Vessen at once.

If anybody asks whether the monoliths seem similar to certain diagrams that they recently discovered (in SPEC2-1 H1), the answer is yes. This information will be quite valuable during the next mission.

EXPERIENCE POINTS

The PCs earn the full amount if they achieve a total success or a success. They earn 75% of the listed amount for a partial success, and 50% for a failure.

H1: 125 / 175 XP per PC; H2: 200 / 300 XP per PC;
H3: 350 / 500 XP per PC; P1: 700 / 1,000 XP per PC;
P2: 1,200 / 1,600 XP per PC.

TREASURE

The PCs are able to recover some magic weapons from the bodies of the defeated patrol members. These items have been rendered unstable by their exposure to the Spellplague, but they will last for the remainder of the adventure. Each PC can recover a single weapon. Each player may choose the specific type of weapon his or her character discovers.

H1: +1 generic weapon
H2: +2 generic weapon
H3: +3 generic weapon
P1: +4 generic weapon
P2: +4 vicious weapon

THE COMPANION

The Companion is active and has its normal effect against undead during this encounter. Undead PCs suffer a -1 penalty to attack rolls, ability and skill checks, saving throws, and damage rolls. None of the monsters are undead.

THE PASSAGE OF TIME

About 45 minutes pass between the end of Mission 2 and the beginning of Interlude 1, as the PCs return to the main Temple of Torm and make their report.

MISSION 2: "MIND THE BREACH" STATISTICS (HI, LOW LEVEL)

Plaguechanged Defender (Level 2)		Level 2 Soldier	
Medium natural humanoid (spellsscarred)		XP 125	
Initiative +3	Senses Perception +1		
HP 38; Bloodied 19			
AC 18; Fortitude 15, Reflex 14, Will 14			
Speed 5			
m Longsword (standard; at-will) ♦ Weapon			
+7 vs. AC; 1d8 + 5 damage, and the target is marked until the end of the plaguechanged defender's next turn.			
M Leaping Charge (standard; at-will) ♦ Weapon			
The plaguechanged defender makes a charge attack, ignoring difficult terrain; +8 vs. AC; 1d10 + 6 damage, and the target is marked until the end of the plaguechanged defender's next turn.			
R Plague Lash (standard; encounter) ♦ Necrotic, Psychic			
Ranged 10; +5 vs. Fortitude; 1d6 + 3 psychic damage. Each time the target attacks on its next turn, it also coughs up sickly blue-black blood, taking 5 necrotic damage.			
Alignment Unaligned		Languages Common	
Skills Athletics +9, Intimidate +6			
Str 17 (+4)	Dex 11 (+1)	Wis 11 (+1)	
Con 14 (+3)	Int 11 (+1)	Cha 11 (+1)	
Equipment scale armor, longsword			

Plaguechanged Patrol Leader (Level 2)		Level 2 Soldier (Leader)	
Medium natural humanoid (spellsscarred)		XP 125	
Initiative +5	Senses Perception +6		
HP 38; Bloodied 19			
AC 18; Fortitude 15, Reflex 14, Will 14			
Speed 5			
m Spear (standard; at-will) ♦ Weapon			
+7 vs. AC; 1d8 + 5 damage. If the patrol leader hits with an opportunity attack, it shifts 1 square.			
C Tactical Deployment (minor; recharge 5 6)			
Close burst 5; allies in the burst shift 3 squares.			
Lead from the Front			
When the patrol leader's melee attack hits an enemy, allies gain a +2 bonus to attack rolls and damage rolls against that enemy until the end of the patrol leader's next turn.			
Larger than Life (free; daily)			
The patrol leader adds 1 to the reach of an attack it makes.			
Alignment Unaligned		Languages Common	
Skills Athletics +9, History +8, Intimidate +8			
Str 17 (+4)	Dex 14 (+3)	Wis 11 (+1)	
Con 14 (+3)	Int 11 (+1)	Cha 14 (+3)	
Equipment scale armor, heavy shield, spear			

Plaguechanged Archer (Level 2)		Level 2 Artillery	
Medium fey humanoid (elf, spellsscarred)		XP 125	
Initiative +6	Senses Perception +8; low-light vision		
HP 32; Bloodied 16			
AC 14; Fortitude 15, Reflex 16, Will 15			
Speed 6			
m Short Sword (standard; at-will) ♦ Weapon			
+7 vs. AC; 1d6 + 3 damage.			
r Longbow (standard; at-will) ♦ Weapon			
Ranged 20/40; +8 vs. AC; 1d10 + 5 damage.			
Archer's Mobility			
If the archer moves at least 4 squares from its original position, it gains a +2 bonus to ranged attacks until the start of its next turn.			
Elven Accuracy (free; encounter)			
An elf can reroll an attack roll. It must use the second roll, even if it's lower.			
Not So Close (immediate reaction, when an enemy makes a melee attack against the elf archer; encounter)			
The elf archer shifts 1 square and makes a ranged attack against the triggering enemy.			
Spelleater (immediate interrupt, when an attack targets the plaguechanged archer; encounter)			
The plaguechanged archer adds 4 to its Fortitude, Reflex, and Will defenses against the triggering attack. If the triggering attack misses, the plaguechanged archer regains hits points equal to one-half the level of the attacker or effect.			
Wild Step			
An elf ignores difficult terrain when it shifts.			
Alignment Unaligned		Languages Common, Elven	
Skills Nature +8, Stealth +11			
Str 11 (+1)	Dex 20 (+6)	Wis 14 (+3)	
Con 14 (+3)	Int 11 (+1)	Cha 11 (+1)	
Equipment leather armor, shortsword, longbow, 30 arrows			

Corrupted NPC Explosion: When the PCs reduce any NPC to 0 hit points, ask if they want to knock the NPC unconscious or kill him. If they choose to knock an NPC unconscious and that NPC is corrupted (beyond redemption), the NPC explodes in a burst of blue fire.

Close burst 3: targets non-spellsscarred creatures; 3d6 + 3 fire and necrotic damage.

MISSION 2: "MIND THE BREACH" STATISTICS (H1, HIGH LEVEL)

Plaguechanged Defender (Level 4)		Level 4 Soldier
Medium natural humanoid (spellsscarred)		XP 175
Initiative +5	Senses Perception +3	
HP 55; Bloodied 27		
AC 20; Fortitude 17, Reflex 16, Will 16		
Speed 5		
m Longsword (standard; at-will) ♦ Weapon		
+9 vs. AC; 2d6 + 5 damage, and the target is marked until the end of the plaguechanged defender's next turn.		
M Leaping Charge (standard; at-will) ♦ Weapon		
The plaguechanged defender makes a charge attack, ignoring difficult terrain; +10 vs. AC; 2d8 + 6 damage, and the target is marked until the end of the plaguechanged defender's next turn.		
R Plague Lash (standard; encounter) ♦ Necrotic, Psychic		
Ranged 10; +7 vs. Fortitude; 1d8 + 5 psychic damage. Each time the target attacks on its next turn, it also coughs up sickly blue-black blood, taking 5 necrotic damage.		
Alignment Unaligned	Languages Common	
Skills Athletics +11, Intimidate +8		
Str 18 (+6)	Dex 12 (+3)	Wis 12 (+3)
Con 15 (+4)	Int 12 (+3)	Cha 12 (+3)
Equipment scale armor, longsword		

Plaguechanged Patrol Leader (Level 4)		Level 4 Soldier (Leader)
Medium natural humanoid (spellsscarred)		XP 175
Initiative +6	Senses Perception +8	
HP 55; Bloodied 27		
AC 20; Fortitude 17, Reflex 16, Will 16		
Speed 5		
m Spear (standard; at-will) ♦ Weapon		
+9 vs. AC; 2d6 + 5 damage. If the patrol leader hits with an opportunity attack, it shifts 1 square.		
C Tactical Deployment (minor; recharge 5 6)		
Close burst 5; allies in the burst shift 3 squares.		
Lead from the Front		
When the patrol leader's melee attack hits an enemy, allies gain a +2 bonus to attack rolls and damage rolls against that enemy until the end of the patrol leader's next turn.		
Larger than Life (free; daily)		
The patrol leader adds 1 to the reach of an attack it makes.		
Alignment Unaligned	Languages Common	
Skills Athletics +11, History +10, Intimidate +9		
Str 18 (+6)	Dex 15 (+4)	Wis 12 (+3)
Con 15 (+4)	Int 12 (+3)	Cha 15 (+4)
Equipment scale armor, heavy shield, spear		

Plaguechanged Archer (Level 4)		Level 4 Artillery
Medium fey humanoid (elf, spellsscarred)		XP 175
Initiative +7	Senses Perception +9; low-light vision	
HP 45; Bloodied 22		
AC 16; Fortitude 17, Reflex 18, Will 17		
Speed 6		
m Short Sword (standard; at-will) ♦ Weapon		
+9 vs. AC; 1d8 + 5 damage.		
r Longbow (standard; at-will) ♦ Weapon		
Ranged 20/40; +10 vs. AC; 1d10 + 7 damage.		
Archer's Mobility		
If the archer moves at least 4 squares from its original position, it gains a +2 bonus to ranged attacks until the start of its next turn.		
Elven Accuracy (free; encounter)		
An elf can reroll an attack roll. It must use the second roll, even if it's lower.		
Not So Close (immediate reaction, when an enemy makes a melee attack against the elf archer; encounter)		
The elf archer shifts 1 square and makes a ranged attack against the triggering enemy.		
Spelleater (immediate interrupt, when an attack targets the plaguechanged archer; encounter)		
The plaguechanged archer adds 4 to its Fortitude, Reflex, and Will defenses against the triggering attack. If the triggering attack misses, the plaguechanged archer regains hits points equal to one-half the level of the attacker or effect.		
Wild Step		
An elf ignores difficult terrain when it shifts.		
Alignment Unaligned	Languages Common, Elven	
Skills Nature +9, Stealth +12		
Str 12 (+3)	Dex 21 (+7)	Wis 15 (+4)
Con 15 (+4)	Int 12 (+3)	Cha 12 (+3)
Equipment leather armor, shortsword, longbow, 30 arrows		

Corrupted NPC Explosion: When the PCs reduce any NPC to 0 hit points, ask if they want to knock the NPC unconscious or kill him. If they choose to knock an NPC unconscious and that NPC is corrupted (beyond redemption), the NPC explodes in a burst of blue fire.

Close burst 3: targets non-spellsscarred creatures; 3d6 + 4 fire and necrotic damage.

MISSION 2: "MIND THE BREACH" STATISTICS (H2, LOW LEVEL)

Plaguechanged Defender (Level 5)		Level 5 Soldier
Medium natural humanoid (spellsscarred)		XP 200
Initiative +5	Senses Perception +3	
HP 63; Bloodied 31		
AC 21; Fortitude 18, Reflex 17, Will 17		
Speed 5		
m Longsword (standard; at-will) ♦ Weapon		
+10 vs. AC; 2d6 + 6 damage, and the target is marked until the end of the plaguechanged defender's next turn.		
M Leaping Charge (standard; at-will) ♦ Weapon		
The plaguechanged defender makes a charge attack, ignoring difficult terrain; +11 vs. AC; 2d8 + 7 damage, and the target is marked until the end of the plaguechanged defender's next turn.		
R Plague Lash (standard; encounter) ♦ Necrotic, Psychic		
Ranged 10; +8 vs. Fortitude; 1d8 + 6 psychic damage. Each time the target attacks on its next turn, it also coughs up sickly blue-black blood, taking 5 necrotic damage.		
Alignment Unaligned	Languages Common	
Skills Athletics +11, Intimidate +8		
Str 18 (+6)	Dex 12 (+3)	Wis 12 (+3)
Con 15 (+4)	Int 12 (+3)	Cha 12 (+3)
Equipment scale armor, longsword		

Plaguechanged Patrol Leader (Level 5)		Level 5 Soldier (Leader)
Medium natural humanoid (spellsscarred)		XP 200
Initiative +6	Senses Perception +8	
HP 63; Bloodied 31		
AC 21; Fortitude 18, Reflex 17, Will 17		
Speed 5		
m Spear (standard; at-will) ♦ Weapon		
+10 vs. AC; 2d6 + 6 damage. If the patrol leader hits with an opportunity attack, it shifts 1 square.		
C Tactical Deployment (minor; recharge 5 6)		
Close burst 5; allies in the burst shift 3 squares.		
Lead from the Front		
When the patrol leader's melee attack hits an enemy, allies gain a +2 bonus to attack rolls and damage rolls against that enemy until the end of the patrol leader's next turn.		
Larger than Life (free; daily)		
The patrol leader adds 1 to the reach of an attack it makes.		
Alignment Unaligned	Languages Common	
Skills Athletics +11, History +10, Intimidate +9		
Str 18 (+6)	Dex 15 (+4)	Wis 12 (+3)
Con 15 (+4)	Int 12 (+3)	Cha 15 (+4)
Equipment scale armor, heavy shield, spear		

Plaguechanged Archer (Level 5)		Level 5 Artillery
Medium fey humanoid (elf, spellsscarred)		XP 200
Initiative +7	Senses Perception +9; low-light vision	
HP 51; Bloodied 25		
AC 17; Fortitude 18, Reflex 19, Will 18		
Speed 6		
m Short Sword (standard; at-will) ♦ Weapon		
+10 vs. AC; 1d8 + 6 damage.		
r Longbow (standard; at-will) ♦ Weapon		
Ranged 20/40; +11 vs. AC; 1d10 + 8 damage.		
Archer's Mobility		
If the archer moves at least 4 squares from its original position, it gains a +2 bonus to ranged attacks until the start of its next turn.		
Elven Accuracy (free; encounter)		
An elf can reroll an attack roll. It must use the second roll, even if it's lower.		
Not So Close (immediate reaction, when an enemy makes a melee attack against the elf archer; encounter)		
The elf archer shifts 1 square and makes a ranged attack against the triggering enemy.		
Spelleater (immediate interrupt, when an attack targets the plaguechanged archer; encounter)		
The plaguechanged archer adds 4 to its Fortitude, Reflex, and Will defenses against the triggering attack. If the triggering attack misses, the plaguechanged archer regains hits points equal to one-half the level of the attacker or effect.		
Wild Step		
An elf ignores difficult terrain when it shifts.		
Alignment Unaligned	Languages Common, Elven	
Skills Nature +9, Stealth +12		
Str 12 (+3)	Dex 21 (+7)	Wis 15 (+4)
Con 15 (+4)	Int 12 (+3)	Cha 12 (+3)
Equipment leather armor, shortsword, longbow, 30 arrows		

Corrupted NPC Explosion: When the PCs reduce any NPC to 0 hit points, ask if they want to knock the NPC unconscious or kill him. If they choose to knock an NPC unconscious and that NPC is corrupted (beyond redemption), the NPC explodes in a burst of blue fire.

Close burst 3: targets non-spellsscarred creatures; 3d6 + 5 fire and necrotic damage.

MISSION 2: "MIND THE BREACH" STATISTICS (H2, HIGH LEVEL)

Plaguechanged Defender (Level 7)		Level 7 Soldier
Medium natural humanoid (spellsscarred)		XP 300
Initiative +6	Senses Perception +4	
HP 80; Bloodied 40		
AC 23; Fortitude 20, Reflex 19, Will 19		
Speed 5		
m Longsword (standard; at-will) ♦ Weapon		
+12 vs. AC; 2d8 + 6 damage, and the target is marked until the end of the plaguechanged defender's next turn.		
M Leaping Charge (standard; at-will) ♦ Weapon		
The plaguechanged defender makes a charge attack, ignoring difficult terrain; +13 vs. AC; 3d6 + 9 damage, and the target is marked until the end of the plaguechanged defender's next turn.		
R Plague Lash (standard; encounter) ♦ Necrotic, Psychic		
Ranged 10; +10 vs. Fortitude; 2d6 + 4 psychic damage. Each time the target attacks on its next turn, it also coughs up sickly blue-black blood, taking 5 necrotic damage.		
Alignment Unaligned		Languages Common
Skills Athletics +12, Intimidate +9		
Str 19 (+7)	Dex 13 (+4)	Wis 13 (+4)
Con 16 (+6)	Int 13 (+4)	Cha 13 (+4)
Equipment scale armor, longsword		

Plaguechanged Patrol Leader (Level 7)		Level 7 Soldier (Leader)
Medium natural humanoid (spellsscarred)		XP 300
Initiative +8	Senses Perception +9	
HP 80; Bloodied 40		
AC 23; Fortitude 20, Reflex 19, Will 19		
Speed 5		
m Spear (standard; at-will) ♦ Weapon		
+12 vs. AC; 2d8 + 6 damage. If the patrol leader hits with an opportunity attack, it shifts 1 square.		
C Tactical Deployment (minor; recharge 5 6)		
Close burst 5; allies in the burst shift 3 squares.		
Lead from the Front		
When the patrol leader's melee attack hits an enemy, allies gain a +2 bonus to attack rolls and damage rolls against that enemy until the end of the patrol leader's next turn.		
Larger than Life (free; daily)		
The patrol leader adds 1 to the reach of an attack it makes.		
Alignment Unaligned		Languages Common
Skills Athletics +12, History +11, Intimidate +11		
Str 19 (+7)	Dex 16 (+6)	Wis 13 (+4)
Con 16 (+6)	Int 13 (+4)	Cha 16 (+6)
Equipment scale armor, heavy shield, spear		

Plaguechanged Archer (Level 7)		Level 7 Artillery
Medium fey humanoid (elf, spellsscarred)		XP 300
Initiative +9	Senses Perception +11; low-light vision	
HP 64; Bloodied 32		
AC 19; Fortitude 20, Reflex 21, Will 20		
Speed 6		
m Short Sword (standard; at-will) ♦ Weapon		
+12 vs. AC; 2d6 + 4 damage.		
r Longbow (standard; at-will) ♦ Weapon		
Ranged 20/40; +13 vs. AC; 2d8 + 6 damage.		
Archer's Mobility		
If the archer moves at least 4 squares from its original position, it gains a +2 bonus to ranged attacks until the start of its next turn.		
Elven Accuracy (free; encounter)		
An elf can reroll an attack roll. It must use the second roll, even if it's lower.		
Not So Close (immediate reaction, when an enemy makes a melee attack against the elf archer; encounter)		
The elf archer shifts 1 square and makes a ranged attack against the triggering enemy.		
Spelleater (immediate interrupt, when an attack targets the plaguechanged archer; encounter)		
The plaguechanged archer adds 4 to its Fortitude, Reflex, and Will defenses against the triggering attack. If the triggering attack misses, the plaguechanged archer regains hits points equal to one-half the level of the attacker or effect.		
Wild Step		
An elf ignores difficult terrain when it shifts.		
Alignment Unaligned		Languages Common, Elven
Skills Nature +11, Stealth +14		
Str 13 (+4)	Dex 22 (+9)	Wis 16 (+6)
Con 16 (+6)	Int 13 (+4)	Cha 13 (+4)
Equipment leather armor, shortsword, longbow, 30 arrows		

Corrupted NPC Explosion: When the PCs reduce any NPC to 0 hit points, ask if they want to knock the NPC unconscious or kill him. If they choose to knock an NPC unconscious and that NPC is corrupted (beyond redemption), the NPC explodes in a burst of blue fire.

Close burst 3: targets non-spellsscarred creatures; 3d8 + 4 fire and necrotic damage.

MISSION 2: "MIND THE BREACH" STATISTICS (H3, LOW LEVEL)

Plaguechanged Defender (Level 8)		Level 8 Soldier
Medium natural humanoid (spellsscarred)		XP 350
Initiative +8	Senses Perception +6	
HP 89; Bloodied 44		
AC 24; Fortitude 21, Reflex 20, Will 20		
Speed 5		
m Longsword (standard; at-will) ♦ Weapon		
+13 vs. AC; 2d8 + 7 damage, and the target is marked until the end of the plaguechanged defender's next turn.		
M Leaping Charge (standard; at-will) ♦ Weapon		
The plaguechanged defender makes a charge attack, ignoring difficult terrain; +14 vs. AC; 3d6 + 10 damage, and the target is marked until the end of the plaguechanged defender's next turn.		
R Plague Lash (standard; encounter) ♦ Necrotic, Psychic		
Ranged 10; +11 vs. Fortitude; 2d6 + 5 psychic damage. Each time the target attacks on its next turn, it also coughs up sickly blue-black blood, taking 5 necrotic damage.		
Alignment Unaligned	Languages Common	
Skills Athletics +14, Intimidate +11		
Str 20 (+9)	Dex 14 (+6)	Wis 14 (+6)
Con 17 (+7)	Int 14 (+6)	Cha 14 (+6)
Equipment scale armor, longsword		

Plaguechanged Patrol Leader (Level 8)		Level 8 Soldier (Leader)
Medium natural humanoid (spellsscarred)		XP 350
Initiative +9	Senses Perception +11	
HP 89; Bloodied 44		
AC 24; Fortitude 21, Reflex 20, Will 20		
Speed 5		
m Spear (standard; at-will) ♦ Weapon		
+13 vs. AC; 2d8 + 7 damage. If the patrol leader hits with an opportunity attack, it shifts 1 square.		
C Tactical Deployment (minor; recharge 5 6)		
Close burst 5; allies in the burst shift 3 squares.		
Lead from the Front		
When the patrol leader's melee attack hits an enemy, allies gain a +2 bonus to attack rolls and damage rolls against that enemy until the end of the patrol leader's next turn.		
Larger than Life (free; daily)		
The patrol leader adds 1 to the reach of an attack it makes.		
Alignment Unaligned	Languages Common	
Skills Athletics +14, History +13, Intimidate +12		
Str 20 (+9)	Dex 17 (+7)	Wis 14 (+6)
Con 17 (+7)	Int 14 (+6)	Cha 17 (+7)
Equipment scale armor, heavy shield, spear		

Plaguechanged Archer (Level 8)		Level 8 Artillery
Medium fey humanoid (elf, spellsscarred)		XP 350
Initiative +10	Senses Perception +12; low-light vision	
HP 71; Bloodied 35		
AC 20; Fortitude 21, Reflex 22, Will 21		
Speed 6		
m Short Sword (standard; at-will) ♦ Weapon		
+13 vs. AC; 2d6 + 5 damage.		
r Longbow (standard; at-will) ♦ Weapon		
Ranged 20/40; +14 vs. AC; 2d8 + 7 damage.		
Archer's Mobility		
If the archer moves at least 4 squares from its original position, it gains a +2 bonus to ranged attacks until the start of its next turn.		
Elven Accuracy (free; encounter)		
An elf can reroll an attack roll. It must use the second roll, even if it's lower.		
Not So Close (immediate reaction, when an enemy makes a melee attack against the elf archer; encounter)		
The elf archer shifts 1 square and makes a ranged attack against the triggering enemy.		
Spelleater (immediate interrupt, when an attack targets the plaguechanged archer; encounter)		
The plaguechanged archer adds 4 to its Fortitude, Reflex, and Will defenses against the triggering attack. If the triggering attack misses, the plaguechanged archer regains hits points equal to one-half the level of the attacker or effect.		
Wild Step		
An elf ignores difficult terrain when it shifts.		
Alignment Unaligned	Languages Common, Elven	
Skills Nature +12, Stealth +15		
Str 14 (+6)	Dex 23 (+10)	Wis 17 (+7)
Con 17 (+7)	Int 14 (+6)	Cha 14 (+6)
Equipment leather armor, shortsword, longbow, 30 arrows		

Corrupted NPC Explosion: When the PCs reduce any NPC to 0 hit points, ask if they want to knock the NPC unconscious or kill him. If they choose to knock an NPC unconscious and that NPC is corrupted (beyond redemption), the NPC explodes in a burst of blue fire.

Close burst 3: targets non-spellsscarred creatures; 3d8 + 5 fire and necrotic damage.

MISSION 2: "MIND THE BREACH" STATISTICS (H3, HIGH LEVEL)

Plaguechanged Defender (Level 10)	Level 10 Soldier
Medium natural humanoid (spellsscarred)	XP 500
Initiative +9 Senses Perception +7	
HP 106; Bloodied 53	
AC 26; Fortitude 23, Reflex 22, Will 22	
Speed 5	
m Longsword (standard; at-will) ♦ Weapon	
+15 vs. AC; 2d8 + 9 damage, and the target is marked until the end of the plaguechanged defender's next turn.	
M Leaping Charge (standard; at-will) ♦ Weapon	
The plaguechanged defender makes a charge attack, ignoring difficult terrain; +16 vs. AC; 3d6 + 12 damage, and the target is marked until the end of the plaguechanged defender's next turn.	
R Plague Lash (standard; encounter) ♦ Necrotic, Psychic	
Ranged 10; +13 vs. Fortitude; 2d6 + 6 psychic damage. Each time the target attacks on its next turn, it also coughs up sickly blue-black blood, taking 5 necrotic damage.	
Alignment Unaligned Languages Common	
Skills Athletics +15, Intimidate +12	
Str 21 (+10) Dex 15 (+7) Wis 15 (+7)	
Con 18 (+9) Int 15 (+7) Cha 15 (+7)	
Equipment scale armor, longsword	

Plaguechanged Patrol Leader (Level 10)	Level 10 Soldier (Leader)
Medium natural humanoid (spellsscarred)	XP 500
Initiative +11 Senses Perception +12	
HP 106; Bloodied 53	
AC 26; Fortitude 23, Reflex 22, Will 22	
Speed 5	
m Spear (standard; at-will) ♦ Weapon	
+12 vs. AC; 2d8 + 9 damage. If the patrol leader hits with an opportunity attack, it shifts 1 square.	
C Tactical Deployment (minor; recharge 5 6)	
Close burst 5; allies in the burst shift 3 squares.	
Lead from the Front	
When the patrol leader's melee attack hits an enemy, allies gain a +2 bonus to attack rolls and damage rolls against that enemy until the end of the patrol leader's next turn.	
Larger than Life (free; daily)	
The patrol leader adds 1 to the reach of an attack it makes.	
Alignment Unaligned Languages Common	
Skills Athletics +15, History +14, Intimidate +14	
Str 21 (+10) Dex 18 (+9) Wis 15 (+7)	
Con 18 (+9) Int 15 (+7) Cha 18 (+9)	
Equipment scale armor, heavy shield, spear	

Plaguechanged Archer (Level 10)	Level 10 Artillery
Medium fey humanoid (elf, spellsscarred)	XP 500
Initiative +12 Senses Perception +14; low-light vision	
HP 84; Bloodied 42	
AC 22; Fortitude 23, Reflex 24, Will 23	
Speed 6	
m Short Sword (standard; at-will) ♦ Weapon	
+15 vs. AC; 2d6 + 6 damage.	
r Longbow (standard; at-will) ♦ Weapon	
Ranged 20/40; +16 vs. AC; 2d8 + 9 damage.	
Archer's Mobility	
If the archer moves at least 4 squares from its original position, it gains a +2 bonus to ranged attacks until the start of its next turn.	
Elven Accuracy (free; encounter)	
An elf can reroll an attack roll. It must use the second roll, even if it's lower.	
Not So Close (immediate reaction, when an enemy makes a melee attack against the elf archer; encounter)	
The elf archer shifts 1 square and makes a ranged attack against the triggering enemy.	
Spelleater (immediate interrupt, when an attack targets the plaguechanged archer; encounter)	
The plaguechanged archer adds 4 to its Fortitude, Reflex, and Will defenses against the triggering attack. If the triggering attack misses, the plaguechanged archer regains hits points equal to one-half the level of the attacker or effect.	
Wild Step	
An elf ignores difficult terrain when it shifts.	
Alignment Unaligned Languages Common, Elven	
Skills Nature +14, Stealth +17	
Str 15 (+7) Dex 24 (+12) Wis 18 (+9)	
Con 18 (+9) Int 15 (+7) Cha 15 (+7)	
Equipment leather armor, shortsword, longbow, 30 arrows	

Corrupted NPC Explosion: When the PCs reduce any NPC to 0 hit points, ask if they want to knock the NPC unconscious or kill him. If they choose to knock an NPC unconscious and that NPC is corrupted (beyond redemption), the NPC explodes in a burst of blue fire.

Close burst 3: targets non-spellsscarred creatures; 3d10 + 5 fire and necrotic damage.

MISSION 2: "MIND THE BREACH" STATISTICS (P1, LOW LEVEL)

Plaguechanged Knight (Level 12)		Level 12 Soldier
Medium natural humanoid (spellscarred)		XP 700
Initiative +11	Senses Perception +10	
HP 123; Bloodied 61		
AC 28; Fortitude 25, Reflex 23, Will 24		
Saving Throws +2 against ongoing damage		
Speed 5		
m Longsword (standard; at-will) ♦ Weapon		
+17 vs. AC; 3d6 + 10 damage, and the target is marked until the end of the knight's next turn; see also <i>battlefield tactics</i>		
C Knight's Honor (standard; recharge 4 5 6)		
Close burst 1; targets enemies; +17 vs. Will; 2d8 + 10 damage, and ongoing 5 damage until the target attacks the knight.		
Battlefield Tactics		
The knight gains a +2 bonus to melee attacks if it has an ally adjacent to the target.		
Spellplague Rejuvenation (minor; encounter) ♦ Healing		
The knight gains 12 temporary hit points and can make a saving throw against an ongoing damage effect. If the knight uses this power while bloodied, it also regains 12 hit points.		
Alignment Unaligned		Languages Common
Str 22 (+12)	Dex 16 (+9)	Wis 19 (+10)
Con 19 (+10)	Int 13 (+7)	Cha 13 (+7)
Equipment Plate armor, heavy shield, longsword		

Plaguechanged Warlord (Level 12)		Level 12 Soldier (Leader)
Medium natural humanoid (spellscarred)		XP 700
Initiative +11	Senses Perception +15	
HP 123; Bloodied 61		
AC 28; Fortitude 25, Reflex 23, Will 24		
Speed 5		
m Halberd (standard; at-will) ♦ Weapon		
Reach 2; +17 vs. AC; 3d6 + 10 damage, and the warlord and one ally adjacent to the warlord gain a +1 power bonus to AC until the end of the warlord's next turn.		
M Warlord's Favor (standard; recharge 5 6) ♦ Weapon		
Reach 2; +17 vs. AC; 3d6 + 10 damage, and one ally within 5 squares gains a +3 power bonus to attack rolls against the target until the end of the warlord's next turn.		
M Bolstering Blow (standard; recharge 5 6) ♦ Weapon		
Reach 2; +17 vs. AC; 3d6 + 10 damage, and one ally within 5 squares gains 10 temporary hit points.		
M Submission of the Earth (standard; encounter) ♦ Acid, Weapon		
Reach 2; +17 vs. AC; 3d6 + 10 damage, and ongoing 10 acid damage and the target is immobilized (save ends both). Miss: Half damage, no ongoing damage, and the target is not immobilized.		
Alignment Unaligned		Languages Common
Skills Athletics +17, Intimidate +15		
Str 22 (+12)	Dex 16 (+9)	Wis 19 (+10)
Con 19 (+10)	Int 16 (+9)	Cha 19 (+10)
Equipment Halberd, scale armor		

Plaguechanged Arcane Archer (Level 12)		Level 12 Artillery
Medium fey humanoid (eladrin, spellscarred)		XP 700
Initiative +12	Senses Perception +13; low-light vision	
HP 97; Bloodied 48		
AC 24; Fortitude 23, Reflex 25, Will 23		
Saving Throws +5 against charm effects		
Speed 6		
m Short Sword (standard; at-will) ♦ Weapon		
+17 vs. AC; 2d8 + 6 damage.		
r Scorching Arrows (standard; at-will) ♦ Fire, Weapon		
The plaguechanged arcane archer makes the following attack twice: Ranged 20/40; +18 vs. AC or Reflex (whichever is lower); 2d6 + 5 damage plus 10 fire damage.		
A Eldritch Burst (standard; recharge 4 5 6) ♦ Force		
Area burst 1 within 20; +16 vs. Fortitude; 3d6 + 12 force damage, and the target is knocked prone.		
Spelleater (immediate interrupt, when an attack targets the plaguechanged archer; encounter)		
The plaguechanged archer adds 4 to its Fortitude, Reflex, and Will defenses against the triggering attack. If the triggering attack misses, the plaguechanged archer regains hits points equal to one-half the level of the attacker or effect.		
Fey Step (move; encounter) ♦ Teleportation		
The plaguechanged arcane archer teleports 5 squares.		
Alignment Unaligned		Languages Common, Elven
Str 16 (+9)	Dex 22 (+12)	Wis 15 (+8)
Con 19 (+10)	Int 21 (+11)	Cha 19 (+10)
Equipment Chainmail, longbow, 40 arrows, shortsword		

Corrupted NPC Explosion: When the PCs reduce any NPC to 0 hit points, ask if they want to knock the NPC unconscious or kill him. If they choose to knock an NPC unconscious and that NPC is corrupted (beyond redemption), the NPC explodes in a burst of blue fire.

Close burst 3: targets non-spellscarred creatures; 4d8 + 5 fire and necrotic damage.

MISSION 2: "MIND THE BREACH" STATISTICS (P1, HIGH LEVEL)

Plaguechanged Knight (Level 14)		Level 14 Soldier
Medium natural humanoid (spellsscarred)		XP 1,000
Initiative +12 Senses Perception +12		
HP 140; Bloodied 70		
AC 30; Fortitude 27, Reflex 25, Will 26		
Saving Throws +2 against ongoing damage		
Speed 5		
m Longsword (standard; at-will) ♦ Weapon		
+19 vs. AC; 3d6 + 12 damage, and the target is marked until the end of the knight's next turn; see also <i>battlefield tactics</i>		
C Knight's Honor (standard; recharge 4 5 6)		
Close burst 1; targets enemies; +19 vs. Will; 3d6 + 10 damage, and ongoing 5 damage until the target attacks the knight.		
Battlefield Tactics		
The knight gains a +2 bonus to melee attacks if it has an ally adjacent to the target.		
Spellplague Rejuvenation (minor; encounter) ♦ Healing		
The knight gains 14 temporary hit points and can make a saving throw against an ongoing damage effect. If the knight uses this power while bloodied, it also regains 14 hit points.		
Alignment Unaligned		Languages Common
Str 23 (+13)	Dex 17 (+10)	Wis 20 (+12)
Con 20 (+12)	Int 14 (+9)	Cha 14 (+9)
Equipment Plate armor, heavy shield, longsword		

Plaguechanged Warlord (Level 14)		Level 14 Soldier (Leader)
Medium natural humanoid (spellsscarred)		XP 1,000
Initiative +12 Senses Perception +17		
HP 140; Bloodied 70		
AC 30; Fortitude 27, Reflex 25, Will 26		
Speed 5		
m Halberd (standard; at-will) ♦ Weapon		
Reach 2; +19 vs. AC; 3d6 + 12 damage, and the warlord and one ally adjacent to the warlord gain a +1 power bonus to AC until the end of the warlord's next turn.		
M Warlord's Favor (standard; recharge 5 6) ♦ Weapon		
Reach 2; +19 vs. AC; 3d6 + 12 damage, and one ally within 5 squares gains a +3 power bonus to attack rolls against the target until the end of the warlord's next turn.		
M Bolstering Blow (standard; recharge 5 6) ♦ Weapon		
Reach 2; +19 vs. AC; 3d6 + 12 damage, and one ally within 5 squares gains 10 temporary hit points.		
M Submission of the Earth (standard; encounter) ♦ Acid, Weapon		
Reach 2; +19 vs. AC; 3d6 + 12 damage, and ongoing 10 acid damage and the target is immobilized (save ends both). Miss: Half damage, no ongoing damage, and the target is not immobilized.		
Alignment Unaligned		Languages Common
Skills Athletics +18, Intimidate +17		
Str 23 (+13)	Dex 17 (+10)	Wis 20 (+12)
Con 20 (+12)	Int 17 (+10)	Cha 20 (+12)
Equipment Halberd, scale armor		

Plaguechanged Arcane Archer (Level 14)		Level 14 Artillery
Medium fey humanoid (eladrin, spellsscarred)		XP 1,000
Initiative +13 Senses Perception +15; low-light vision		
HP 110; Bloodied 55		
AC 26; Fortitude 25, Reflex 27, Will 25		
Saving Throws +5 against charm effects		
Speed 6		
m Short Sword (standard; at-will) ♦ Weapon		
+19 vs. AC; 2d8 + 7 damage.		
r Scorching Arrows (standard; at-will) ♦ Fire, Weapon		
The plaguechanged arcane archer makes the following attack twice: Ranged 20/40; +20 vs. AC or Reflex (whichever is lower); 2d8 + 6 damage plus 10 fire damage.		
A Eldritch Burst (standard; recharge 4 5 6) ♦ Force		
Area burst 1 within 20; +18 vs. Fortitude; 3d8 + 12 force damage, and the target is knocked prone.		
Spelleater (immediate interrupt, when an attack targets the plaguechanged archer; encounter)		
The plaguechanged archer adds 4 to its Fortitude, Reflex, and Will defenses against the triggering attack. If the triggering attack misses, the plaguechanged archer regains hits points equal to one-half the level of the attacker or effect.		
Fey Step (move; encounter) ♦ Teleportation		
The plaguechanged arcane archer teleports 5 squares.		
Alignment Unaligned		Languages Common, Elven
Str 17 (+10)	Dex 23 (+13)	Wis 16 (+10)
Con 20 (+12)	Int 22 (+13)	Cha 20 (+12)
Equipment Chainmail, longbow, 40 arrows, shortsword		

Corrupted NPC Explosion: When the PCs reduce any NPC to 0 hit points, ask if they want to knock the NPC unconscious or kill him. If they choose to knock an NPC unconscious and that NPC is corrupted (beyond redemption), the NPC explodes in a burst of blue fire.

Close burst 3: targets non-spellsscarred creatures; 4d8 + 6 fire and necrotic damage.

MISSION 2: "MIND THE BREACH" STATISTICS (P2, LOW LEVEL)

Plaguechanged Knight (Level 15)		Level 15 Soldier
Medium natural humanoid (spellsscarred)		XP 1,200
Initiative +12 Senses Perception +12		
HP 148; Bloodied 74		
AC 31; Fortitude 28, Reflex 26, Will 27		
Saving Throws +2 against ongoing damage		
Speed 5		
m Longsword (standard; at-will) ♦ Weapon		
+20 vs. AC; 3d6 + 13 damage, and the target is marked until the end of the knight's next turn; see also <i>battlefield tactics</i>		
C Knight's Honor (standard; recharge 4 5 6)		
Close burst 1; targets enemies; +20 vs. Will; 3d6 + 11 damage, and ongoing 5 damage until the target attacks the knight.		
Battlefield Tactics		
The knight gains a +2 bonus to melee attacks if it has an ally adjacent to the target.		
Spellplague Rejuvenation (minor; encounter) ♦ Healing		
The knight gains 15 temporary hit points and can make a saving throw against an ongoing damage effect. If the knight uses this power while bloodied, it also regains 15 hit points.		
Alignment Unaligned		Languages Common
Str 23 (+13)	Dex 17 (+10)	Wis 20 (+12)
Con 20 (+12)	Int 14 (+9)	Cha 14 (+9)
Equipment Plate armor, heavy shield, longsword		

Plaguechanged Warlord (Level 15)		Level 15 Soldier (Leader)
Medium natural humanoid (spellsscarred)		XP 1,200
Initiative +12 Senses Perception +17		
HP 148; Bloodied 74		
AC 31; Fortitude 28, Reflex 26, Will 27		
Speed 5		
m Halberd (standard; at-will) ♦ Weapon		
Reach 2; +20 vs. AC; 3d6 + 13 damage, and the warlord and one ally adjacent to the warlord gain a +1 power bonus to AC until the end of the warlord's next turn.		
M Warlord's Favor (standard; recharge 5 6) ♦ Weapon		
Reach 2; +20 vs. AC; 3d6 + 13 damage, and one ally within 5 squares gains a +3 power bonus to attack rolls against the target until the end of the warlord's next turn.		
M Bolstering Blow (standard; recharge 5 6) ♦ Weapon		
Reach 2; +20 vs. AC; 3d6 + 13 damage, and one ally within 5 squares gains 10 temporary hit points.		
M Submission of the Earth (standard; encounter) ♦ Acid, Weapon		
Reach 2; +20 vs. AC; 3d6 + 13 damage, and ongoing 10 acid damage and the target is immobilized (save ends both). Miss: Half damage, no ongoing damage, and the target is not immobilized.		
Alignment Unaligned		Languages Common
Skills Athletics +18, Intimidate +17		
Str 23 (+13)	Dex 17 (+10)	Wis 20 (+12)
Con 20 (+12)	Int 17 (+10)	Cha 20 (+12)
Equipment Halberd, scale armor		

Plaguechanged Arcane Archer (Level 15)		Level 15 Artillery
Medium fey humanoid (eladrin, spellsscarred)		XP 1,200
Initiative +13 Senses Perception +15; low-light vision		
HP 116; Bloodied 58		
AC 27; Fortitude 26, Reflex 28, Will 26		
Saving Throws +5 against charm effects		
Speed 6		
m Short Sword (standard; at-will) ♦ Weapon		
+20 vs. AC; 2d8 + 8 damage.		
r Scorching Arrows (standard; at-will) ♦ Fire, Weapon		
The plaguechanged arcane archer makes the following attack twice: Ranged 20/40; +21 vs. AC or Reflex (whichever is lower); 2d8 + 7 damage plus 10 fire damage.		
A Eldritch Burst (standard; recharge 4 5 6) ♦ Force		
Area burst 1 within 20; +19 vs. Fortitude; 3d8 + 13 force damage, and the target is knocked prone.		
Spelleater (immediate interrupt, when an attack targets the plaguechanged archer; encounter)		
The plaguechanged archer adds 4 to its Fortitude, Reflex, and Will defenses against the triggering attack. If the triggering attack misses, the plaguechanged archer regains hit points equal to one-half the level of the attacker or effect.		
Fey Step (move; encounter) ♦ Teleportation		
The plaguechanged arcane archer teleports 5 squares.		
Alignment Unaligned		Languages Common, Elven
Str 17 (+10)	Dex 23 (+13)	Wis 16 (+10)
Con 20 (+12)	Int 22 (+13)	Cha 20 (+12)
Equipment Chainmail, longbow, 40 arrows, shortsword		

Corrupted NPC Explosion: When the PCs reduce any NPC to 0 hit points, ask if they want to knock the NPC unconscious or kill him. If they choose to knock an NPC unconscious and that NPC is corrupted (beyond redemption), the NPC explodes in a burst of blue fire.

Close burst 3: targets non-spellsscarred creatures; 4d10 + 5 fire and necrotic damage.

MISSION 2: "MIND THE BREACH" STATISTICS (P2, HIGH LEVEL)

Plaguechanged Knight (Level 17)		Level 17 Soldier
Medium natural humanoid (spellscarred)		XP 1,600
Initiative +14 Senses Perception +13		
HP 165; Bloodied 82		
AC 33; Fortitude 30, Reflex 28, Will 29		
Saving Throws +2 against ongoing damage		
Speed 5		
m Longsword (standard; at-will) ♦ Weapon		
+22 vs. AC; 3d8 + 12 damage, and the target is marked until the end of the knight's next turn; see also <i>battlefield tactics</i>		
C Knight's Honor (standard; recharge 4 5 6)		
Close burst 1; targets enemies; +22 vs. Will; 3d6 + 13 damage, and ongoing 5 damage until the target attacks the knight.		
Battlefield Tactics		
The knight gains a +2 bonus to melee attacks if it has an ally adjacent to the target.		
Spellplague Rejuvenation (minor; encounter) ♦ Healing		
The knight gains 17 temporary hit points and can make a saving throw against an ongoing damage effect. If the knight uses this power while bloodied, it also regains 17 hit points.		
Alignment Unaligned		Languages Common
Str 24 (+15)	Dex 18 (+12)	Wis 21 (+13)
Con 21 (+13)	Int 15 (+10)	Cha 15 (+10)
Equipment Plate armor, heavy shield, longsword		

Plaguechanged Warlord (Level 17)		Level 17 Soldier (Leader)
Medium natural humanoid (spellscarred)		XP 1,600
Initiative +14 Senses Perception +18		
HP 165; Bloodied 82		
AC 33; Fortitude 30, Reflex 28, Will 29		
Speed 5		
m Halberd (standard; at-will) ♦ Weapon		
Reach 2; +22 vs. AC; 3d8 + 12 damage, and the warlord and one ally adjacent to the warlord gain a +1 power bonus to AC until the end of the warlord's next turn.		
M Warlord's Favor (standard; recharge 5 6) ♦ Weapon		
Reach 2; +22 vs. AC; 3d8 + 12 damage, and one ally within 5 squares gains a +3 power bonus to attack rolls against the target until the end of the warlord's next turn.		
M Bolstering Blow (standard; recharge 5 6) ♦ Weapon		
Reach 2; +22 vs. AC; 3d8 + 12 damage, and one ally within 5 squares gains 10 temporary hit points.		
M Submission of the Earth (standard; encounter) ♦ Acid, Weapon		
Reach 2; +22 vs. AC; 3d8 + 12 damage, and ongoing 10 acid damage and the target is immobilized (save ends both). Miss: Half damage, no ongoing damage, and the target is not immobilized.		
Alignment Unaligned		Languages Common
Skills Athletics +20, Intimidate +18		
Str 24 (+15)	Dex 18 (+12)	Wis 21 (+13)
Con 21 (+13)	Int 18 (+12)	Cha 21 (+13)
Equipment Halberd, scale armor		

Plaguechanged Arcane Archer (Level 17)		Level 17 Artillery
Medium fey humanoid (eladrin, spellscarred)		XP 1,600
Initiative +15 Senses Perception +16; low-light vision		
HP 129; Bloodied 64		
AC 29; Fortitude 28, Reflex 30, Will 28		
Saving Throws +5 against charm effects		
Speed 6		
m Short Sword (standard; at-will) ♦ Weapon		
+22 vs. AC; 3d6 + 9 damage.		
r Scorching Arrows (standard; at-will) ♦ Fire, Weapon		
The plaguechanged arcane archer makes the following attack twice: Ranged 20/40; +23 vs. AC or Reflex (whichever is lower); 2d8 + 8 damage plus 10 fire damage.		
A Eldritch Burst (standard; recharge 4 5 6) ♦ Force		
Area burst 1 within 20; +21 vs. Fortitude; 3d8 + 15 force damage, and the target is knocked prone.		
Spelleater (immediate interrupt, when an attack targets the plaguechanged archer; encounter)		
The plaguechanged archer adds 4 to its Fortitude, Reflex, and Will defenses against the triggering attack. If the triggering attack misses, the plaguechanged archer regains hits points equal to one-half the level of the attacker or effect.		
Fey Step (move; encounter) ♦ Teleportation		
The plaguechanged arcane archer teleports 5 squares.		
Alignment Unaligned		Languages Common, Elven
Str 18 (+12)	Dex 24 (+15)	Wis 17 (+11)
Con 21 (+13)	Int 23 (+14)	Cha 21 (+13)
Equipment Chainmail, longbow, 40 arrows, shortsword		

Corrupted NPC Explosion: When the PCs reduce any NPC to 0 hit points, ask if they want to knock the NPC unconscious or kill him. If they choose to knock an NPC unconscious and that NPC is corrupted (beyond redemption), the NPC explodes in a burst of blue fire.

Close burst 3: targets non-spellscarred creatures; 4d10 + 6 fire and necrotic damage.

MISSION 2: "MIND THE BREACH" MAP

SETUP

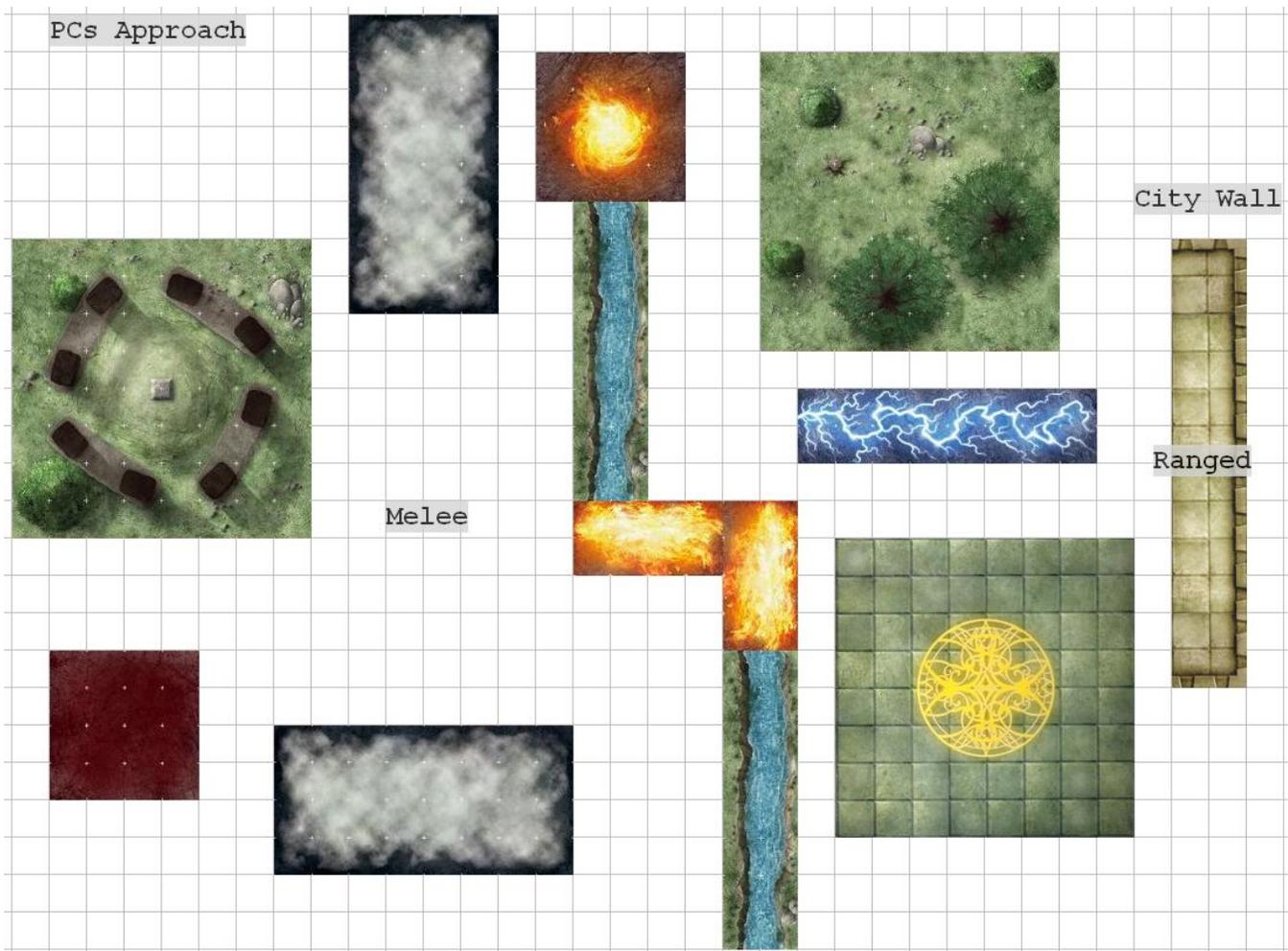
Squares that do not contain any terrain type are normal cobblestones. The city wall squares are also normal terrain (but they are elevated to a height of 6 squares / 30 feet at Heroic tier, and 8 squares / 40 feet at Paragon tier). The walls are made of worked stone (Athletics DC 20 to climb) but the archers have dropped a knotted rope at each corner (Athletics DC 10).

For everything else, if something looks like it is natural terrain (grass, trees, fog, water) then it is intended to be natural terrain and does not damage creatures passing through it. If something looks like it is unnatural terrain (blood mist, fire, glyphs, lightning) then it follows the rules for unnatural terrain described in the Features of the Area section of the main encounter. The two areas of fog, the cloud of red blood, and the area of lightning are mobile; each of these terrain features shifts 1d2 squares per round in a random direction (roll 1d8 to determine the direction).

One of the two archers is atop the city wall, while the other is on the ground in the "forest" terrain (above the area of lightning). The melee attackers are on the ground in the central open area picking through the remains of a destroyed building. (You can add some difficult terrain in this area to represent the rubble if you want, but the map is already pretty complicated from a terrain standpoint.)

TILE SETS NEEDED

Arcane Corridors (x1), Ruins of the Wild (x1), Arcane Towers (x1)



INTERLUDE 1: THE COMPANION

OBJECTIVE

The PCs as a whole do not have a specific objective in this interlude. It is an opportunity for the players to do a bit of roleplaying while making their report to Knight-Commander Vessen. The High Observer of Torm then poses an interesting question: a prisoner who was recently freed from the Dungeon of the Inquisitor (and whose captivity was a matter of some controversy) claims to be able to modify the Companion so that its divine energies will attack the corruption of the Spellplague instead of the corruption of undeath. However, tampering with the Companion could be a risky proposition, since Amaunator's Gift was created by no mortal hand (at least, as far as anyone knows, and if by chance he knows differently, the High Observer isn't saying). It's possible that attempting the proposed modifications could simply fail, or cause the ritual casters to suffer a horrible death... but it is also possible that the artifact could be damaged or even destroyed in the process. Each player must decide individually whether his or her PC will vote to enact the modifications.

EXPLAINING THE OPTIONS

The council members who are present and accounted for seem to be arguing. One faction, led by a man in priestly vestments, debates vehemently with a second faction, led by Knight-Commander Vessen. The High Observer does not seem to have taken a side as of yet. Realizing that all eyes are on their small but heated discussion, the High Observer clears his throat meaningfully, causing the others to fall silent.

The High Observer once more ascends to the lectern in front of the austere altar of Torm. His voice carries clearly to all corners of the massive Temple.

“My friends, this is a situation that none of us could have imagined. We do not know who has perpetrated this vile attack upon our fair city, or why. We do not know by what means our attackers have been able to channel the power of the Spellplague, a power that even the Gods themselves cannot control.

“All of these things, we must learn in order to fully comprehend the magnitude of what has happened here today. But for now, we have a more immediate concern, and that is to drive these invaders back and remove the corruption that they have inflicted upon Elturel. We will have justice for those who have fallen, and I am certain that Torm looks down upon our struggles with favor, for

surely without Torm's blessing and protection upon us, our situation would be far more precarious.

“Indeed, I have recently learned of a most unusual resource that might be available to us, if we are willing to take the risk. This person” -- here, the High Observer motions to an eladrin dressed in scholar's robes -- “was recently enjoying the hospitality of the Dungeon of the Inquisitor. He was placed there because he refused to stop meddling with the Companion. In light of these events, however, theories that once would have seemed outlandish if not blasphemous must be given serious consideration.

“This man says that he can create a ritual that will alter the Companion so that it targets the corruption of the Spellplague instead of the corruption of undeath. We have tested his words and know them to be sincere. What we cannot know, for we have already sought Torm's guidance and received no answer, is whether or not his theories are correct.

“If we cast this ritual and turn the Companion's holy power against the Spellplague, it will surely make your task much easier. However, there is risk that we will damage or even destroy the holy gift of Amaunator in the process, or that we will be unable to reverse the ritual and return the Companion to its normal functioning. Furthermore, the ritual itself requires a significant amount of life energy. As you can imagine, manipulating the power of an artifact to make it do something other than its creator intended is no small feat. I will not command anyone to take part in this. Indeed I am not sure myself whether it is wise.

“Our army has been devastated and our city is in danger of annihilation. You are the ones who will have to take the fight to the enemy. You are the ones who will have to brave the rain of blue fire to drive our foes out and destroy these strange monoliths. So I think it is only fair to ask you: what do you think we should do?”

GATHERING INFORMATION

Naturally, the PCs (and the players) are going to have a lot of questions. Those characters who participated in SPEC2-1 P1 *Burning Eye of Fire* recognize the eladrin scholar (whose name is Sikulis). He is very happy to see any of his rescuers and gladly answers questions about the ritual. The High Observer and the other leaders of Elturel have been questioning Sikulis quite closely for the last few hours, so they also have an understanding of the basic concept behind the ritual and its likely effects.

Either from talking directly with Sikulis or from listening to the conversations of the other NPCs as they debate the matter, the PCs can learn the following information:

- The purpose of the ritual is to modify the energy of the Companion, through a combination of arcane magic, divine prayers, and alchemical transmutations.
- The ritual's effect should be temporary, but no one has ever tried anything like this before, so it's possible that the effect could be permanent, or that other, unforeseen consequences could occur.
- The High Observer and other clerics of Torm and Amaunator have attempted to divine the will of the gods, but have received no clear guidance. If any of the PCs attempt to use similar rituals, they receive ambivalent answers. It would seem that this decision is to be left in the hands of mortals.
- If it works, the ritual will cause the Companion's light to become harmful to plaguechanged and spellscarred creatures. At the same time, the light will lose its ability to burn the undead.
- The ritual also requires a temporary sacrifice of life energy (healing surges) to use as a power source. Any number of individuals may voluntarily sacrifice their life energy to help empower the ritual.
- For as long as the ritual lasts, this life energy will not be available to those who sacrifice it, but when the ritual ends, the energy will return.
- If it works, the ritual should last for at least a couple of days, which will either be long enough to defeat the plaguechanged army or for Elturel to be overrun.
- The Companion's light is visible throughout Elturgard, but the second sun's direct influence only extends to the city and its immediate environment; the light reaches beyond the city gates, but does not extend all the way to the true plagueland, some miles south of the city.
- Spellscarred PCs will suffer the same negative effects as the plaguechanged monsters.
- In addition to the effect upon the Companion's light, those who contribute life energy to the ritual will also be strengthened directly (it's okay to tell the players exactly what the game-mechanical effects of the ritual will be, as described under "Effects of the Ritual").
- The magnitude of this benefit will depend on the amount of life energy and the number of contributors (explain out of character the rules for how the ritual bonus will be calculated, so the players can make an informed decision about how many surges each of them will contribute).
- Even a spellscarred PC would get this benefit if they contributed life energy, which would help offset the penalties that the Companion's light will impose.

If it makes the players feel better, allow them to confirm the veracity of each of the above facts with a moderate DC check against Arcana, Religion, or Nature (since all three of those skills are involved in ritual casting).

The PCs may also make an easy DC Insight check against Sikulis to realize that he is completely sincere and believes that his ritual will work.

The High Observer (Insight, moderate DC) is uncertain about the wisdom of tampering with Amaunator's Gift, but believes that there is little choice if Elturel is to be saved.

Knight-Commander Vessen (Insight, hard DC) appears firmly opposed and indeed the idea of the ritual targeting spellscarred creatures seems to make him uncomfortable. Perhaps he has a spellscar that he has never told anyone about?

DISCUSSION AND VOTING

If time permits and there are passionate advocates on both sides, consider allowing representatives of those who are in favor of the ritual and those who are opposed to have a few minutes each to address the crowd. Any such speeches should be given in character, of course. Or, you can simply let each table debate the question amongst themselves and their neighbors.

Allow a few minutes for the discussion and roleplaying to proceed, and then each player must cast a vote (yes, no, or abstain). Furthermore, each player must decide if his or her character will offer any healing surges to power the ritual (should the vote be in favor of using the ritual). Note that a PC can offer up healing surges even if he or she votes no. The surges are only consumed if the overall vote is in favor of enacting the ritual. Make sure the players understand that any surges they put into the Companion are removed from their character until the end of the battle interactive. These surges do not come back even after an extended rest, until the ritual ends and the Companion (hopefully) returns to its normal function. Characters may only contribute surges that they haven't spent yet on this day, and there will definitely be another combat encounter before they get an extended rest, so the players should keep that in mind as well.

If the High Observer is asked what he thinks, he says that he has not made up his mind, and that there are good arguments on both sides. The clerics of Amaunator are strongly opposed, saying that it would be the height of hubris for mortals to tamper with the Companion. Most of the paladins believe that the city needs all the help it can get at this point, and if the Companion can be turned into a weapon, so be it.

If the PCs talk to Knight-Commander Vessen, he seems to be having trouble making a decision. At first, he is opposed, but about halfway through the debate, he seems to have a sudden change of heart and begins advocating for performing the ritual. Finally, he falls silent, seeming to be deep in thought, almost as if he is at war with himself about which option is truly the right decision.

Collect all the votes. Simple majority rules. In case of a tie, the High Observer casts the tie-breaking vote, deciding to go forward with the ritual. Upon hearing this, the Knight-Commander suddenly ends up back on the side of those who are opposed, warning darkly that if the Companion is destroyed by this "meddling," there can be no doubt that Torm and Amaunator together will unleash the righteous fury of heaven upon those who dared to tamper with the divine gift. For those PCs who have met him previously, mention that it seems very much out of character for the Knight-Commander to be so indecisive, but there is nothing more that the PCs can learn at this time.

EFFECTS OF THE RITUAL

The immediate effect of the ritual is that during Mission 3, all of the plaguechanged undead creatures suffer the effects of the Companion (a -1 penalty to attack rolls, ability and skill checks, and damage rolls) exactly as if they were undead player characters. Undead PCs no longer suffer the effects of the Companion (and will not suffer those effects for the rest of this adventure).

The spellscarred undead monsters in Mission 3 also lose all their undead resistances, and gain the listed vulnerabilities in their stat block (they lose immunity to poison and disease, lose resistance to necrotic damage, and gain vulnerability to radiant damage). Their plaguechanged nature, bolstered by the presence of the monoliths and the active Spellplague energy they generate, was masking these creatures' usual undead vulnerabilities, protecting them from the Companion's energy. With the Companion's energy tuned to counteract the effects of the Spellplague, those protections no longer apply.

Furthermore, each PC gets an untyped bonus to attack rolls, ability and skill checks, saving throws, and damage rolls during Mission 3, because they are fighting within range of the Companion. Add up the total number of surges invested and divide by the total number of players participating in the BI. (This means that those who don't contribute any surges bring the average down, while those who contribute more than one bring the average up.)

The bonus to attack and damage rolls is equal to 0 + the average number of surges per PC that were invested into the Companion (round down). So if the average is less than 1, there is no effect. If the average is at least 1 but less than 2, the effect of the ritual is a +1 bonus to their rolls during Mission 3. If the average is at least 2 but less than 3, the effect of the ritual is a +2 bonus, and so forth. Only those PCs who invested surges into the ritual gain this bonus. If there are "leftover" surges (for example, 6 PCs contribute a total of 7 surges, for an average of 1 surge, with 1 extra surge) then you should take the same baseline number of surges from each contributing PC, and then let those who contributed extra surges get them back so that they are not wasted. (In no way should this mechanic be interpreted to allow PCs to transfer extra surges to other PCs.)

In a large group setting with many tables, if the group's total contribution is very close to the level needed to bump the bonus up (say 30 PCs are playing and 57 surges are contributed, which is 3 less than the 60 needed to bump the bonus up a point) the event organizer should go around to each table to ask if there are any PCs who can donate the additional few surges that are needed to push everyone over the top. Sikulis can gauge the ritual's strength and estimate approximately how much more energy is needed to increase the Companion's power to the next level.

Unfortunately for spellscarred PCs, with the Companion's energy tuned to target the Spellplague, they now suffer the ill effects that undead PCs were previously suffering. During Mission 3, spellscarred PCs suffer a -1 penalty to attack rolls, ability and skill checks, saving throws, and damage rolls. That is in addition to the normal effects of Spellplague Susceptibility that these PCs are already suffering when fighting the spellscarred and plaguechanged monsters.

However, if a spellscarred PC contributed healing surges to the Companion, then that PC gets the same bonus as everyone else, which should cancel out this penalty at a minimum and might even cancel out the effects of Spellscarred Susceptibility if the total is high enough.

There will also be an effect on the Companion later in the adventure, one that will not be so fortuitous for the PCs, but there is no way for anyone to know about that at this time. Details are explained in Mission 7. Every choice has its consequences, and this ritual is very much a double-edged sword.

ALL IN FAVOR...

If the vote is in favor of enacting the ritual, read the following:

After listening to your arguments, as well as the opinions of his advisors, the High Observer agrees to allow the ritual to proceed.

Sikulis, the eladrin who was so recently a prisoner in the Dungeon of the Inquisitor, is now the center of attention. The scholar is taken to the top of the highest tower of the Temple of Torm and allowed to cast his ritual directly upon Amaunator's Gift. Though many seem skeptical, even outraged, the assembled clerics and paladins of Torm do not question the High Observer's command. They take their assigned places, chanting a strange invocation while the mysterious alchemist infuses the Companion with various powders and liquids.

As the ritual proceeds, the steady yellow glow of Elturel's second sun slowly changes hue. Blue energy begins mixing with the yellow, bathing everything in a sickly green light.

At this point, all PCs who agreed to commit healing surges to the Companion feel a burst of pain as the green light intensifies, seeming to pass directly through their bodies. The healing surges are now deducted from each character's current total, as well as his or her maximum, and will not return until the end of the adventure, even after an extended rest.

"To the southern gate!" shouts Knight-Commander Vessen. "We do not know how long the Companion's energy can sustain this change, so we must strike now. With Torm's blessing and Amaunator's generosity, along with your glorious sacrifice, our foes will feel pain such as they could never have imagined. It is the pain of holy justice, and you are the spear of Elturel's retribution. Destroy the monoliths, rout these foul invaders, and free our fair city from this madness!"

... THOSE OPPOSED?

If the vote is not in favor of the ritual, read the following:

After listening to your arguments, as well as the opinions of his advisors, the High Observer decides that trying to manipulate the Companion is too risky.

"You must fight your way through the plaguechanged horde beyond the city's southern wall and destroy as many of those monoliths as you can," says Knight-Commander Vessen. "Whatever they are,

wherever they came from, the monoliths clearly serve as the focus for the Spellplague energy. Destroy them and Elturel may yet triumph on this day!"

Run Mission 3 as normal, but the plaguechanged undead retain their listed resistances and do not have vulnerability to radiant energy. Undead PCs continue to suffer the Companion's effects during Mission 3, and nothing changes for spellscarred PCs. None of the healing surges that PCs were willing to commit to the Companion are taken away.

ENDING THE ENCOUNTER

Regardless of whether the ritual was enacted or not, it is time for the PCs to head back out into the city. The invading forces are still in control of the southern gate, and the monoliths outside the city walls represent a clear and present danger which must be eliminated if Elturgard is to survive the night. Proceed to Mission 3.

EXPERIENCE POINTS

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

TREASURE

There is no treasure in this encounter.

THE COMPANION

This encounter is all about the Companion, but it isn't a combat encounter, so any effects would be limited to roleplaying only. If an undead character gets up to give a speech in front of a large group of clerics and paladins of Amaunator and Torm, that could make for an interesting and entertaining moment.

THE PASSAGE OF TIME

The debate on whether or not to enact the ritual lasts for about 30 minutes. If the vote is to proceed with the ritual, then it takes another hour of game time to complete the ritual. If the vote is not to proceed with the ritual, then the PCs are asked to head back out to the southern gate right away. The passage of time has no effect on the details of the next mission, however.

MISSION 3: THE MONOLITH

OBJECTIVE

The PCs' objective in this mission is to fight their way out of the city, through the shattered southern gates, and engage the strange monoliths that float outside the city walls. These artifacts are channeling the energy of the plagueland far to the south, extending its boundaries so that it overlaps with the southern portion of Elturel. If the PCs can destroy enough of the monoliths, then the Spellplague channel breaks, and the invading army is forced to retreat. If the PCs are not able to destroy enough of the monoliths, then the plagueland continues to grow, consuming more of Elturel with each passing hour, while waves of plaguechanged monstrosities continue to pour into the city.

To be clear, this is intended to be a difficult encounter. The monolith is a hard target, with more hit points than a typical elite creature (but less than a solo), and the PCs must deal with the equivalent of 7 other standard monsters at the same time.

H1: EL 5 / 7 (1,000 / 1,450 XP)

This encounter includes the following creatures at the low tier:

- 2 Plagueborn Skeleton Archers (A)
- 3 Plagueborn Zombies (Z)
- 8 Spellplague Motes (S)
- 1 Monolith (M)

This encounter includes the following creatures at the high tier:

- 2 Plagueborn Skeleton Archers (Level 3) (A)
- 3 Plagueborn Zombies (Level 3) (Z)
- 8 Spellplague Motes (Level 3) (S)
- 1 Monolith (Level 5) (M)

H2: EL 8 / 10 (1,725 / 2,450 XP)

This encounter includes the following creatures at the low tier:

- 2 Plagueborn Skeleton Archers (Level 4) (A)
- 3 Plagueborn Zombies (Level 4) (Z)
- 8 Spellplague Motes (Level 4) (S)
- 1 Monolith (Level 6) (M)

This encounter includes the following creatures at the high tier:

- 2 Plagueborn Skeleton Archers (Level 6) (A)
- 3 Plagueborn Zombies (Level 6) (Z)
- 8 Spellplague Motes (Level 6) (S)
- 1 Monolith (Level 8) (M)

H3: EL 11 / 13 (2,900 / 4,000 XP)

This encounter includes the following creatures at the low tier:

- 2 Plagueborn Skeleton Archers (Level 7) (A)
- 3 Plagueborn Zombies (Level 7) (Z)
- 8 Spellplague Motes (Level 7) (S)
- 1 Monolith (Level 9) (M)

This encounter includes the following creatures at the high tier:

- 2 Plagueborn Skeleton Archers (Level 9) (A)
- 3 Plagueborn Zombies (Level 9) (Z)
- 8 Spellplague Motes (Level 9) (S)
- 1 Monolith (Level 11) (M)

P1: EL 15 / 17 (5,800 / 8,000 XP)

This encounter includes the following creatures at the low tier:

- 2 Plagueborn Skeleton Archers (Level 11) (A)
- 3 Plague-changed Ghouls (Level 11) (Z)
- 10 Spellplague Motes (Level 11) (S)
- 1 Greater Monolith (M)

This encounter includes the following creatures traps at the high tier:

- 2 Plagueborn Skeleton Archers (Level 13) (A)
- 3 Plague-changed Ghouls (Level 13) (Z)
- 10 Spellplague Motes (Level 13) (S)
- 1 Greater Monolith (Level 15) (M)

P2: EL 18 / 20 (9,800 / 13,800 XP)

This encounter includes the following creatures at the low tier:

- 2 Plagueborn Skeleton Archers (Level 14) (A)
- 3 Plague-changed Ghouls (Level 14) (Z)
- 10 Spellplague Motes (Level 14) (S)
- 1 Greater Monolith (Level 16) (M)

This encounter includes the following creatures at the high tier:

- 2 Plagueborn Skeleton Archers (Level 16) (A)
- 3 Plague-changed Ghouls (Level 16) (Z)
- 10 Spellplague Motes (Level 16) (S)
- 1 Greater Monolith (Level 18) (M)

When you are ready to begin this mission, read the following if the ritual was enacted:

The whirling maelstrom of chaotic energy that covered the southern gate of Elturel seems to have weakened thanks to the effects of the modified Companion. Still, as you pass through the gates, you feel

your skin crawl, as powerful forces attempt to mold and reshape your flesh into alien forms.

If the ritual was not enacted, instead read the following:

The whirling maelstrom of chaotic energy that covers the southern gates of the city looks incredibly dangerous. Raw magical energy screams through the air. Within, images flash past nearly faster than the eye can follow. The border of this new plagueland is connected to other lands and even other planes, some seemingly normal, others completely alien. It is not a place any sane person would willingly venture. Fortunately, a large breach in the city walls enables you to exit the city without needing to risk the gates themselves.

Regardless, continue with the following:

Beyond the walls, the open field to the south of the city is a shattered wasteland. Where once a thousand banners flew as eager sellswords and brave paladins prepared for the exploration of the plagueland, now you see only scattered bodies, ravaged campsites, and blazing pyres of blue fire. The sky above is filled with clouds, flickering with unnatural lightning, an ocean of chaotic magic that has gathered to wash Eturel completely off the map.

A line of ominous pyramids floats a few hundred yards outside the city walls. Crackling lines of energy stream from the golden tip of each monolith, forming a line that streaks across the sky towards the plagueland far to the south. Monsters shamble around the battlefield, some mindlessly gnawing on corpses, others more alert and seeming to guard the monoliths.

The monoliths themselves are twisted constructions of stone and flesh. Bodies jut at odd angles out of the stone sides of each pyramid. Some still have skin, while others are merely bones. All are held together with bonds of blue fire. Despite the ghastly wounds that have been inflicted on them, the spasmodic twitching and pitiful wails make it clear that these tortured beings are still alive. In their eyes you can see agony and terror as their souls are slowly consumed to channel the power of the Spellplague. Swirling runes of blue-black energy blaze in the ground near the base of each pyramid.

There can be no doubt that these malign artifacts are the focus of the attack on Eturel. They must be destroyed, and their legion of plaguespawned monsters with them!

Remember to apply the effects of the ritual to modify the Companion (described in Interlude 1) if it was enacted. In a multi-table environment, each table of PCs is

attacking a different monolith. The success or failure of the overall effort to drive the plagueborn army back from Eturel is based on whether or not at least half of the monoliths are destroyed, so the monolith is the PCs' primary target. If they can also destroy the monsters, then that will weaken the plagueborn army, which is also a significant benefit, but the monoliths are what really matters, since they're responsible for the Spellplague effects.

FEATURES OF THE AREA

This area has the following notable features:

Illumination: Blue fire from the monoliths and green or yellow light from the Companion (depending on whether the ritual was enacted) provide bright illumination.

Elemental Windchurn: Because of the turbulence caused by the plague storm, this entire area is under the effect of elemental windchurn (DMG2 59). Powerful, swirling winds make flying dangerous. Any creature that flies more than 2 squares above the ground must treat all squares as difficult terrain, and a creature that ends its turn aloft (regardless of height) is blown 1d6 squares in a random direction. This has no effect on ranged attacks.

Rubble: There is a lot of rubble scattered around the battlefield due to the destruction caused by the invading army. These squares are difficult terrain.

Energy Nodes: The four blue runes at the corners of the monolith are energy nodes. These special terrain features are dangerous to reach (because a PC must stand next to the monolith) but provide a substantial boon. The characters may recognize what the energy nodes are and what they do with a successful Arcana check against the moderate DC.

A PC that begins his or her turn standing on an energy node may spend a minor action while in the square to choose one of the following benefits:

- Regain the use of an expended encounter power (this can also include Second Wind, class feature powers such as Healing Word, or racial encounter powers)
- Gain a number of hit points equal to his/her healing surge value without expending a surge

Using a node for this purpose depletes its energy, so it can't be used again during the battle. The monsters cannot benefit from the energy nodes (but can occupy those squares, thereby making it harder for the PCs to take advantage of the nodes). Please make sure you point out the energy nodes to the players and give them the opportunity to make Arcana checks to guess what

the runes might be. The nodes are a valuable resource (though difficult to reach) and can make the difference between success or failure in this encounter.

TACTICS

Give your best initiative roll to the monolith, your second-best roll to the spellplague motes, your third-best roll to the skeletal archers, and your lowest roll to the zombies or ghouls.

The spellplague motes swarm and harass creatures that try to stay back and attack the monolith with ranged attacks. Their damage output increases drastically when they gang up on a single PC, but clustering together also makes them much easier to kill with area attacks. In general it is probably best not to clump more than 3-4 motes together on a single PC. The archers fire on whoever is dealing the most damage to the monolith. The zombies/ghouls focus on characters that get into melee range of the monolith, particularly those who end up being grabbed by its *grasping claws* attack.

The monolith has absolutely no sense of self-preservation. It does not move around the battlefield (although it can move if it has to). It does not try to fly out of melee range, nor will it try to flee no matter how damaged it gets. It floats only a foot or so above the ground, and is unaffected by the elemental windchurn.

All the undead fight to the death. None of them can be saved, recovered, or rescued in any way so the PCs should feel no compunctions about killing them. These creatures are part of the army that was raised by the Masters of Absolute Accord, rather than being turned or transformed soldiers of Elturel. The unfortunate souls that are embedded in the monolith were once pilgrims who heeded the lies of the Order of Blue Fire, but there is no help for them now other than the release of death.

Note that the monolith is immune to a great many things. It cannot be pushed, pulled, slid, knocked prone, put to sleep, knocked unconscious, flanked, stunned, teleported, or removed from play. It can, however, be dazed, and this is intentional. Also note that the monolith has no basic attacks and cannot make opportunity attacks.

The monolith is the key combatant in this encounter, and the PCs shouldn't be able to take it out without a tough fight. If the PCs have some crazy combination of powers that allows them to completely "lock down" the monolith without any ongoing expenditure of resources on their part, then the monolith will eventually adapt. It can sacrifice a spellplague mote as a free action to automatically end any single condition affecting it. Only do this if the situation is really unfair, however. The PCs should be

able to enjoy the benefits of their cool powers, and dazing the monolith was deliberately left open as an option to give the PCs a bit of breathing room to try and activate the energy nodes or deal with some of the other monsters.

THE MONOLITH'S WEAKNESS

Those characters who have played the adventure SPEC2-1 H1 *Scourge of Scornubel* may have recovered some special documents (the architectural diagrams and plans for the monoliths' construction). If time permits, it would be fun to allow the players of these characters to go around the room and share this knowledge with everyone else in character. If time is tight, just announce that the paladins have come into possession of the documents and as a result, everyone in the BI will find it easier to strike the monoliths at their weak points. In game terms, the benefit of the documents is that PCs can score critical hits against the monoliths with a roll of 19-20. (If a character uses a power that normally scores a critical hit on a 19-20, there's no additional benefit.)

SKILL CHECKS AGAINST THE MONOLITH

Because the monoliths are constructed objects that involve stone, flesh, and magic, PCs may use appropriate skills to deal damage. As a standard action, an adjacent character may make an Athletics or Thievery check to physically damage the monolith. A character up to 10 squares away may channel arcane, divine, or natural power (Arcana, Religion, or Nature) to try and disrupt the monolith's energy. Success with any skill against the moderate DC deals damage equal to one-half the character's check result; failure deals no damage. Other skills may be used for similar effects, at the DM's discretion.

SCALING THE ENCOUNTER

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

Four PCs: Remove a plagueborn skeleton archer, unless the PCs have two or more leaders, in which case remove a plagueborn zombie or ghoul instead.

Six PCs: Add another plagueborn skeleton archer, unless the PCs only have one leader (or zero leaders), in which case add another set of spellplague motes (4 at heroic tier / 5 at paragon tier) instead.

ENEMY REINFORCEMENTS

Add another plagueborn archer, another plagueborn zombie or ghoul, and another wave of spellplague motes (4 at heroic tier / 5 at paragon tier) when the monolith becomes bloodied. These creatures come onto the battle

map from different sides (wandering over from another part of the battlefield where there are no PCs).

If the PCs defeat their monolith and there is still at least half of the allotted time remaining in the encounter, they can go after a second monolith. Use the undead stat blocks from the same tier, but use the monolith stats from the next-higher tier (at P2 high tier, use the same stats but give it double hit points, +2 to all defenses, +2 to attacks, and +5 to damage).

ENDING THE ENCOUNTER

The encounter ends when the PCs have destroyed the monolith or are forced to retreat. It is not necessary to destroy all the other monsters, but doing so will weaken the force threatening Elturel, so those tables who wipe out all the monsters are more successful than those who only destroy the monolith.

Total Success: The PCs destroyed their monolith and all the monsters. (Destroying extra monoliths can help make up for tables that don't destroy one.)

Success: The PCs destroyed their monolith, but fled without destroying the remaining monsters.

Partial Success: The PCs were able to reduce the monolith below 50% of its maximum hit points (bloodied), but were not able to destroy it.

Failure: The PCs were not able to reduce the monolith below 50% of its hit points.

When the monolith is destroyed, read the following:

The monolith shudders and writhes like a living thing. Twenty spirits scream with one voice as the bonds binding their souls to the terrible artifact shatter. Like smoke, the ghostly forms of those who were entombed within the monolith are released, curling up towards the heavens and hopefully a better reward in the next life. Surely even implacable Kelemvor must judge them kindly for their suffering.

The capstone of the monolith cracks and shatters, magical energy swirling in all directions. Overhead, a portion of the sky clears, the blue-fire-tinged clouds rippling like a pebble thrown into a pond. There yet remain more monoliths, but each one that is destroyed visibly weakens the others, loosening their hold on the Spellplague energy that they have somehow managed to drag with them from the plagueland miles to the south. Hopefully your allies are doing their part as well!

In a multi-table environment, when a table has destroyed their monolith and there is still time remaining on the mission clock, the event organizer might allow them the opportunity to aid other tables that are struggling. If no one is in need, they might

instead choose to voluntarily take on a second monolith, as described under Reinforcements. Make sure to publicly recognize any tables that pull off the truly heroic feat of destroying two monoliths before time expires. These characters' adventuring companies will surely gain great prestige as a result of their actions.

EXPERIENCE POINTS

The PCs earn the full amount if they achieve a total success or a success. They earn 75% of the listed amount for a partial success, and 50% for a failure.

H1: 200 / 290 XP per PC; H2: 345 / 490 XP per PC;
H3: 580 / 800 XP per PC; P1: 1,160 / 1,600 XP per PC;
P2: 1,960 / 2,760 XP per PC.

TREASURE

The powerful combination of necrotic and Spellplague energy in this area, along with the valuable ritual components used in the construction of the monoliths, means that the PCs are able to discover some magic implements on the bodies and in the rubble. Each PC may recover a single implement. The player chooses what type of implement his or her character finds.

These items are corroded and damaged, and may not be used as weapons even if they take the form of a weapon (such as a dagger or staff). These implements will only retain their power for a few days before crumbling to dust, but they can be used for the remainder of the adventure.

H1: +1 generic implement
H2: +2 generic implement
H3: +3 generic implement
P1: +4 generic implement
P2: +4 vicious implement

THE COMPANION

The PCs are fighting in the Companion's light during this encounter. It affects undead PCs only if the ritual was not enacted; the undead monsters are protected by the Spellplague energy. If the ritual was enacted, then it affects spellscarred PCs and the monsters, but does not affect undead PCs, and everyone gets the bonus (if any) from the healing surges that were donated to the ritual.

THE PASSAGE OF TIME

This encounter represents the end of the first day of the battle. The PCs may take an extended rest upon returning to Elturel, regardless of whether they succeeded or failed at destroying their monolith.

MISSION 3: "THE MONOLITH" STATISTICS (H1, LOW LEVEL)

Plagueborn Skeletal Archer		Level 1 Artillery	
Medium natural animate (spellscarred, undead)		XP 100	
Initiative +3	Senses Perception +1; darkvision		
HP 24; Bloodied 12			
AC 13; Fortitude 13, Reflex 14, Will 13			
Immune disease, poison; Resist 5 necrotic; Vulnerable 5 radiant			
Speed 6			
m Short Sword (standard; at-will) ♦ Weapon			
+6 vs. AC; 1d6 + 3 damage.			
r Longbow (standard; at-will) ♦ Weapon			
Ranged 20/40; +7 vs. AC; 1d8 + 4 damage.			
R Double Shot (standard; encounter) ♦ Weapon			
Ranged 20/40; two attacks, each against a different target; +7 vs. AC; 1d10 + 5 damage.			
Prime Shot			
The skeletal archer gains a +1 bonus to ranged attack rolls against the closest enemy.			
Alignment Unaligned		Languages --	
Str 12 (+1)	Dex 17 (+4)	Wis 13 (+1)	
Con 12 (+1)	Int 3 (-4)	Cha 3 (-4)	
Equipment leather armor, longbow, short sword, 30 arrows			

Plagueborn Zombie		Level 1 Soldier	
Medium natural humanoid (spellscarred, undead)		XP 100	
Initiative +2	Senses Perception -1; darkvision		
HP 31; Bloodied 15			
AC 17; Fortitude 15, Reflex 13, Will 12			
Immune disease, poison; Resist 5 necrotic; Vulnerable 5 radiant			
Speed 6, climb 4			
m Claw (standard; at-will)			
+6 vs. AC; 1d8 + 4 damage, and the zombie can make a <i>plagueborn zombie grab</i> attempt as a free action.			
M Plagueborn Zombie Grab (standard; requires a free claw; at-will)			
+6 vs. Reflex; 1d6 + 3 damage, and the target is grabbed. Any escape attempt must target the zombie's Fortitude, rather than its Reflex.			
M Plagueborn Zombie Bite (standard; at-will)			
Targets an immobilized, stunned, or unconscious creature; +6 vs. AC; 2d6 + 3 damage, and the target is dazed (save ends).			
Alignment Unaligned		Languages Common	
Str 15 (+2)	Dex 1 (+0)	Wis 9 (-1)	
Con 15 (+2)	Int 3 (-4)	Cha 3 (-4)	

Spellplague Mote		Level 1 Minion Lurker	
Small natural animate (spellscarred)		XP 25	
Initiative +10	Senses Perception +5; darkvision		
HP 1; a missed attack never damages a minion.			
AC 15; Fortitude 13, Reflex 14, Will 13			
Immune disease, poison			
Speed 6, fly 8 (perfect)			
m Chaos Touch (standard; at-will)			
+6 vs. AC; 3 damage.			
Chaotic Resonance			
For each additional spellscarred creature adjacent to the target (beyond itself), the spellplague mote deals +1 damage with its chaos touch attack. If the target is spellscarred, then the target counts as an "additional spellscarred creature" for this purpose.			
Alignment Unaligned		Languages --	
Skills Acrobatics +11			
Str 7 (-2)	Dex 22 (+6)	Wis 10 (+0)	
Con 10 (+0)	Int 10 (+0)	Cha 10 (+0)	

Monolith		Level 3 Elite Controller	
Large natural animate (spellscarred)		XP 300	
Initiative +0	Senses Perception +6; all-around vision, truesight		
HP 127; Bloodied 63			
AC 17; Fortitude 16, Reflex 14, Will 15			
Immune disease, fear, forced movement, poison, sleep, teleportation			
Saving Throws +2			
Speed fly 4 (perfect)			
Action Points 1			
C Grasping Claws (standard; at-will)			
Close burst 2; targets non-grabbed enemies only; clawed hands reach out from all sides of the pyramid; +8 vs. AC; 1d8 + 6 damage, and the target is grabbed (until escape). There is no limit to the number of targets the monolith can grab, and the monolith can sustain a grab against any number of targets as a free action.			
C Choking Claws (standard; at-will)			
Close burst 2; targets grabbed enemies only; the monolith's clawed hands choke the life out of those within its grasp; +7 vs. Fortitude; 1d8 + 6 damage, and the monolith sustains the grab against all targets.			
R Blackfire Bolt (standard; at-will) ♦ Fire, Necrotic			
Ranged 20; A bolt of black fire streaks out from the apex of the pyramid; +7 vs. Reflex; using this power does not provoke opportunity attacks; 1d8 + 4 fire and necrotic damage, and ongoing 5 fire and necrotic damage (save ends).			
A Bluefrost Explosion (standard; at-will) ♦ Cold, Thunder			
Area burst 1 within 10; a burst of chilling Spellplague energy erupts from the ground; +7 vs. Reflex; 1d6 + 5 cold and thunder damage, and the target is slowed (save ends).			
Backlash (immediate reaction, when the monolith is struck by an attack; at-will)			
The monolith makes a <i>blackfire bolt</i> attack against the triggering creature. The monolith also creates a spellplague mote, which appears in any square adjacent to the triggering creature.			
Monolithic			
The monolith lacks a melee or ranged basic attack, and cannot make opportunity attacks. It has 30% more hit points than a normal creature of its type. The monolith cannot be pushed, pulled, slid, teleported, stunned, dominated, knocked prone, or knocked unconscious, and enemies do not gain combat advantage for flanking it.			
Alignment Unaligned		Languages --	
Str 14 (+3)	Dex 8 (+0)	Wis 11 (+1)	
Con 17 (+4)	Int 11 (+1)	Cha 14 (+3)	

MISSION 3: "THE MONOLITH" STATISTICS (H1, HIGH LEVEL)

Plagueborn Skeletal Archer (Level 3)		Level 3 Artillery	
Medium natural animate (spellscarred, undead)		XP 150	
Initiative +5	Senses Perception +3; darkvision		
HP 37; Bloodied 18			
AC 15; Fortitude 15, Reflex 16, Will 15			
Immune disease, poison; Resist 5 necrotic; Vulnerable 5 radiant			
Speed 6			
m Short Sword (standard; at-will) ♦ Weapon			
+8 vs. AC; 1d6 + 5 damage.			
r Longbow (standard; at-will) ♦ Weapon			
Ranged 20/40; +9 vs. AC; 1d8 + 6 damage.			
R Double Shot (standard; encounter) ♦ Weapon			
Ranged 20/40; two attacks, each against a different target; +9 vs. AC; 1d10 + 7 damage.			
Prime Shot			
The skeletal archer gains a +1 bonus to ranged attack rolls against the closest enemy.			
Alignment Unaligned		Languages --	
Str 13 (+2)	Dex 18 (+5)	Wis 14 (+3)	
Con 13 (+2)	Int 3 (-3)	Cha 3 (-3)	
Equipment leather armor, longbow, short sword, 30 arrows			

Plagueborn Zombie (Level 3)		Level 3 Soldier	
Medium natural humanoid (spellscarred, undead)		XP 150	
Initiative +4	Senses Perception +1; darkvision		
HP 48; Bloodied 24			
AC 19; Fortitude 17, Reflex 15, Will 14			
Immune disease, poison; Resist 5 necrotic; Vulnerable 5 radiant			
Speed 6, climb 4			
m Claw (standard; at-will)			
+8 vs. AC; 1d8 + 6 damage, and the zombie can make a <i>plagueborn zombie grab</i> attempt as a free action.			
M Plagueborn Zombie Grab (standard; requires a free claw; at-will)			
+8 vs. Reflex; 1d6 + 5 damage, and the target is grabbed. Any escape attempt must target the zombie's Fortitude, rather than its Reflex.			
M Plagueborn Zombie Bite (standard; at-will)			
Targets an immobilized, stunned, or unconscious creature; +8 vs. AC; 2d6 + 5 damage, and the target is dazed (save ends).			
Alignment Unaligned		Languages Common	
Str 16 (+4)	Dex 12 (+2)	Wis 10 (+1)	
Con 16 (+4)	Int 4 (-2)	Cha 4 (-2)	

Spellplague Mote (Level 3)		Level 3 Minion Lurker	
Small natural animate (spellscarred)		XP 38	
Initiative +12	Senses Perception +7; darkvision		
HP 1; a missed attack never damages a minion.			
AC 17; Fortitude 15, Reflex 16, Will 15			
Immune disease, poison			
Speed 6, fly 8 (perfect)			
m Chaos Touch (standard; at-will)			
+8 vs. AC; 3 damage.			
Chaotic Resonance			
For each additional spellscarred creature adjacent to the target (beyond itself), the spellplague mote deals +1 damage with its chaos touch attack. If the target is spellscarred, then the target counts as an "additional spellscarred creature" for this purpose.			
Alignment Unaligned		Languages --	
Skills Acrobatics +13			
Str 9 (+0)	Dex 24 (+8)	Wis 12 (+2)	
Con 12 (+2)	Int 12 (+2)	Cha 12 (+2)	

Monolith (Level 5)		Level 5 Elite Controller	
Large natural animate (spellscarred)		XP 400	
Initiative +1	Senses Perception +8; all-around vision, truesight		
HP 171; Bloodied 85			
AC 19; Fortitude 18, Reflex 16, Will 17			
Immune disease, fear, forced movement, poison, sleep, teleportation			
Saving Throws +2			
Speed fly 4 (perfect)			
Action Points 1			
C Grasping Claws (standard; at-will)			
Close burst 2; targets non-grabbed enemies only; clawed hands reach out from all sides of the pyramid; +10 vs. AC; 2d6 + 6 damage, and the target is grabbed (until escape). There is no limit to the number of targets the monolith can grab, and the monolith can sustain a grab against any number of targets as a free action.			
C Choking Claws (standard; at-will)			
Close burst 2; targets grabbed enemies only; the monolith's clawed hands choke the life out of those within its grasp; +9 vs. Fortitude; 2d6 + 6 damage, and the monolith sustains the grab against all targets.			
R Blackfire Bolt (standard; at-will) ♦ Fire, Necrotic			
Ranged 20; A bolt of black fire streaks out from the apex of the pyramid; +9 vs. Reflex; using this power does not provoke opportunity attacks; 1d8 + 6 fire and necrotic damage, and ongoing 5 fire and necrotic damage (save ends).			
A Bluefrost Explosion (standard; at-will) ♦ Cold, Thunder			
Area burst 1 within 10; a burst of chilling Spellplague energy erupts from the ground; +9 vs. Reflex; 1d8 + 6 cold and thunder damage, and the target is slowed (save ends).			
Backlash (immediate reaction, when the monolith is struck by an attack; at-will)			
The monolith makes a <i>blackfire bolt</i> attack against the triggering creature. The monolith also creates a spellplague mote, which appears in any square adjacent to the triggering creature.			
Monolithic			
The monolith lacks a melee or ranged basic attack, and cannot make opportunity attacks. It has 30% more hit points than a normal creature of its type. The monolith cannot be pushed, pulled, slid, teleported, stunned, dominated, knocked prone, or knocked unconscious, and enemies do not gain combat advantage for flanking it.			
Alignment Unaligned		Languages --	
Str 15 (+4)	Dex 9 (+1)	Wis 12 (+3)	
Con 18 (+6)	Int 12 (+3)	Cha 15 (+4)	

MISSION 3: "THE MONOLITH" STATISTICS (H2, LOW LEVEL)

Plagueborn Skeletal Archer (Level 4)		Level 4 Artillery	
Medium natural animate (spellscarred, undead)		XP 175	
Initiative +6	Senses Perception +4; darkvision		
HP 44; Bloodied 22			
AC 16; Fortitude 16, Reflex 17, Will 16			
Immune disease, poison; Resist 5 necrotic; Vulnerable 5 radiant			
Speed 6			
m Short Sword (standard; at-will) ♦ Weapon			
+9 vs. AC; 1d8 + 5 damage.			
r Longbow (standard; at-will) ♦ Weapon			
Ranged 20/40; +10 vs. AC; 2d6 + 5 damage.			
R Double Shot (standard; encounter) ♦ Weapon			
Ranged 20/40; two attacks, each against a different target; +10 vs. AC; 2d8 + 6 damage.			
Prime Shot			
The skeletal archer gains a +1 bonus to ranged attack rolls against the closest enemy.			
Alignment Unaligned		Languages --	
Str 14 (+4)	Dex 19 (+6)	Wis 15 (+4)	
Con 14 (+4)	Int 4 (-1)	Cha 4 (-1)	
Equipment leather armor, longbow, short sword, 30 arrows			

Plagueborn Zombie (Level 4)		Level 4 Soldier	
Medium natural humanoid (spellscarred, undead)		XP 175	
Initiative +5	Senses Perception +2; darkvision		
HP 57; Bloodied 28			
AC 20; Fortitude 18, Reflex 16, Will 15			
Immune disease, poison; Resist 5 necrotic; Vulnerable 5 radiant			
Speed 6, climb 4			
m Claw (standard; at-will)			
+9 vs. AC; 2d6 + 5 damage, and the zombie can make a <i>plagueborn zombie grab</i> attempt as a free action.			
M Plagueborn Zombie Grab (standard; requires a free claw; at-will)			
+9 vs. Reflex; 1d8 + 5 damage, and the target is grabbed. Any escape attempt must target the zombie's Fortitude, rather than its Reflex.			
M Plagueborn Zombie Bite (standard; at-will)			
Targets an immobilized, stunned, or unconscious creature; +9 vs. AC; 2d8 + 6 damage, and the target is dazed (save ends).			
Alignment Unaligned		Languages Common	
Str 17 (+5)	Dex 13 (+3)	Wis 11 (+2)	
Con 17 (+5)	Int 5 (-1)	Cha 5 (-1)	

Spellplague Mote (Level 4)		Level 4 Minion Lurker	
Small natural animate (spellscarred)		XP 44	
Initiative +13	Senses Perception +8; darkvision		
HP 1; a missed attack never damages a minion.			
AC 18; Fortitude 16, Reflex 17, Will 16			
Immune disease, poison			
Speed 6, fly 8 (perfect)			
m Chaos Touch (standard; at-will)			
+9 vs. AC; 4 damage.			
Chaotic Resonance			
For each additional spellscarred creature adjacent to the target (beyond itself), the spellplague mote deals +1 damage with its chaos touch attack. If the target is spellscarred, then the target counts as an "additional spellscarred creature" for this purpose.			
Alignment Unaligned		Languages --	
Skills Acrobatics +14			
Str 9 (+1)	Dex 24 (+9)	Wis 12 (+3)	
Con 12 (+3)	Int 12 (+3)	Cha 12 (+3)	

Monolith (Level 6)		Level 6 Elite Controller	
Large natural animate (spellscarred)		XP 500	
Initiative +3	Senses Perception +9; all-around vision, truesight		
HP 195; Bloodied 97			
AC 20; Fortitude 19, Reflex 17, Will 18			
Immune disease, fear, forced movement, poison, sleep, teleportation			
Saving Throws +2			
Speed fly 4 (perfect)			
Action Points 1			
C Grasping Claws (standard; at-will)			
Close burst 2; targets non-grabbed enemies only; clawed hands reach out from all sides of the pyramid; +11 vs. AC; 2d6 + 7 damage, and the target is grabbed (until escape). There is no limit to the number of targets the monolith can grab, and the monolith can sustain a grab against any number of targets as a free action.			
C Choking Claws (standard; at-will)			
Close burst 2; targets grabbed enemies only; the monolith's clawed hands choke the life out of those within its grasp; +10 vs. Fortitude; 2d6 + 7 damage, and the monolith sustains the grab against all targets.			
R Blackfire Bolt (standard; at-will) ♦ Fire, Necrotic			
Ranged 20; A bolt of black fire streaks out from the apex of the pyramid; +10 vs. Reflex; using this power does not provoke opportunity attacks; 2d6 + 5 fire and necrotic damage, and ongoing 5 fire and necrotic damage (save ends).			
A Bluefrost Explosion (standard; at-will) ♦ Cold, Thunder			
Area burst 1 within 10; a burst of chilling Spellplague energy erupts from the ground; +10 vs. Reflex; 1d8 + 7 cold and thunder damage, and the target is slowed (save ends).			
Backlash (immediate reaction, when the monolith is struck by an attack; at-will)			
The monolith makes a <i>blackfire bolt</i> attack against the triggering creature. The monolith also creates a spellplague mote, which appears in any square adjacent to the triggering creature.			
Monolithic			
The monolith lacks a melee or ranged basic attack, and cannot make opportunity attacks. It has 30% more hit points than a normal creature of its type. The monolith cannot be pushed, pulled, slid, teleported, stunned, dominated, knocked prone, or knocked unconscious, and enemies do not gain combat advantage for flanking it.			
Alignment Unaligned		Languages --	
Str 16 (+6)	Dex 10 (+3)	Wis 13 (+4)	
Con 19 (+7)	Int 13 (+4)	Cha 16 (+6)	

MISSION 3: "THE MONOLITH" STATISTICS (H2, HIGH LEVEL)

Plagueborn Skeletal Archer (Level 6)		Level 6 Artillery	
Medium natural animate (spellscarred, undead)		XP 250	
Initiative +8	Senses Perception +6; darkvision		
HP 57; Bloodied 28			
AC 18; Fortitude 18, Reflex 19, Will 18			
Immune disease, poison; Resist 5 necrotic; Vulnerable 5 radiant			
Speed 6			
m Short Sword (standard; at-will) ♦ Weapon			
+11 vs. AC; 1d8 + 6 damage.			
r Longbow (standard; at-will) ♦ Weapon			
Ranged 20/40; +12 vs. AC; 2d6 + 7 damage.			
R Double Shot (standard; encounter) ♦ Weapon			
Ranged 20/40; two attacks, each against a different target; +12 vs. AC; 2d8 + 9 damage.			
Prime Shot			
The skeletal archer gains a +1 bonus to ranged attack rolls against the closest enemy.			
Alignment Unaligned		Languages --	
Str 15 (+5)	Dex 20 (+8)	Wis 16 (+6)	
Con 15 (+5)	Int 5 (+0)	Cha 5 (+0)	
Equipment leather armor, longbow, short sword, 30 arrows			

Plagueborn Zombie (Level 6)		Level 6 Soldier	
Medium natural humanoid (spellscarred, undead)		XP 250	
Initiative +7	Senses Perception +4; darkvision		
HP 74; Bloodied 37			
AC 22; Fortitude 20, Reflex 18, Will 17			
Immune disease, poison; Resist 5 necrotic; Vulnerable 5 radiant			
Speed 6, climb 4			
m Claw (standard; at-will)			
+11 vs. AC; 2d6 + 7 damage, and the zombie can make a <i>plagueborn zombie grab</i> attempt as a free action.			
M Plagueborn Zombie Grab (standard; requires a free claw; at-will)			
+11 vs. Reflex; 1d8 + 6 damage, and the target is grabbed. Any escape attempt must target the zombie's Fortitude, rather than its Reflex.			
M Plagueborn Zombie Bite (standard; at-will)			
Targets an immobilized, stunned, or unconscious creature; +11 vs. AC; 2d8 + 9 damage, and the target is dazed (save ends).			
Alignment Unaligned		Languages Common	
Str 18 (+7)	Dex 14 (+5)	Wis 11 (+4)	
Con 18 (+7)	Int 6 (+1)	Cha 6 (+1)	

Spellplague Mote (Level 6)		Level 6 Minion Lurker	
Small natural animate (spellscarred)		XP 63	
Initiative +14	Senses Perception +9; darkvision		
HP 1; a missed attack never damages a minion.			
AC 20; Fortitude 18, Reflex 19, Will 18			
Immune disease, poison			
Speed 6, fly 8 (perfect)			
m Chaos Touch (standard; at-will)			
+11 vs. AC; 4 damage.			
Chaotic Resonance			
For each additional spellscarred creature adjacent to the target (beyond itself), the spellplague mote deals +1 damage with its chaos touch attack. If the target is spellscarred, then the target counts as an "additional spellscarred creature" for this purpose.			
Alignment Unaligned		Languages --	
Skills Acrobatics +15			
Str 10 (+3)	Dex 25 (+10)	Wis 13 (+4)	
Con 13 (+4)	Int 13 (+4)	Cha 13 (+4)	

Monolith (Level 8)		Level 8 Elite Controller	
Large natural animate (spellscarred)		XP 700	
Initiative +4	Senses Perception +11; all-around vision, truesight		
HP 239; Bloodied 119			
AC 22; Fortitude 21, Reflex 19, Will 20			
Immune disease, fear, forced movement, poison, sleep, teleportation			
Saving Throws +2			
Speed fly 4 (perfect)			
Action Points 1			
C Grasping Claws (standard; at-will)			
Close burst 2; targets non-grabbed enemies only; clawed hands reach out from all sides of the pyramid; +13 vs. AC; 2d8 + 7 damage, and the target is grabbed (until escape). There is no limit to the number of targets the monolith can grab, and the monolith can sustain a grab against any number of targets as a free action.			
C Choking Claws (standard; at-will)			
Close burst 2; targets grabbed enemies only; the monolith's clawed hands choke the life out of those within its grasp; +12 vs. Fortitude; 2d8 + 7 damage, and the monolith sustains the grab against all targets.			
R Blackfire Bolt (standard; at-will) ♦ Fire, Necrotic			
Ranged 20; A bolt of black fire streaks out from the apex of the pyramid; +12 vs. Reflex; using this power does not provoke opportunity attacks; 2d6 + 7 fire and necrotic damage, and ongoing 5 fire and necrotic damage (save ends).			
A Bluefrost Explosion (standard; at-will) ♦ Cold, Thunder			
Area burst 1 within 10; a burst of chilling Spellplague energy erupts from the ground; +12 vs. Reflex; 2d6 + 5 cold and thunder damage, and the target is slowed (save ends).			
Backlash (immediate reaction, when the monolith is struck by an attack; at-will)			
The monolith makes a <i>blackfire bolt</i> attack against the triggering creature. The monolith also creates a spellplague mote, which appears in any square adjacent to the triggering creature.			
Monolithic			
The monolith lacks a melee or ranged basic attack, and cannot make opportunity attacks. It has 30% more hit points than a normal creature of its type. The monolith cannot be pushed, pulled, slid, teleported, stunned, dominated, knocked prone, or knocked unconscious, and enemies do not gain combat advantage for flanking it.			
Alignment Unaligned		Languages --	
Str 17 (+7)	Dex 11 (+4)	Wis 14 (+6)	
Con 20 (+9)	Int 14 (+6)	Cha 17 (+7)	

MISSION 3: "THE MONOLITH" STATISTICS (H3, LOW LEVEL)

Plagueborn Skeletal Archer (Level 7)		Level 7 Artillery	
Medium natural animate (spellscarred, undead)		XP 300	
Initiative +8	Senses Perception +6; darkvision		
HP 63; Bloodied 31			
AC 19; Fortitude 19, Reflex 20, Will 19			
Immune disease, poison; Resist 5 necrotic; Vulnerable 5 radiant			
Speed 6			
m Short Sword (standard; at-will) ♦ Weapon			
+12 vs. AC; 2d6 + 4 damage.			
r Longbow (standard; at-will) ♦ Weapon			
Ranged 20/40; +13 vs. AC; 2d8 + 6 damage.			
R Double Shot (standard; encounter) ♦ Weapon			
Ranged 20/40; two attacks, each against a different target; +13 vs. AC; 3d6 + 9 damage.			
Prime Shot			
The skeletal archer gains a +1 bonus to ranged attack rolls against the closest enemy.			
Alignment Unaligned		Languages --	
Str 15 (+5)	Dex 20 (+8)	Wis 16 (+6)	
Con 15 (+5)	Int 5 (+0)	Cha 5 (+0)	
Equipment leather armor, longbow, short sword, 30 arrows			

Plagueborn Zombie (Level 7)		Level 7 Soldier	
Medium natural humanoid (spellscarred, undead)		XP 300	
Initiative +7	Senses Perception +4; darkvision		
HP 82; Bloodied 41			
AC 23; Fortitude 21, Reflex 19, Will 18			
Immune disease, poison; Resist 5 necrotic; Vulnerable 5 radiant			
Speed 6, climb 4			
m Claw (standard; at-will)			
+12 vs. AC; 2d8 + 6 damage, and the zombie can make a <i>plagueborn zombie grab</i> attempt as a free action.			
M Plagueborn Zombie Grab (standard; requires a free claw; at-will)			
+12 vs. Reflex; 2d6 + 4 damage, and the target is grabbed. Any escape attempt must target the zombie's Fortitude, rather than its Reflex.			
M Plagueborn Zombie Bite (standard; at-will)			
Targets an immobilized, stunned, or unconscious creature; +12 vs. AC; 3d6 + 9 damage, and the target is dazed (save ends).			
Alignment Unaligned		Languages Common	
Str 18 (+7)	Dex 14 (+5)	Wis 11 (+4)	
Con 18 (+7)	Int 6 (+1)	Cha 6 (+1)	

Spellplague Mote (Level 7)		Level 7 Minion Lurker	
Small natural animate (spellscarred)		XP 75	
Initiative +14	Senses Perception +9; darkvision		
HP 1; a missed attack never damages a minion.			
AC 21; Fortitude 19, Reflex 20, Will 19			
Immune disease, poison			
Speed 6, fly 8 (perfect)			
m Chaos Touch (standard; at-will)			
+12 vs. AC; 5 damage.			
Chaotic Resonance			
For each additional spellscarred creature adjacent to the target (beyond itself), the spellplague mote deals +1 damage with its chaos touch attack. If the target is spellscarred, then the target counts as an "additional spellscarred creature" for this purpose.			
Alignment Unaligned		Languages --	
Skills Acrobatics +15			
Str 10 (+3)	Dex 25 (+10)	Wis 13 (+4)	
Con 13 (+4)	Int 13 (+4)	Cha 13 (+4)	

Monolith (Level 9)		Level 9 Elite Controller	
Large natural animate (spellscarred)		XP 800	
Initiative +4	Senses Perception +11; all-around vision, truesight		
HP 260; Bloodied 130			
AC 23; Fortitude 22, Reflex 20, Will 21			
Immune disease, fear, forced movement, poison, sleep, teleportation			
Saving Throws +2			
Speed fly 4 (perfect)			
Action Points 1			
C Grasping Claws (standard; at-will)			
Close burst 2; targets non-grabbed enemies only; clawed hands reach out from all sides of the pyramid; +14 vs. AC; 2d8 + 8 damage, and the target is grabbed (until escape). There is no limit to the number of targets the monolith can grab, and the monolith can sustain a grab against any number of targets as a free action.			
C Choking Claws (standard; at-will)			
Close burst 2; targets grabbed enemies only; the monolith's clawed hands choke the life out of those within its grasp; +13 vs. Fortitude; 2d8 + 8 damage, and the monolith sustains the grab against all targets.			
R Blackfire Bolt (standard; at-will) ♦ Fire, Necrotic			
Ranged 20; A bolt of black fire streaks out from the apex of the pyramid; +13 vs. Reflex; using this power does not provoke opportunity attacks; 2d8 + 6 fire and necrotic damage, and ongoing 5 fire and necrotic damage (save ends).			
A Bluefrost Explosion (standard; at-will) ♦ Cold, Thunder			
Area burst 1 within 10; a burst of chilling Spellplague energy erupts from the ground; +13 vs. Reflex; 2d6 + 6 cold and thunder damage, and the target is slowed (save ends).			
Backlash (immediate reaction, when the monolith is struck by an attack; at-will)			
The monolith makes a <i>blackfire bolt</i> attack against the triggering creature. The monolith also creates a spellplague mote, which appears in any square adjacent to the triggering creature.			
Monolithic			
The monolith lacks a melee or ranged basic attack, and cannot make opportunity attacks. It has 30% more hit points than a normal creature of its type. The monolith cannot be pushed, pulled, slid, teleported, stunned, dominated, knocked prone, or knocked unconscious, and enemies do not gain combat advantage for flanking it.			
Alignment Unaligned		Languages --	
Str 17 (+7)	Dex 11 (+4)	Wis 14 (+6)	
Con 20 (+9)	Int 14 (+6)	Cha 17 (+7)	

MISSION 3: "THE MONOLITH" STATISTICS (H3, HIGH LEVEL)

Plagueborn Skeletal Archer (Level 9)		Level 9 Artillery	
Medium natural animate (spellscarred, undead)		XP 400	
Initiative +9	Senses Perception +7; darkvision		
HP 76; Bloodied 38			
AC 21; Fortitude 21, Reflex 22, Will 21			
Immune disease, poison; Resist 5 necrotic; Vulnerable 5 radiant			
Speed 6			
m Short Sword (standard; at-will) ♦ Weapon			
+14 vs. AC; 2d6 + 6 damage.			
r Longbow (standard; at-will) ♦ Weapon			
Ranged 20/40; +15 vs. AC; 2d8 + 8 damage.			
R Double Shot (standard; encounter) ♦ Weapon			
Ranged 20/40; two attacks, each against a different target; +15 vs. AC; 3d6 + 11 damage.			
Prime Shot			
The skeletal archer gains a +1 bonus to ranged attack rolls against the closest enemy.			
Alignment Unaligned		Languages --	
Str 16 (+7)	Dex 21 (+9)	Wis 17 (+7)	
Con 16 (+7)	Int 6 (+2)	Cha 6 (+2)	
Equipment leather armor, longbow, short sword, 30 arrows			

Plagueborn Zombie (Level 9)		Level 9 Soldier	
Medium natural humanoid (spellscarred, undead)		XP 400	
Initiative +8	Senses Perception +5; darkvision		
HP 99; Bloodied 49			
AC 25; Fortitude 23, Reflex 21, Will 20			
Immune disease, poison; Resist 5 necrotic; Vulnerable 5 radiant			
Speed 6, climb 4			
m Claw (standard; at-will)			
+14 vs. AC; 2d8 + 8 damage, and the zombie can make a <i>plagueborn zombie grab</i> attempt as a free action.			
M Plagueborn Zombie Grab (standard; requires a free claw; at-will)			
+14 vs. Reflex; 2d6 + 6 damage, and the target is grabbed. Any escape attempt must target the zombie's Fortitude, rather than its Reflex.			
M Plagueborn Zombie Bite (standard; at-will)			
Targets an immobilized, stunned, or unconscious creature; +14 vs. AC; 3d6 + 11 damage, and the target is dazed (save ends).			
Alignment Unaligned		Languages Common	
Str 19 (+8)	Dex 15 (+6)	Wis 13 (+5)	
Con 19 (+8)	Int 7 (+2)	Cha 7 (+2)	

Spellplague Mote (Level 9)		Level 9 Minion Lurker	
Small natural animate (spellscarred)		XP 100	
Initiative +16	Senses Perception +11; darkvision		
HP 1; a missed attack never damages a minion.			
AC 23; Fortitude 21, Reflex 22, Will 21			
Immune disease, poison			
Speed 6, fly 8 (perfect)			
m Chaos Touch (standard; at-will)			
+14 vs. AC; 5 damage.			
Chaotic Resonance			
For each additional spellscarred creature adjacent to the target (beyond itself), the spellplague mote deals +1 damage with its chaos touch attack. If the target is spellscarred, then the target counts as an "additional spellscarred creature" for this purpose.			
Alignment Unaligned		Languages --	
Skills Acrobatics +17			
Str 11 (+4)	Dex 26 (+12)	Wis 14 (+6)	
Con 14 (+6)	Int 14 (+6)	Cha 14 (+6)	

Monolith (Level 11)		Level 11 Elite Controller	
Large natural animate (spellscarred)		XP 1,200	
Initiative +6	Senses Perception +12; all-around vision, truesight		
HP 304; Bloodied 152			
AC 25; Fortitude 24, Reflex 22, Will 23			
Immune disease, fear, forced movement, poison, sleep, teleportation			
Saving Throws +2			
Speed fly 4 (perfect)			
Action Points 1			
C Grasping Claws (standard; at-will)			
Close burst 2; targets non-grabbed enemies only; clawed hands reach out from all sides of the pyramid; +16 vs. AC; 3d6 + 9 damage, and the target is grabbed (until escape). There is no limit to the number of targets the monolith can grab, and the monolith can sustain a grab against any number of targets as a free action.			
C Choking Claws (standard; at-will)			
Close burst 2; targets grabbed enemies only; the monolith's clawed hands choke the life out of those within its grasp; +15 vs. Fortitude; 3d6 + 9 damage, and the monolith sustains the grab against all targets.			
R Blackfire Bolt (standard; at-will) ♦ Fire, Necrotic			
Ranged 20; A bolt of black fire streaks out from the apex of the pyramid; +15 vs. Reflex; using this power does not provoke opportunity attacks; 2d8 + 8 fire and necrotic damage, and ongoing 5 fire and necrotic damage (save ends).			
A Bluefrost Explosion (standard; at-will) ♦ Cold, Thunder			
Area burst 1 within 10; a burst of chilling Spellplague energy erupts from the ground; +15 vs. Reflex; 2d6 + 7 cold and thunder damage, and the target is slowed (save ends).			
Backlash (immediate reaction, when the monolith is struck by an attack; at-will)			
The monolith makes a <i>blackfire bolt</i> attack against the triggering creature. The monolith also creates a spellplague mote, which appears in any square adjacent to the triggering creature.			
Monolithic			
The monolith lacks a melee or ranged basic attack, and cannot make opportunity attacks. It has 30% more hit points than a normal creature of its type. The monolith cannot be pushed, pulled, slid, teleported, stunned, dominated, knocked prone, or knocked unconscious, and enemies do not gain combat advantage for flanking it.			
Alignment Unaligned		Languages --	
Str 18 (+9)	Dex 12 (+6)	Wis 15 (+7)	
Con 21 (+10)	Int 15 (+7)	Cha 18 (+9)	

MISSION 3: "THE MONOLITH" STATISTICS (P1, LOW LEVEL)

Plagueborn Skeletal Archer (Level 11)		Level 11 Artillery	
Medium natural animate (spellscarred, undead)		XP 600	
Initiative +11		Senses Perception +9; darkvision	
HP 89; Bloodied 44			
AC 23; Fortitude 23, Reflex 24, Will 23			
Immune disease, poison; Resist 10 necrotic; Vulnerable 10 radiant			
Speed 6			
m Short Sword (standard; at-will) ♦ Weapon			
+16 vs. AC; 2d6 + 7 damage.			
r Longbow (standard; at-will) ♦ Weapon			
Ranged 20/40; +17 vs. AC; 3d6 + 9 damage.			
R Double Shot (standard; encounter) ♦ Weapon			
Ranged 20/40; two attacks, each against a different target; +17 vs. AC; 3d8 + 11 damage.			
R Triple Volley (standard; recharge 5 6) ♦ Weapon			
Ranged 20/40; three attacks; +15 vs. AC; 2d6 + 7 damage.			
Prime Shot			
The skeletal archer gains a +1 bonus to ranged attack rolls against the closest enemy.			
Alignment Unaligned		Languages --	
Str 17 (+8)	Dex 22 (+11)	Wis 18 (+9)	
Con 17 (+8)	Int 7 (+3)	Cha 7 (+3)	
Equipment leather armor, longbow, short sword, 30 arrows			

Plague-Changed Ghoul Eater (Level 11)		Level 11 Soldier	
Medium natural humanoid (spellscarred, undead)		XP 600	
Initiative +11		Senses Perception +5; darkvision	
HP 112; Bloodied 56			
AC 27; Fortitude 23, Reflex 23, Will 22			
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant			
Speed 6, climb 4			
m Claws (standard; at-will)			
+16 vs. AC; 3d6 + 9 damage, and the target is immobilized (save ends).			
Gut Tongue ♦ Acid			
When the plague-changed ghoul eater damages an immobilized, stunned, or unconscious target with its claws attack, the target also takes ongoing 10 acid damage (save ends).			
Alignment Unaligned		Languages Common	
Skills Stealth +14			
Str 18 (+9)	Dex 18 (+9)	Wis 10 (+5)	
Con 16 (+8)	Int 9 (+4)	Cha 11 (+5)	

Spellplague Mote (Level 11)		Level 11 Minion Lurker	
Small natural animate (spellscarred)		XP 150	
Initiative +17		Senses Perception +12; darkvision	
HP 1; a missed attack never damages a minion.			
AC 25; Fortitude 23, Reflex 24, Will 23			
Immune disease, poison			
Speed 6, fly 8 (perfect)			
m Chaos Touch (standard; at-will)			
+16 vs. AC; 5 damage.			
Chaotic Resonance			
For each additional spellscarred creature adjacent to the target (beyond itself), the spellplague mote deals +1 damage with its chaos touch attack. If the target is spellscarred, then the target counts as an "additional spellscarred creature" for this purpose.			
Alignment Unaligned		Languages --	
Skills Acrobatics +18			
Str 12 (+6)	Dex 27 (+13)	Wis 15 (+7)	
Con 15 (+7)	Int 15 (+7)	Cha 15 (+7)	

Greater Monolith (Level 13)		Level 13 Elite Controller	
Large natural animate (spellscarred)		XP 1,600	
Initiative +7		Senses Perception +14; all-around vision, truesight	
HP 348; Bloodied 174			
AC 27; Fortitude 26, Reflex 24, Will 25			
Immune disease, fear, forced movement, poison, sleep, teleportation			
Saving Throws +2			
Speed fly 4 (perfect)			
Action Points 1			
C Grasping Claws (standard; at-will)			
Close burst 2; targets non-grabbed enemies only; clawed hands reach out from all sides of the pyramid; +18 vs. AC; 3d6 + 11 damage, and the target is grabbed (until escape). There is no limit to the number of targets the monolith can grab, and the monolith can sustain a grab against any number of targets as a free action.			
C Choking Claws (standard; at-will)			
Close burst 2; targets grabbed enemies only; the monolith's clawed hands choke the life out of those within its grasp; +17 vs. Fortitude; 3d6 + 11 damage, and the monolith sustains the grab against all targets.			
Grasp and Choke (standard; recharge 4 5 6)			
The monolith makes a <i>grasping claws</i> attack and a <i>choking claws</i> attack with a single standard action. No creature may be targeted by both attacks.			
R Blackfire Bolt (standard; at-will) ♦ Fire, Necrotic			
Ranged 20; A bolt of black fire streaks out from the apex of the pyramid; +17 vs. Reflex; using this power does not provoke opportunity attacks; 3d6 + 9 fire and necrotic damage, and ongoing 10 fire and necrotic damage (save ends).			
A Bluefrost Explosion (standard; at-will) ♦ Cold, Thunder			
Area burst 1 within 10; a burst of chilling Spellplague energy erupts from the ground; +17 vs. Reflex; 2d8 + 7 cold and thunder damage, and the target is slowed (save ends).			
Black and Blue (standard; recharge 4 5 6)			
The monolith makes a <i>blackfire bolt</i> attack and a <i>bluefrost explosion</i> attack, or two <i>blackfire bolt</i> attacks against two different creatures.			
Backlash (immediate reaction, when the monolith is struck by an attack; at-will)			
The monolith makes a <i>blackfire bolt</i> attack against the triggering creature. The monolith also creates a spellplague mote, which appears in any square adjacent to the triggering creature.			
Monolithic			
The monolith lacks a melee or ranged basic attack, and cannot make opportunity attacks. It has 30% more hit points than a normal creature of its type. The monolith cannot be pushed, pulled, slid, teleported, stunned, dominated, knocked prone, or knocked unconscious, and enemies do not gain combat advantage for flanking it.			
Alignment Unaligned		Languages --	
Str 19 (+10)	Dex 13 (+7)	Wis 16 (+9)	
Con 22 (+12)	Int 16 (+9)	Cha 19 (+10)	

MISSION 3: "THE MONOLITH" STATISTICS (P1, HIGH LEVEL)

Plagueborn Skeletal Archer (Level 13)		Level 13 Artillery	
Medium natural animate (spellscarred, undead)		XP 800	
Initiative +12	Senses Perception +10; darkvision		
HP 102; Bloodied 51			
AC 25; Fortitude 25, Reflex 26, Will 25			
Immune disease, poison; Resist 10 necrotic; Vulnerable 10 radiant			
Speed 6			
m Short Sword (standard; at-will) ♦ Weapon			
+18 vs. AC; 2d8 + 7 damage.			
r Longbow (standard; at-will) ♦ Weapon			
Ranged 20/40; +19 vs. AC; 3d6 + 11 damage.			
R Double Shot (standard; encounter) ♦ Weapon			
Ranged 20/40; two attacks, each against a different target; +19 vs. AC; 3d8 + 14 damage.			
R Triple Volley (standard; recharge 5 6) ♦ Weapon			
Ranged 20/40; three attacks; +17 vs. AC; 2d8 + 7 damage.			
Prime Shot			
The skeletal archer gains a +1 bonus to ranged attack rolls against the closest enemy.			
Alignment Unaligned		Languages --	
Str 18 (+10)	Dex 23 (+12)	Wis 19 (+10)	
Con 18 (+10)	Int 8 (+5)	Cha 8 (+5)	
Equipment leather armor, longbow, short sword, 30 arrows			

Plague-Changed Ghoul Eater (Level 13)		Level 13 Soldier	
Medium natural humanoid (spellscarred, undead)		XP 800	
Initiative +12	Senses Perception +6; darkvision		
HP 129; Bloodied 64			
AC 29; Fortitude 25, Reflex 25, Will 24			
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant			
Speed 6, climb 4			
m Claws (standard; at-will)			
+18 vs. AC; 3d6 + 11 damage, and the target is immobilized (save ends).			
Gut Tongue ♦ Acid			
When the plague-changed ghoul eater damages an immobilized, stunned, or unconscious target with its claws attack, the target also takes ongoing 10 acid damage (save ends).			
Alignment Unaligned		Languages Common	
Skills Stealth +15			
Str 19 (+10)	Dex 19 (+10)	Wis 11 (+6)	
Con 17 (+9)	Int 10 (+6)	Cha 12 (+7)	

Spellplague Mote (Level 13)		Level 13 Minion Lurker	
Small natural animate (spellscarred)		XP 200	
Initiative +19	Senses Perception +14; darkvision		
HP 1; a missed attack never damages a minion.			
AC 27; Fortitude 25, Reflex 26, Will 25			
Immune disease, poison			
Speed 6, fly 8 (perfect)			
m Chaos Touch (standard; at-will)			
+18 vs. AC; 6 damage.			
Chaotic Resonance			
For each additional spellscarred creature adjacent to the target (beyond itself), the spellplague mote deals +1 damage with its chaos touch attack. If the target is spellscarred, then the target counts as an "additional spellscarred creature" for this purpose.			
Alignment Unaligned		Languages --	
Skills Acrobatics +20			
Str 13 (+7)	Dex 28 (+15)	Wis 16 (+9)	
Con 16 (+9)	Int 16 (+9)	Cha 16 (+9)	

Greater Monolith (Level 15)		Level 15 Elite Controller	
Large natural animate (spellscarred)		XP 2,400	
Initiative +9	Senses Perception +15; all-around vision, truesight		
HP 392; Bloodied 196			
AC 29; Fortitude 28, Reflex 26, Will 27			
Immune disease, fear, forced movement, poison, sleep, teleportation			
Saving Throws +2			
Speed fly 4 (perfect)			
Action Points 1			
C Grasping Claws (standard; at-will)			
Close burst 2; targets non-grabbed enemies only; clawed hands reach out from all sides of the pyramid; +20 vs. AC; 3d6 + 13 damage, and the target is grabbed (until escape). There is no limit to the number of targets the monolith can grab, and the monolith can sustain a grab against any number of targets as a free action.			
C Choking Claws (standard; at-will)			
Close burst 2; targets grabbed enemies only; the monolith's clawed hands choke the life out of those within its grasp; +19 vs. Fortitude; 3d6 + 13 damage, and the monolith sustains the grab against all targets.			
Grasp and Choke (standard; recharge 4 5 6)			
The monolith makes a <i>grasping claws</i> attack and a <i>choking claws</i> attack with a single standard action. No creature may be targeted by both attacks.			
R Blackfire Bolt (standard; at-will) ♦ Fire, Necrotic			
Ranged 20; A bolt of black fire streaks out from the apex of the pyramid; +19 vs. Reflex; using this power does not provoke opportunity attacks; 3d6 + 11 fire and necrotic damage, and ongoing 10 fire and necrotic damage (save ends).			
A Bluefrost Explosion (standard; at-will) ♦ Cold, Thunder			
Area burst 1 within 10; a burst of chilling Spellplague energy erupts from the ground; +19 vs. Reflex; 2d8 + 8 cold and thunder damage, and the target is slowed (save ends).			
Black and Blue (standard; recharge 4 5 6)			
The monolith makes a <i>blackfire bolt</i> attack and a <i>bluefrost explosion</i> attack, or two <i>blackfire bolt</i> attacks against two different creatures.			
Backlash (immediate reaction, when the monolith is struck by an attack; at-will)			
The monolith makes a <i>blackfire bolt</i> attack against the triggering creature. The monolith also creates a spellplague mote, which appears in any square adjacent to the triggering creature.			
Monolithic			
The monolith lacks a melee or ranged basic attack, and cannot make opportunity attacks. It has 30% more hit points than a normal creature of its type. The monolith cannot be pushed, pulled, slid, teleported, stunned, dominated, knocked prone, or knocked unconscious, and enemies do not gain combat advantage for flanking it.			
Alignment Unaligned		Languages --	
Str 20 (+12)	Dex 14 (+9)	Wis 17 (+10)	
Con 23 (+13)	Int 17 (+10)	Cha 20 (+12)	

MISSION 3: "THE MONOLITH" STATISTICS (P2, LOW LEVEL)

Plagueborn Skeletal Archer (Level 14)		Level 14 Artillery	
Medium natural animate (spellsscarred, undead)		XP 1,000	
Initiative +14	Senses Perception +12; darkvision		
HP 109; Bloodied 54			
AC 26; Fortitude 26, Reflex 27, Will 26			
Immune disease, poison; Resist 10 necrotic; Vulnerable 10 radiant			
Speed 6			
m Short Sword (standard; at-will) ♦ Weapon			
+19 vs. AC; 2d8 + 7 damage.			
r Longbow (standard; at-will) ♦ Weapon			
Ranged 20/40; +20 vs. AC; 3d6 + 12 damage.			
R Double Shot (standard; encounter) ♦ Weapon			
Ranged 20/40; two attacks, each against a different target; +20 vs. AC; 3d8 + 15 damage.			
R Triple Volley (standard; recharge 5 6) ♦ Weapon			
Ranged 20/40; three attacks; +18 vs. AC; 2d8 + 7 damage.			
Prime Shot			
The skeletal archer gains a +1 bonus to ranged attack rolls against the closest enemy.			
Alignment Unaligned		Languages --	
Str 19 (+11)	Dex 24 (+14)	Wis 20 (+12)	
Con 19 (+11)	Int 9 (+6)	Cha 9 (+6)	
Equipment leather armor, longbow, short sword, 30 arrows			

Plague-Changed Ghoul Eater (Level 14)		Level 14 Soldier	
Medium natural humanoid (spellsscarred, undead)		XP 1,000	
Initiative +14	Senses Perception +8; darkvision		
HP 138; Bloodied 69			
AC 30; Fortitude 26, Reflex 26, Will 25			
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant			
Speed 6, climb 4			
m Claws (standard; at-will)			
+19 vs. AC; 3d6 + 12 damage, and the target is immobilized (save ends).			
Gut Tongue ♦ Acid			
When the plague-changed ghoul eater damages an immobilized, stunned, or unconscious target with its claws attack, the target also takes ongoing 10 acid damage (save ends).			
Alignment Unaligned		Languages Common	
Skills Stealth +17			
Str 20 (+12)	Dex 20 (+12)	Wis 12 (+8)	
Con 18 (+11)	Int 11 (+7)	Cha 13 (+8)	

Spellplague Mote (Level 14)		Level 14 Minion Lurker	
Small natural animate (spellsscarred)		XP 250	
Initiative +20	Senses Perception +15; darkvision		
HP 1; a missed attack never damages a minion.			
AC 28; Fortitude 26, Reflex 27, Will 26			
Immune disease, poison			
Speed 6, fly 8 (perfect)			
m Chaos Touch (standard; at-will)			
+19 vs. AC; 6 damage.			
Chaotic Resonance			
For each additional spellsscarred creature adjacent to the target (beyond itself), the spellplague mote deals +1 damage with its chaos touch attack. If the target is spellsscarred, then the target counts as an "additional spellsscarred creature" for this purpose.			
Alignment Unaligned		Languages --	
Skills Acrobatics +21			
Str 14 (+9)	Dex 29 (+16)	Wis 17 (+10)	
Con 17 (+10)	Int 17 (+10)	Cha 17 (+10)	

Greater Monolith (Level 16)		Level 16 Elite Controller	
Large natural animate (spellsscarred)		XP 2,800	
Initiative +10	Senses Perception +17; all-around vision, truesight		
HP 416; Bloodied 208			
AC 30; Fortitude 29, Reflex 27, Will 28			
Immune disease, fear, forced movement, poison, sleep, teleportation			
Saving Throws +2			
Speed fly 4 (perfect)			
Action Points 1			
C Grasping Claws (standard; at-will)			
Close burst 2; targets non-grabbed enemies only; clawed hands reach out from all sides of the pyramid; +21 vs. AC; 3d8 + 11 damage, and the target is grabbed (until escape). There is no limit to the number of targets the monolith can grab, and the monolith can sustain a grab against any number of targets as a free action.			
C Choking Claws (standard; at-will)			
Close burst 2; targets grabbed enemies only; the monolith's clawed hands choke the life out of those within its grasp; +20 vs. Fortitude; 3d8 + 11 damage, and the monolith sustains the grab against all targets.			
Grasp and Choke (standard; recharge 4 5 6)			
The monolith makes a <i>grasping claws</i> attack and a <i>choking claws</i> attack with a single standard action. No creature may be targeted by both attacks.			
R Blackfire Bolt (standard; at-will) ♦ Fire, Necrotic			
Ranged 20; A bolt of black fire streaks out from the apex of the pyramid; +20 vs. Reflex; using this power does not provoke opportunity attacks; 3d6 + 12 fire and necrotic damage, and ongoing 10 fire and necrotic damage (save ends).			
A Bluefrost Explosion (standard; at-will) ♦ Cold, Thunder			
Area burst 1 within 10; a burst of chilling Spellplague energy erupts from the ground; +20 vs. Reflex; 3d6 + 8 cold and thunder damage, and the target is slowed (save ends).			
Black and Blue (standard; recharge 4 5 6)			
The monolith makes a <i>blackfire bolt</i> attack and a <i>bluefrost explosion</i> attack, or two <i>blackfire bolt</i> attacks against two different creatures.			
Backlash (immediate reaction, when the monolith is struck by an attack; at-will)			
The monolith makes a <i>blackfire bolt</i> attack against the triggering creature. The monolith also creates a spellplague mote, which appears in any square adjacent to the triggering creature.			
Monolithic			
The monolith lacks a melee or ranged basic attack, and cannot make opportunity attacks. It has 30% more hit points than a normal creature of its type. The monolith cannot be pushed, pulled, slid, teleported, stunned, dominated, knocked prone, or knocked unconscious, and enemies do not gain combat advantage for flanking it.			
Alignment Unaligned		Languages --	
Str 21 (+13)	Dex 15 (+10)	Wis 18 (+12)	
Con 24 (+15)	Int 18 (+12)	Cha 21 (+13)	

MISSION 3: "THE MONOLITH" STATISTICS (P2, HIGH LEVEL)

Plagueborn Skeletal Archer (Level 16)		Level 16 Artillery
Medium natural animate (spellscarred, undead)		XP 1,400
Initiative +15	Senses Perception +13; darkvision	
HP 122; Bloodied 61		
AC 28; Fortitude 28, Reflex 29, Will 28		
Immune disease, poison; Resist 10 necrotic; Vulnerable 10 radiant		
Speed 6		
m Short Sword (standard; at-will) ♦ Weapon		
+21 vs. AC; 3d6 + 8 damage.		
r Longbow (standard; at-will) ♦ Weapon		
Ranged 20/40; +22 vs. AC; 3d8 + 11 damage.		
R Double Shot (standard; encounter) ♦ Weapon		
Ranged 20/40; two attacks, each against a different target; +22 vs. AC; 4d6 + 17 damage.		
R Triple Volley (standard; recharge 5 6) ♦ Weapon		
Ranged 20/40; three attacks; +20 vs. AC; 3d6 + 8 damage.		
Prime Shot		
The skeletal archer gains a +1 bonus to ranged attack rolls against the closest enemy.		
Alignment Unaligned	Languages --	
Str 20 (+13)	Dex 25 (+15)	Wis 21 (+13)
Con 20 (+13)	Int 10 (+8)	Cha 10 (+8)
Equipment leather armor, longbow, short sword, 30 arrows		

Plague-Changed Ghoul Eater (Level 16)		Level 16 Soldier
Medium natural humanoid (spellscarred, undead)		XP 1,400
Initiative +15	Senses Perception +9; darkvision	
HP 155; Bloodied 77		
AC 32; Fortitude 28, Reflex 28, Will 27		
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant		
Speed 6, climb 4		
m Claws (standard; at-will)		
+21 vs. AC; 3d8 + 11 damage, and the target is immobilized (save ends).		
Gut Tongue ♦ Acid		
When the plague-changed ghoul eater damages an immobilized, stunned, or unconscious target with its claws attack, the target also takes ongoing 10 acid damage (save ends).		
Alignment Unaligned	Languages Common	
Skills Stealth +18		
Str 21 (+13)	Dex 21 (+13)	Wis 13 (+9)
Con 19 (+12)	Int 12 (+9)	Cha 14 (+10)

Spellplague Mote (Level 16)		Level 16 Minion Lurker
Small natural animate (spellscarred)		XP 350
Initiative +22	Senses Perception +17; darkvision	
HP 1; a missed attack never damages a minion.		
AC 30; Fortitude 28, Reflex 29, Will 28		
Immune disease, poison		
Speed 6, fly 8 (perfect)		
m Chaos Touch (standard; at-will)		
+21 vs. AC; 7 damage.		
Chaotic Resonance		
For each additional spellscarred creature adjacent to the target (beyond itself), the spellplague mote deals +1 damage with its chaos touch attack. If the target is spellscarred, then the target counts as an "additional spellscarred creature" for this purpose.		
Alignment Unaligned	Languages --	
Skills Acrobatics +23		
Str 15 (+10)	Dex 30 (+18)	Wis 18 (+12)
Con 18 (+12)	Int 18 (+12)	Cha 18 (+12)

Greater Monolith (Level 18)		Level 18 Elite Controller
Large natural animate (spellscarred)		XP 4,000
Initiative +12	Senses Perception +18; all-around vision, truesight	
HP 460; Bloodied 230		
AC 32; Fortitude 31, Reflex 29, Will 30		
Immune disease, fear, forced movement, poison, sleep, teleportation		
Saving Throws +2		
Speed fly 4 (perfect)		
Action Points 1		
C Grasping Claws (standard; at-will)		
Close burst 2; targets non-grabbed enemies only; clawed hands reach out from all sides of the pyramid; +23 vs. AC; 3d8 + 13 damage, and the target is grabbed (until escape). There is no limit to the number of targets the monolith can grab, and the monolith can sustain a grab against any number of targets as a free action.		
C Choking Claws (standard; at-will)		
Close burst 2; targets grabbed enemies only; the monolith's clawed hands choke the life out of those within its grasp; +22 vs. Fortitude; 3d8 + 13 damage, and the monolith sustains the grab against all targets.		
Grasp and Choke (standard; recharge 4 5 6)		
The monolith makes a <i>grasping claws</i> attack and a <i>choking claws</i> attack with a single standard action. No creature may be targeted by both attacks.		
R Blackfire Bolt (standard; at-will) ♦ Fire, Necrotic		
Ranged 20; A bolt of black fire streaks out from the apex of the pyramid; +22 vs. Reflex; using this power does not provoke opportunity attacks; 3d8 + 11 fire and necrotic damage, and ongoing 10 fire and necrotic damage (save ends).		
A Bluefrost Explosion (standard; at-will) ♦ Cold, Thunder		
Area burst 1 within 10; a burst of chilling Spellplague energy erupts from the ground; +22 vs. Reflex; 3d6 + 9 cold and thunder damage, and the target is slowed (save ends).		
Black and Blue (standard; recharge 4 5 6)		
The monolith makes a <i>blackfire bolt</i> attack and a <i>bluefrost explosion</i> attack, or two <i>blackfire bolt</i> attacks against two different creatures.		
Backlash (immediate reaction, when the monolith is struck by an attack; at-will)		
The monolith makes a <i>blackfire bolt</i> attack against the triggering creature. The monolith also creates a spellplague mote, which appears in any square adjacent to the triggering creature.		
Monolithic		
The monolith lacks a melee or ranged basic attack, and cannot make opportunity attacks. It has 30% more hit points than a normal creature of its type. The monolith cannot be pushed, pulled, slid, teleported, stunned, dominated, knocked prone, or knocked unconscious, and enemies do not gain combat advantage for flanking it.		
Alignment Unaligned	Languages --	
Str 22 (+15)	Dex 16 (+12)	Wis 19 (+13)
Con 25 (+16)	Int 19 (+13)	Cha 22 (+15)

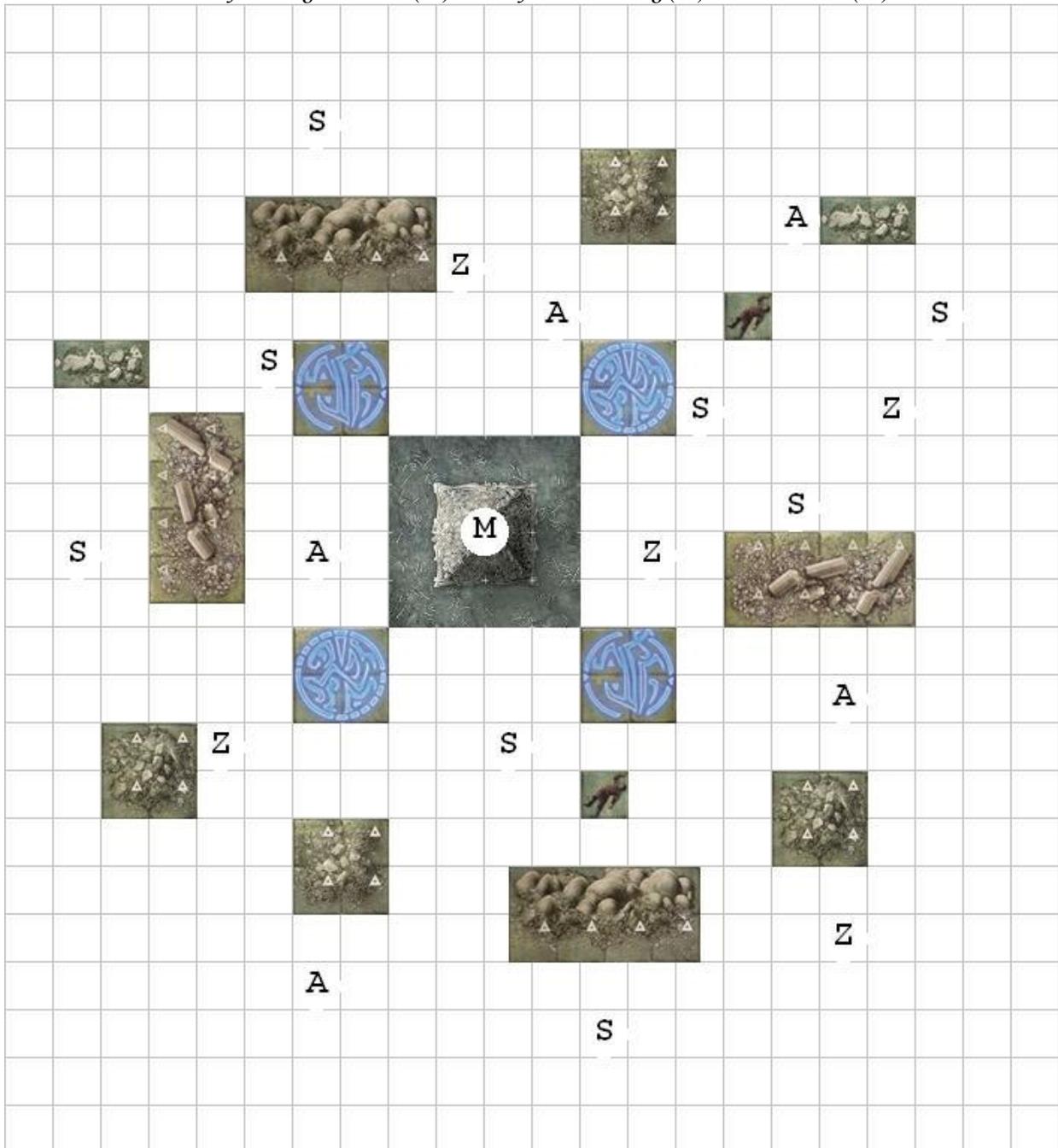
MISSION 3: "THE MONOLITH" MAP

SETUP

The monolith is in the center of the map. The PCs can approach from any direction they want, and different PCs can approach from different directions (it's an open battlefield). The monsters are patrolling the area, but they are disorganized, so they could be found in any reasonable configuration surrounding the monolith. The letters indicated on the map are just suggestions of reasonable positions for the various types of monsters to start. Feel free to place them as you deem appropriate. The blue runes indicate the locations of energy nodes (see text for details).

TILE SETS NEEDED

Fane of the Forgotten Gods (x2), Halls of the Giant King (x2), Arcane Towers (x1)



INTERLUDE 2: NIGHT LIGHT

OBJECTIVE

Regardless of the success or failure of the previous missions, night falls on Eturel. Thanks to the Companion's eternal glow, however, night in Eturel does not actually involve darkness. This effect is quite disconcerting for those who have never experienced it, but for the city's residents, it is just a fact of life. All of the buildings have thick shutters or curtains so that the Companion's light can be blocked out when it is time to sleep.

The situation facing the city the next morning depends on whether or not the PCs were able to destroy at least half of the monoliths. If they succeeded, then the leaders of Eturel ask the PCs to journey a few miles south to the plagueland and see if they can figure out how to prevent another attack like this from occurring. If the PCs were not able to destroy at least half of the monoliths, then the plagueland they enter is the temporary plagueland that has now consumed a significant portion of the city. Either way, the missions are identical; it's just the location and severity of the damage to Eturel that change.

TO THE PLAGUELAND! (VICTORY)

If at least half of the monoliths were destroyed during Mission 3, then the temporary plagueland they created is not able to sustain itself and the field of Spellplague energy collapses. The remaining monsters retreat back to the original borders of the true plagueland, several miles to the south. Read the following:

As each monolith is destroyed, its energy fades, no longer contributing to the Spellplague channel that envelops Eturel. Suddenly, a massive sonic boom rattles windows throughout the city. Instead of another rain of blue fire, however, this explosion heralds the city's deliverance, as the Companion's light flares brilliantly in the sky above the Temple of Torm. The plagueland vanishes, chaos returning to order. The few remaining monoliths seem to lose their animating force, crashing to the ground and shattering. Those plaguechanged monsters that have not already been killed are quickly routed. They flee south toward the true plagueland, from which this threat so unexpectedly emerged.

Although the damage to the southern part of the city is extensive, it is not beyond repair. The task of rebuilding can be left to the citizens, under the guidance of Torm. But you have a more important mission to perform. Someone sent that army out of the plagueland

to attack Eturel. Something that no one could have imagined waits beyond the edge of chaos. Tomorrow, you must find out what - and destroy it before it can threaten anyone else with the reality-warping power of the Spellplague.

As the true sun sinks beneath the horizon, heralding the end of a very long day, the Companion's light continues to twinkle, keeping darkness at bay. In its own way, it too is a hero, ever vigilant in defense of its chosen people.

ETUREL BESEIGED (FAILURE)

If less than half of the monoliths were destroyed, read the following:

Despite the valiant efforts of the city's defenders, the army of plaguechanged monstrosities has proven too powerful. As the last of Eturel's allies is forced to retreat back to the relative safety of the city center, the strange pyramidal monoliths float slowly forward, blasting through what remains of the southern walls with powerful explosions of blue fire. As the monoliths advance, they drag the borders of the plagueland with them, until fully one-quarter of the city is engulfed by their energy. A new plagueland has been created where the southern district of Eturel stood only hours ago.

Although the situation is grim, the paladins of Torm are stoic. "All is not yet lost," says the High Observer as he surveys the devastation. "Those monoliths are unlike anything we have seen before, and their powers confounded us. But now we have seen the worst of what they can do, and tomorrow we will be ready for them. The line is drawn here. Not one more inch of our city will fall to these invaders!"

As the true sun sinks beneath the horizon, heralding the end of a very long day, the Companion's light continues to twinkle, bathing Eturel in perpetual daylight even as the city's exhausted residents and defenders prepare to get what rest they can. Tomorrow, you must enter this newly-created plagueland and see if you can find a way to undo the chaos that has been unleashed. Should you fail again, Eturel and all its residents will surely be wiped from the map.

END OF ROUND ONE

This is the end of the first part of the adventure. We recommend that you take a break, if you haven't done so already, so the players and DM can stretch, get a bite to eat, and prepare for the next round. Remind the players that their characters do get to take an extended rest at this point.

THE PASSAGE OF TIME

When Mission 4 begins, it is early morning on the second day of the battle. The PCs gain the benefit of an extended rest. However, any healing surges that PCs placed into the Companion as part of enacting the ritual (if it was enacted) do not return at this time.

ROUND ONE REWARDS

Each mission specifies the conditions for a total success, success, partial success, or failure, as well as the XP awards that the PCs earn for each outcome. Please review the individual missions for details. The amounts listed are the maximums that the PCs can gain assuming they achieve the highest possible award on each mission.

If you have enough time between the two parts of this adventure, consider allowing PCs who have earned enough XP to level up, but only if they remain within the same level band where they started the adventure. (For example, a 4th-level PC playing in the levels 1-4 band cannot advance to 5th level halfway through this adventure, because that would require the PC to play in the levels 4-7 band.)

Mission 1: Save the People!

H1: 125 / 175 XP

H2: 250 / 350 XP

H3: 405 / 600 XP

P1: 720 / 1,000 XP

P2: 1,400 / 2,000 XP

Mission 2: Mind the Breach

H1: 125 / 175 XP

H2: 200 / 300 XP

H3: 350 / 500 XP

P1: 700 / 1,000 XP

P2: 1,200 / 1,600 XP

Mission 3: The Monolith

H1: 200 / 290 XP

H2: 345 / 490 XP

H3: 580 / 800 XP

P1: 1,160 / 1,600 XP

P2: 1,960 / 2,760 XP

Total Possible Experience (Round 1)

H1: 450 / 640 XP

H2: 795 / 1,140 XP

H3: 1,335 / 1,900 XP

P1: 2,580 / 3,600 XP

P2: 4,560 XP / 6,360 XP

Note: These XP totals exceed the standard amounts that PCs can earn in a typical adventure. This is by design. The PCs are fighting a huge battle and facing encounters that are much more difficult than what they would go up against in a standard adventure. The PCs may earn the full amount listed if they meet the criteria specified in each mission.

The PCs do not earn any gold or get to choose any treasure bundles until the end of the entire adventure, but they can continue to use any potions or temporary magic items they received during the first three missions.

HOW TO PRESENT ROUND TWO

The location of the second half of the adventure is determined by whether or not the PCs were successful in destroying enough monoliths to drive back the plaguechanged army.

If the PCs were successful in Mission 3, then they will be heading to the "true" plagueland south of Elturel. A group of high-level arcane spellcasters who serve in the army of Elturgard assemble outside the city gates at dawn and perform a massive group casting of the Phantom Steed ritual, creating enough mounts to supply the entire expedition. Their collective Arcana check result is well above 40, meaning that all the steeds have a speed of 20 squares and can fly up to 10 squares above the ground. With this conveyance, the expedition is easily able to reach the edge of the plagueland in less than an hour. Unfortunately, the phantom steeds are destroyed as soon as the PCs cross the border into the plagueland itself.

If the PCs were not successful in Mission 3, then the plagueland is right outside their door. During the night, the spirit of Vraith uses the energy of the monoliths to transfer herself from the true plagueland to the new temporary plagueland outside the city's southern gates. The PCs will be fighting to save themselves and everyone in the city by going through the border of this new plagueland and trying to stop Vraith before she is able to make the new boundaries permanent, obliterating Elturel in an endless rain of blue fire.

The missions are identical regardless of where the PCs are fighting (in the true plagueland or the temporary plagueland). However, the boxed text has mostly been written assuming that the PCs do succeed at Mission 3 and therefore are fighting in the true plagueland. Make adjustments as needed to the read-aloud text and other details if this is not the case.

INTERLUDE 3: THE EXPEDITION

OBJECTIVE

This is a brief interlude to set the stage for the second half of the adventure (the second day of the battle). The players must also make their first draw from the Change Deck, which represents the unpredictable energies of the Spellplague itself.

ADVANCING TO THE PLAGUELAND

If the PCs were successful in Mission 3, they now take the fight to the south, entering the true plagueland. Read the following:

As dawn breaks on the second day of the battle, you and the few surviving members of the expedition have been ordered to head south, to the true plagueland. Additional paladins and other reinforcements from across Elurgard were called up during the night, so that the remains of the plaguechanged army can be destroyed. Your assignment is to avoid the main engagement and slip across the border of the plagueland to try and find out who or what is behind the attack on Elturel. If the mastermind is not stopped, then surely it is only a matter of time before another plaguechanged army attacks. You must discover the truth and end this threat.

FIGHTING FOR SURVIVAL

If the PCs failed at Mission 3, then they have one last chance to assail the borders of the temporary plagueland, fight their way to the center, and save Elturel. Read the following:

As dawn breaks on the second day of the battle, Elturel finds itself in a dire situation. The southern half of the city has been engulfed in a plagueland created by the strange monoliths. The remaining armies of Elturgard have been brought to the city during the night, and today these forces will launch a counterattack against the plaguechanged army. You, however, have been ordered to avoid the main engagement and make your way into the plagueland itself. The paladins' direct assault is merely a diversion to buy time for you to find the source of the Spellplague energy and somehow deal with it. Should you fail, the entire city may vanish forever into an ocean of blue fire.

THE CHANGE DECK

As explained in the *Forgotten Realms Campaign Guide*, the normal effects of taking an extended rest in a plagueland are a -1 penalty to Fortitude defense and the loss of a healing surge. The PCs will not take an extended rest in the plagueland during this adventure, so those effects do not apply. However, every hour that a non-spellscarred creature spends within a plagueland carries the chance that the creature is subjected to a wrenching transformation. We represent this by means of the Change Deck (see Appendix 2).

At the beginning of Mission 4, Mission 5, and Mission 6, each player must draw a card (or roll dice) to determine whether his or her character is stricken with a temporary spellscar. The effects are cumulative, but the probability of any effect happening on a single draw is about 50-50, with half of the effects being harmful and half being beneficial (at least in some way).

PCs that already have spellscars would normally be immune, but due to the heightened energy levels in the plagueland during this adventure, they also run the risk of suffering further changes. However, to represent the greater experience and control that comes from familiarity, such characters get to draw twice and choose the result they prefer.

CROSSING THE BORDER

Regardless of whether the PCs are crossing the border of the true plagueland or the newly-created border generated by the power of the monoliths, the effects are identical. As the PCs pass through the boundary separating the plagueland from the world, they are struck by the pure chaotic energy of the Spellplague. Read the following:

As you step across the border of the plagueland, everything changes. The sense of wrongness that pervades this place is overwhelming. Everything - the ground, the sky, even the very air - is twisted into a cruel mockery of its natural shape and texture. Colors, smells, sounds, none of them are as they should be. The energies of this place wrack your body from one moment to the next, seeking to tear you apart and remake you into something totally different.

Although true chaos is mindless, there is something more than mere entropy lurking beneath the surface here. You can feel a faint, slow pulse, like the beating of a giant, evil heart.

Each player should now draw from the Change Deck and deal with the effects (if any). When everyone is ready to proceed, begin Mission 4.

MISSION 4: CHAOTIC INCURSION

OBJECTIVE

The PCs' objective in this mission is to cross the border of the plagueland and scout out the source of the plaguechanged army. However, the recent unnatural activity caused by the Order of Blue Fire has created a large area of uncontrolled chaos, and this has drawn the attention of some creatures from the Elemental Chaos who have a particular affinity for such things. The PCs must deal with a group of slaad raiders while also contending with the powerful terrain effects that exist within the plagueland.

H1: EL 3 / 5 (750 / 1,050 XP)

This encounter includes the following creatures at the low tier:

- 2 lesser gray slaad havocs (level 2) (H)
- 2 lesser blood (red) slaads (level 2) (R)
- 2 flux slaads (level 2) (F)

This encounter includes the following creatures at the high tier:

- 2 lesser gray slaad havocs (level 4) (H)
- 2 lesser blood (red) slaads (level 4) (R)
- 2 flux slaads (level 4) (F)

H2: EL 6 / 8 (1,200 / 1,800 XP)

This encounter includes the following creatures at the low tier:

- 2 lesser gray slaad havocs (level 5) (H)
- 2 lesser blood (red) slaads (level 5) (R)
- 2 flux slaads (level 5) (F)

This encounter includes the following creatures at the high tier:

- 2 lesser gray slaad havocs (level 7) (H1, H2)
- 2 lesser blood (red) slaads (level 7) (R)
- 2 flux slaads (level 7) (F)

H3: EL 9 / 11 (2,100 / 3,000 XP)

This encounter includes the following creatures at the low tier:

- 2 lesser gray slaad havocs (level 8) (H)
- 2 lesser blood (red) slaads (level 8) (R)
- 2 flux slaads (level 8) (F)

This encounter includes the following creatures at the high tier:

- 2 lesser gray slaad havocs (level 10) (H1, H2)
- 2 lesser blood (red) slaads (level 10) (R)
- 2 flux slaads (level 10) (F)

P1: EL 13 / 15 (4,200 / 6,000 XP)

This encounter includes the following creatures at the low tier:

- 1 blue (talon) slaad spawner (level 12) (S)
- 2 red (blood) slaads (level 12) (R)
- 1 gray slaad havoc (level 12) (H)
- 1 green (curse) slaad (level 12) (C)

This encounter includes the following creatures at the high tier:

- 1 blue (talon) slaad spawner (level 14) (S)
- 2 red (blood) slaads (level 14) (R)
- 1 gray slaad havoc (level 14) (H)
- 1 green (curse) slaad (level 14) (C)

P2: EL 16 / 17 (7,200 / 8,400 XP)

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

- 1 blue (talon) slaad spawner (level 15) (S)
- 2 red (blood) slaads (level 15) (R)
- 1 gray slaad havoc (level 15) (H)
- 1 green (curse) slaad (level 15) (C)

This encounter includes the following creatures and traps at the high tier:

- 1 blue (talon) slaad spawner (level 16) (S)
- 2 red (blood) slaads (level 16) (R)
- 1 gray slaad havoc (level 16) (H)
- 1 green (curse) slaad (level 16) (C)
- 4 slaad spawns (level 16) (already in play, but not shown on the map; place these creatures within 5 squares of the blue slaad spawner)

When you are ready to begin this mission, read:

You make your way through the strange, unnatural terrain inside the plagueland. After a short but harrowing journey, you discover an area where geysers of elemental energy surround a whirling vortex of pure chaos. A group of strange creatures [describe the various slaad] appear to be studying this abyssal wellspring, jabbering excitedly to one another in Primordial.

The PCs can either attack immediately, in which case combat ensues, or they can attempt to communicate

with the slaads, in which case they get a brief taste of the slaads' strange view of the universe, similar to the "Reasoning with the Unreasonable" sidebar on page 26 of *Plane Below*. This bizarre conversation inevitably ends with the slaads shouting something utterly nonsensical and then attacking.

FEATURES OF THE AREA

This area has the following notable features:

Illumination: Bright illumination from a variety of energy bursts, sheets of fire racing across the sky, etc.

Abyssal Wellspring: The 4x4 fiery area in the lower right-hand corner of the map is an abyssal wellspring, and is the phenomenon that is currently captured the slaads' interest. An abyssal wellspring (*Manual of the Planes*, page 21) is a suppurating wound in reality. It is a place where the raw madness and evil of the Abyss bulges into another plane.

A chaotic evil creature (note, all slaad are chaotic evil) starting its turn in any of these spaces takes 5 damage per tier, but it gains a +1 bonus to attack rolls per tier and a +2 bonus to damage rolls per tier until the end of its turn. These squares are treated as normal terrain, and have no effect on the PCs (who are not allowed to be chaotic evil). At your option, the monsters may take advantage of this terrain to increase their attack and damage rolls, at the cost of taking damage.

Elemental Spout: The four pieces of terrain that look like braziers are elemental spouts (*The Plane Below*, page 14). This terrain represents an eruption of elemental energy drawn from other planes.

The spouts in this encounter erupt at random intervals. Roll initiative for each elemental spout (1d20 with no modifications). When a spout's turn comes up in the initiative order, roll a saving throw. On a successful saving throw (11+ on 1d20), the spout erupts. When not erupting, the spouts are treated as difficult terrain, but they do not erupt due to creatures' movement.

When a spout erupts, it fills a burst of 1 square per tier, centered on the areas indicated on the map. (All of the "brazier" squares are treated as origin squares, so the size of an eruption will be a 4x4 area at Heroic tier and a 6x6 area at Paragon tier.) Roll 1d6 to determine its effect. Creatures caught in the burst automatically suffer the listed effects (no attack roll needed).

1 - Acid: 5 acid damage per tier, and ongoing 5 acid damage per tier (save ends).

2 - Frost: 5 cold damage per tier, and the target is slowed (save ends).

3 - Lightning: 5 lightning damage per tier, and the target is dazed (save ends). If the target is already dazed, it is instead stunned (save ends).

4 - Magma: 5 fire damage per tier, and ongoing 5 fire damage per tier (save ends).

5 - Poison Gas: 5 poison damage per tier, and the target is weakened (save ends).

6 - Thunder: 5 thunder damage per tier, and the target is pushed 2 squares from the spout's origin square.

Tactical note: At either tier, if a PC gets caught in an elemental spout, that could be a good time to use a nearby red slaad's *horrid croak* power to immobilize the PC, giving the elemental spout another chance to hit that same character.

Elemental Windchurn: Powerful winds and sheets of blue fire sweep across the sky throughout the plagueland. The entire area is under the effect of elemental windchurn (DMG2 59).

Powerful, swirling winds make flying dangerous. Any creature that flies more than 2 squares above the ground must treat all squares as difficult terrain, and a creature that ends its turn aloft (regardless of height) is blown 1d6 squares in a random direction. This has no effect on ranged attacks.

TACTICS (HEROIC TIER)

Give your best initiative roll to the lesser gray slaad havoc, then the flux slaads, and finally the blood slaads.

The blood slaads attempt to team up with the other slaads to deal damage and lock down PC melee fighters. The *leaping pounce* ability is very useful if the PCs can be kept reasonably close together.

The flux slaads try to partner with a blood slaad (which can mark a target, making it harder for the target to hit the flux slaad) and use their *claw slash*. If attacked, *piercing reaction* allows the flux slaad to get out of the way before a second attack hits. (This is especially useful against characters with the ability to make multiple attacks with an at-will power.) If multiple PCs stay close together, then *flux rage* might be useful, but its range is limited since the slaad can only shift 2 squares.

The gray slaad havoc is the star of this encounter. Its damage output is strong, but most importantly, it can slide PCs all over the place with *havoc bolt* and *reality shift*. The flux slaad tries to use these powers to force PCs into range of the chaos breath or elemental spouts, or to modify the tactical situation (depriving PCs of good positions, or giving its allies better positions). *Fog of chaos* is great fun to use against those pesky PCs who target the gray slaad havoc with ranged attacks. Note that the affected PC gets to choose the new target, not the slaad.

TACTICS (PARAGON TIER)

The blue talon slaad spawner engages a lightly-armored PC if possible. Ideally it gets into a one-on-one fight; it can only generate one spawn per round, since the ability is an immediate reaction. So, it wants to be hit once per round, but only once per round. To facilitate this, use the red slaads to draw off additional PCs that might otherwise attack the blue slaad, using the red slaads' ability to mark.

The gray slaad has multiple ways to slide and teleport PCs around the battle field. It uses those to best effect, either setting up advantageous situations for the other slaad, or forcing the PCs into the hazardous terrain. With its natural teleport speed and powers like *fog of chaos* and *reality shift*, PCs trying to attack the gray slaad should have a rough time of it.

The green slaad's best position is close to the front lines, where it can use its *croak of chaos* (which targets enemies only). The green slaad's at-will *chaos bolt* is very useful for locking down a troublesome PC (since the daze effect does not allow a saving throw, many of the party's usual ways of removing conditions will not help).

TELEPORTATION

If a creature uses a teleportation power to try and teleport an unwilling target into damaging terrain, the target receives a saving throw to resist the effect. On a successful save, the teleportation fails. However, note that the elemental spouts are not hazardous terrain. They are more like traps, which only deal damage when they erupt (and it is not certain when they will erupt, due to the random element). Moving into the area where a spout might erupt at some point in the future is not the same as being moved into terrain that has an immediate negative effect. Therefore, PCs do not get saving throws to resist being teleported into the blast radius of the elemental spouts.

To be clear, the author of this adventure does not consider teleporting creatures straight up in the air so that they will take falling damage to be a valid tactic. DMs are free to rule however they want on what PCs are allowed to do, but the monsters in this adventure will never use their teleportation powers to fling PCs into the air, period. (The recent rules updates for the *D&D Essentials* line do suggest that teleporting a creature into the air is supported by the rules, but your humble scribe still disagrees with that tactic.) Teleporting a flying PC down to ground level so that the PC can be attacked is a perfectly legitimate tactic, however.

SCALING THE ENCOUNTER

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

Heroic - Four PCs: Remove a gray slaad havoc.

Heroic - Six PCs: Add another flux slaad.

Paragon - Four PCs: Remove a red slaad.

Paragon - Six PCs: Increase the blue slaad spawner's hit points by 50%.

ENEMY REINFORCEMENTS

Reinforcements teleport in at the beginning of the round after the creature they are replacing has been killed. They can appear in any square of your choosing within 5 squares of the creature that was slain.

At the heroic tier, add another blood slaad and another flux slaad whenever the first of the two slaads of the same type are killed. Do not reinforce the gray slaad.

At the paragon tier, when the blue slaad spawner has been defeated, add another red slaad. Whenever the green slaad or the gray slaad is defeated, whichever comes first, add another slaad of the same type and do not reinforce the other type.

ENDING THE ENCOUNTER

The encounter ends when the PCs have defeated all the slaads. If time is called before all the slaads have been defeated, the remaining slaads begin gibbering excitedly and jumping up and down. All their heads then explode, simultaneously. Unfazed by the loss of their collective crania, the slaads then teleport en masse back to the Elemental Chaos. (If the PCs have been having an easy time of things thus far in the BI, you can also treat this like a roll on the wandering damage table: the exploding slaad heads count as an area burst 2 attack emanating from each slaad, attacking each individual PC's Reflex at a bonus of [targeted character's level + 3] and dealing area damage appropriate to the character's level as specified by the core rules. This damage should not, under any circumstances, be used to kill PCs, but many DMs have reported that both they and their players found this effect to be a highly entertaining way to end the encounter and burn a few healing surges.)

Total Success: All the slaads (including reinforcements, if any) were killed.

Success: At least four out of the initial slaads (including the elite blue slaad at Paragon tier) were killed.

Partial Success: At least three out of the initial slaads (not necessarily including the elite blue slaad at Paragon tier) were killed.

Failure: Less than three of the initial slaads were killed.

PCs that are slain in this encounter are given a Raise Dead ritual on the battlefield by a high-level cleric of Torm. *Loyalty's Sacrifice* was sent with the expedition, so the ritual can be completed in time for the PC to participate in the next mission.

Read the following when the slaads have been defeated:

As the last of the strange toad-like creatures falls to the ground, the plagueland absorbs and amplifies their chaotic energy. The sky erupts with color and sound. High above, a whirling earthmote pauses in its flight, then changes course and comes hurtling toward the ground. It crashes into the center of the abyssal wellspring, creating a thunderous explosion. When the smoke clears, the planar rift has disappeared. Your path toward the center of the plagueland is now clear.

EXPERIENCE POINTS

The PCs earn the full amount if they achieve a total success or a success. They earn 75% of the listed amount for a partial success, and 50% for a failure.

H1: 150 / 210 XP per PC; H2: 240 / 360 XP per PC;
H3: 420 / 600 XP per PC; P1: 840 / 1,200 XP per PC;
P2: 1,440 / 1,680 XP per PC.

TREASURE

As each slaad dies, its energy coalesces into a single gemstone that swirls with chaotic power. The PCs may acquire these items after the battle is over and use them later in the adventure. If the PCs did not defeat all the monsters, then there are only a number of gems equal to the number of monsters that were defeated, and the PCs must decide who will carry them.

All PCs may make use of these items, regardless of the fact that the *gem of valor* is a level 20 consumable and by definition, none of the PCs in this adventure are level 20. This is a special benefit for this adventure only. These items may not be sold, and disappear at the end of the adventure regardless of whether they have been used.

Heroic and Paragon tier: 1 *gem of valor* per PC

THE COMPANION

The PCs are out of range of the Companion. It has no effects, good or bad, for any creatures in this encounter. Also note that the slaads are not spellscarred creatures,

so the Spellplague Sense and Spellscarred Susceptibility characteristics do not apply during this encounter. Of course, any spellscarred PC's senses are being completely overloaded by the fact that they are in an active plagueland, so it's debatable whether Spellplague Sense would be any help at all. (The character is *always* within 5 squares of an active pocket of Spellplague.)

THE PASSAGE OF TIME

This is the first encounter on the second day of the battle. The PCs had to travel a few miles to the south of Elturel, but thanks to the Phantom Steed ritual provided by the clerics of Torm, that journey would have taken no more than half an hour (flying at speed 20, the PCs were moving at least 10 miles per hour). So, it is still early morning when this encounter ends.

MISSION 4: "CHAOTIC INCURSION" STATISTICS (H1, LOW LEVEL)

Flux Slaad (Level 2)		Level 2 Skirmisher	
Medium elemental humanoid		XP 125	
Initiative +5	Senses Perception +7; low-light vision		
HP 42; Bloodied 21			
AC 16; Fortitude 16, Reflex 14, Will 14			
Resist 5 variable; Vulnerable 10 variable			
Speed 7, teleport 2			
m Claw Slash (standard; at-will)			
+7 vs. AC; 1d8 + 5 damage.			
M Flux Rage (standard; recharges when first bloodied)			
The flux slaad shifts 2 squares and makes one <i>claw slash</i> attack against each creature it moves adjacent to during the shift.			
Piercing Reaction (immediate reaction, when the flux slaad takes damage from an attack; at-will)			
The slaad shifts 1 square.			
Slaad Vulnerability Shift			
A flux slaad starts the encounter with vulnerable 10 to one of the following six damage types, randomly determined: 1 - cold, 2 - fire, 3 - lightning, 4 - necrotic, 5 - psychic, or 6 - thunder. It has resist 5 to the other five types. When the slaad takes damage of the type to which it's vulnerable, its vulnerability changes to one of the other five damage types, randomly determined, and it gains resistance to the type it was previously vulnerable to.			
Alignment Chaotic Evil		Languages Common, Primordial	
Str 16 (+4)	Dex 15 (+3)	Wis 13 (+2)	
Con 18 (+5)	Int 7 (-1)	Cha 14 (+3)	

Note: In this adventure, the slaads are not able to implant embryos due to the effects of the plagueland, so their stat blocks have been modified.

The red slaad's *claw* damage has been increased and given a marking ability to compensate for the removal of the disease. The lesser gray slaad havoc's *havoc claw* damage has likewise been increased.

Lesser Red (Blood) Slaad (Level 2)		Level 2 Soldier	
Large elemental humanoid		XP 125	
Initiative +7	Senses Perception +2; low-light vision		
HP 42; Bloodied 21			
AC 16; Fortitude 15, Reflex 16, Will 12			
Immune chaos phage			
Speed 8, teleport 4			
m Bite (standard; at-will)			
Reach 2; +7 vs. AC; 1d10 + 6 damage.			
m Claw (standard; at-will)			
Reach 2; +7 vs. AC; 1d8 + 5 damage, and the target is marked until the end of the red slaad's next turn.			
M Leaping Pounce (standard; recharge 5 6)			
The red slaad shifts 4 squares and makes two claw attacks. If either claw attack hits, the target is marked until the end of the red slaad's next turn.			
C Horrid Croak (standard; at-will) ♦ Fear			
Close blast 5; +5 vs. Fortitude; the target is immobilized until the end of the red slaad's next turn.			
Alignment Chaotic Evil		Languages Primordial	
Skills Athletics +9, Stealth +10			
Str 17 (+4)	Dex 19 (+5)	Wis 12 (+2)	
Con 18 (+5)	Int 11 (+1)	Cha 15 (+3)	

Lesser Gray Slaad Havoc (Level 2)		Level 2 Artillery (Leader)	
Medium elemental humanoid		XP 125	
Initiative +4	Senses Perception +5; low-light vision		
HP 38; Bloodied 19			
AC 14; Fortitude 14, Reflex 15, Will 13			
Immune chaos phage			
Speed 6, teleport 6			
m Havoc Claw (standard; at-will)			
+7 vs. AC; 1d6 + 4 damage, and the gray slaad havoc slides the target 2 squares.			
R Havoc Bolt (standard; at-will)			
Ranged 20; +7 vs. Reflex; 1d8 + 5 damage, and the gray slaad havoc slides the target 3 squares. If the attack scores a critical hit, the gray slaad havoc can repeat it once as a free action.			
C Fog of Chaos (immediate interrupt, when hit by a ranged attack; recharge 4 5 6)			
Close burst 20; targets the triggering attacker; +7 vs. Will; the triggering attack instead targets one of the target's allies of the target's choice.			
C Reality Shift (move; at-will) ♦ Teleportation			
Close burst 10; targets one creature in burst; +7 vs. Will (no attack roll required against an ally); the gray slaad havoc teleports the target to any space within the burst.			
Alignment Chaotic Evil		Languages Common, Primordial	
Skills Athletics +8, Stealth +9			
Str 14 (+3)	Dex 17 (+4)	Wis 19 (+5)	
Con 20 (+6)	Int 23 (+7)	Cha 16 (+4)	

MISSION 4: "CHAOTIC INCURSION" STATISTICS (H1, HIGH LEVEL)

Flux Slaad (Level 4)		Level 4 Skirmisher	
Medium elemental humanoid		XP 175	
Initiative +6 Senses Perception +8; low-light vision			
HP 58; Bloodied 29			
AC 18; Fortitude 18, Reflex 16, Will 16			
Resist 5 variable; Vulnerable 10 variable			
Speed 7, teleport 2			
m Claw Slash (standard; at-will)			
+9 vs. AC; 2d6 + 5 damage.			
M Flux Rage (standard; recharges when first bloodied)			
The flux slaad shifts 2 squares and makes one <i>claw slash</i> attack against each creature it moves adjacent to during the shift.			
Piercing Reaction (immediate reaction, when the flux slaad takes damage from an attack; at-will)			
The slaad shifts 1 square.			
Slaad Vulnerability Shift			
A flux slaad starts the encounter with vulnerable 10 to one of the following six damage types, randomly determined: 1 - cold, 2 - fire, 3 - lightning, 4 - necrotic, 5 - psychic, or 6 - thunder. It has resist 5 to the other five types. When the slaad takes damage of the type to which it's vulnerable, its vulnerability changes to one of the other five damage types, randomly determined, and it gains resistance to the type it was previously vulnerable to.			
Alignment Chaotic Evil		Languages Common, Primordial	
Str 16 (+5)	Dex 15 (+4)	Wis 13 (+3)	
Con 18 (+6)	Int 7 (+0)	Cha 14 (+4)	

Note: In this adventure, the slaads are not able to implant embryos due to the effects of the plagueland, so their stat blocks have been modified.

The red slaad's *claw* damage has been increased and given a marking ability to compensate for the removal of the disease. The lesser gray slaad havoc's *havoc claw* damage has likewise been increased.

Lesser Red (Blood) Slaad (Level 4)		Level 4 Soldier	
Large elemental humanoid		XP 175	
Initiative +8 Senses Perception +3; low-light vision			
HP 58; Bloodied 29			
AC 18; Fortitude 17, Reflex 18, Will 14			
Immune chaos phage			
Speed 8, teleport 4			
m Bite (standard; at-will)			
Reach 2; +9 vs. AC; 2d8 + 6 damage.			
m Claw (standard; at-will)			
Reach 2; +9 vs. AC; 2d6 + 5 damage, and the target is marked until the end of the red slaad's next turn.			
M Leaping Pounce (standard; recharge 5 6)			
The red slaad shifts 4 squares and makes two claw attacks. If either claw attack hits, the target is marked until the end of the red slaad's next turn.			
C Horrid Croak (standard; at-will) ♦ Fear			
Close blast 5; +7 vs. Fortitude; the target is immobilized until the end of the red slaad's next turn.			
Alignment Chaotic Evil		Languages Primordial	
Skills Athletics +10, Stealth +11			
Str 17 (+5)	Dex 19 (+6)	Wis 12 (+3)	
Con 18 (+6)	Int 11 (+2)	Cha 15 (+4)	

Lesser Gray Slaad Havoc (Level 4)		Level 4 Artillery (Leader)	
Medium elemental humanoid		XP 175	
Initiative +5 Senses Perception +6; low-light vision			
HP 50; Bloodied 25			
AC 16; Fortitude 16, Reflex 17, Will 15			
Immune chaos phage			
Speed 6, teleport 6			
m Havoc Claw (standard; at-will)			
+9 vs. AC; 1d8 + 5 damage, and the gray slaad havoc slides the target 2 squares.			
R Havoc Bolt (standard; at-will)			
Ranged 20; +9 vs. Reflex; 2d6 + 5 damage, and the gray slaad havoc slides the target 3 squares. If the attack scores a critical hit, the gray slaad havoc can repeat it once as a free action.			
C Fog of Chaos (immediate interrupt, when hit by a ranged attack; recharge 4 5 6)			
Close burst 20; targets the triggering attacker; +9 vs. Will; the triggering attack instead targets one of the target's allies of the target's choice.			
C Reality Shift (move; at-will) ♦ Teleportation			
Close burst 10; targets one creature in burst; +9 vs. Will (no attack roll required against an ally); the gray slaad havoc teleports the target to any space within the burst.			
Alignment Chaotic Evil		Languages Common, Primordial	
Skills Athletics +9, Stealth +10			
Str 14 (+4)	Dex 17 (+5)	Wis 19 (+6)	
Con 20 (+7)	Int 23 (+8)	Cha 16 (+5)	

MISSION 4: "CHAOTIC INCURSION" STATISTICS (H2, LOW LEVEL)

Flux Slaad (Level 5)		Level 5 Skirmisher	
Medium elemental humanoid		XP 200	
Initiative +6	Senses Perception +8; low-light vision		
HP 66; Bloodied 33			
AC 19; Fortitude 19, Reflex 17, Will 17			
Resist 5 variable; Vulnerable 10 variable			
Speed 7, teleport 2			
m Claw Slash (standard; at-will)			
+10 vs. AC; 2d6 + 6 damage.			
M Flux Rage (standard; recharges when first bloodied)			
The flux slaad shifts 2 squares and makes one <i>claw slash</i> attack against each creature it moves adjacent to during the shift.			
Piercing Reaction (immediate reaction, when the flux slaad takes damage from an attack; at-will)			
The slaad shifts 1 square.			
Slaad Vulnerability Shift			
A flux slaad starts the encounter with vulnerable 10 to one of the following six damage types, randomly determined: 1 - cold, 2 - fire, 3 - lightning, 4 - necrotic, 5 - psychic, or 6 - thunder. It has resist 5 to the other five types. When the slaad takes damage of the type to which it's vulnerable, its vulnerability changes to one of the other five damage types, randomly determined, and it gains resistance to the type it was previously vulnerable to.			
Alignment Chaotic Evil		Languages Common, Primordial	
Str 16 (+5)	Dex 15 (+4)	Wis 13 (+3)	
Con 18 (+6)	Int 7 (+0)	Cha 14 (+4)	

Note: In this adventure, the slaads are not able to implant embryos due to the effects of the plagueland, so their stat blocks have been modified.

The red slaad's *claw* damage has been increased and given a marking ability to compensate for the removal of the disease. The lesser gray slaad havoc's *havoc claw* damage has likewise been increased.

Lesser Red (Blood) Slaad (Level 5)		Level 5 Soldier	
Large elemental humanoid		XP 200	
Initiative +8	Senses Perception +3; low-light vision		
HP 66; Bloodied 33			
AC 19; Fortitude 18, Reflex 19, Will 15			
Immune chaos phage			
Speed 8, teleport 4			
m Bite (standard; at-will)			
Reach 2; +10 vs. AC; 2d8 + 7 damage.			
m Claw (standard; at-will)			
Reach 2; +10 vs. AC; 2d6 + 6 damage, and the target is marked until the end of the red slaad's next turn.			
M Leaping Pounce (standard; recharge 5 6)			
The red slaad shifts 4 squares and makes two claw attacks. If either claw attack hits, the target is marked until the end of the red slaad's next turn.			
C Horrid Croak (standard; at-will) ♦ Fear			
Close blast 5; +8 vs. Fortitude; the target is immobilized until the end of the red slaad's next turn.			
Alignment Chaotic Evil		Languages Primordial	
Skills Athletics +10, Stealth +11			
Str 17 (+5)	Dex 19 (+6)	Wis 12 (+3)	
Con 18 (+6)	Int 11 (+2)	Cha 15 (+4)	

Lesser Gray Slaad Havoc (Level 5)		Level 5 Artillery (Leader)	
Medium elemental humanoid		XP 200	
Initiative +5	Senses Perception +6; low-light vision		
HP 56; Bloodied 28			
AC 17; Fortitude 17, Reflex 18, Will 16			
Immune chaos phage			
Speed 6, teleport 6			
m Havoc Claw (standard; at-will)			
+10 vs. AC; 1d8 + 6 damage, and the gray slaad havoc slides the target 2 squares.			
R Havoc Bolt (standard; at-will)			
Ranged 20; +10 vs. Reflex; 2d6 + 6 damage, and the gray slaad havoc slides the target 3 squares. If the attack scores a critical hit, the gray slaad havoc can repeat it once as a free action.			
C Fog of Chaos (immediate interrupt, when hit by a ranged attack; recharge 4 5 6)			
Close burst 20; targets the triggering attacker; +10 vs. Will; the triggering attack instead targets one of the target's allies of the target's choice.			
C Reality Shift (move; at-will) ♦ Teleportation			
Close burst 10; targets one creature in burst; +10 vs. Will (no attack roll required against an ally); the gray slaad havoc teleports the target to any space within the burst.			
Alignment Chaotic Evil		Languages Common, Primordial	
Skills Athletics +9, Stealth +10			
Str 14 (+4)	Dex 17 (+5)	Wis 19 (+6)	
Con 20 (+7)	Int 23 (+8)	Cha 16 (+5)	

MISSION 4: "CHAOTIC INCURSION" STATISTICS (H2, HIGH LEVEL)

Flux Slaad (Level 7)		Level 7 Skirmisher
Medium elemental humanoid		XP 300
Initiative +7	Senses Perception +9; low-light vision	
HP 82; Bloodied 41		
AC 21; Fortitude 21, Reflex 19, Will 19		
Resist 5 variable; Vulnerable 10 variable		
Speed 7, teleport 2		
m Claw Slash (standard; at-will)		
+12 vs. AC; 2d8 + 6 damage.		
M Flux Rage (standard; recharges when first bloodied)		
The flux slaad shifts 2 squares and makes one <i>claw slash</i> attack against each creature it moves adjacent to during the shift.		
Piercing Reaction (immediate reaction, when the flux slaad takes damage from an attack; at-will)		
The slaad shifts 1 square.		
Slaad Vulnerability Shift		
A flux slaad starts the encounter with vulnerable 10 to one of the following six damage types, randomly determined: 1 - cold, 2 - fire, 3 - lightning, 4 - necrotic, 5 - psychic, or 6 - thunder. It has resist 5 to the other five types. When the slaad takes damage of the type to which it's vulnerable, its vulnerability changes to one of the other five damage types, randomly determined, and it gains resistance to the type it was previously vulnerable to.		
Alignment Chaotic Evil	Languages Common, Primordial	
Str 16 (+6)	Dex 15 (+5)	Wis 13 (+4)
Con 18 (+7)	Int 7 (+1)	Cha 14 (+5)

Note: In this adventure, the slaads are not able to implant embryos due to the effects of the plagueland, so their stat blocks have been modified.

The red slaad's *claw* damage has been increased and given a marking ability to compensate for the removal of the disease. The lesser gray slaad havoc's *havoc claw* damage has likewise been increased.

Lesser Red (Blood) Slaad (Level 7)		Level 7 Soldier
Large elemental humanoid		XP 300
Initiative +9	Senses Perception +4; low-light vision	
HP 82; Bloodied 41		
AC 21; Fortitude 20, Reflex 21, Will 17		
Immune chaos phage		
Speed 8, teleport 4		
m Bite (standard; at-will)		
Reach 2; +12 vs. AC; 3d6 + 9 damage.		
m Claw (standard; at-will)		
Reach 2; +12 vs. AC; 2d8 + 6 damage, and the target is marked until the end of the red slaad's next turn.		
M Leaping Pounce (standard; recharge 5 6)		
The red slaad shifts 4 squares and makes two claw attacks. If either claw attack hits, the target is marked until the end of the red slaad's next turn.		
C Horrid Croak (standard; at-will) ♦ Fear		
Close blast 5; +10 vs. Fortitude; the target is immobilized until the end of the red slaad's next turn.		
Alignment Chaotic Evil	Languages Primordial	
Skills Athletics +11, Stealth +12		
Str 17 (+6)	Dex 19 (+7)	Wis 12 (+4)
Con 18 (+7)	Int 11 (+3)	Cha 15 (+5)

Lesser Gray Slaad Havoc (Level 7)		Level 7 Artillery (Leader)
Medium elemental humanoid		XP 300
Initiative +6	Senses Perception +7; low-light vision	
HP 68; Bloodied 34		
AC 19; Fortitude 19, Reflex 20, Will 18		
Immune chaos phage		
Speed 6, teleport 6		
m Havoc Claw (standard; at-will)		
+12 vs. AC; 2d6 + 4 damage, and the gray slaad havoc slides the target 2 squares.		
R Havoc Bolt (standard; at-will)		
Ranged 20; +12 vs. Reflex; 2d8 + 6 damage, and the gray slaad havoc slides the target 3 squares. If the attack scores a critical hit, the gray slaad havoc can repeat it once as a free action.		
C Fog of Chaos (immediate interrupt, when hit by a ranged attack; recharge 4 5 6)		
Close burst 20; targets the triggering attacker; +12 vs. Will; the triggering attack instead targets one of the target's allies of the target's choice.		
C Reality Shift (move; at-will) ♦ Teleportation		
Close burst 10; targets one creature in burst; +12 vs. Will (no attack roll required against an ally); the gray slaad havoc teleports the target to any space within the burst.		
Alignment Chaotic Evil	Languages Common, Primordial	
Skills Athletics +10, Stealth +11		
Str 14 (+5)	Dex 17 (+6)	Wis 19 (+7)
Con 20 (+8)	Int 23 (+9)	Cha 16 (+6)

MISSION 4: "CHAOTIC INCURSION" STATISTICS (H3, LOW LEVEL)

Flux Slaad (Level 8)		Level 8 Skirmisher
Medium elemental humanoid		XP 350
Initiative +8	Senses Perception +10; low-light vision	
HP 90; Bloodied 45		
AC 22; Fortitude 22, Reflex 20, Will 20		
Resist 5 variable; Vulnerable 10 variable		
Speed 7, teleport 2		
m Claw Slash (standard; at-will) +13 vs. AC; 2d8 + 7 damage.		
M Flux Rage (standard; recharges when first bloodied) The flux slaad shifts 2 squares and makes one <i>claw slash</i> attack against each creature it moves adjacent to during the shift.		
Piercing Reaction (immediate reaction, when the flux slaad takes damage from an attack; at-will) The slaad shifts 1 square.		
Slaad Vulnerability Shift A flux slaad starts the encounter with vulnerable 10 to one of the following six damage types, randomly determined: 1 - cold, 2 - fire, 3 - lightning, 4 - necrotic, 5 - psychic, or 6 - thunder. It has resist 5 to the other five types. When the slaad takes damage of the type to which it's vulnerable, its vulnerability changes to one of the other five damage types, randomly determined, and it gains resistance to the type it was previously vulnerable to.		
Alignment Chaotic Evil	Languages Common, Primordial	
Str 16 (+7)	Dex 15 (+6)	Wis 13 (+5)
Con 18 (+8)	Int 7 (+2)	Cha 14 (+6)

Note: In this adventure, the slaads are not able to implant embryos due to the effects of the plagueland, so their stat blocks have been modified.

The red slaad's *claw* damage has been increased and given a marking ability to compensate for the removal of the disease. The lesser gray slaad havoc's *havoc claw* damage has likewise been increased.

Lesser Red (Blood) Slaad (Level 8)		Level 8 Soldier
Large elemental humanoid		XP 350
Initiative +10	Senses Perception +5; low-light vision	
HP 90; Bloodied 45		
AC 22; Fortitude 21, Reflex 22, Will 18		
Immune chaos phage		
Speed 8, teleport 4		
m Bite (standard; at-will) Reach 2; +13 vs. AC; 3d6 + 10 damage.		
m Claw (standard; at-will) Reach 2; +13 vs. AC; 2d8 + 7 damage, and the target is marked until the end of the red slaad's next turn.		
M Leaping Pounce (standard; recharge 5 6) The red slaad shifts 4 squares and makes two claw attacks. If either claw attack hits, the target is marked until the end of the red slaad's next turn.		
C Horrid Croak (standard; at-will) ♦ Fear Close blast 5; +11 vs. Fortitude; the target is immobilized until the end of the red slaad's next turn.		
Alignment Chaotic Evil	Languages Primordial	
Skills Athletics +12, Stealth +13		
Str 17 (+7)	Dex 19 (+8)	Wis 12 (+5)
Con 18 (+8)	Int 11 (+4)	Cha 15 (+6)

Lesser Gray Slaad Havoc (Level 8)		Level 8 Artillery (Leader)
Medium elemental humanoid		XP 350
Initiative +7	Senses Perception +8; low-light vision	
HP 74; Bloodied 37		
AC 20; Fortitude 20, Reflex 21, Will 19		
Immune chaos phage		
Speed 6, teleport 6		
m Havoc Claw (standard; at-will) +13 vs. AC; 2d6 + 5 damage, and the gray slaad havoc slides the target 2 squares.		
R Havoc Bolt (standard; at-will) Ranged 20; +13 vs. Reflex; 2d8 + 7 damage, and the gray slaad havoc slides the target 3 squares. If the attack scores a critical hit, the gray slaad havoc can repeat it once as a free action.		
C Fog of Chaos (immediate interrupt, when hit by a ranged attack; recharge 4 5 6) Close burst 20; targets the triggering attacker; +13 vs. Will; the triggering attack instead targets one of the target's allies of the target's choice.		
C Reality Shift (move; at-will) ♦ Teleportation Close burst 10; targets one creature in burst; +13 vs. Will (no attack roll required against an ally); the gray slaad havoc teleports the target to any space within the burst.		
Alignment Chaotic Evil	Languages Common, Primordial	
Skills Athletics +11, Stealth +12		
Str 14 (+6)	Dex 17 (+7)	Wis 19 (+8)
Con 20 (+9)	Int 23 (+10)	Cha 16 (+7)

MISSION 4: "CHAOTIC INCURSION" STATISTICS (H3, HIGH LEVEL)

Flux Slaad (Level 10)		Level 10 Skirmisher
Medium elemental humanoid		XP 500
Initiative +9 Senses Perception +11; low-light vision		
HP 106; Bloodied 53		
AC 24; Fortitude 24, Reflex 22, Will 22		
Resist 5 variable; Vulnerable 10 variable		
Speed 7, teleport 2		
m Claw Slash (standard; at-will)		
+15 vs. AC; 2d8 + 9 damage.		
M Flux Rage (standard; recharges when first bloodied)		
The flux slaad shifts 2 squares and makes one claw slash attack against each creature it moves adjacent to during the shift.		
Piercing Reaction (immediate reaction, when the flux slaad takes damage from an attack; at-will)		
The slaad shifts 1 square.		
Slaad Vulnerability Shift		
A flux slaad starts the encounter with vulnerable 10 to one of the following six damage types, randomly determined: 1 - cold, 2 - fire, 3 - lightning, 4 - necrotic, 5 - psychic, or 6 - thunder. It has resist 5 to the other five types. When the slaad takes damage of the type to which it's vulnerable, its vulnerability changes to one of the other five damage types, randomly determined, and it gains resistance to the type it was previously vulnerable to.		
Alignment Chaotic Evil		Languages Common, Primordial
Str 16 (+8)	Dex 15 (+7)	Wis 13 (+6)
Con 18 (+9)	Int 7 (+3)	Cha 14 (+7)

Note: In this adventure, the slaads are not able to implant embryos due to the effects of the plagueland, so their stat blocks have been modified.

The red slaad's *claw* damage has been increased and given a marking ability to compensate for the removal of the disease. The lesser gray slaad havoc's *havoc claw* damage has likewise been increased.

Lesser Red (Blood) Slaad (Level 10)		Level 10 Soldier
Large elemental humanoid		XP 500
Initiative +11 Senses Perception +6; low-light vision		
HP 106; Bloodied 53		
AC 24; Fortitude 23, Reflex 24, Will 20		
Immune chaos phage		
Speed 8, teleport 4		
m Bite (standard; at-will)		
Reach 2; +15 vs. AC; 3d6 + 12 damage.		
m Claw (standard; at-will)		
Reach 2; +15 vs. AC; 2d8 + 9 damage, and the target is marked until the end of the red slaad's next turn.		
M Leaping Pounce (standard; recharge 5 6)		
The red slaad shifts 4 squares and makes two claw attacks. If either claw attack hits, the target is marked until the end of the red slaad's next turn.		
C Horrid Croak (standard; at-will) ♦ Fear		
Close blast 5; +13 vs. Fortitude; the target is immobilized until the end of the red slaad's next turn.		
Alignment Chaotic Evil		Languages Primordial
Skills Athletics +13, Stealth +14		
Str 17 (+8)	Dex 19 (+9)	Wis 12 (+6)
Con 18 (+9)	Int 11 (+5)	Cha 15 (+7)

Lesser Gray Slaad Havoc (Level 10)		Level 10 Artillery (Leader)
Medium elemental humanoid		XP 500
Initiative +8 Senses Perception +9; low-light vision		
HP 86; Bloodied 43		
AC 22; Fortitude 22, Reflex 23, Will 21		
Immune chaos phage		
Speed 6, teleport 6		
m Havoc Claw (standard; at-will)		
+15 vs. AC; 2d6 + 6 damage, and the gray slaad havoc slides the target 2 squares.		
R Havoc Bolt (standard; at-will)		
Ranged 20; +15 vs. Reflex; 2d8 + 9 damage, and the gray slaad havoc slides the target 3 squares. If the attack scores a critical hit, the gray slaad havoc can repeat it once as a free action.		
C Fog of Chaos (immediate interrupt, when hit by a ranged attack; recharge 4 5 6)		
Close burst 20; targets the triggering attacker; +15 vs. Will; the triggering attack instead targets one of the target's allies of the target's choice.		
C Reality Shift (move; at-will) ♦ Teleportation		
Close burst 10; targets one creature in burst; +15 vs. Will (no attack roll required against an ally); the gray slaad havoc teleports the target to any space within the burst.		
Alignment Chaotic Evil		Languages Common, Primordial
Skills Athletics +12, Stealth +13		
Str 14 (+7)	Dex 17 (+8)	Wis 19 (+9)
Con 20 (+10)	Int 23 (+11)	Cha 16 (+8)

MISSION 4: "CHAOTIC INCURSION" STATISTICS (P1, LOW LEVEL)

Blue (Talon) Slaad Spawner (Level 12) Level 12 Elite Brute	
Large elemental humanoid XP 1,400	
Initiative +8	Senses Perception +12; low-light vision
HP 150; Bloodied 75	
AC 24; Fortitude 24, Reflex 20, Will 19	
Immune chaos phage	
Saving Throws +2	
Speed 6, teleport 2	
Action Points 1	
m Claws (standard; at-will)	
Reach 2; +17 vs. AC; 3d8 + 13 damage.	
M Double Attack (standard; at-will)	
The blue slaad spawner makes two claw attacks against the same or different targets within reach.	
M Fling (standard; at-will)	
Reach 2; +17 vs. AC; 3d8 + 13 damage, and the target slides 2 squares and is knocked prone.	
C Ravager's Fury (standard; usable only while bloodied; encounter)	
The blue slaad rakes all enemies within its reach; Close burst 2; +17 vs. AC; 3d6 + 12 damage, and the blue slaad gains 24 temporary hit points.	
Spawn Slaad (immediate reaction, when the slaad spawner is hit by an attack; at-will)	
A slaad spawn appears in a space adjacent to the slaad spawner. It takes its turn in the initiative order after the slaad spawner. PCs do not earn experience points for killing slaad spawns created by this power.	
Alignment Chaotic Evil	Languages Primordial
Skills Athletics +17, Stealth +13	
Str 22 (+12)	Dex 15 (+8) Wis 13 (+7)
Con 20 (+11)	Int 9 (+5) Cha 11 (+6)

Slaad Spawn (Level 12) Level 12 Minion Skirmisher	
Small elemental humanoid XP --	
Initiative +15	Senses Perception +8; low-light vision
HP 1; a missed attack never damages a minion.	
AC 26; Fortitude 25, Reflex 26, Will 21	
Speed 5, teleport 3	
m Bite (standard; at-will)	
+17 vs. AC; 11 damage	
M Chaotic Slam (standard; at-will)	
The slaad spawn jumps a distance up to its speed and then attacks an adjacent enemy; +17 vs. AC; 10 damage and the target is knocked prone.	
Miss: The slaad spawn explodes and is reduced to 0 hit points.	
The spawn then makes the following close burst 1 attack: +15 vs. Reflex; 7 damage.	
Alignment Chaotic Evil	Languages Primordial
Str 17 (+9)	Dex 24 (+13) Wis 14 (+8)
Con 22 (+12)	Int 3 (+2) Cha 7 (+4)

Red (Blood) Slaad (Level 12) Level 12 Soldier	
Large elemental humanoid XP 700	
Initiative +12	Senses Perception +7; low-light vision
HP 122; Bloodied 61	
AC 26; Fortitude 25, Reflex 26, Will 22	
Immune chaos phage	
Speed 8, teleport 4	
m Bite (standard; at-will)	
Reach 2; +17 vs. AC; 3d8 + 13 damage.	
m Claw (standard; at-will)	
Reach 2; +17 vs. AC; 3d6 + 10 damage, and the target is marked until the end of the red slaad's next turn.	
M Leaping Pounce (standard; recharge 5 6)	
The red slaad shifts 4 squares and makes two claw attacks. If either claw attack hits, the target is marked until the end of the red slaad's next turn.	
C Horrid Croak (standard; at-will) ♦ Fear	
Close blast 5; +15 vs. Fortitude; the target is immobilized until the end of the red slaad's next turn.	
Alignment Chaotic Evil	Languages Primordial
Skills Athletics +14, Stealth +15	
Str 17 (+9)	Dex 19 (+10) Wis 12 (+7)
Con 18 (+10)	Int 11 (+6) Cha 15 (+8)

Green (Curse) Slaad (Level 12) Level 12 Controller	
Large elemental humanoid XP 700	
Initiative +8	Senses Perception +14; low-light vision
HP 125; Bloodied 62	
AC 26; Fortitude 24, Reflex 23, Will 25	
Immune chaos phage	
Speed 6, teleport 6	
m Claws (standard; at-will)	
Reach 2; +17 vs. AC; 3d6 + 10 damage.	
r Chaos Bolt (standard; at-will)	
Ranged 10; +15 vs. Will; 2d8 + 6 damage, and the target is dazed until the end of the green slaad's next turn.	
R Transpose Target (standard; recharge 6) ♦ Teleportation	
Ranged 10; +15 vs. Reflex; 4d6 + 17 damage, and the target teleports 10 squares to an unoccupied space of the green slaad's choosing (and in its line of sight).	
C Croak of Chaos (standard; at-will)	
Close burst 4; targets enemies; +15 vs. Fortitude; 2d8 + 6 damage, and the target slides 4 squares.	
Alignment Chaotic Evil	Languages Primordial
Skills Athletics +14, Bluff +15, Intimidate +15, Stealth +13	
Str 17 (+9)	Dex 14 (+8) Wis 17 (+9)
Con 21 (+11)	Int 15 (+8) Cha 18 (+10)

Note: In this adventure, the slaads are not able to implant embryos due to the effects of the plagueland, so their stat blocks have been modified. Attacks that inflict chaos phage have had that ability removed. Where appropriate, damage was increased to compensate.

The blue slaad spawner has been given a double attack ability to compensate for the removal of the disease, and because it is an elite creature. The slaad spawner template comes from MM2. Unlike most templates, it creates an elite creature, but does not double the creature's hit points.

Gray Slaad Havoc (Level 12)		Level 12 Artillery (Leader)	
Medium elemental humanoid		XP 700	
Initiative +9		Senses Perception +10; low-light vision	
HP 98; Bloodied 49			
AC 24; Fortitude 24, Reflex 25, Will 23			
Immune chaos phage			
Speed 6, teleport 6			
m Havoc Claw (standard; at-will)			
+17 vs. AC; 2d8 + 6 damage, and the gray slaad havoc slides the target 2 squares.			
R Havoc Bolt (standard; at-will)			
Ranged 20; +17 vs. Reflex; 3d6 + 10 damage, and the gray slaad havoc slides the target 3 squares. If the attack scores a critical hit, the gray slaad havoc can repeat it once as a free action.			
C Fog of Chaos (immediate interrupt, when hit by a ranged attack; recharge 4 5 6)			
Close burst 20; targets the triggering attacker; +17 vs. Will; the triggering attack instead targets one of the target's allies of the target's choice.			
C Reality Shift (move; at-will) ♦ Teleportation			
Close burst 10; targets one creature in burst; +17 vs. Will (no attack roll required against an ally); the gray slaad havoc teleports the target to any space within the burst.			
Alignment Chaotic Evil		Languages Common, Primordial	
Skills Athletics +13, Stealth +14			
Str 14 (+8)	Dex 17 (+9)	Wis 19 (+10)	
Con 20 (+11)	Int 23 (+12)	Cha 16 (+9)	

MISSION 4: "CHAOTIC INCURSION" STATISTICS (P1, HIGH LEVEL)

Blue (Talon) Slaad Spawner (Level 14) Level 14 Elite Brute	
Large elemental humanoid XP 2,000	
Initiative +9	Senses Perception +13; low-light vision
HP 170; Bloodied 85	
AC 26; Fortitude 26, Reflex 22, Will 21	
Immune chaos phage	
Saving Throws +2	
Speed 6, teleport 2	
Action Points 1	
m Claws (standard; at-will)	
Reach 2; +19 vs. AC; 3d8 + 15 damage.	
M Double Attack (standard; at-will)	
The blue slaad spawner makes two claw attacks against the same or different targets within reach.	
M Fling (standard; at-will)	
Reach 2; +19 vs. AC; 3d8 + 15 damage, and the target slides 2 squares and is knocked prone.	
C Ravager's Fury (standard; usable only while bloodied; encounter)	
The blue slaad rakes all enemies within its reach; Close burst 2; +19 vs. AC; 3d8 + 12 damage, and the blue slaad gains 28 temporary hit points.	
Spawn Slaad (immediate reaction, when the slaad spawner is hit by an attack; at-will)	
A slaad spawn appears in a space adjacent to the slaad spawner. It takes its turn in the initiative order after the slaad spawner. PCs do not earn experience points for killing slaad spawns created by this power.	
Alignment Chaotic Evil	Languages Primordial
Skills Athletics +18, Stealth +14	
Str 22 (+13)	Dex 15 (+9) Wis 13 (+8)
Con 20 (+12)	Int 9 (+6) Cha 11 (+7)

Slaad Spawn (Level 14) Level 14 Minion Skirmisher	
Small elemental humanoid XP --	
Initiative +16	Senses Perception +9; low-light vision
HP 1; a missed attack never damages a minion.	
AC 28; Fortitude 27, Reflex 28, Will 23	
Speed 5, teleport 3	
m Bite (standard; at-will)	
+19 vs. AC; 12 damage	
M Chaotic Slam (standard; at-will)	
The slaad spawn jumps a distance up to its speed and then attacks an adjacent enemy; +19 vs. AC; 11 damage and the target is knocked prone.	
Miss: The slaad spawn explodes and is reduced to 0 hit points.	
The spawn then makes the following close burst 1 attack: +17 vs. Reflex; 8 damage.	
Alignment Chaotic Evil	Languages Primordial
Str 17 (+10)	Dex 24 (+14) Wis 14 (+9)
Con 22 (+13)	Int 3 (+3) Cha 7 (+5)

Red (Blood) Slaad (Level 14) Level 14 Soldier	
Large elemental humanoid XP 1,000	
Initiative +13	Senses Perception +8; low-light vision
HP 138; Bloodied 69	
AC 28; Fortitude 27, Reflex 28, Will 24	
Immune chaos phage	
Speed 8, teleport 4	
m Bite (standard; at-will)	
Reach 2; +19 vs. AC; 3d8 + 14 damage.	
m Claw (standard; at-will)	
Reach 2; +19 vs. AC; 3d6 + 12 damage, and the target is marked until the end of the red slaad's next turn.	
M Leaping Pounce (standard; recharge 5 6)	
The red slaad shifts 4 squares and makes two claw attacks. If either claw attack hits, the target is marked until the end of the red slaad's next turn.	
C Horrid Croak (standard; at-will) ♦ Fear	
Close blast 5; +17 vs. Fortitude; the target is immobilized until the end of the red slaad's next turn.	
Alignment Chaotic Evil	Languages Primordial
Skills Athletics +15, Stealth +16	
Str 17 (+10)	Dex 19 (+11) Wis 12 (+8)
Con 18 (+11)	Int 11 (+7) Cha 15 (+9)

Green (Curse) Slaad (Level 14) Level 14 Controller	
Large elemental humanoid XP 1,000	
Initiative +9	Senses Perception +15; low-light vision
HP 141; Bloodied 70	
AC 28; Fortitude 26, Reflex 25, Will 27	
Immune chaos phage	
Speed 6, teleport 6	
m Claws (standard; at-will)	
Reach 2; +19 vs. AC; 3d6 + 12 damage.	
r Chaos Bolt (standard; at-will)	
Ranged 10; +17 vs. Will; 2d8 + 7 damage, and the target is dazed until the end of the green slaad's next turn.	
R Transpose Target (standard; recharge 6) ♦ Teleportation	
Ranged 10; +17 vs. Reflex; 4d8 + 16 damage, and the target teleports 10 squares to an unoccupied space of the green slaad's choosing (and in its line of sight).	
C Croak of Chaos (standard; at-will)	
Close burst 4; targets enemies; +17 vs. Fortitude; 2d8 + 7 damage, and the target slides 4 squares.	
Alignment Chaotic Evil	Languages Primordial
Skills Athletics +15, Bluff +16, Intimidate +16, Stealth +14	
Str 17 (+10)	Dex 14 (+9) Wis 17 (+10)
Con 21 (+12)	Int 15 (+9) Cha 18 (+11)

Note: In this adventure, the slaads are not able to implant embryos due to the effects of the plagueland, so their stat blocks have been modified. Attacks that inflict chaos phage have had that ability removed. Where appropriate, damage was increased to compensate.

The blue slaad spawner has been given a double attack ability to compensate for the removal of the disease, and because it is an elite creature. The slaad spawner template comes from MM2. Unlike most templates, it creates an elite creature, but does not double the creature's hit points.

Gray Slaad Havoc (Level 14)		Level 14 Artillery (Leader)	
Medium elemental humanoid		XP 1,000	
Initiative +10 Senses Perception +11; low-light vision			
HP 110; Bloodied 55			
AC 26; Fortitude 26, Reflex 27, Will 25			
Immune chaos phage			
Speed 6, teleport 6			
m Havoc Claw (standard; at-will)			
+19 vs. AC; 2d8 + 7 damage, and the gray slaad havoc slides the target 2 squares.			
R Havoc Bolt (standard; at-will)			
Ranged 20; +19 vs. Reflex; 3d6 + 12 damage, and the gray slaad havoc slides the target 3 squares. If the attack scores a critical hit, the gray slaad havoc can repeat it once as a free action.			
C Fog of Chaos (immediate interrupt, when hit by a ranged attack; recharge 4 5 6)			
Close burst 20; targets the triggering attacker; +19 vs. Will; the triggering attack instead targets one of the target's allies of the target's choice.			
C Reality Shift (move; at-will) ♦ Teleportation			
Close burst 10; targets one creature in burst; +19 vs. Will (no attack roll required against an ally); the gray slaad havoc teleports the target to any space within the burst.			
Alignment Chaotic Evil		Languages Common, Primordial	
Skills Athletics +14, Stealth +15			
Str 14 (+9)	Dex 17 (+10)	Wis 19 (+11)	
Con 20 (+12)	Int 23 (+13)	Cha 16 (+10)	

MISSION 4: "CHAOTIC INCURSION" STATISTICS (P2, LOW LEVEL)

Blue (Talon) Slaad Spawner (Level 15) Level 15 Elite Brute	
Large elemental humanoid XP 2,400	
Initiative +9	Senses Perception +13; low-light vision
HP 180; Bloodied 90	
AC 27; Fortitude 27, Reflex 23, Will 22	
Immune chaos phage	
Saving Throws +2	
Speed 6, teleport 2	
Action Points 1	
m Claws (standard; at-will)	
Reach 2; +20 vs. AC; 4d6 + 15 damage.	
M Double Attack (standard; at-will)	
The blue slaad spawner makes two claw attacks against the same or different targets within reach.	
M Fling (standard; at-will)	
Reach 2; +20 vs. AC; 4d6 + 15 damage, and the target slides 2 squares and is knocked prone.	
C Ravager's Fury (standard; usable only while bloodied; encounter)	
The blue slaad rakes all enemies within its reach; Close burst 2; +20 vs. AC; 3d8 + 13 damage, and the blue slaad gains 30 temporary hit points.	
Spawn Slaad (immediate reaction, when the slaad spawner is hit by an attack; at-will)	
A slaad spawn appears in a space adjacent to the slaad spawner. It takes its turn in the initiative order after the slaad spawner. PCs do not earn experience points for killing slaad spawns created by this power.	
Alignment Chaotic Evil	Languages Primordial
Skills Athletics +18, Stealth +14	
Str 22 (+13)	Dex 15 (+9) Wis 13 (+8)
Con 20 (+12)	Int 9 (+6) Cha 11 (+7)

Slaad Spawn (Level 15) Level 15 Minion Skirmisher	
Small elemental humanoid XP --	
Initiative +16	Senses Perception +9; low-light vision
HP 1; a missed attack never damages a minion.	
AC 29; Fortitude 28, Reflex 29, Will 24	
Speed 5, teleport 3	
m Bite (standard; at-will)	
+20 vs. AC; 12 damage	
M Chaotic Slam (standard; at-will)	
The slaad spawn jumps a distance up to its speed and then attacks an adjacent enemy; +20 vs. AC; 11 damage and the target is knocked prone.	
Miss: The slaad spawn explodes and is reduced to 0 hit points.	
The spawn then makes the following close burst 1 attack: +18 vs. Reflex; 8 damage.	
Alignment Chaotic Evil	Languages Primordial
Str 17 (+10)	Dex 24 (+14) Wis 14 (+9)
Con 22 (+13)	Int 3 (+3) Cha 7 (+5)

Red (Blood) Slaad (Level 15) Level 15 Soldier	
Large elemental humanoid XP 1,200	
Initiative +13	Senses Perception +8; low-light vision
HP 146; Bloodied 73	
AC 29; Fortitude 28, Reflex 29, Will 25	
Immune chaos phage	
Speed 8, teleport 4	
m Bite (standard; at-will)	
Reach 2; +20 vs. AC; 3d8 + 15 damage.	
m Claw (standard; at-will)	
Reach 2; +20 vs. AC; 3d6 + 13 damage, and the target is marked until the end of the red slaad's next turn.	
M Leaping Pounce (standard; recharge 5 6)	
The red slaad shifts 4 squares and makes two claw attacks. If either claw attack hits, the target is marked until the end of the red slaad's next turn.	
C Horrid Croak (standard; at-will) ♦ Fear	
Close blast 5; +18 vs. Fortitude; the target is immobilized until the end of the red slaad's next turn.	
Alignment Chaotic Evil	Languages Primordial
Skills Athletics +15, Stealth +16	
Str 17 (+10)	Dex 19 (+11) Wis 12 (+8)
Con 18 (+11)	Int 11 (+7) Cha 15 (+9)

Green (Curse) Slaad (Level 15) Level 15 Controller	
Large elemental humanoid XP 1,200	
Initiative +9	Senses Perception +15; low-light vision
HP 149; Bloodied 74	
AC 29; Fortitude 27, Reflex 26, Will 28	
Immune chaos phage	
Speed 6, teleport 6	
m Claws (standard; at-will)	
Reach 2; +20 vs. AC; 3d6 + 13 damage.	
r Chaos Bolt (standard; at-will)	
Ranged 10; +18 vs. Will; 2d8 + 8 damage, and the target is dazed until the end of the green slaad's next turn.	
R Transpose Target (standard; recharge 6) ♦ Teleportation	
Ranged 10; +18 vs. Reflex; 4d8 + 17 damage, and the target teleports 10 squares to an unoccupied space of the green slaad's choosing (and in its line of sight).	
C Croak of Chaos (standard; at-will)	
Close burst 4; targets enemies; +18 vs. Fortitude; 2d8 + 8 damage, and the target slides 4 squares.	
Alignment Chaotic Evil	Languages Primordial
Skills Athletics +15, Bluff +16, Intimidate +16, Stealth +14	
Str 17 (+10)	Dex 14 (+9) Wis 17 (+10)
Con 21 (+12)	Int 15 (+9) Cha 18 (+11)

Note: In this adventure, the slaads are not able to implant embryos due to the effects of the plagueland, so their stat blocks have been modified. Attacks that inflict chaos phage have had that ability removed. Where appropriate, damage was increased to compensate.

The blue slaad spawner has been given a double attack ability to compensate for the removal of the disease, and because it is an elite creature. The slaad spawner template comes from MM2. Unlike most templates, it creates an elite creature, but does not double the creature's hit points.

Gray Slaad Havoc (Level 15)		Level 15 Artillery (Leader)	
Medium elemental humanoid		XP 1,200	
Initiative +10 Senses Perception +11; low-light vision			
HP 116; Bloodied 58			
AC 27; Fortitude 27, Reflex 28, Will 26			
Immune chaos phage			
Speed 6, teleport 6			
m Havoc Claw (standard; at-will)			
+20 vs. AC; 2d8 + 8 damage, and the gray slaad havoc slides the target 2 squares.			
R Havoc Bolt (standard; at-will)			
Ranged 20; +20 vs. Reflex; 3d6 + 13 damage, and the gray slaad havoc slides the target 3 squares. If the attack scores a critical hit, the gray slaad havoc can repeat it once as a free action.			
C Fog of Chaos (immediate interrupt, when hit by a ranged attack; recharge 4 5 6)			
Close burst 20; targets the triggering attacker; +20 vs. Will; the triggering attack instead targets one of the target's allies of the target's choice.			
C Reality Shift (move; at-will) ♦ Teleportation			
Close burst 10; targets one creature in burst; +20 vs. Will (no attack roll required against an ally); the gray slaad havoc teleports the target to any space within the burst.			
Alignment Chaotic Evil		Languages Common, Primordial	
Skills Athletics +14, Stealth +15			
Str 14 (+9)	Dex 17 (+10)	Wis 19 (+11)	
Con 20 (+12)	Int 23 (+13)	Cha 16 (+10)	

MISSION 4: "CHAOTIC INCURSION" STATISTICS (P2, HIGH LEVEL)

Blue (Talon) Slaad Spawner (Level 16) Level 16 Elite Brute	
Large elemental humanoid XP 2,800	
Initiative +10 Senses Perception +14; low-light vision	
HP 190; Bloodied 95	
AC 28; Fortitude 28, Reflex 24, Will 23	
Immune chaos phage	
Saving Throws +2	
Speed 6, teleport 2	
Action Points 1	
m Claws (standard; at-will)	
Reach 2; +21 vs. AC; 4d6 + 17 damage.	
M Double Attack (standard; at-will)	
The blue slaad spawner makes two claw attacks against the same or different targets within reach.	
M Fling (standard; at-will)	
Reach 2; +21 vs. AC; 4d6 + 17 damage, and the target slides 2 squares and is knocked prone.	
C Ravager's Fury (standard; usable only while bloodied; encounter)	
The blue slaad rakes all enemies within its reach; Close burst 2; +21 vs. AC; 3d8 + 14 damage, and the blue slaad gains 32 temporary hit points.	
Spawn Slaad (immediate reaction, when the slaad spawner is hit by an attack; at-will)	
A slaad spawn appears in a space adjacent to the slaad spawner. It takes its turn in the initiative order after the slaad spawner. PCs do not earn experience points for killing slaad spawns created by this power.	
Alignment Chaotic Evil	Languages Primordial
Skills Athletics +19, Stealth +15	
Str 22 (+14)	Dex 15 (+10) Wis 13 (+9)
Con 20 (+13)	Int 9 (+7) Cha 11 (+8)

Slaad Spawn (Level 16) Level 16 Minion Skirmisher	
Small elemental humanoid XP --	
Initiative +17 Senses Perception +10; low-light vision	
HP 1; a missed attack never damages a minion.	
AC 30; Fortitude 29, Reflex 30, Will 25	
Speed 5, teleport 3	
m Bite (standard; at-will)	
+21 vs. AC; 13 damage	
M Chaotic Slam (standard; at-will)	
The slaad spawn jumps a distance up to its speed and then attacks an adjacent enemy; +21 vs. AC; 12 damage and the target is knocked prone.	
Miss: The slaad spawn explodes and is reduced to 0 hit points.	
The spawn then makes the following close burst 1 attack: +19 vs. Reflex; 9 damage.	
Alignment Chaotic Evil	Languages Primordial
Str 17 (+11)	Dex 24 (+15) Wis 14 (+10)
Con 22 (+14)	Int 3 (+4) Cha 7 (+6)

Red (Blood) Slaad (Level 16) Level 16 Soldier	
Large elemental humanoid XP 1,400	
Initiative +14 Senses Perception +9; low-light vision	
HP 154; Bloodied 77	
AC 30; Fortitude 29, Reflex 30, Will 26	
Immune chaos phage	
Speed 8, teleport 4	
m Bite (standard; at-will)	
Reach 2; +21 vs. AC; 4d6 + 15 damage.	
m Claw (standard; at-will)	
Reach 2; +21 vs. AC; 3d8 + 11 damage, and the target is marked until the end of the red slaad's next turn.	
M Leaping Pounce (standard; recharge 5 6)	
The red slaad shifts 4 squares and makes two claw attacks. If either claw attack hits, the target is marked until the end of the red slaad's next turn.	
C Horrid Croak (standard; at-will) ♦ Fear	
Close blast 5; +19 vs. Fortitude; the target is immobilized until the end of the red slaad's next turn.	
Alignment Chaotic Evil	Languages Primordial
Skills Athletics +16, Stealth +17	
Str 17 (+11)	Dex 19 (+12) Wis 12 (+9)
Con 18 (+12)	Int 11 (+8) Cha 15 (+10)

Green (Curse) Slaad (Level 16) Level 16 Controller	
Large elemental humanoid XP 1,400	
Initiative +10 Senses Perception +16; low-light vision	
HP 157; Bloodied 78	
AC 30; Fortitude 28, Reflex 27, Will 29	
Immune chaos phage	
Speed 6, teleport 6	
m Claws (standard; at-will)	
Reach 2; +21 vs. AC; 3d8 + 11 damage.	
r Chaos Bolt (standard; at-will)	
Ranged 10; +19 vs. Will; 3d6 + 8 damage, and the target is dazed until the end of the green slaad's next turn.	
R Transpose Target (standard; recharge 6) ♦ Teleportation	
Ranged 10; +19 vs. Reflex; 4d8 + 19 damage, and the target teleports 10 squares to an unoccupied space of the green slaad's choosing (and in its line of sight).	
C Croak of Chaos (standard; at-will)	
Close burst 4; targets enemies; +19 vs. Fortitude; 3d6 + 8 damage, and the target slides 4 squares.	
Alignment Chaotic Evil	Languages Primordial
Skills Athletics +16, Bluff +17, Intimidate +17, Stealth +15	
Str 17 (+11)	Dex 14 (+10) Wis 17 (+11)
Con 21 (+13)	Int 15 (+10) Cha 18 (+12)

Note: In this adventure, the slaads are not able to implant embryos due to the effects of the plagueland, so their stat blocks have been modified. Attacks that inflict chaos phage have had that ability removed. Where appropriate, damage was increased to compensate.

The blue slaad spawner has been given a double attack ability to compensate for the removal of the disease, and because it is an elite creature. The slaad spawner template comes from MM2. Unlike most templates, it creates an elite creature, but does not double the creature's hit points.

Gray Slaad Havoc (Level 16)		Level 16 Artillery (Leader)	
Medium elemental humanoid		XP 1,400	
Initiative +11 Senses Perception +12; low-light vision			
HP 122; Bloodied 61			
AC 28; Fortitude 28, Reflex 29, Will 27			
Immune chaos phage			
Speed 6, teleport 6			
m Havoc Claw (standard; at-will)			
+21 vs. AC; 3d6 + 8 damage, and the gray slaad havoc slides the target 2 squares.			
R Havoc Bolt (standard; at-will)			
Ranged 20; +21 vs. Reflex; 3d8 + 11 damage, and the gray slaad havoc slides the target 3 squares. If the attack scores a critical hit, the gray slaad havoc can repeat it once as a free action.			
C Fog of Chaos (immediate interrupt, when hit by a ranged attack; recharge 4 5 6)			
Close burst 20; targets the triggering attacker; +21 vs. Will; the triggering attack instead targets one of the target's allies of the target's choice.			
C Reality Shift (move; at-will) ♦ Teleportation			
Close burst 10; targets one creature in burst; +21 vs. Will (no attack roll required against an ally); the gray slaad havoc teleports the target to any space within the burst.			
Alignment Chaotic Evil		Languages Common, Primordial	
Skills Athletics +15, Stealth +16			
Str 14 (+10)	Dex 17 (+11)	Wis 19 (+12)	
Con 20 (+13)	Int 23 (+14)	Cha 16 (+11)	

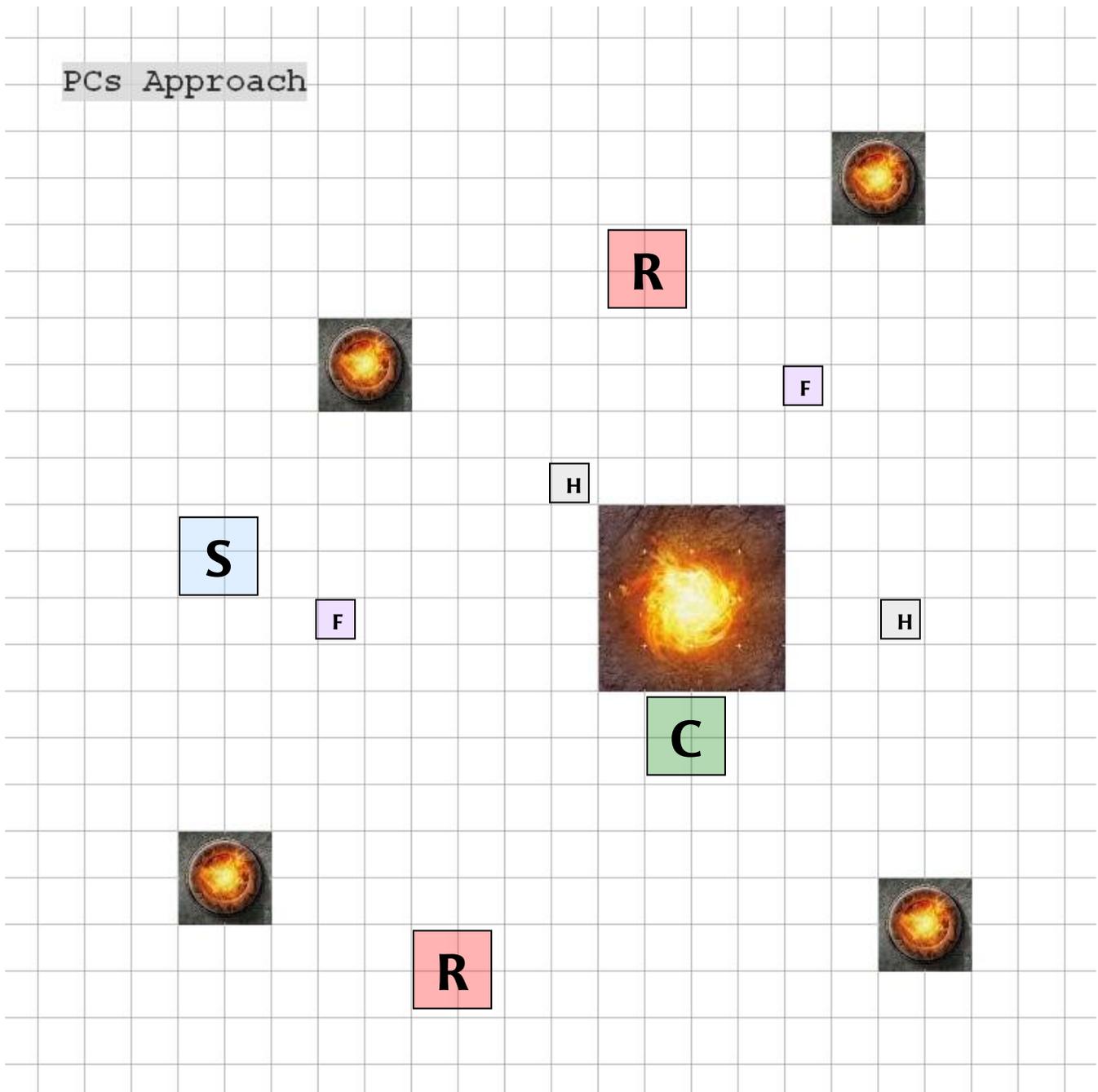
MISSION 4: "CHAOTIC INCURSION" MAP

SETUP

The four braziers represent the elemental spouts; the 4x4 fiery area is the abyssal wellspring.

TILE SETS NEEDED

Arcane Corridors (x1)



H = Havoc (Gray) Slaad (2 at low tier, 1 at high tier); R = Red Slaad (both tiers); F = Flux Slaad (low tier only);
S = Slaad Spawner (high tier only); C = Curse (Green) Slaad (high tier only)

INTERLUDE 4: BARRIER OF BLUE FIRE

OBJECTIVE

After defeating the slaads, the PCs continue to advance through the plagueland. They are halted by the discovery of a wall of cascading sheets of blue fire. This is much more dangerous than even the border of the plagueland was, and clearly it is a barrier or shield of some kind. The PCs need to get through, but entering the blue fire would spell instant death (illustrated by an NPC who stupidly sacrifices himself).

Fortunately, there is an option. The leaders of Elturgard have recently come into possession of a powerful ritual that can protect an entire group of people from the worst effects of the plagueland. However, it is a ritual that calls on the power of the demon lord Yeenoghu. The PCs are asked whether they wish to individually participate in the ritual or not. Those who accept must smear blood on their foreheads and chant a prayer to Yeenoghu. (The players have to actually say the chant, in order to emphasize the fact that their characters are calling on a chaotic evil power for protection.)

THE BARRIER

Read the following:

The center of the plagueland is warded by a formidable barrier. Before you, a blazing curtain of blue fire stretches from the ground to the sky, as wide as the horizon in both directions. The expedition comes to a halt and the arcanists are asked to step forward and examine the barrier to see if there is a way past it. The barrier defines a vast circle, miles in diameter. There is no way to go around or over it. Digging into the loose sand reveals that it even seems to extend beneath the ground.

One of the paladins of Torm foolishly decides to volunteer himself to test the barrier and charges headlong into the blue fire. He suffers a wrenching transformation as the inside and outside of his body exchange places. His internal organs erupt in all directions, killing him instantly.

The following skill checks can reveal additional information about the barrier. Higher DCs gain the information from all lower DCs.

- **Arcana or Nature (easy DC):** The wall of blue fire is composed of the energy of the Spellplague, drawn from the surrounding plagueland. As you have already seen, attempting to enter the barrier without some kind of protection would be instantly fatal.
- **Arcana or Nature (moderate DC):** The fire is extremely concentrated and focused, suggesting that it is probably not a naturally occurring feature of the plagueland. It flickers and undulates in rhythm with your movements, almost as if it is watching you.
- **Arcana or Nature (hard DC):** You can sense a malevolent intelligence behind the wall of fire. Some entity is responsible for shaping and maintaining it. This entity must be capable of asserting its will over the nature of the plagueland, a disturbing prospect.

THE DEMON LORD'S PROTECTION

After studying the barrier for half an hour, the leaders of the expedition conclude that it is not safe to pass. However, there is a possible way to shield the members of the expedition from the curtain of blue fire. It is an unusual ritual of protection that was recovered from a tribe of gnolls in the Reaching Woods (characters who played the SPEC2-1 adventure *Dogs of War* were instrumental in retrieving it). Read the following:

The spellcasters accompanying your expedition have brought a ritual of protection from the Spellplague, taken from a tribe of gnolls in the Reaching Woods. They believe the ritual will ward you long enough to let you pass through the curtain of blue fire, but there is a catch: the ritual requires drawing on the power of the demon lord Yeenoghu.

The ritual will give a nominal level of protection to everyone regardless of whether they choose to personally participate, but those who do accept Yeenoghu's direct touch will receive much stronger protection. Those who wish to be included must smear a dollop of blood on their forehead and chant a prayer to Yeenoghu while the ritual is being cast.

It will take 30 minutes to complete the ritual, during which time the PCs must defend the ritual casters (which include a number of NPCs as well as any PCs who want to help) from any threats that might arise. It seems likely that the plagueland will react violently to the ritual being performed.

PCs who want to know more about the ritual of protection can make skill checks. As before, higher DCs yield the information from lower DCs.

- **Arcana or Religion (easy DC):** The ritual utilizes the power of the Demon Lord of Gnolls, Yeenoghu. However it does not require any oath or pact to function (meaning it will not convert a character's alignment to evil simply for participating or accepting the protection offered).
- **Arcana or Religion (moderate DC):** The ritual is a lower-level variant of the Purge Spellplague ritual (*Forgotten Realms Player's Guide*). Its effects will only be temporary, but they should last long enough for the PCs to complete their mission and escape the plagueland.
- **Arcana or Religion (hard DC):** Those who choose to participate in the ritual gain the effects of the Soulguard ritual (the specific effects are described below and at this DC you should list the effects for the players). However, no matter who the PCs normally worship, Yeenoghu will always be the one storing and dispensing the healing surge.

The gnolls' ritual is a unique lower-level variant of the Purge Spellplague ritual (*Forgotten Realms Player's Guide* 144) but it is not powerful enough to be a permanent solution. It will cancel the barrier's effects long enough for the PCs to get in and hopefully get back out, but it cannot truly cleanse any part of the plagueland.

Those who choose to accept the direct touch of Yeenoghu also gain some additional protections against Spellplague, which helps in Mission 6, and for the next 24 hours they will also be under the effect of the Soulguard ritual (FRPG 146: but instead of sequestering their life force within their own bodies, each PC "stores" a healing surge with the demon lord and it is Yeenoghu who brings them back the next time they would die).

To be clear, no PC is required to accept Yeenoghu's protection in order for the ritual to serve its purpose. The demon lord is absolutely, completely, totally evil. PCs who use the divine power source and good-aligned PCs should have a particularly difficult time convincing themselves that this would be a good thing. Nevertheless, the protection offered is legitimate, the PCs do not have to sell their souls or swear loyalty to Yeenoghu (though they do have sing his praises), and it is in the service of the greater good (saving Elturel).

Bottom line, the ritual has to be performed in order for the expedition to get past the barrier. So, the PCs must protect the NPC ritual casters for 30 minutes regardless of whether any PCs are willing to help

perform the ritual or willing to accept the touch of Yeenoghu.

THE RITUAL BEGINS

After each player has made his or her own choice, the ritual casters make their final preparations. To open a large enough hole in the barrier, the ritual casters must be spread out along a line in front of the curtain of blue fire. Each group of PCs is assigned an NPC ritual caster that they have to protect. (Those PCs who wish to help perform the ritual will be able to do so.)

Read the following:

The spellcasters begin to intone the words of Yeenoghu's protective ritual.

All players whose PCs are taking part in the ritual must now stand up and repeat the following (at DDXP we had them shout this in unison, much to the amusement and/or dismay of their fellow players):

***Oh Great Yeenoghu!
Red in Tooth and Claw!
Accept this offering of blood!***

(Each PC must smear a dollop of blood on his or her forehead. This mark burns with intense energy.)

***We whimper beneath your paws!
Favor us with your aid and protection!
Lend us your demonic power!
You are glorious and mighty!
We shall hunt as part of your infernal pack!
(Howling in unison)***

You get the idea. Make it interesting, but please do keep the sensibilities of your players (and those who are gaming nearby but are not part of the BI) in mind when describing this ritual.

As the ritual proceeds, read the following:

The casters continue to chant the words of the ritual, beseeching Yeenoghu's protection from the power of the Spellplague. Nearly thirty minutes pass uneventfully, but then the curtain of blue fire begins to ripple. A huge blast of elemental energy lashes out and strikes one of the groups of ritual casters, killing several clerics and paladins. The barrier shudders like a living thing, and begins to spit out small globes of flame, which streak through the air towards the ritual casters, exploding on impact. The ritual is not yet finished, and it cannot be interrupted or it will fail. Those casters need protection -

and not the kind of protection that comes from the Demon Lord of Gnolls!

ENDING THE ENCOUNTER

Thousands of tiny elementals drawn from the pure chaos of the Spellplague come streaking out of the wall towards the ritual casters. The PCs must fight off what amounts to an infinite number of minions, while also taking whatever actions they can to help complete the ritual. Proceed to Mission 5.

EXPERIENCE POINTS

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

TREASURE

There is no treasure in this encounter.

THE COMPANION

The PCs are out of range of the Companion. It has no effects, good or bad, for any creatures in this encounter.

THE PASSAGE OF TIME

It takes about 30 minutes to investigate the barrier, and Mission 5 begins when there is one minute remaining in the ritual casting. So, all told, about an hour has passed between the end of Mission 4 and the beginning of Mission 5.

MISSION 5: FIERY HORDE

OBJECTIVE

The PCs have two objectives in this mission. One, they have to keep their NPC ritual caster alive to complete his portion of the ritual. This may take up to 10 rounds. Two, the PCs may optionally try to help speed the ritual along by participating in a skill challenge. Unlike a typical skill challenge, only successes matter. Failures do not count except to the extent that they are not successes and therefore do not move the PCs closer to completing the skill challenge.

A wave of minions comes flying out of the curtain of blue fire at the beginning of each round. The PCs may use whatever powers they choose to destroy as many of these minions as they can. Any minions that are not destroyed by the end of the round slam into the NPC ritual caster (or PCs if they make certain skill checks), dealing damage. If the NPC ritual caster is reduced to 0 hit points, he dies and the PCs have failed. However, if the PCs complete the skill challenge before the NPC dies, they still succeed even if their ritual caster is killed afterwards.

H1: LEVEL 2 / 4 (625 / 875 XP)

This encounter includes the following creatures at the low tier:

infinitely many bluefire bombs (level 2)

This encounter includes the following creatures at the high tier:

infinitely many bluefire bombs (level 4)

H2: LEVEL 5 / 7 (1,000 / 1,500 XP)

This encounter includes the following creatures at the low tier:

infinitely many bluefire bombs (level 5)

This encounter includes the following creatures at the high tier:

infinitely many bluefire bombs (level 7)

H3: LEVEL 8 / 10 (1,750 / 2,500 XP)

This encounter includes the following creatures at the low tier:

infinitely many bluefire bombs (level 8)

This encounter includes the following creatures at the high tier:

infinitely many bluefire bombs (level 10)

P1: LEVEL 12 / 14 (3,500 / 5,000 XP)

This encounter includes the following creatures at the low tier:

infinitely many bluefire bombs (level 12)

This encounter includes the following creatures at the high tier:

infinitely many bluefire bombs (level 14)

P2: LEVEL 15 / 17 (6,000 / 8,000 XP)

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

infinitely many bluefire bombs (level 15)

This encounter includes the following creatures and traps at the high tier:

infinitely many bluefire bombs (level 17)

When you are ready to begin this mission, read:

As the line of ritual casters began weaving their spells and shouting prayers to Yeenoghu, hundreds of tiny elementals made of blue fire came pouring out of the wall. Each elemental is like a tiny, living bomb, streaking across the battlefield and exploding on impact. You must defend the ritual casters or it may be impossible to get through this Spellplague barrier.

SKILL CHALLENGE: PROTECT THE RITUAL CASTERS

Goal: The PCs must defend the ritual caster they have been assigned to protect. The ritual caster needs 10 rounds to complete the ritual on his own; the PCs may optionally contribute skill checks of their own to speed the completion of the ritual. Characters who are not trained ritual casters cannot help with the ritual, but they can help the ritual caster survive by contributing skill checks to absorb damage or throw up makeshift defenses against the onslaught.

Complexity: 5 (special)

Primary Skills: Arcana, Nature, Religion

Other Skills: Acrobatics, Athletics, Endurance, Heal, Insight, Perception

Victory: The ritual of protection is successfully cast and opens a hole in the curtain of blue fire, allowing the expedition to proceed.

Defeat: The ritual of protection fails, and the barrier remains intact. The PCs must try this mission again, but with PC ritual casters instead of NPCs.

To determine the specific DCs that you will use during this encounter, refer to **Appendix 1: DCs by Level Band and Tier**. This skill challenge uses mostly the moderate DCs, but some skills may have easy or hard DCs, as listed.

This encounter is designed as a hybrid of combat and skill challenge. Time passes in combat rounds, but do not roll initiative. At the beginning of each round, a new wave of minions appear. The PCs then get to take their turns, in whatever order they wish (assume they can ready and delay as desired). The monsters are actually flying towards the ritual caster while the PCs are taking their turns, so they are not in a gigantic clump. This is represented by limiting the number of monsters that any individual PC can attack during a single round. Each PC may also optionally contribute a skill check to the skill challenge, helping speed up the ritual. After each PC has taken a turn, the monsters take their turn, and the round ends. (The monsters' turn simply consists of crashing into the ritual caster and exploding for damage. The ritual caster always uses his entire turn to perform the ritual.)

There is no battle map and movement is not tracked. The minions are created and die in the span of a single round so knowing precisely where each character is located is not important. This abstraction allows the encounter to move quickly while still giving the feel that the PCs are holding off an endless horde.

At the end of 10 rounds, if the ritual caster is still alive, the PCs succeed; the PCs can also succeed by completing the skill challenge, which allows them to end the encounter before 10 rounds have elapsed.

Each character gets a normal complement of actions on his or her turn (standard, move, and minor). These actions may be used to activate powers, typically to attack and kill some of the attacking horde of monsters. In most cases, it requires a move action to make a skill check (whether primary or secondary). Skill checks are used to help complete the ritual and for other defensive purposes. The PCs cannot win the encounter simply by killing minions, because the plagueland continues to spawn minions until the ritual is completed.

A character may trade his or her standard action for a move action to make a second skill check in a round, but a PC may not earn more than one success per round with the same primary or secondary skill. (Retrying a failed skill check is allowed, and making two skill checks with different primary skills to advance the ritual, or different secondary skills to absorb the damage from two minions, is allowed.)

A character who spends an action point gains a standard action, as normal, and may use that action to

activate another power or trade it for another move action to make yet another skill check with a different skill, if desired.

Arcana, Nature, or Religion - moderate DC (1 success)

The PC channels arcane energy, divine energy, or primal energy to help accelerate the completion of the ritual. A character does not need to have accepted the touch of Yeenoghu in order to help the ritual proceed; assume that those PCs who wish to limit their efforts to purging the area of Spellplague are able to do so without compromising their alignment or angering their deity.

Acrobatics, Athletics, Endurance, Insight, Perception - moderate DC (not a success or failure)

The PC nimbly leaps in front of an oncoming fireball, physically blocks a minion from striking the ritual caster, grimly endures the force of an explosion, or figures out the pattern of movement and positions his or her own body to intercept a minion. The PC takes the damage for 1 exploding minion this round, instead of the ritual caster.

PCs make these checks on their own turns, but do not take damage until the end of the round, so that all PCs have a chance to use a power to kill minions. If there are fewer live minions remaining at the end of the round than there are PCs who successfully made skill checks to absorb an explosion, then roll randomly to determine who gets hit.

Heal - DC 10 (not a success or failure)

This skill may be used as a standard action (as per the *Player's Handbook*) to allow another character, including the ritual caster, to activate his or her second wind. (PCs may also use powers to heal the ritual caster, but they cannot grant him temporary hit points.) The ritual caster begins the encounter with 2 healing surges.

Heal - DC 15 (not a success or failure)

This skill may be used as a move action to assess the ritual caster's condition. Give the player an idea of how badly damaged the NPC is ("looks like he could take about two more of those hits, maybe three").

FEATURES OF THE AREA

This area has the following notable features:

Illumination: Bright illumination from the curtain of blue fire.

Terrain: The terrain is flat and sandy, with no notable features other than the barrier. It does not matter if PCs fly or use other movement powers during

this encounter. There is no battle map and the design is deliberately abstract. The bluefire bombs can fly with perfect maneuverability at whatever speed is required in order for them to get where they need to get within a single round.

SIZE OF THE HORDE

During each round, the PCs have a specific number of minions that they have to kill. This number is based on the number of PCs in the party and their roles. Add up the individual components and round any leftover fraction down.

Party Size: The starting number of minions is equal to the number of characters in the party (4, 5, or 6).

Role-based: For each controller in the party, add +2 minions. (This encounter is partially designed to allow controllers to shine.) For each leader, defender, or striker in the party, add half a minion (+0.5) unless the character has an at-will attack that can strike multiple targets, in which case add +1 minion instead.

Paragon Tier: At the Paragon tier, add +2 minions.

Example: A five-character party consists of two defenders (one of whom has an at-will close burst 1, the other only has single-target at-will attacks), a leader (who only has single-target at-wills), a striker (with an at-will ranged attack that can hit 2 different targets), and a controller. They are playing in the Paragon tier. Their baseline is 5 minions (1 per PC) +2 for the paragon tier. The defender and leader who have only single-target at-wills add half a minion each ($0.5 \times 2 = +1$); the defender and the striker who have multiple-target at-will powers add +1 minion each; and the controller adds +2 minions. This party will face $(5 + 2 + 1 + 1 + 2) = 11$ minions per round.

TACTICS

The combat portion of this encounter is intended to be abstract, so these monsters have the most straightforward tactics imaginable. They streak out of the wall towards the ritual casters and explode when they make contact. All that matters is how many minions are still alive each round after all the PCs have taken their turns.

The PCs must decide how best to divide their attacks, actions, and attention in order to protect the ritual caster, heal injured characters, and spend actions towards completing the skill challenge.

Although there is no battle map, it is still important to know how many monsters a PC can attack with a single power. The minions are not so tightly packed that a PC could hit all of them with a single area attack, but they are also not so spread out that they can only be

killed one at a time. The number of minions a PC can attack with a power is based on the area of effect created by the power.

Melee or Ranged: The PC may attack the same number of targets as he or she could normally attack with the power. If the power lets you choose whether to make multiple attack rolls against a single creature or attack multiple different creatures, that same choice is still available.

Area burst: These powers attack a number of minions equal to the size of the burst plus 2. So an area burst 1 power can target three minions, an area burst 2 can target four, etc.

Close blast: These powers attack a number of minions equal to size of the blast. So a close blast 3 may be used to attack up to three minions.

Close burst: These powers attack a number of minions equal to the size of the burst plus 1. So a close burst 1 may be used to attack up to two minions.

Activating Magic Item Powers: If a weapon or implement has a power that is activated as a free action on a hit, the PC may choose to activate that power as normal. The number of minions targeted by the item is calculated using the same rules based on the size of the power. So, a *lightning weapon*, which hits each creature within 2 squares of the target, is the equivalent of an area burst 2 and so would target 4 additional minions.

Walls and Zones: The minions are highly mobile, but they can still be caught by powers that create these types of areas. A wall catches one minion per two squares of its length (rounded down). So a wall 5 can block two minions on the round in which it appears. Minions will fly around walls and zones that are on the map at the start of a round and visible to them, so these effects will generally only be useful for one round. If the wall or zone can be moved when the PC sustains it, however, then it might be able to be used effectively during multiple rounds, as you see fit.

Conjurations: Conjurations that have attacks may be used as normal; the number of minions the conjuration can hit is calculated the same way as for a power used by a PC. If the conjuration only gets to make opportunity attacks, then assume that 1 minion per round provokes an opportunity attack.

Sustaining Powers: PCs may sustain powers from round to round as normal. If the power repeats its attack when it is sustained, the PC may repeat the attack against the appropriate number of minions (based on the power's targeting).

Powers that Don't Deal Damage: All of the monsters in this encounter are minions. That means they never take half damage on a miss. Powers that immobilize, restrain, slow, stun, grab, dominate, or

otherwise prevent targets from being able to move are effectively lethal; all minions explode at the end of their turn even if they aren't able to move all the way to their target. Powers that daze have no effect, since the minions are only using a single action on their turns anyway (exploding is not an action, it is an outcome). Powers that banish monsters to other planes or extradimensional spaces are equivalent to killing them, since the minions explode in the other location.

Forced Movement: Powers that push, pull, slide, or teleport monsters are not sufficient to stop the minions. They have a movement speed that is effectively infinite, so simply moving them around the battlefield does not affect their ability to reach their targets. Slowing them works because it reduces their speed to 2, which even on an abstract battlefield is clearly enough to stop them from getting to the target.

Marking: The minions are immune to marking because they do not make attack rolls and individual combatants' positions are not tracked. Powers and effects that trigger on marks do not have any effect in this encounter.

Weakened: Weakened minions deal half damage when they explode.

Saving Throws: Minions will never make saving throws in this encounter because they explode at the end of the round. They never get a second turn. Since the PCs take their turn before the minions, effects that deal no damage but apply ongoing damage can still be useful. If a minion would take ongoing damage at the start of its turn, it dies.

Auras and Stances: The minions never start their turns adjacent to a PC, so powers and items that deal damage to creatures that start their turn adjacent to or within a certain number of squares of the PC will not be useful in this encounter. Advise the players of this before they waste their resources.

Other Powers: Use your judgment based on these guidelines to deal with powers and effects that don't seem to fit any of these categories. If you are unable to resolve a question, ask the Senior GM, but in most cases, the best answer is just to rule and move on. This is intended to be a fast-paced, intense encounter that should not take anywhere near as long as a normal combat.

Beneficial Powers: Since the PCs are not positioned on a battle map, the same abstractions apply to them that apply to the minions. PCs must be counted as creatures in the area of effect if they are to be given these benefits. Thus, if a PC uses a power that deals damage to enemies but grants a bonus to allies, and the power is a close blast 5, the PC may affect up to 5 creatures total. The player gets to decide how many of

those 5 creatures are monsters, how many are fellow PCs, and which PCs are included.

The NPC Caster: To keep this encounter from being solved simply by the PCs stacking a massive amount of damage resistance, temporary hit points, or other benefits on the NPC ritual caster, the NPC cannot be included in beneficial effects of PC powers, except that PCs are allowed to heal the NPC (as long as he has healing surges left). Yeenoghu's evil thwarts most attempts to grant beneficial effects to the NPC.

Due to the width of the battlefield and the fact that the minions fly at essentially infinite speed, the PCs cannot create a barrier that the monsters are unable to penetrate (they fly around, over, or through walls and other obstacles). Taking the NPC caster off the map is not allowed. The PCs cannot sequester the NPC, teleport him away, or otherwise interrupt his casting; if they do, the ritual fails. (Warn the players about this so they do not auto-fail the encounter.) The ritual caster does not lose his concentration when struck for damage, only when reduced to 0 hit points.

It's not unreasonable for the PCs to be able to flawlessly ward the NPC for a round or two if they really need a breather and they have an appropriate power that would not interrupt the NPC's ritual casting. Use your best judgment when deciding how generous to be in terms of what effects the PCs are allowed to use to protect the NPC caster, but in general, the idea is for the PCs to have to face the challenge of this encounter, not bypass it with a single daily power that makes the NPC invulnerable to damage.

MINION DAMAGE

Minion damage is automatic in this encounter. You do not need to make attack rolls for the minions. If a minion is not killed by the PCs using their powers, it will deal damage to somebody at the end of the round. If a PC picks it off using a skill check (such as Acrobatics), the PC takes the listed amount of damage. If no PC diverts the minion, it deals its damage directly to the NPC ritual caster.

The math of this encounter is designed to make things more difficult for the PCs as they increase in level. At H1, the ritual caster is killed on the 8th hit; by P2, this is down to about 6 hits. However, the PCs can use healing powers and take hits themselves, which should enable them to be successful as long as they are reasonably accurate with their attacks. A party that has few or no close and area attacks may find this encounter quite difficult unless they have several ritual casters who can speed things up, but a table full of controllers should have the best time of their lives.

SCALING THE ENCOUNTER

Make the following adjustments to the skill challenge based on the number of PCs present. Larger or smaller parties also face a slightly higher or lower number of minions each round since the number of PCs is part of the formula. (Remember that only trained ritual casters can make primary skill checks.)

Four PCs: The PCs need a total of 12 successes with primary skills to complete the skill challenge.

Five PCs: The PCs need a total of 15 successes with primary skills to complete the skill challenge.

Six PCs: The PCs need a total of 18 successes with primary skills to complete the skill challenge.

ENEMY REINFORCEMENTS

If the PCs want an extra challenge, here are some ideas for varying the pacing of the encounter.

Steady Increase: In each round where the ritual caster takes no damage, the number of minions increases by +1 for the next round. These increases are cumulative.

Massive Increase: If the ritual caster takes no damage for two consecutive rounds, the next wave (only) has +4 minions (Heroic) or +6 minions (Paragon).

Random Increase: Each round, add 1d4-1 minions to the size of the wave. (These increases are not cumulative; roll again for each round.)

Boss Minions: On the fourth and eighth rounds, instead of the normal wave, a “boss minion” appears. This monster still dies at the end of its turn, but to kill it, the PCs must deal a total amount of damage equal to 5 x the number of minions in a normal wave. This minion cannot be picked off by secondary skill checks; either the PCs kill it or it hits the ritual caster. If it hits, the boss minion deals damage equal to the entire wave. (If the PCs have an at-will attack that slows or restrains, this may be a bad option to use, as it would potentially allow one PC to insta-kill the equivalent of an entire wave.)

ENDING THE ENCOUNTER

The encounter ends after 10 rounds, when the PCs complete the skill challenge, or when the ritual caster is reduced to 0 hit points.

Total Success: The PCs completed the skill challenge or the ritual caster survived the full 10 rounds, and the ritual caster was never bloodied.

Success: The PCs completed the skill challenge or the ritual caster survived the full 10 rounds (regardless of how much damage the ritual caster took).

Partial Success: There is no partial success in this encounter.

Failure: The PCs did not complete the skill challenge and their ritual caster did not survive the full 10 rounds.

PCs that are slain in this encounter are given a Raise Dead ritual on the battlefield by a high-level cleric of Torm. *Loyalty's Sacrifice* was sent with the expedition, so the ritual can be completed in time for the PC to participate in the next mission.

The encounter is over when all tables have completed the skill challenge or survived 10 rounds of combat.

At least half of the tables must achieve at least a partial success, or the barrier does not fall and the PCs must try again. The PCs cannot get past the barrier without successfully completing the ritual of protection.

EXPERIENCE POINTS

The PCs earn the full amount if they achieve a total success or a success. They earn 50% for a failure.

H1: 125 / 175 XP per PC; H2: 200 / 300 XP per PC;
H3: 350 / 500 XP per PC; P1: 700 / 1,000 XP per PC;
P2: 1,200 / 1,600 XP per PC.

TREASURE

If the PCs saved their ritual caster from death, the grateful NPC rewards them with some of his personal stock of potions. Each PC receives a *potion of clarity* appropriate to the tier.

H1, H2: 1 *potion of clarity* (level 5) per PC
H3: 1 *potion of clarity* (level 10) per PC
P1: 1 *potion of clarity* (level 15) per PC
P2: 1 *potion of clarity* (level 20) per PC

THE COMPANION

The PCs are out of range of the Companion. It has no effects, good or bad, for any creatures in this encounter. However, all of the fire creatures are considered spellscarred, so Spellscarred Susceptibility does apply.

THE PASSAGE OF TIME

This encounter lasts for one minute (10 rounds). Presumably it takes a bit more time for the expedition to reorganize itself after the barrier has been destroyed, so the PCs have time to take one or more short rests before proceeding to the next mission.

H1: LOW TIER STATISTICS

Bluefire Bomb (Level 2)	Level 2 Minion
Small elemental animate	XP --
HP 1; a missed attack never damages a minion.	
AC 16; Fortitude 14, Reflex 14, Will 14	
Explode on Contact (free; at the end of the minion's turn)	
No attack roll required; 4 damage.	

NPC Ritual Caster (Level 2)	Level 2 Controller
Medium natural humanoid	XP --
HP 32; Bloodied 16	
AC 15; Fortitude 15, Reflex 15, Will 15	
Healing Surges 2	
Second Wind (when triggered by a PC; encounter)	
The NPC ritual caster regains 8 hit points.	
Alignment Unaligned	Languages Common
Str 10 (+1)	Dex 12 (+2) Wis 17 (+4)
Con 18 (+5)	Int 17 (+4) Cha 12 (+2)

H2: LOW TIER STATISTICS

Bluefire Bomb (Level 5)	Level 5 Minion
Small elemental animate	XP --
HP 1; a missed attack never damages a minion.	
AC 19; Fortitude 17, Reflex 17, Will 17	
Explode on Contact (free; at the end of the minion's turn)	
No attack roll required; 6 damage.	

NPC Ritual Caster (Level 5)	Level 5 Controller
Medium natural humanoid	XP --
HP 44; Bloodied 22	
AC 18; Fortitude 18, Reflex 18, Will 18	
Healing Surges 2	
Second Wind (when triggered by a PC; encounter)	
The NPC ritual caster regains 11 hit points.	
Alignment Unaligned	Languages Common
Str 10 (+2)	Dex 12 (+3) Wis 17 (+5)
Con 18 (+6)	Int 17 (+5) Cha 12 (+3)

H1: HIGH TIER STATISTICS

Bluefire Bomb (Level 4)	Level 4 Minion
Small elemental animate	XP --
HP 1; a missed attack never damages a minion.	
AC 18; Fortitude 16, Reflex 16, Will 16	
Explode on Contact (free; at the end of the minion's turn)	
No attack roll required; 5 damage.	

NPC Ritual Caster (Level 4)	Level 4 Controller
Medium natural humanoid	XP --
HP 40; Bloodied 20	
AC 17; Fortitude 17, Reflex 17, Will 17	
Healing Surges 2	
Second Wind (when triggered by a PC; encounter)	
The NPC ritual caster regains 10 hit points.	
Alignment Unaligned	Languages Common
Str 10 (+2)	Dex 12 (+3) Wis 17 (+5)
Con 18 (+6)	Int 17 (+5) Cha 12 (+3)

H2: HIGH TIER STATISTICS

Bluefire Bomb (Level 7)	Level 7 Minion
Small elemental animate	XP --
HP 1; a missed attack never damages a minion.	
AC 21; Fortitude 19, Reflex 19, Will 19	
Explode on Contact (free; at the end of the minion's turn)	
No attack roll required; 7 damage.	

NPC Ritual Caster (Level 7)	Level 7 Controller
Medium natural humanoid	XP --
HP 52; Bloodied 26	
AC 20; Fortitude 20, Reflex 20, Will 20	
Healing Surges 2	
Second Wind (when triggered by a PC; encounter)	
The NPC ritual caster regains 13 hit points.	
Alignment Unaligned	Languages Common
Str 10 (+3)	Dex 12 (+4) Wis 17 (+6)
Con 18 (+7)	Int 17 (+6) Cha 12 (+4)

H3: LOW TIER STATISTICS

Bluefire Bomb (Level 8)	Level 8 Minion
Small elemental animate	XP --
HP 1; a missed attack never damages a minion.	
AC 22; Fortitude 20, Reflex 20, Will 20	
Explode on Contact (free; at the end of the minion's turn)	
No attack roll required; 8 damage.	

NPC Ritual Caster (Level 8)	Level 8 Controller
Medium natural humanoid	XP --
HP 56; Bloodied 28	
AC 21; Fortitude 21, Reflex 21, Will 21	
Healing Surges 2	
Second Wind (when triggered by a PC; encounter)	
The NPC ritual caster regains 14 hit points.	
Alignment Unaligned	Languages Common
Str 10 (+4)	Dex 12 (+5) Wis 17 (+7)
Con 18 (+8)	Int 17 (+7) Cha 12 (+5)

PI: LOW TIER STATISTICS

Bluefire Bomb (Level 12)	Level 12 Minion
Small elemental animate	XP --
HP 1; a missed attack never damages a minion.	
AC 26; Fortitude 24, Reflex 24, Will 24	
Explode on Contact (free; at the end of the minion's turn)	
No attack roll required; 11 damage.	

NPC Ritual Caster (Level 12)	Level 12 Controller
Medium natural humanoid	XP --
HP 72; Bloodied 36	
AC 25; Fortitude 25, Reflex 25, Will 25	
Healing Surges 2	
Second Wind (when triggered by a PC; encounter)	
The NPC ritual caster regains 18 hit points.	
Alignment Unaligned	Languages Common
Str 10 (+6)	Dex 12 (+7) Wis 17 (+9)
Con 18 (+10)	Int 17 (+9) Cha 12 (+7)

H3: HIGH TIER STATISTICS

Bluefire Bomb (Level 10)	Level 10 Minion
Small elemental animate	XP --
HP 1; a missed attack never damages a minion.	
AC 24; Fortitude 22, Reflex 22, Will 22	
Explode on Contact (free; at the end of the minion's turn)	
No attack roll required; 9 damage.	

NPC Ritual Caster (Level 10)	Level 10 Controller
Medium natural humanoid	XP --
HP 64; Bloodied 32	
AC 23; Fortitude 23, Reflex 23, Will 23	
Healing Surges 2	
Second Wind (when triggered by a PC; encounter)	
The NPC ritual caster regains 16 hit points.	
Alignment Unaligned	Languages Common
Str 10 (+5)	Dex 12 (+6) Wis 17 (+8)
Con 18 (+9)	Int 17 (+8) Cha 12 (+6)

PI: HIGH TIER STATISTICS

Bluefire Bomb (Level 14)	Level 14 Minion
Small elemental animate	XP --
HP 1; a missed attack never damages a minion.	
AC 28; Fortitude 26, Reflex 26, Will 26	
Explode on Contact (free; at the end of the minion's turn)	
No attack roll required; 12 damage.	

NPC Ritual Caster (Level 14)	Level 14 Controller
Medium natural humanoid	XP --
HP 80; Bloodied 40	
AC 27; Fortitude 27, Reflex 27, Will 27	
Healing Surges 2	
Second Wind (when triggered by a PC; encounter)	
The NPC ritual caster regains 20 hit points.	
Alignment Unaligned	Languages Common
Str 10 (+7)	Dex 12 (+8) Wis 17 (+10)
Con 18 (+11)	Int 17 (+10) Cha 12 (+8)

P2: LOW TIER STATISTICS

Bluefire Bomb (Level 15)	Level 15 Minion
Small elemental animate	XP --
HP 1; a missed attack never damages a minion.	
AC 29; Fortitude 27, Reflex 27, Will 27	
Explode on Contact (free; at the end of the minion's turn)	
No attack roll required; 13 damage.	

NPC Ritual Caster (Level 15)	Level 15 Controller
Medium natural humanoid	XP --
HP 84; Bloodied 42	
AC 28; Fortitude 28, Reflex 28, Will 28	
Healing Surges 2	
Second Wind (when triggered by a PC; encounter)	
The NPC ritual caster regains 21 hit points.	
Alignment Unaligned	Languages Common
Str 10 (+7)	Dex 12 (+8) Wis 17 (+10)
Con 18 (+11)	Int 17 (+10) Cha 12 (+8)

P2: HIGH TIER STATISTICS

Bluefire Bomb (Level 17)	Level 17 Minion
Small elemental animate	XP --
HP 1; a missed attack never damages a minion.	
AC 31; Fortitude 29, Reflex 29, Will 29	
Explode on Contact (free; at the end of the minion's turn)	
No attack roll required; 15 damage.	

NPC Ritual Caster (Level 17)	Level 17 Controller
Medium natural humanoid	XP --
HP 92; Bloodied 46	
AC 30; Fortitude 30, Reflex 30, Will 30	
Healing Surges 2	
Second Wind (when triggered by a PC; encounter)	
The NPC ritual caster regains 23 hit points.	
Alignment Unaligned	Languages Common
Str 10 (+8)	Dex 12 (+9) Wis 17 (+11)
Con 18 (+12)	Int 17 (+11) Cha 12 (+9)

MISSION 6: THE HEART

OBJECTIVE

The PCs have reached the heart of the plagueland and now have the opportunity to put an end to the source of Elturel's problems. A huge mass of tentacles occupies a massive cavern beneath the plagueland, but the PCs are able to strike at the creature where it breaks through to the surface, forming several earthmotes. The behemoth is controlled by the mind of the wizard Vraith, once a high-ranking member of the Order of Blue Fire and now soul-bound to the Plaguewrought Land and the Masters of Absolute Accord.

Although all the creatures in this encounter are treated as separate monsters, they are all part of a single gigantic being (the Spellplague Behemoth). Even a standard solo monster would not do justice to this creature (it is the equivalent of eight standard monsters). As the PCs defeat each monster in this encounter, they are slowly killing the entire beast. The heart (represented by the Huge creature at the very center of the map) is very difficult to injure until the PCs have hacked away all the limbs, while the smaller tentacles serve to harry and distract the PCs from focusing on their main objective.

H1: EL 5 / 7 (1,000 / 1,400 XP)

This encounter includes the following creatures at the low tier:

- 8 Behemoth Tentacles (level 2) (T)
- 4 Behemoth Limbs (level 2) (L)
- 1 Spellplague Behemoth (level 2) (H)

This encounter includes the following creatures at the high tier:

- 8 Behemoth Tentacles (level 4) (T)
- 4 Behemoth Limbs (level 4) (L)
- 1 Spellplague Behemoth (level 4) (H)

H2: EL 8 / 10 (1,600 / 2,400 XP)

This encounter includes the following creatures at the low tier:

- 8 Behemoth Tentacles (level 5) (T)
- 4 Behemoth Limbs (level 5) (L)
- 1 Spellplague Behemoth (level 5) (H)

This encounter includes the following creatures at the high tier:

- 8 Behemoth Tentacles (level 7) (T)
- 4 Behemoth Limbs (level 7) (L)
- 1 Spellplague Behemoth (level 7) (H)

H3: EL 11 / 13 (2,800 / 4,000 XP)

This encounter includes the following creatures at the low tier:

- 8 Behemoth Tentacles (level 8) (T)
- 4 Behemoth Limbs (level 8) (L)
- 1 Spellplague Behemoth (level 8) (H)

This encounter includes the following creatures at the high tier:

- 8 Behemoth Tentacles (level 10) (T)
- 4 Behemoth Limbs (level 10) (L)
- 1 Spellplague Behemoth (level 10) (H)

P1: EL 14 / 17 (5,600 / 8,000 XP)

This encounter includes the following creatures at the low tier:

- 10 Behemoth Tentacles (level 12) (T)
- 4 Behemoth Limbs (level 12) (L)
- 1 Spellplague Behemoth (level 12) (H)

This encounter includes the following creatures at the high tier:

- 10 Behemoth Tentacles (level 14) (T)
- 4 Behemoth Limbs (level 14) (L)
- 1 Spellplague Behemoth (level 14) (H)

P2: EL 17 / 19 (9,600 / 12,800 XP)

This encounter includes the following creatures at the low tier:

- 10 Behemoth Tentacles (level 15) (T)
- 4 Behemoth Limbs (level 15) (L)
- 1 Spellplague Behemoth (level 15) (H)

This encounter includes the following creatures at the high tier:

- 10 Behemoth Tentacles (level 17) (T)
- 4 Behemoth Limbs (level 17) (L)
- 1 Spellplague Behemoth (level 17) (H)

When you are ready to begin this mission, read:

You have reached the heart of the plagueland. The ground is no longer anchored to anything solid, forcing you to make your way across a series of smaller floating motes of land. Beneath you is an abyss of pure blue fire. Ahead, the bulk of some terrible abomination, a behemoth made of pure Spellplague. Its tentacles pierce the earthmotes as if the plagueland were a tree and this creature its roots. You must find a way to destroy the behemoth and unravel its control of the plagueland, or Elturel will never be free.

A FRIENDLY GHOST

Before beginning combat, ask if any of the PCs played the adventure SPEC2-1 P2 *Scout's Honor*. If so, ask which (if any) of them earned the **Scout's Honor** story object. Pick one of these characters at random. That character hears the ghost whispering in his or her ear. The ghost can see the spirit of Vraith animating the spellplague behemoth (though he does not know who she is) and recognizes that the resonance points are somehow connected to the anchors that bind her spirit to the plagueland. This is how the PCs are able to make use of the resonance points.

The scout's ghost also warns the PCs that the behemoth is a single huge creature, and the heart will be very difficult if not impossible to damage until its limbs are cut off. He encountered a creature somewhat like this during one of his many travels; it was a product of the Spellplague, a cross between a shambling mound and a hydra, and was very difficult to defeat. It is important to give the PCs this information so that they do not waste their "alpha strike" daily powers on the behemoth while its resistances are maxed out. This is a very challenging encounter even if the PCs do everything right. If they take the wrong approach, things could turn ugly very quickly.

When each behemoth limb dies, an energy node appears in the specified location on the map (even if the limb moves during the fight, the node appears at its starting location). The scout's ghost excitedly points these terrain features out to the PCs, having seen such things during his travels.

Finally, each PC can draw upon the scout's protection or advice one time during this battle. This is done as a free action, and allows the PC to do any one of the following things:

- Regain (but not spend) one healing surge
- End any one condition that a save can end
- Gain a +2 bonus on an attack roll that the character is about to make

FEATURES OF THE AREA

This area has the following notable features:

Illumination: Bright illumination from a variety of energy bursts, sheets of fire racing across the sky, etc.

Elemental Windchurn: Powerful winds and sheets of blue fire sweep across the sky throughout the plagueland. The entire area is under the effect of elemental windchurn (DMG2 page 59).

Powerful, swirling winds make flying dangerous. Any creature that flies more than 2 squares above the ground must treat all squares as difficult terrain, and a creature that ends its turn aloft (regardless of height) is

blown 1d6 squares in a random direction. This has no effect on ranged attacks.

Rubble: There is a lot of rubble scattered around the battlefield due to the destruction caused by the invading army. These squares are difficult terrain.

Energy Nodes: As each of the four limbs is killed, an energy node forms on the battlefield (the locations where the nodes appear are shown by the blue and red runes). The characters may recognize what the energy nodes are and what they do with a successful Arcana check against the moderate DC.

A PC that begins his or her turn standing on an energy node may spend a minor action while in the square to choose one of the following benefits:

- Regain the use of an expended encounter power (this can also include Second Wind, class feature powers such as Healing Word, or racial encounter powers)
- Gain a number of hit points equal to his/her healing surge value without expending a surge

Using a node depletes its energy, so it can't be used again during the battle. The monsters cannot benefit from the energy nodes (but can occupy those squares, thereby making it harder for the PCs to take advantage of the nodes). Please make sure you point out the energy nodes to the players and give them the opportunity to make Arcana checks to guess what they might be. They are a valuable resource and can make the difference between success or failure in this encounter.

Resonance Points: On the floating section of rock (the lower right-hand section of the map), the conflux of powerful energies has coalesced into resonance points. A character standing on one of these squares (represented by the green runes) can score critical hits with a natural attack roll of 19-20 and can ignore one-half of the heart's resistance. The PCs can recognize that these points appear somehow to be connected to the heart with a successful Arcana, Religion, or Nature check against the hard DC. These points are difficult to reach, but if the PCs can get here, they can inflict significant damage on the heart without necessarily needing to kill all of the limbs first.

Chasm: The chasm shown on the map is actually the break in the terrain where the two earth motes drift side-by-side. At one time this place was a single connected plateau, but the bulk and endless shifting of the massive spellplague behemoth caused part of the ground to break loose and become a free-floating earth mote. The smaller earth mote is prevented from drifting away by the fact that it is pierced through with a number of the spellplague behemoth's tentacles. The behemoth can move its tentacles between the two sections of

terrain as it sees fit; the PCs must cross the gap (which is 10 feet at Heroic tier and 20 feet at Paragon tier) by jumping (Athletics), flying, teleportation, or similar means. Reaching the smaller mote could be very beneficial to the PCs because it is where the resonance points are located.

The PCs can peer down into the gap to see the massive bulk of the monster below. It is an inky blue-black morass of rippling flesh and wavering tentacles, shot through with sheets of blue fire and undergoing constant metamorphosis. The PCs cannot make attacks against the creature's bulk; only destroying the heart (thereby severing Vraith's link and banishing her soul back to the Plaguewrought Land) will enable the PCs to prevail.

If a tentacle is somehow pushed into the chasm, it simply returns to the behemoth's main body and burrows back up with its next action. If a PC were to fall into the chasm, on the other hand, the character would plunge into the behemoth's maw. This would be invariably and irrevocably fatal, most likely even precluding the use of Raise Dead; we don't really want that to happen. If a character is about to fall to his or her death, a wind of blue fire rushes up through the chasm, catching the PC and flinging him back into the air. The character takes double falling damage for the length of the chasm (so, 2d10 at Heroic / 4d10 at Paragon) and lands prone in a square of your choosing within 5 squares of either edge of the chasm. (Hey, it's better than certain and unrecoverable death.)

TACTICS

Roll initiative separately for the 4 behemoth limbs. If all of these monsters act on the same initiative count, it could get very ugly for the PCs. In general, you have to walk a fine line when running this encounter. You want to keep the threat level high, but you don't want to overwhelm the PCs. Part of the theme of this encounter is that the PCs have to work their way around the battlefield, destroying the limbs (and fending off the annoying tentacles) so that they can reduce the behemoth's defenses before finally being able to destroy the heart. Thus, the limbs should mostly stick to the area of the map in which they start, using their ranged attacks until the PCs engage them directly. The most likely outcome is that the PCs will engage one or both of the limbs near the top of the map early, and that should provide a significant enough engagement that you do not necessarily want to bring the other two limbs or the main behemoth into the fray. Let them hang back and pepper the PCs from a distance.

SCALING THE ENCOUNTER

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

Four PCs: Remove one of the four limbs (this also reduces the heart's damage resistance) and two (heroic) or three (paragon) of the tentacle minions.

Six PCs: Increase the heart's hit points by 50%.

ENEMY REINFORCEMENTS

When each limb is killed, it shreds apart, forming 4 tentacle minions (5 at paragon tier). These creatures act immediately. Spread them around so they are not all next to each other, but place them within 2 squares of the limb that died (to reinforce the image that it splintered into a bunch of smaller tentacles).

ENDING THE ENCOUNTER

The encounter ends when the PCs kill the spellplague behemoth. Any surviving limbs and tentacles die instantly when this happens.

There is no partial success in this encounter. Either the PCs kill the behemoth or they do not. The only difference between total success and success is whether or not the PCs faced the reinforcements.

Total Success: The PCs killed everything - all the limbs, all the tentacles, all the reinforcements, and the behemoth itself.

Success: The PCs killed the behemoth, regardless of whether they killed all the limbs and tentacles or not. (It is unlikely that they can kill the behemoth without killing most of the limbs, because of the resistances, but it's possible.)

Failure: The PCs did not kill the behemoth.

Read the following when the heart dies:

As you striket the final blow, the Spellplague behemoth shudders, causing an earthquake to ripple across the entire area. The mass of flesh and tentacles implodes, creating a disgusting eruption of blood and energy.

Out of the corner of your eye you catch a glimpse of an azure, ghostly form, emerging from the body of the beast. It looks like a woman, dressed in robes bearing the heraldry of the Order of Blue Fire. Whoever this apparition is, or was, you seem to have broken her control over the plagueland. The Spellplague ghost streaks away to the north, toward Ormpetarr and the Plaguewrought Land. Perhaps someday you will discover who she is and what she was doing here, but for now you must return to Elturel and report your success to Knight-Commander Vessen and the High Observer.

EXPERIENCE POINTS

The PCs earn the full amount if they achieve a total success or a success. They earn 75% of the listed amount for a partial success, and 50% for a failure.

H1: 200 / 280 XP per PC; H2: 320 / 480 XP per PC;
H3: 560 / 800 XP per PC; P1: 1,120 / 1,600 XP per PC;
P2: 1,920 / 2,560 XP per PC.

TREASURE

If the PCs defeat the spellplague behemoth (which also kills any remaining tentacles and limbs), the area at the center of the map transmutes into shimmering *silver sand*. Each PC is able to scoop up a single dose of this magical reagent, which retains its magic until the end of the adventure (or until used). This is also the “consumable plus gold” option so characters have the opportunity to purchase the *silver sand* as part of their rewards.

Heroic tier: 1 usage of *silver sand* (level 8) per PC
Paragon tier: 1 usage of *silver sand* (level 18) per PC

THE COMPANION

The PCs are out of range of the Companion. It has no effects, good or bad, for any creatures in this encounter. However, all the monsters in this encounter are creatures of the Spellplague, so the effects of Spellscarred Susceptibility do apply to spellscarred PCs.

THE PASSAGE OF TIME

It takes about an hour for the PCs to complete their round trip through the barrier of blue fire, into the center of the plagueland, kill the heart, and make their way back out to the barrier. The ritual of protection collapses not long after the PCs return; not even the power of Yeenoghu is strong enough to change the plagueland for long. The expedition has done everything it can here, so now it is time to return to Elturel. The expedition makes its way back outside the plagueland.

Any PCs that were slain in this encounter are given a Raise Dead ritual once the expedition exits the plagueland. The spell is cast by a high-level cleric of Torm. *Loyalty's Sacrifice* was sent with the expedition, so the ritual can be completed in time for the PC to participate in the next mission.

If the PCs have been fighting in the true plagueland to the south of the city (because they succeeded at Mission 3), the NPC spellcasters make use of Linked Portal rituals to teleport everyone back to Elturel (there are a number of suitable teleportation circles in the city). If the PCs fear that there might be an ambush or trap

waiting for them, they are welcome to use their own rituals rather than relying on the NPC spellcasters, but the return trip is without incident.

If the PCs have been fighting in the temporary plagueland just outside the city (because they failed at Mission 3), then their return trip is obviously quite brief.

Either way, proceed to Interlude 5.

MISSION 6: "THE HEART" STATISTICS (H1, LOW LEVEL)

Spellplague Behemoth (Level 2)	Level 2 Elite Controller
Huge aberrant magical beast (spellscarred) XP 250	
Initiative -2 Senses Perception +7; tremorsense 20	
HP 88; Bloodied 44	
AC 16; Fortitude 15, Reflex 13, Will 14	
Immune fear, gaze, sleep, teleportation	
Resist 20 all (see <i>body of the beast</i>)	
Saving Throws +10 (see <i>body of the beast</i>)	
Speed 4, burrow 4	
Action Points 1	
m Tentacle (standard; at-will)	
Reach 3; +7 vs. AC; 1d8 + 5 damage, and the target is pushed 1 square.	
R Spellplague Nimbus (standard; at-will) ♦ Fire, Force	
Ranged 20; +6 vs. Reflex; 1d8 + 5 force damage, and ongoing 5 fire damage (save ends). The first time each round that a creature fails its saving throw against the ongoing damage, the ongoing damage increases by 1.	
Double Attack (standard; at-will)	
The spellplague behemoth makes two <i>tentacle slam</i> attacks. Each attack must be made against a different target, unless a creature is marking the behemoth, in which case it may attack that creature twice.	
C Exothermic Exhalation (standard; recharge 5 6) ♦ Varies	
Close blast 5; +6 vs. Reflex; 1d8 + 7 damage. <i>Miss</i> : half damage. Each time the spellplague behemoth activates this power, roll randomly to determine the type of damage dealt. 1 - fire; 2 - cold; 3 - lightning; 4 - thunder; 5 - poison; 6 - necrotic; 7 - radiant; 8 - force.	
C Slave of the Plague (free, when the spellplague behemoth scores a critical hit; at-will) ♦ Charm	
The target creature is dominated (save ends). The behemoth cannot dominate more than one creature at a time with this ability.	
Body of the Beast	
The spellplague behemoth is difficult to kill without first cutting off its limbs. Each limb grants the behemoth resist 5 all and +2 saves. These benefits are cumulative. When all limbs are destroyed, the behemoth has no resistance and +2 saves.	
Massive Bulk	
The spellplague behemoth is anchored through the ground to a much larger mass beneath the surface, making it very difficult to move. It cannot be knocked prone, it cannot be teleported, and the distance of any forced movement (slide, push, or pull) is reduced by 3 squares.	
Alignment Unaligned	Languages Common, Deep Speech
Skills Arcana +9, Endurance +11	
Str 22 (+7)	Dex 5 (-2) Wis 13 (+2)
Con 20 (+6)	Int 17 (+4) Cha 21 (+6)

Behemoth Tentacle (Level 2)	Level 2 Minion Skirmisher
Small aberrant magical beast (spellscarred) XP 31	
Initiative +8 Senses Perception +5; tremorsense 10	
HP 1; a missed attack never damages a minion.	
AC 16; Fortitude 14, Reflex 15, Will 13	
Immune fear, gaze, sleep, teleportation	
Speed 6, burrow 6	
m Slam (standard; at-will)	
+7 vs. AC; 3 damage. On a critical hit, the target is knocked prone.	
Combat Advantage	
The behemoth tentacle deals 2 additional damage on any attack it makes with combat advantage.	
Massive Bulk	
A behemoth tentacle is part of a much larger creature. It cannot be teleported, and the distance of any forced movement against it is reduced by 1 square.	
Alignment Unaligned Languages --	
Skills Athletics +9	
Str 17 (+4)	Dex 20 (+6) Wis 8 (+0)
Con 11 (+1)	Int 8 (+0) Cha 7 (-1)

Behemoth Crushing Limb (Level 2)	Level 2 Soldier
Large aberrant magical beast (spellscarred) XP 125	
Initiative +5 Senses Perception +5; tremorsense 15	
HP 39; Bloodied 19	
AC 18; Fortitude 16, Reflex 14, Will 13	
Immune fear, gaze, sleep, teleportation	
Speed 5, burrow 5	
m Lash (standard; at-will)	
Reach 2; +7 vs. AC; 1d8 + 5 damage, and the target is marked until the end of the crushing limb's next turn.	
R Force Bolt (standard; at-will) ♦ Force	
Ranged 20; +5 vs. Reflex; 1d6 + 4 force damage.	
M Tentacle Grab (standard; targets a marked creature; at-will)	
Reach 2; +7 vs. AC; 1d8 + 5 damage, and the target is grabbed. While grabbing a creature, the crushing limb cannot make attacks (except <i>tentacle crush</i>). Any creature grabbed by a crushing limb grants combat advantage to all behemoth tentacles.	
M Tentacle Crush (standard; targets a grabbed creature; at-will)	
+7 vs. AC; 2d6 + 7 damage, and the crushing limb sustains the grab. <i>Miss</i> : half damage, and the crushing limb sustains the grab. Attempts to escape the crushing limb's grab must be made against its Fortitude defense.	
C Tentacle Sweep (standard; recharge 4 5 6)	
Close burst 2; +5 vs. Fortitude; 1d8 + 5 damage, and the target is knocked prone.	
Massive Bulk	
A behemoth limb is part of a much larger creature, and is difficult to move. It cannot be teleported, and may make a saving throw to avoid being knocked prone. The distance of any forced movement against the limb is reduced by 2 squares.	
Alignment Unaligned Languages --	
Skills Athletics +11, Endurance +8	
Str 20 (+6)	Dex 14 (+3) Wis 8 (+0)
Con 15 (+3)	Int 8 (+0) Cha 8 (+0)

MISSION 6: "THE HEART" STATISTICS (H1, HIGH LEVEL)

Spellplague Behemoth (Level 4)	Level 4 Elite Controller
Huge aberrant magical beast (spellscarred)	XP 350
Initiative -1	Senses Perception +8; tremorsense 20
HP 120; Bloodied 60	
AC 18; Fortitude 17, Reflex 15, Will 16	
Immune fear, gaze, sleep, teleportation	
Resist 20 all (see <i>body of the beast</i>)	
Saving Throws +10 (see <i>body of the beast</i>)	
Speed 4, burrow 4	
Action Points 1	
m Tentacle (standard; at-will)	
Reach 3; +9 vs. AC; 2d6 + 5 damage, and the target is pushed 1 square.	
R Spellplague Nimbus (standard; at-will) ♦ Fire, Force	
Ranged 20; +8 vs. Reflex; 2d6 + 5 force damage, and ongoing 5 fire damage (save ends). The first time each round that a creature fails its saving throw against the ongoing damage, the ongoing damage increases by 1.	
Double Attack (standard; at-will)	
The spellplague behemoth makes two <i>tentacle slam</i> attacks. Each attack must be made against a different target, unless a creature is marking the behemoth, in which case it may attack that creature twice.	
C Exothermic Exhalation (standard; recharge 5 6) ♦ Varies	
Close blast 5; +8 vs. Reflex; 2d8 + 5 damage. <i>Miss</i> : half damage. Each time the spellplague behemoth activates this power, roll randomly to determine the type of damage dealt.	
1 - fire; 2 - cold; 3 - lightning; 4 - thunder; 5 - poison; 6 - necrotic; 7 - radiant; 8 - force.	
C Slave of the Plague (free, when the spellplague behemoth scores a critical hit; at-will) ♦ Charm	
The target creature is dominated (save ends). The behemoth cannot dominate more than one creature at a time with this ability.	
Body of the Beast	
The spellplague behemoth is difficult to kill without first cutting off its limbs. Each limb grants the behemoth resist 5 all and +2 saves. These benefits are cumulative. When all limbs are destroyed, the behemoth has no resistance and +2 saves.	
Massive Bulk	
The spellplague behemoth is anchored through the ground to a much larger mass beneath the surface, making it very difficult to move. It cannot be knocked prone, it cannot be teleported, and the distance of any forced movement (slide, push, or pull) is reduced by 3 squares.	
Alignment Unaligned	Languages Common, Deep Speech
Skills Arcana +10, Endurance +12	
Str 22 (+8)	Dex 5 (-1) Wis 13 (+3)
Con 20 (+7)	Int 17 (+5) Cha 21 (+7)

Behemoth Tentacle (Level 4)	Level 4 Minion Skirmisher
Small aberrant magical beast (spellscarred)	XP 44
Initiative +9	Senses Perception +6; tremorsense 10
HP 1; a missed attack never damages a minion.	
AC 18; Fortitude 16, Reflex 17, Will 15	
Immune fear, gaze, sleep, teleportation	
Speed 6, burrow 6	
m Slam (standard; at-will)	
+9 vs. AC; 4 damage. On a critical hit, the target is knocked prone.	
Combat Advantage	
The behemoth tentacle deals 2 additional damage on any attack it makes with combat advantage.	
Massive Bulk	
A behemoth tentacle is part of a much larger creature. It cannot be teleported, and the distance of any forced movement against it is reduced by 1 square.	
Alignment Unaligned	Languages --
Skills Athletics +10	
Str 17 (+5)	Dex 20 (+7) Wis 8 (+1)
Con 11 (+2)	Int 8 (+1) Cha 7 (+0)

Behemoth Crushing Limb (Level 4)	Level 4 Soldier
Large aberrant magical beast (spellscarred)	XP 175
Initiative +6	Senses Perception +6; tremorsense 15
HP 55; Bloodied 27	
AC 20; Fortitude 18, Reflex 16, Will 15	
Immune fear, gaze, sleep, teleportation	
Speed 5, burrow 5	
m Lash (standard; at-will)	
Reach 2; +9 vs. AC; 2d6 + 5 damage, and the target is marked until the end of the crushing limb's next turn.	
R Force Bolt (standard; at-will) ♦ Force	
Ranged 20; +7 vs. Reflex; 1d8 + 5 force damage.	
M Tentacle Grab (standard; targets a marked creature; at-will)	
Reach 2; +9 vs. AC; 2d6 + 5 damage, and the target is grabbed. While grabbing a creature, the crushing limb cannot make attacks (except <i>tentacle crush</i>). Any creature grabbed by a crushing limb grants combat advantage to all behemoth tentacles.	
M Tentacle Crush (standard; targets a grabbed creature; at-will)	
+9 vs. AC; 2d8 + 9 damage, and the crushing limb sustains the grab. <i>Miss</i> : half damage, and the crushing limb sustains the grab. Attempts to escape the crushing limb's grab must be made against its Fortitude defense.	
C Tentacle Sweep (standard; recharge 4 5 6)	
Close burst 2; +7 vs. Fortitude; 2d6 + 5 damage, and the target is knocked prone.	
Massive Bulk	
A behemoth limb is part of a much larger creature, and is difficult to move. It cannot be teleported, and may make a saving throw to avoid being knocked prone. The distance of any forced movement against the limb is reduced by 2 squares.	
Alignment Unaligned	Languages --
Skills Athletics +12, Endurance +9	
Str 20 (+7)	Dex 14 (+4) Wis 8 (+1)
Con 15 (+4)	Int 8 (+1) Cha 8 (+1)

MISSION 6: "THE HEART" STATISTICS (H2, LOW LEVEL)

Spellplague Behemoth (Level 5)	Level 5 Elite Controller
Huge aberrant magical beast (spellscarred) XP 400	
Initiative -1 Senses Perception +8; tremorsense 20	
HP 136; Bloodied 68	
AC 19; Fortitude 18, Reflex 16, Will 17	
Immune fear, gaze, sleep, teleportation	
Resist 20 all (see <i>body of the beast</i>)	
Saving Throws +10 (see <i>body of the beast</i>)	
Speed 4, burrow 4	
Action Points 1	
m Tentacle (standard; at-will)	
Reach 3; +10 vs. AC; 2d6 + 6 damage, and the target is pushed 1 square.	
R Spellplague Nimbus (standard; at-will) ♦ Fire, Force	
Ranged 20; +9 vs. Reflex; 2d6 + 6 force damage, and ongoing 5 fire damage (save ends). The first time each round that a creature fails its saving throw against the ongoing damage, the ongoing damage increases by 1.	
Double Attack (standard; at-will)	
The spellplague behemoth makes two <i>tentacle slam</i> attacks. Each attack must be made against a different target, unless a creature is marking the behemoth, in which case it may attack that creature twice.	
C Exothermic Exhalation (standard; recharge 5 6) ♦ Varies	
Close blast 5; +9 vs. Reflex; 2d8 + 6 damage. <i>Miss</i> : half damage. Each time the spellplague behemoth activates this power, roll randomly to determine the type of damage dealt. 1 - fire; 2 - cold; 3 - lightning; 4 - thunder; 5 - poison; 6 - necrotic; 7 - radiant; 8 - force.	
C Slave of the Plague (free, when the spellplague behemoth scores a critical hit; at-will) ♦ Charm	
The target creature is dominated (save ends). The behemoth cannot dominate more than one creature at a time with this ability.	
Body of the Beast	
The spellplague behemoth is difficult to kill without first cutting off its limbs. Each limb grants the behemoth resist 5 all and +2 saves. These benefits are cumulative. When all limbs are destroyed, the behemoth has no resistance and +2 saves.	
Massive Bulk	
The spellplague behemoth is anchored through the ground to a much larger mass beneath the surface, making it very difficult to move. It cannot be knocked prone, it cannot be teleported, and the distance of any forced movement (slide, push, or pull) is reduced by 3 squares.	
Alignment Unaligned	Languages Common, Deep Speech
Skills Arcana +10, Endurance +12	
Str 22 (+8)	Dex 5 (-1) Wis 13 (+3)
Con 20 (+7)	Int 17 (+5) Cha 21 (+7)

Behemoth Tentacle (Level 5)	Level 5 Minion Skirmisher
Small aberrant magical beast (spellscarred) XP 50	
Initiative +9 Senses Perception +6; tremorsense 10	
HP 1; a missed attack never damages a minion.	
AC 19; Fortitude 17, Reflex 18, Will 16	
Immune fear, gaze, sleep, teleportation	
Speed 6, burrow 6	
m Slam (standard; at-will)	
+10 vs. AC; 4 damage. On a critical hit, the target is knocked prone.	
Combat Advantage	
The behemoth tentacle deals 2 additional damage on any attack it makes with combat advantage.	
Massive Bulk	
A behemoth tentacle is part of a much larger creature. It cannot be teleported, and the distance of any forced movement against it is reduced by 1 square.	
Alignment Unaligned Languages --	
Skills Athletics +10	
Str 17 (+5)	Dex 20 (+7) Wis 8 (+1)
Con 11 (+2)	Int 8 (+1) Cha 7 (+0)

Behemoth Crushing Limb (Level 5)	Level 5 Soldier
Large aberrant magical beast (spellscarred) XP 200	
Initiative +6 Senses Perception +6; tremorsense 15	
HP 63; Bloodied 31	
AC 21; Fortitude 19, Reflex 17, Will 16	
Immune fear, gaze, sleep, teleportation	
Speed 5, burrow 5	
m Lash (standard; at-will)	
Reach 2; +10 vs. AC; 2d6 + 6 damage, and the target is marked until the end of the crushing limb's next turn.	
R Force Bolt (standard; at-will) ♦ Force	
Ranged 20; +8 vs. Reflex; 1d8 + 6 force damage.	
M Tentacle Grab (standard; targets a marked creature; at-will)	
Reach 2; +10 vs. AC; 2d6 + 6 damage, and the target is grabbed. While grabbing a creature, the crushing limb cannot make attacks (except <i>tentacle crush</i>). Any creature grabbed by a crushing limb grants combat advantage to all behemoth tentacles.	
M Tentacle Crush (standard; targets a grabbed creature; at-will)	
+10 vs. AC; 3d6 + 9 damage, and the crushing limb sustains the grab. <i>Miss</i> : half damage, and the crushing limb sustains the grab. Attempts to escape the crushing limb's grab must be made against its Fortitude defense.	
C Tentacle Sweep (standard; recharge 4 5 6)	
Close burst 2; +8 vs. Fortitude; 2d6 + 6 damage, and the target is knocked prone.	
Massive Bulk	
A behemoth limb is part of a much larger creature, and is difficult to move. It cannot be teleported, and may make a saving throw to avoid being knocked prone. The distance of any forced movement against the limb is reduced by 2 squares.	
Alignment Unaligned Languages --	
Skills Athletics +12, Endurance +9	
Str 20 (+7)	Dex 14 (+4) Wis 8 (+1)
Con 15 (+4)	Int 8 (+1) Cha 8 (+1)

MISSION 6: "THE HEART" STATISTICS (H2, HIGH LEVEL)

Spellplague Behemoth (Level 7)	Level 7 Elite Controller
Huge aberrant magical beast (spellscarred) XP 600	
Initiative +0 Senses Perception +9; tremorsense 20	
HP 168; Bloodied 84	
AC 21; Fortitude 20, Reflex 18, Will 19	
Immune fear, gaze, sleep, teleportation	
Resist 20 all (see <i>body of the beast</i>)	
Saving Throws +10 (see <i>body of the beast</i>)	
Speed 4, burrow 4	
Action Points 1	
m Tentacle (standard; at-will)	
Reach 3; +12 vs. AC; 2d8 + 6 damage, and the target is pushed 1 square.	
R Spellplague Nimbus (standard; at-will) ♦ Fire, Force	
Ranged 20; +11 vs. Reflex; 2d8 + 6 force damage, and ongoing 5 fire damage (save ends). The first time each round that a creature fails its saving throw against the ongoing damage, the ongoing damage increases by 2.	
Double Attack (standard; at-will)	
The spellplague behemoth makes two <i>tentacle slam</i> attacks. Each attack must be made against a different target, unless a creature is marking the behemoth, in which case it may attack that creature twice.	
C Exothermic Exhalation (standard; recharge 5 6) ♦ Varies	
Close blast 5; +11 vs. Reflex; 2d8 + 8 damage. <i>Miss</i> : half damage. Each time the spellplague behemoth activates this power, roll randomly to determine the type of damage dealt. 1 - fire; 2 - cold; 3 - lightning; 4 - thunder; 5 - poison; 6 - necrotic; 7 - radiant; 8 - force.	
C Slave of the Plague (free, when the spellplague behemoth scores a critical hit; at-will) ♦ Charm	
The target creature is dominated (save ends). The behemoth cannot dominate more than one creature at a time with this ability.	
Body of the Beast	
The spellplague behemoth is difficult to kill without first cutting off its limbs. Each limb grants the behemoth resist 5 all and +2 saves. These benefits are cumulative. When all limbs are destroyed, the behemoth has no resistance and +2 saves.	
Massive Bulk	
The spellplague behemoth is anchored through the ground to a much larger mass beneath the surface, making it very difficult to move. It cannot be knocked prone, it cannot be teleported, and the distance of any forced movement (slide, push, or pull) is reduced by 3 squares.	
Alignment Unaligned	Languages Common, Deep Speech
Skills Arcana +11, Endurance +13	
Str 22 (+9)	Dex 5 (+0) Wis 13 (+4)
Con 20 (+8)	Int 17 (+6) Cha 21 (+8)

Behemoth Tentacle (Level 7)	Level 7 Minion Skirmisher
Small aberrant magical beast (spellscarred) XP 75	
Initiative +10 Senses Perception +7; tremorsense 10	
HP 1; a missed attack never damages a minion.	
AC 21; Fortitude 19, Reflex 20, Will 18	
Immune fear, gaze, sleep, teleportation	
Speed 6, burrow 6	
m Slam (standard; at-will)	
+12 vs. AC; 5 damage. On a critical hit, the target is knocked prone.	
Combat Advantage	
The behemoth tentacle deals 2 additional damage on any attack it makes with combat advantage.	
Massive Bulk	
A behemoth tentacle is part of a much larger creature. It cannot be teleported, and the distance of any forced movement against it is reduced by 1 square.	
Alignment Unaligned Languages --	
Skills Athletics +11	
Str 17 (+6)	Dex 20 (+8) Wis 8 (+2)
Con 11 (+3)	Int 8 (+2) Cha 7 (+1)

Behemoth Crushing Limb (Level 7)	Level 7 Soldier
Large aberrant magical beast (spellscarred) XP 300	
Initiative +7 Senses Perception +7; tremorsense 15	
HP 79; Bloodied 39	
AC 23; Fortitude 21, Reflex 19, Will 18	
Immune fear, gaze, sleep, teleportation	
Speed 5, burrow 5	
m Lash (standard; at-will)	
Reach 2; +12 vs. AC; 2d8 + 6 damage, and the target is marked until the end of the crushing limb's next turn.	
R Force Bolt (standard; at-will) ♦ Force	
Ranged 20; +10 vs. Reflex; 2d6 + 4 force damage.	
M Tentacle Grab (standard; targets a marked creature; at-will)	
Reach 2; +12 vs. AC; 2d8 + 6 damage, and the target is grabbed. While grabbing a creature, the crushing limb cannot make attacks (except <i>tentacle crush</i>). Any creature grabbed by a crushing limb grants combat advantage to all behemoth tentacles.	
M Tentacle Crush (standard; targets a grabbed creature; at-will)	
+12 vs. AC; 3d6 + 12 damage, and the crushing limb sustains the grab. <i>Miss</i> : half damage, and the crushing limb sustains the grab. Attempts to escape the crushing limb's grab must be made against its Fortitude defense.	
C Tentacle Sweep (standard; recharge 4 5 6)	
Close burst 2; +10 vs. Fortitude; 2d8 + 6 damage, and the target is knocked prone.	
Massive Bulk	
A behemoth limb is part of a much larger creature, and is difficult to move. It cannot be teleported, and may make a saving throw to avoid being knocked prone. The distance of any forced movement against the limb is reduced by 2 squares.	
Alignment Unaligned Languages --	
Skills Athletics +13, Endurance +10	
Str 20 (+8)	Dex 14 (+5) Wis 8 (+2)
Con 15 (+5)	Int 8 (+2) Cha 8 (+2)

MISSION 6: "THE HEART" STATISTICS (H3, LOW LEVEL)

Spellplague Behemoth (Level 8)	Level 8 Elite Controller
Huge aberrant magical beast (spellscarred) XP 700	
Initiative +1 Senses Perception +9; tremorsense 20	
HP 184; Bloodied 92	
AC 22; Fortitude 21, Reflex 19, Will 20	
Immune fear, gaze, sleep, teleportation	
Resist 20 all (see <i>body of the beast</i>)	
Saving Throws +10 (see <i>body of the beast</i>)	
Speed 4, burrow 4	
Action Points 1	
m Tentacle (standard; at-will)	
Reach 3; +13 vs. AC; 2d8 + 7 damage, and the target is pushed 1 square.	
R Spellplague Nimbus (standard; at-will) ♦ Fire, Force	
Ranged 20; +12 vs. Reflex; 2d8 + 7 force damage, and ongoing 5 fire damage (save ends). The first time each round that a creature fails its saving throw against the ongoing damage, the ongoing damage increases by 3.	
Double Attack (standard; at-will)	
The spellplague behemoth makes two <i>tentacle slam</i> attacks. Each attack must be made against a different target, unless a creature is marking the behemoth, in which case it may attack that creature twice.	
C Exothermic Exhalation (standard; recharge 5 6) ♦ Varies	
Close blast 5; +12 vs. Reflex; 2d8 + 9 damage. <i>Miss</i> : half damage. Each time the spellplague behemoth activates this power, roll randomly to determine the type of damage dealt. 1 - fire; 2 - cold; 3 - lightning; 4 - thunder; 5 - poison; 6 - necrotic; 7 - radiant; 8 - force.	
C Slave of the Plague (free, when the spellplague behemoth scores a critical hit; at-will) ♦ Charm	
The target creature is dominated (save ends). The behemoth cannot dominate more than one creature at a time with this ability.	
Body of the Beast	
The spellplague behemoth is difficult to kill without first cutting off its limbs. Each limb grants the behemoth resist 5 all and +2 saves. These benefits are cumulative. When all limbs are destroyed, the behemoth has no resistance and +2 saves.	
Massive Bulk	
The spellplague behemoth is anchored through the ground to a much larger mass beneath the surface, making it very difficult to move. It cannot be knocked prone, it cannot be teleported, and the distance of any forced movement (slide, push, or pull) is reduced by 3 squares.	
Alignment Unaligned	Languages Common, Deep Speech
Skills Arcana +12, Endurance +14	
Str 22 (+10)	Dex 5 (+1) Wis 13 (+5)
Con 20 (+9)	Int 17 (+7) Cha 21 (+9)

Behemoth Tentacle (Level 8)	Level 8 Minion Skirmisher
Small aberrant magical beast (spellscarred) XP 88	
Initiative +11 Senses Perception +8; tremorsense 10	
HP 1; a missed attack never damages a minion.	
AC 22; Fortitude 20, Reflex 21, Will 19	
Immune fear, gaze, sleep, teleportation	
Speed 6, burrow 6	
m Slam (standard; at-will)	
+13 vs. AC; 6 damage. On a critical hit, the target is knocked prone.	
Combat Advantage	
The behemoth tentacle deals 2 additional damage on any attack it makes with combat advantage.	
Massive Bulk	
A behemoth tentacle is part of a much larger creature. It cannot be teleported, and the distance of any forced movement against it is reduced by 1 square.	
Alignment Unaligned Languages --	
Skills Athletics +12	
Str 17 (+7)	Dex 20 (+9) Wis 8 (+3)
Con 11 (+4)	Int 8 (+3) Cha 7 (+2)

Behemoth Crushing Limb (Level 8)	Level 8 Soldier
Large aberrant magical beast (spellscarred) XP 350	
Initiative +8 Senses Perception +8; tremorsense 15	
HP 87; Bloodied 43	
AC 24; Fortitude 22, Reflex 20, Will 19	
Immune fear, gaze, sleep, teleportation	
Speed 5, burrow 5	
m Lash (standard; at-will)	
Reach 2; +13 vs. AC; 2d8 + 7 damage, and the target is marked until the end of the crushing limb's next turn.	
R Force Bolt (standard; at-will) ♦ Force	
Ranged 20; +11 vs. Reflex; 2d6 + 5 force damage.	
M Tentacle Grab (standard; targets a marked creature; at-will)	
Reach 2; +13 vs. AC; 2d8 + 7 damage, and the target is grabbed. While grabbing a creature, the crushing limb cannot make attacks (except <i>tentacle crush</i>). Any creature grabbed by a crushing limb grants combat advantage to all behemoth tentacles.	
M Tentacle Crush (standard; targets a grabbed creature; at-will)	
+13 vs. AC; 3d8 + 11 damage, and the crushing limb sustains the grab. <i>Miss</i> : half damage, and the crushing limb sustains the grab. Attempts to escape the crushing limb's grab must be made against its Fortitude defense.	
C Tentacle Sweep (standard; recharge 4 5 6)	
Close burst 2; +11 vs. Fortitude; 2d8 + 7 damage, and the target is knocked prone.	
Massive Bulk	
A behemoth limb is part of a much larger creature, and is difficult to move. It cannot be teleported, and may make a saving throw to avoid being knocked prone. The distance of any forced movement against the limb is reduced by 2 squares.	
Alignment Unaligned Languages --	
Skills Athletics +14, Endurance +11	
Str 20 (+9)	Dex 14 (+6) Wis 8 (+3)
Con 15 (+6)	Int 8 (+3) Cha 8 (+3)

MISSION 6: "THE HEART" STATISTICS (H3, HIGH LEVEL)

Spellplague Behemoth (Level 10) Level 10 Elite Controller	
Huge aberrant magical beast (spellscarred) XP 1,000	
Initiative +2	Senses Perception +10; tremorsense 20
HP 216; Bloodied 108	
AC 24; Fortitude 23, Reflex 21, Will 22	
Immune fear, gaze, sleep, teleportation	
Resist 20 all (see <i>body of the beast</i>)	
Saving Throws +10 (see <i>body of the beast</i>)	
Speed 4, burrow 4	
Action Points 1	
m Tentacle (standard; at-will)	
Reach 3; +15 vs. AC; 2d8 + 9 damage, and the target is pushed 1 square.	
R Spellplague Nimbus (standard; at-will) ♦ Fire, Force	
Ranged 20; +14 vs. Reflex; 2d8 + 9 force damage, and ongoing 5 fire damage (save ends). The first time each round that a creature fails its saving throw against the ongoing damage, the ongoing damage increases by 3.	
Double Attack (standard; at-will)	
The spellplague behemoth makes two <i>tentacle slam</i> attacks. Each attack must be made against a different target, unless a creature is marking the behemoth, in which case it may attack that creature twice.	
C Exothermic Exhalation (standard; recharge 5 6) ♦ Varies	
Close blast 5; +14 vs. Reflex; 3d6 + 10 damage. <i>Miss</i> : half damage. Each time the spellplague behemoth activates this power, roll randomly to determine the type of damage dealt. 1 - fire; 2 - cold; 3 - lightning; 4 - thunder; 5 - poison; 6 - necrotic; 7 - radiant; 8 - force.	
C Slave of the Plague (free, when the spellplague behemoth scores a critical hit; at-will) ♦ Charm	
The target creature is dominated (save ends). The behemoth cannot dominate more than one creature at a time with this ability.	
Body of the Beast	
The spellplague behemoth is difficult to kill without first cutting off its limbs. Each limb grants the behemoth resist 5 all and +2 saves. These benefits are cumulative. When all limbs are destroyed, the behemoth has no resistance and +2 saves.	
Massive Bulk	
The spellplague behemoth is anchored through the ground to a much larger mass beneath the surface, making it very difficult to move. It cannot be knocked prone, it cannot be teleported, and the distance of any forced movement (slide, push, or pull) is reduced by 3 squares.	
Alignment Unaligned	Languages Common, Deep Speech
Skills Arcana +13, Endurance +15	
Str 22 (+11)	Dex 5 (+2) Wis 13 (+6)
Con 20 (+10)	Int 17 (+8) Cha 21 (+10)

Behemoth Tentacle (Level 10) Level 10 Minion Skirmisher	
Small aberrant magical beast (spellscarred) XP 125	
Initiative +12	Senses Perception +9; tremorsense 10
HP 1; a missed attack never damages a minion.	
AC 24; Fortitude 22, Reflex 23, Will 21	
Immune fear, gaze, sleep, teleportation	
Speed 6, burrow 6	
m Slam (standard; at-will)	
+15 vs. AC; 7 damage. On a critical hit, the target is knocked prone.	
Combat Advantage	
The behemoth tentacle deals 2 additional damage on any attack it makes with combat advantage.	
Massive Bulk	
A behemoth tentacle is part of a much larger creature. It cannot be teleported, and the distance of any forced movement against it is reduced by 1 square.	
Alignment Unaligned	Languages --
Skills Athletics +13	
Str 17 (+8)	Dex 20 (+10) Wis 8 (+4)
Con 11 (+5)	Int 8 (+4) Cha 7 (+3)

Behemoth Crushing Limb (Level 10) Level 10 Soldier	
Large aberrant magical beast (spellscarred) XP 500	
Initiative +9	Senses Perception +9; tremorsense 15
HP 103; Bloodied 51	
AC 26; Fortitude 24, Reflex 22, Will 21	
Immune fear, gaze, sleep, teleportation	
Speed 5, burrow 5	
m Lash (standard; at-will)	
Reach 2; +15 vs. AC; 2d8 + 9 damage, and the target is marked until the end of the crushing limb's next turn.	
R Force Bolt (standard; at-will) ♦ Force	
Ranged 20; +13 vs. Reflex; 2d6 + 6 force damage.	
M Tentacle Grab (standard; targets a marked creature; at-will)	
Reach 2; +15 vs. AC; 2d8 + 9 damage, and the target is grabbed. While grabbing a creature, the crushing limb cannot make attacks (except <i>tentacle crush</i>). Any creature grabbed by a crushing limb grants combat advantage to all behemoth tentacles.	
M Tentacle Crush (standard; targets a grabbed creature; at-will)	
+15 vs. AC; 3d8 + 14 damage, and the crushing limb sustains the grab. <i>Miss</i> : half damage, and the crushing limb sustains the grab. Attempts to escape the crushing limb's grab must be made against its Fortitude defense.	
C Tentacle Sweep (standard; recharge 4 5 6)	
Close burst 2; +13 vs. Fortitude; 3d6 + 10 damage, and the target is knocked prone.	
Massive Bulk	
A behemoth limb is part of a much larger creature, and is difficult to move. It cannot be teleported, and may make a saving throw to avoid being knocked prone. The distance of any forced movement against the limb is reduced by 2 squares.	
Alignment Unaligned	Languages --
Skills Athletics +15, Endurance +12	
Str 20 (+10)	Dex 14 (+7) Wis 8 (+4)
Con 15 (+7)	Int 8 (+4) Cha 8 (+4)

MISSION 6: "THE HEART" STATISTICS (P1, LOW LEVEL)

Spellplague Behemoth (Level 12) Level 12 Elite Controller	
Huge aberrant magical beast (spellscarred) XP 1,400	
Initiative +3	Senses Perception +11; tremorsense 20
HP 248; Bloodied 124	
AC 26; Fortitude 25, Reflex 23, Will 24	
Immune fear, gaze, sleep, teleportation	
Resist 40 all (see <i>body of the beast</i>)	
Saving Throws +10 (see <i>body of the beast</i>)	
Speed 4, burrow 4	
Action Points 1	
m Tentacle (standard; at-will)	
Reach 3; +17 vs. AC; 3d6 + 10 damage, and the target is pushed 1 square.	
R Spellplague Nimbus (standard; at-will) ♦ Fire, Force	
Ranged 20; +16 vs. Reflex; 3d6 + 10 force damage, and ongoing 10 fire damage (save ends). The first time each round that a creature fails its saving throw against the ongoing damage, the ongoing damage increases by 5.	
Double Attack (standard; at-will)	
The spellplague behemoth makes two <i>tentacle slam</i> attacks. Each attack must be made against a different target, unless a creature is marking the behemoth, in which case it may attack that creature twice.	
C Exothermic Exhalation (standard; recharge 5 6) ♦ Varies	
Close blast 5; +16 vs. Reflex; 3d6 + 12 damage. <i>Miss</i> : half damage. Each time the spellplague behemoth activates this power, roll randomly to determine the type of damage dealt.	
1 - fire; 2 - cold; 3 - lightning; 4 - thunder; 5 - poison; 6 - necrotic; 7 - radiant; 8 - force.	
C Slave of the Plague (free, when the spellplague behemoth scores a critical hit; at-will) ♦ Charm	
The target creature is dominated (save ends). The behemoth cannot dominate more than one creature at a time with this ability.	
Body of the Beast	
The spellplague behemoth is difficult to kill without first cutting off its limbs. Each limb grants the behemoth resist10 all and +2 saves. These benefits are cumulative. When all limbs are destroyed, the behemoth has no resistance and +2 saves.	
Massive Bulk	
The spellplague behemoth is anchored through the ground to a much larger mass beneath the surface, making it very difficult to move. It cannot be knocked prone, it cannot be teleported, and the distance of any forced movement (slide, push, or pull) is reduced by 3 squares.	
Threatening Reach	
The spellplague behemoth can make opportunity attacks against any enemy within 3 squares of it.	
Alignment Unaligned	Languages Common, Deep Speech
Skills Arcana +14, Endurance +16	
Str 22 (+12)	Dex 5 (+3) Wis 13 (+7)
Con 20 (+11)	Int 17 (+9) Cha 21 (+11)

Behemoth Tentacle (Level 12) Level 12 Minion Skirmisher	
Small aberrant magical beast (spellscarred) XP 175	
Initiative +13	Senses Perception +10; tremorsense 10
HP 1; a missed attack never damages a minion.	
AC 26; Fortitude 24, Reflex 25, Will 23	
Immune fear, gaze, sleep, teleportation	
Speed 6, burrow 6	
m Slam (standard; at-will)	
+17 vs. AC; 7 damage. On a critical hit, the target is knocked prone.	
Combat Advantage	
The behemoth tentacle deals 3 additional damage on any attack it makes with combat advantage.	
Massive Bulk	
A behemoth tentacle is part of a much larger creature. It cannot be teleported, and the distance of any forced movement against it is reduced by 1 square.	
Alignment Unaligned Languages --	
Skills Athletics +14	
Str 17 (+9)	Dex 20 (+11) Wis 8 (+5)
Con 11 (+6)	Int 8 (+5) Cha 7 (+4)

Behemoth Crushing Limb (Level 12) Level 12 Soldier	
Large aberrant magical beast (spellscarred) XP 700	
Initiative +10	Senses Perception +10; tremorsense 15
HP 119; Bloodied 59	
AC 28; Fortitude 26, Reflex 24, Will 23	
Immune fear, gaze, sleep, teleportation	
Speed 5, burrow 5	
m Lash (standard; at-will)	
Reach 2; +17 vs. AC; 3d6 + 10 damage, and the target is marked until the end of the crushing limb's next turn.	
R Force Bolt (standard; at-will) ♦ Force	
Ranged 20; +15 vs. Reflex; 2d8 + 6 force damage.	
M Tentacle Grab (standard; targets a marked creature; at-will)	
Reach 2; +17 vs. AC; 3d6 + 10 damage, and the target is grabbed. While grabbing a creature, the crushing limb cannot make attacks (except <i>tentacle crush</i>). Any creature grabbed by a crushing limb grants combat advantage to all behemoth tentacles.	
M Tentacle Crush (standard; targets a grabbed creature; at-will)	
+17 vs. AC; 4d6 + 17 damage, and the crushing limb sustains the grab. <i>Miss</i> : half damage, and the crushing limb sustains the grab. Attempts to escape the crushing limb's grab must be made against its Fortitude defense.	
C Tentacle Sweep (standard; recharge 4 5 6)	
Close burst 2; +15 vs. Fortitude; 3d6 + 12 damage, and the target is knocked prone.	
Massive Bulk	
A behemoth limb is part of a much larger creature, and is difficult to move. It cannot be teleported, and may make a saving throw to avoid being knocked prone. The distance of any forced movement against the limb is reduced by 2 squares.	
Alignment Unaligned Languages --	
Skills Athletics +16, Endurance +13	
Str 20 (+11)	Dex 14 (+8) Wis 8 (+5)
Con 15 (+8)	Int 8 (+5) Cha 8 (+5)

MISSION 6: "THE HEART" STATISTICS (P1, HIGH LEVEL)

Spellplague Behemoth (Level 14) Level 14 Elite Controller	
Huge aberrant magical beast (spellscarred) XP 2,000	
Initiative +4	Senses Perception +12; tremorsense 20
HP 280; Bloodied 140	
AC 28; Fortitude 27, Reflex 25, Will 26	
Immune fear, gaze, sleep, teleportation	
Resist 40 all (see <i>body of the beast</i>)	
Saving Throws +10 (see <i>body of the beast</i>)	
Speed 4, burrow 4	
Action Points 1	
m Tentacle (standard; at-will)	
Reach 3; +19 vs. AC; 3d6 + 12 damage, and the target is pushed 1 square.	
R Spellplague Nimbus (standard; at-will) ♦ Fire, Force	
Ranged 20; +18 vs. Reflex; 3d6 + 12 force damage, and ongoing 10 fire damage (save ends). The first time each round that a creature fails its saving throw against the ongoing damage, the ongoing damage increases by 5.	
Double Attack (standard; at-will)	
The spellplague behemoth makes two <i>tentacle slam</i> attacks. Each attack must be made against a different target, unless a creature is marking the behemoth, in which case it may attack that creature twice.	
C Exothermic Exhalation (standard; recharge 5 6) ♦ Varies	
Close blast 5; +18 vs. Reflex; 3d8 + 12 damage. <i>Miss</i> : half damage. Each time the spellplague behemoth activates this power, roll randomly to determine the type of damage dealt. 1 - fire; 2 - cold; 3 - lightning; 4 - thunder; 5 - poison; 6 - necrotic; 7 - radiant; 8 - force.	
C Slave of the Plague (free, when the spellplague behemoth scores a critical hit; at-will) ♦ Charm	
The target creature is dominated (save ends). The behemoth cannot dominate more than one creature at a time with this ability.	
Body of the Beast	
The spellplague behemoth is difficult to kill without first cutting off its limbs. Each limb grants the behemoth resist 10 all and +2 saves. These benefits are cumulative. When all limbs are destroyed, the behemoth has no resistance and +2 saves.	
Massive Bulk	
The spellplague behemoth is anchored through the ground to a much larger mass beneath the surface, making it very difficult to move. It cannot be knocked prone, it cannot be teleported, and the distance of any forced movement (slide, push, or pull) is reduced by 3 squares.	
Threatening Reach	
The spellplague behemoth can make opportunity attacks against any enemy within 3 squares of it.	
Alignment Unaligned	Languages Common, Deep Speech
Skills Arcana +15, Endurance +17	
Str 22 (+13)	Dex 5 (+4) Wis 13 (+8)
Con 20 (+12)	Int 17 (+10) Cha 21 (+12)

Behemoth Tentacle (Level 14) Level 14 Minion Skirmisher	
Small aberrant magical beast (spellscarred) XP 250	
Initiative +14	Senses Perception +11; tremorsense 10
HP 1; a missed attack never damages a minion.	
AC 28; Fortitude 26, Reflex 27, Will 25	
Immune fear, gaze, sleep, teleportation	
Speed 6, burrow 6	
m Slam (standard; at-will)	
+19 vs. AC; 8 damage. On a critical hit, the target is knocked prone.	
Combat Advantage	
The behemoth tentacle deals 3 additional damage on any attack it makes with combat advantage.	
Massive Bulk	
A behemoth tentacle is part of a much larger creature. It cannot be teleported, and the distance of any forced movement against it is reduced by 1 square.	
Alignment Unaligned Languages --	
Skills Athletics +15	
Str 17 (+10)	Dex 20 (+12) Wis 8 (+6)
Con 11 (+7)	Int 8 (+6) Cha 7 (+5)

Behemoth Crushing Limb (Level 14) Level 14 Soldier	
Large aberrant magical beast (spellscarred) XP 1,000	
Initiative +11	Senses Perception +11; tremorsense 15
HP 135; Bloodied 67	
AC 30; Fortitude 28, Reflex 26, Will 25	
Immune fear, gaze, sleep, teleportation	
Speed 5, burrow 5	
m Lash (standard; at-will)	
Reach 2; +19 vs. AC; 3d6 + 12 damage, and the target is marked until the end of the crushing limb's next turn.	
R Force Bolt (standard; at-will) ♦ Force	
Ranged 20; +17 vs. Reflex; 2d8 + 7 force damage.	
M Tentacle Grab (standard; targets a marked creature; at-will)	
Reach 2; +19 vs. AC; 3d6 + 12 damage, and the target is grabbed. While grabbing a creature, the crushing limb cannot make attacks (except <i>tentacle crush</i>). Any creature grabbed by a crushing limb grants combat advantage to all behemoth tentacles.	
M Tentacle Crush (standard; targets a grabbed creature; at-will)	
+19 vs. AC; 4d8 + 16 damage, and the crushing limb sustains the grab. <i>Miss</i> : half damage, and the crushing limb sustains the grab. Attempts to escape the crushing limb's grab must be made against its Fortitude defense.	
C Tentacle Sweep (standard; recharge 4 5 6)	
Close burst 2; +17 vs. Fortitude; 3d8 + 12 damage, and the target is knocked prone.	
Massive Bulk	
A behemoth limb is part of a much larger creature, and is difficult to move. It cannot be teleported, and may make a saving throw to avoid being knocked prone. The distance of any forced movement against the limb is reduced by 2 squares.	
Alignment Unaligned Languages --	
Skills Athletics +17, Endurance +14	
Str 20 (+12)	Dex 14 (+9) Wis 8 (+6)
Con 15 (+9)	Int 8 (+6) Cha 8 (+6)

MISSION 6: "THE HEART" STATISTICS (P2, LOW LEVEL)

Spellplague Behemoth (Level 15) Level 15 Elite Controller	
Huge aberrant magical beast (spellscarred) XP 2,400	
Initiative +4	Senses Perception +12; tremorsense 20
HP 296; Bloodied 148	
AC 29; Fortitude 28, Reflex 26, Will 27	
Immune fear, gaze, sleep, teleportation	
Resist 40 all (see <i>body of the beast</i>)	
Saving Throws +10 (see <i>body of the beast</i>)	
Speed 4, burrow 4	
Action Points 1	
m Tentacle (standard; at-will)	
Reach 3; +20 vs. AC; 3d6 + 13 damage, and the target is pushed 1 square.	
R Spellplague Nimbus (standard; at-will) ♦ Fire, Force	
Ranged 20; +19 vs. Reflex; 3d6 + 13 force damage, and ongoing 10 fire damage (save ends). The first time each round that a creature fails its saving throw against the ongoing damage, the ongoing damage increases by 5.	
Double Attack (standard; at-will)	
The spellplague behemoth makes two <i>tentacle slam</i> attacks. Each attack must be made against a different target, unless a creature is marking the behemoth, in which case it may attack that creature twice.	
C Exothermic Exhalation (standard; recharge 5 6) ♦ Varies	
Close blast 5; +19 vs. Reflex; 3d8 + 13 damage. <i>Miss</i> : half damage. Each time the spellplague behemoth activates this power, roll randomly to determine the type of damage dealt. 1 - fire; 2 - cold; 3 - lightning; 4 - thunder; 5 - poison; 6 - necrotic; 7 - radiant; 8 - force.	
C Slave of the Plague (free, when the spellplague behemoth scores a critical hit; at-will) ♦ Charm	
The target creature is dominated (save ends). The behemoth cannot dominate more than one creature at a time with this ability.	
Body of the Beast	
The spellplague behemoth is difficult to kill without first cutting off its limbs. Each limb grants the behemoth resist 10 all and +2 saves. These benefits are cumulative. When all limbs are destroyed, the behemoth has no resistance and +2 saves.	
Massive Bulk	
The spellplague behemoth is anchored through the ground to a much larger mass beneath the surface, making it very difficult to move. It cannot be knocked prone, it cannot be teleported, and the distance of any forced movement (slide, push, or pull) is reduced by 3 squares.	
Threatening Reach	
The spellplague behemoth can make opportunity attacks against any enemy within 3 squares of it.	
Alignment Unaligned	Languages Common, Deep Speech
Skills Arcana +15, Endurance +17	
Str 22 (+13)	Dex 5 (+4) Wis 13 (+8)
Con 20 (+12)	Int 17 (+10) Cha 21 (+12)

Behemoth Tentacle (Level 15) Level 15 Minion Skirmisher	
Small aberrant magical beast (spellscarred) XP 300	
Initiative +14	Senses Perception +11; tremorsense 10
HP 1; a missed attack never damages a minion.	
AC 29; Fortitude 27, Reflex 28, Will 26	
Immune fear, gaze, sleep, teleportation	
Speed 6, burrow 6	
m Slam (standard; at-will)	
+20 vs. AC; 9 damage. On a critical hit, the target is knocked prone.	
Combat Advantage	
The behemoth tentacle deals 4 additional damage on any attack it makes with combat advantage.	
Massive Bulk	
A behemoth tentacle is part of a much larger creature. It cannot be teleported, and the distance of any forced movement against it is reduced by 1 square.	
Alignment Unaligned Languages --	
Skills Athletics +15	
Str 17 (+10)	Dex 20 (+12) Wis 8 (+6)
Con 11 (+7)	Int 8 (+6) Cha 7 (+5)

Behemoth Crushing Limb (Level 15) Level 15 Soldier	
Large aberrant magical beast (spellscarred) XP 1,200	
Initiative +11	Senses Perception +11; tremorsense 15
HP 143; Bloodied 71	
AC 31; Fortitude 29, Reflex 27, Will 26	
Immune fear, gaze, sleep, teleportation	
Speed 5, burrow 5	
m Lash (standard; at-will)	
Reach 2; +20 vs. AC; 3d6 + 13 damage, and the target is marked until the end of the crushing limb's next turn.	
R Force Bolt (standard; at-will) ♦ Force	
Ranged 20; +18 vs. Reflex; 2d8 + 8 force damage.	
M Tentacle Grab (standard; targets a marked creature; at-will)	
Reach 2; +20 vs. AC; 4d6 + 15 damage, and the target is grabbed. While grabbing a creature, the crushing limb cannot make attacks (except <i>tentacle crush</i>). Any creature grabbed by a crushing limb grants combat advantage to all behemoth tentacles.	
M Tentacle Crush (standard; targets a grabbed creature; at-will)	
+20 vs. AC; 4d8 + 17 damage, and the crushing limb sustains the grab. <i>Miss</i> : half damage, and the crushing limb sustains the grab. Attempts to escape the crushing limb's grab must be made against its Fortitude defense.	
C Tentacle Sweep (standard; recharge 4 5 6)	
Close burst 2; +18 vs. Fortitude; 3d8 + 13 damage, and the target is knocked prone.	
Massive Bulk	
A behemoth limb is part of a much larger creature, and is difficult to move. It cannot be teleported, and may make a saving throw to avoid being knocked prone. The distance of any forced movement against the limb is reduced by 2 squares.	
Alignment Unaligned Languages --	
Skills Athletics +17, Endurance +14	
Str 20 (+12)	Dex 14 (+9) Wis 8 (+6)
Con 15 (+9)	Int 8 (+6) Cha 8 (+6)

MISSION 6: "THE HEART" STATISTICS (P2, HIGH LEVEL)

Spellplague Behemoth (Level 17) Level 17 Elite Controller	
Huge aberrant magical beast (spellscarred) XP 3,200	
Initiative +5	Senses Perception +13; tremorsense 20
HP 328; Bloodied 164	
AC 31; Fortitude 30, Reflex 28, Will 29	
Immune fear, gaze, sleep, teleportation	
Resist 40 all (see <i>body of the beast</i>)	
Saving Throws +10 (see <i>body of the beast</i>)	
Speed 4, burrow 4	
Action Points 1	
m Tentacle (standard; at-will)	
Reach 3; +22 vs. AC; 3d8 + 12 damage, and the target is pushed 1 square.	
R Spellplague Nimbus (standard; at-will) ♦ Fire, Force	
Ranged 20; +21 vs. Reflex; 3d8 + 12 force damage, and ongoing 10 fire damage (save ends). The first time each round that a creature fails its saving throw against the ongoing damage, the ongoing damage increases by 5.	
Double Attack (standard; at-will)	
The spellplague behemoth makes two <i>tentacle slam</i> attacks. Each attack must be made against a different target, unless a creature is marking the behemoth, in which case it may attack that creature twice.	
C Exothermic Exhalation (standard; recharge 5 6) ♦ Varies	
Close blast 5; +21 vs. Reflex; 3d8 + 15 damage. <i>Miss</i> : half damage. Each time the spellplague behemoth activates this power, roll randomly to determine the type of damage dealt. 1 - fire; 2 - cold; 3 - lightning; 4 - thunder; 5 - poison; 6 - necrotic; 7 - radiant; 8 - force.	
C Slave of the Plague (free, when the spellplague behemoth scores a critical hit; at-will) ♦ Charm	
The target creature is dominated (save ends). The behemoth cannot dominate more than one creature at a time with this ability.	
Body of the Beast	
The spellplague behemoth is difficult to kill without first cutting off its limbs. Each limb grants the behemoth resist 10 all and +2 saves. These benefits are cumulative. When all limbs are destroyed, the behemoth has no resistance and +2 saves.	
Massive Bulk	
The spellplague behemoth is anchored through the ground to a much larger mass beneath the surface, making it very difficult to move. It cannot be knocked prone, it cannot be teleported, and the distance of any forced movement (slide, push, or pull) is reduced by 3 squares.	
Threatening Reach	
The spellplague behemoth can make opportunity attacks against any enemy within 3 squares of it.	
Alignment Unaligned	Languages Common, Deep Speech
Skills Arcana +16, Endurance +18	
Str 22 (+14)	Dex 5 (+5) Wis 13 (+9)
Con 20 (+13)	Int 17 (+11) Cha 21 (+13)

Behemoth Tentacle (Level 17) Level 17 Minion Skirmisher	
Small aberrant magical beast (spellscarred) XP 400	
Initiative +15	Senses Perception +12; tremorsense 10
HP 1; a missed attack never damages a minion.	
AC 31; Fortitude 29, Reflex 30, Will 28	
Immune fear, gaze, sleep, teleportation	
Speed 6, burrow 6	
m Slam (standard; at-will)	
+22 vs. AC; 11 damage. On a critical hit, the target is knocked prone.	
Combat Advantage	
The behemoth tentacle deals 4 additional damage on any attack it makes with combat advantage.	
Massive Bulk	
A behemoth tentacle is part of a much larger creature. It cannot be teleported, and the distance of any forced movement against it is reduced by 1 square.	
Alignment Unaligned Languages --	
Skills Athletics +16	
Str 17 (+11)	Dex 20 (+13) Wis 8 (+7)
Con 11 (+8)	Int 8 (+7) Cha 7 (+6)

Behemoth Crushing Limb (Level 17) Level 17 Soldier	
Large aberrant magical beast (spellscarred) XP 1,600	
Initiative +12	Senses Perception +12; tremorsense 15
HP 159; Bloodied 79	
AC 33; Fortitude 31, Reflex 29, Will 28	
Immune fear, gaze, sleep, teleportation	
Speed 5, burrow 5	
m Lash (standard; at-will)	
Reach 2; +22 vs. AC; 3d8 + 12 damage, and the target is marked until the end of the crushing limb's next turn.	
R Force Bolt (standard; at-will) ♦ Force	
Ranged 20; +20 vs. Reflex; 3d6 + 9 force damage.	
M Tentacle Grab (standard; targets a marked creature; at-will)	
Reach 2; +22 vs. AC; 4d6 + 18 damage, and the target is grabbed. While grabbing a creature, the crushing limb cannot make attacks (except <i>tentacle crush</i>). Any creature grabbed by a crushing limb grants combat advantage to all behemoth tentacles.	
M Tentacle Crush (standard; targets a grabbed creature; at-will)	
+22 vs. AC; 4d8 + 20 damage, and the crushing limb sustains the grab. <i>Miss</i> : half damage, and the crushing limb sustains the grab. Attempts to escape the crushing limb's grab must be made against its Fortitude defense.	
C Tentacle Sweep (standard; recharge 4 5 6)	
Close burst 2; +20 vs. Fortitude; 3d8 + 15 damage, and the target is knocked prone.	
Massive Bulk	
A behemoth limb is part of a much larger creature, and is difficult to move. It cannot be teleported, and may make a saving throw to avoid being knocked prone. The distance of any forced movement against the limb is reduced by 2 squares.	
Alignment Unaligned Languages --	
Skills Athletics +18, Endurance +15	
Str 20 (+13)	Dex 14 (+10) Wis 8 (+7)
Con 15 (+10)	Int 8 (+7) Cha 8 (+7)

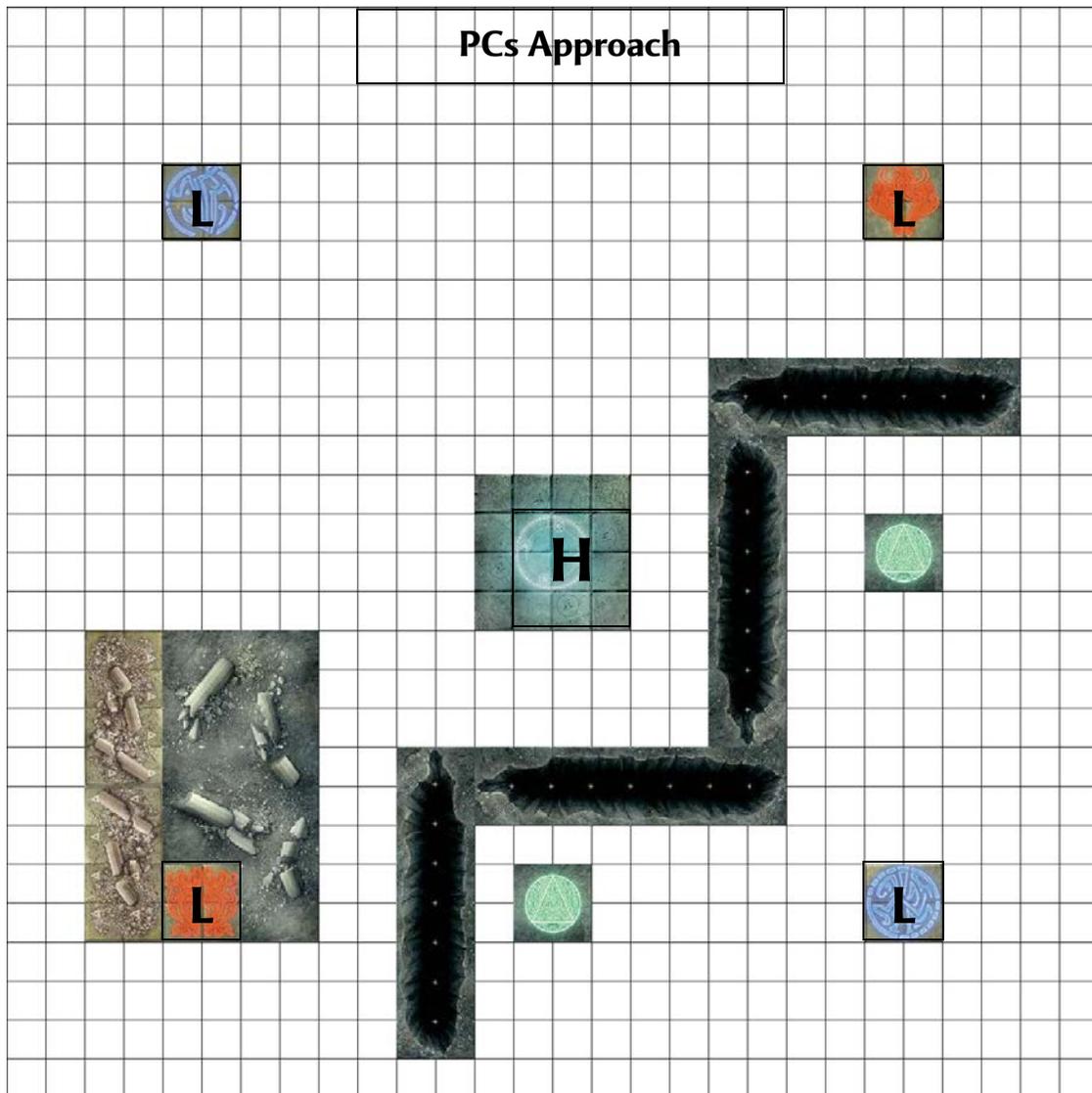
MISSION 6: "THE HEART" MAP

SETUP

The blue and red runes (where the limbs start) show the locations where energy nodes appear when each limb is killed. The "chasm" tiles show the edge where the lower-right portion of the map (which is actually a separate, floating chunk of terrain) is broken off from the main map. The height of this gap is 10 feet at Heroic tier and 20 feet at Paragon tier. The green runes indicate areas where the PCs can score critical hits on attack rolls of 19-20.

TILE SETS NEEDED

Dungeon Tiles (x2); Halls of the Giant Kings (x2)



H = Spellplague Behemoth (size Huge); L = Behemoth Limbs (size Large). The tentacles are not shown on the map; they erupt in appropriate spaces in the open area of the lower level. None of the monsters are visible when the PCs start on the map. Place and describe the terrain features but do not place any monsters until the PCs advance into the area. The tentacles can burrow from the lower level to the upper level and vice versa, at a cost of 2 additional squares of movement.

INTERLUDE 5: RETURN TO ELTUREL

OBJECTIVE

After the battle at the heart of the plagueland, the PCs return to the city of Elturel. If they were successful, they are greeted as heroes; if they were unsuccessful, their reception is far more somber, as the city's leaders must confront the fact that Elturel may have to be abandoned.

A TRIUMPHANT RETURN

If the PCs were successful in Mission 6, they have a triumphant return to Elturel. Read the following:

As you make your way back through the ripped curtain of blue fire, the surviving clerics and paladins who accompanied you from Elturel can see from your demeanor that your mission was successful. A rousing cheer erupts from the faithful servants of Torm, and the return trip to Elturel is filled with good spirits and relieved laughter. Despite the terrible damage sustained by the city, the strength and resolve of the people are unbroken. People line the battle-scarred walls and rubble-strewn streets of the city, showering you with rose petals and shouting your names as you lead a triumphant procession back to the Temple of Torm. The High Observer proclaims that a great feast shall be held in honor of your victory on this very night.

DRAGGING HOME IN DEFEAT

If the PCs were not successful in Mission 6, then Elturel's future looks bleak indeed. Read the following:

As you stumble back through the curtain of blue fire, the surviving clerics and paladins who accompanied you from Elturel can see from your demeanor that your mission was a failure. With the ritual of protection fading fast and ever-mounting casualties, the army's leaders have no choice but to flee the plagueland and make a forced march back to the city, to lend what aid they can to the feeble defenses. Upon your return, the battle-scarred walls and shattered streets of the city are silent, with no signs of life. Blue fire still flickers along the rooftops and it will take many years to recover from the devastation, if indeed the Spellplague can ever be cleansed from this place. The High Observer solemnly intones that there will be a prayer service this very night at the Temple of Torm, in honor of the fallen.

A FINAL GATHERING

The High Observer requests that all the members of the expedition come to a final meeting at the main Temple of Torm (this is both practical and symbolic, as the Temple of Torm is where this adventure began and where the Companion is located). If the PCs were victorious, then a great feast is announced, with the "heroes of Elturel" to be given high honors. If the PCs were defeated, then there will be no feast, but the High Observer will offer prayers and beseech the gods for guidance on how best to preserve the people of Elturel against this seemingly insurmountable threat.

This is a good time to announce the results of the battle so far, to mislead the players into thinking that the heavy fighting is over. Event Organizers may also want to confer with the DMs at this point, and make some tweaks to the final encounter based on how everyone has been doing so far. If the PCs are winning easily, increase the threat; if the PCs have been having a rough time, tone down the final encounter.

ENDING THE ENCOUNTER

The PCs are allowed to rest and refresh themselves as they wish within the city (this does not count as an extended rest) before returning to the Temple of Torm, where the High Observer and Knight-Commander Vessen are scheduled to address the surviving members of the expedition.

EXPERIENCE POINTS

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

TREASURE

There is no treasure in this encounter.

THE COMPANION

The PCs are back in range of the Companion during this encounter. For purposes of the interlude, it does not matter from a game-mechanical standpoint, but remind everyone whether or not the ritual to modify the Companion's energy was enacted, and if so, what its effects are. This will help set the stage for what happens (or does not happen) in the next encounter.

THE PASSAGE OF TIME

It is nearly sunset by the time everyone in the expedition reassembles at the main Temple of Torm, beneath the Companion's unblinking gaze. Proceed to Mission 7 and the final encounter of this adventure.

MISSION 7: BETRAYAL

OBJECTIVE

The High Observer has invited everyone to return to the Temple of Torm, where a banquet has been laid out in honor of the brave heroes. The atmosphere is either one of celebration, as the people of Elturel pay their respects to those who destroyed the invading army and freed their city, or one of quiet desperation, as the city's leaders prepare for what will be a long siege at best and the complete destruction of Elturel at worst.

During the meal, as the High Observer offers up a prayer to Torm, Knight-Commander Vessen's treachery is revealed. If the ritual to modify the Companion was enacted earlier in the adventure, then the Companion's light sputters and disappears just as Vessen commits his greatest betrayal: members of the Order of Blue Fire step through sharn-created portals directly into the Temple itself, and begin killing the leaders of Elturgard.

Note: Before this encounter begins, find out if any or all of the PCs at the table participated in the Quest adventure QUES1-1 *Black Cloaks and Bitter Rivalries*. Among those who did, find out whether they were successful or unsuccessful in preventing the Cult of the Dragon from creating a new dracolich. If at least half of the PCs at the table were unsuccessful, then the lesser cobalt dragon in this encounter is actually that dracolich, which has been plaguechanged and now serves the Order of Blue Fire. (Its stats are unchanged; just change the way you describe it visually.)

H1: EL 3 / 5 (875 / 1,225 XP)

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

- 1 lesser cobalt dragon (level 2) (D)
- 1 knight accordant (level 2) (K)
- 1 commander accordant (level 2) (C)
- 1 warlock accordant (level 2) (L)
- 1 spellscarred archer (level 2) (A)
- 1 hex portal matrix (level 2 trap)

This encounter includes the following creatures and traps at the high tier:

- 1 lesser cobalt dragon (level 4) (D)
- 1 knight accordant (level 4) (K)
- 1 commander accordant (level 4) (C)
- 1 warlock accordant (level 4) (L)
- 1 spellscarred archer (level 4) (A)
- 1 hex portal matrix (level 4 trap)

H2: EL 6 / 8 (1,400 / 1,750 XP)

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

- 1 lesser cobalt dragon (level 5) (D)
- 1 knight accordant (level 5) (K)
- 1 commander accordant (level 5) (C)
- 1 warlock accordant (level 5) (L)
- 1 spellscarred archer (level 5) (A)
- 1 hex portal matrix (level 5 trap)

This encounter includes the following creatures and traps at the high tier:

- 1 lesser cobalt dragon (level 6) (D)
- 1 knight accordant (level 6) (K)
- 1 commander accordant (level 6) (C)
- 1 warlock accordant (level 6) (L)
- 1 spellscarred archer (level 6) (A)
- 1 hex portal matrix (level 6 trap)

H3: EL 9 / 11 (2,100 / 3,000 XP)

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

- 1 lesser cobalt dragon (level 7) (D)
- 1 knight accordant (level 7) (K)
- 1 commander accordant (level 7) (C)
- 1 warlock accordant (level 7) (L)
- 1 spellscarred archer (level 7) (A)
- 1 hex portal matrix (level 7 trap)

This encounter includes the following creatures and traps at the high tier:

- 1 lesser cobalt dragon (level 10) (D)
- 1 knight accordant (level 9) (K)
- 1 commander accordant (level 9) (C)
- 1 warlock accordant (level 9) (L)
- 1 spellscarred archer (level 9) (A)
- 1 hex portal matrix (level 9 trap)

P1: EL 13 / 15 (4,200 / 6,000 XP)

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

- 1 lesser cobalt dragon (level 11) (D)
- 1 knight accordant (level 11) (K)
- 1 commander accordant (level 11) (C)
- 1 loremaster accordant (level 11) (L)
- 1 spellscarred archer (level 11) (A)
- 1 hex portal matrix (level 11 trap)

This encounter includes the following creatures and traps at the high tier:

- 1 lesser cobalt dragon (level 14) (D)
- 1 knight accordant (level 13) (K)
- 1 commander accordant (level 13) (C)
- 1 loremaster accordant (level 13) (L)
- 1 spellscarred archer (level 13) (A)
- 1 hex portal matrix (level 13 trap)

P2: EL 16 / 17 (7,400 / 9,800 XP)

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

- 1 lesser cobalt dragon (level 15) (D)
- 1 knight accordant (level 14) (K)
- 1 commander accordant (level 14) (C)
- 1 loremaster accordant (level 14) (L)
- 1 spellscarred archer (level 14) (A)
- 1 hex portal matrix (level 14 trap)

This encounter includes the following creatures and traps at the high tier:

- 1 lesser cobalt dragon (level 16) (D)
- 1 knight accordant (level 16) (K)
- 1 commander accordant (level 16) (C)
- 1 loremaster accordant (level 16) (L)
- 1 spellscarred archer (level 16) (A)
- 1 hex portal matrix (level 16 trap)

When you are ready to begin this mission, read:

The High Observer rises from his seat at the head of the banquet table. All other voices quickly fall silent. “My friends, the people of Elturel have suffered much. But their suffering would be much greater were it not for these heroes assembled before us. We honor your courage and your sacrifice. You have brought justice to our city and Torm himself smiles down upon you. Although we do not know why we were attacked or by what means they were able to control the power of the Spellplague, we do know that they can be defeated, and that knowledge will serve us should they think to return and challenge us again. For now, let us give thanks for our deliverance, and...”

The High Observer’s voice suddenly breaks as all the air rushes from his lungs. He looks down, confused, only to see the blade of a bastard sword emerging from his chest. The man behind him gives the blade a twist and you hear a sickening crunch of flesh and bone. “I am sorry, my friend, but this is not yet over. The Masters of Absolute Accord have a different ending in mind for this tale.”

The room plunges into darkness as the Companion’s light flickers and grows faint. It must be connected to the High Observer’s life in some fashion.

All around the darkened banquet hall, pinpoints of blue light appear. Hexagonal portals of arcane energy spring open, and armed figures come pouring through. Some are men-at-arms, others wear the robes of spellcasters. All of their weapons and implements glow with blue fire. Claws rend the air and a dragon with scales of deep cobalt emerges from a portal at the back of the hall. The Order of Blue Fire has found a way to strike at the very heart of Elturel.

As the High Observer’s body slumps to the ground, the man standing behind him - the traitor, the betrayer - raises his bloody sword and slowly, deliberately, points it in your direction. His face is illuminated by the flickering blue light of the portals. For the first time you and everyone else in the room get a good look at the man who has so cravenly struck down the leader of the order of Torm.

Knight-Commander Vessen studies you all impassively. His eyes glow with blue fire and at first he shows no regret or remorse, but then a single tear rolls down his cheek. The paladin shakes his head and seems about to say something, but then a portal opens directly behind him. Black tentacles reach out, wrapping around him, pulling the Knight-Commander through the portal, which snaps closed behind him.

There is no time to think of taking revenge on the Knight-Commander, at least not for the moment. The forces of the Order of Blue Fire are charging towards the stricken High Observer, who gasps for breath as his life’s blood pours out. Only you can save him!

THE COMPANION EXTINGUISHED

If the ritual to modify the Companion’s light to target plaguechanged creatures was enacted before Mission 3, that choice now comes back to haunt the PCs in this encounter, as at the very moment when Knight-Commander Vessen strikes down the High Observer, the Companion’s light flickers and dies. The PCs will receive no bonuses from the ritual in this encounter, and neither undead nor spellscarred PCs suffer any penalties from the Companion in this encounter. All PCs who invested healing surges into the ritual feel a painful backlash as the ritual’s energy is torn apart. For every healing surge that a character put into the Companion earlier, that character takes 5 damage (Heroic tier) or 10 damage (Paragon tier). There is no time to heal this damage before the battle starts; the PCs will need to deal with it using their actions in combat.

If the ritual was not enacted, then the Companion's light flickers when Vessen strikes the High Observer down, but it does not go out, and its power remains in effect (against undead PCs only) during this encounter.

FEATURES OF THE AREA

This area has the following notable features:

Illumination: Bright illumination from magical torches and lanterns throughout the Temple of Torm.

Balconies: A series of balconies overlook the banquet hall. The balconies are 20 feet (4 squares) above the ground floor. The balconies may be reached either by running out of the main chamber and up either of the side hallways, or by more direct means if the PCs have teleportation or flight powers. The PCs could also climb the walls (Athletics DC 20). A six-foot-tall character would need to make a DC 120 Athletics check (DC 60 with a running start) to reach the balcony with a vertical jump, so this is unlikely, but certain combinations of powers and magic items might make it possible.

Ceiling: The ceiling is 40 feet high.

Tables: The banquet tables are very large and very heavy. It would require a concerted effort by two or more characters to tip them over (DC 15 Strength or DC 20 Athletics). The tables could provide cover for multiple Medium or Small sized creatures if tipped over. A character can jump onto the table as part of a move by spending 1 extra square of movement (DC 10 Athletics). Leaping off the table as part of an acrobatic stunt requires a DC 15 Acrobatics check and grants an appropriate bonus to whatever action the character is performing (typically +1 to an attack roll or +2 to a skill check).

The High Observer: The PCs are initially seated amongst their fellow adventurers, but they are not far from a dais where some local dignitaries are seated. Most of these individuals scatter when the attack starts, but the High Observer remains in danger, and the PCs must protect Elturgard's leader during the battle.

For simplicity's sake, the High Observer has the same stats as the NPC ritual caster from Mission 5, including hit points, defenses, and healing surges. However, due to Vessen's betrayal, the High Observer is badly wounded. He begins the encounter at his or her bloodied hit point value and is unable to take actions to assist the PCs during the fight (though he will obey any reasonable instructions).

TACTICS

Give your best initiative roll to the dragon, then the spellscarred archer, the warlock (or loremaster)

accordant, the commander accordant, and finally the knight accordant. For the trap, rather than rolling initiative, simply assume that it gets one roll of 15 and another roll of 5, add its initiative modifier to those rolls, and use those values for the two activations. The purpose of using static initiative for the trap is to try and space things out so that several other creatures act between the trap's first and second attacks. This helps create the sense that the trap is attacking constantly during the battle.

The High Observer is the preferred target of the knights accordant, commander accordant, and spellscarred archer. The hex portals only attack PCs and the dragon doesn't care one way or the other; it wants to do as much damage as possible to as many enemies as possible.

SCALING THE ENCOUNTER

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

Four PCs: Remove the warlock accordant (at heroic tier) or the loremaster accordant (at paragon tier).

Six PCs: Add another spellscarred archer.

ENEMY REINFORCEMENTS

Reinforcements step through sharn-created portals and can appear anywhere in the room. Reinforce the knight accordant, the commander accordant, and the warlock accordant or loremaster accordant by adding another creature of the same type when the first one is defeated. Reinforcements should generally arrive 1-2 rounds after the death of the NPC they are replacing.

For an even greater challenge (if the PCs have been winning all the battles easily, even with reinforcements) double the cobalt dragon's hit points (don't change its attacks, defenses, or damage).

For an even greater challenge than that, give the hex portal matrix an extra (third) attack, with an initiative roll of 25, and each "window" requires two hits to destroy instead of one.

ENDING THE ENCOUNTER

The encounter ends when the PCs have defeated the members of the Order of Blue Fire.

Total Success: All the monsters (including reinforcements, if any) were killed, and the High Observer survived.

Success: The PCs killed the dragon, destroyed the hex portal matrix, killed at least two out of the other 4 monsters, and saved the High Observer.

Partial Success: Regardless of how many monsters were killed, the PCs earn a partial success as long as the High Observer survives.

Failure: The PCs earn a failure if the High Observer is killed.

The fate of the High Observer is determined by a simple majority of the participating tables. (Ties go in the High Observer's favor.) If half or more of the tables saved him, then the High Observer lives. If less than half of the tables saved him, then the High Observer dies.

Read the following if the High Observer survived. (You may need to alter this speech slightly if the PCs failed at some or all of their previous missions; this text is written assuming that they have been successful overall.)

The Order of Blue Fire has been routed and the High Observer saved. Church bells peal a bright, uplifting song of hope throughout Elturel in celebration. The city has been delivered from the Spellplague and although there is much work to be done, Elturel will have the guidance of its beloved High Observer to lead its reconstruction.

Though gravely wounded, the High Observer drags himself to his feet and smiles grimly. "You have my thanks once more, heroes. It is not enough for you to save my people, or indeed to save my entire city; it would seem that you must also save me. I give thanks to Torm for delivering you as the agents of our, and my, salvation."

Turning to the assembled city leaders, the High Observer shouts: "Let all here bear witness that our strength has been sorely tested but the Loyal Fury finds us worthy on this day! Try as they might, betray us as they may, our enemies cannot prevail. Our strength lies not just in steel and spell, it lies in our faith and in our friendships! We may be bloodied, we may be broken, but we are never defeated!"

Three cheers for the Heroes of Elturel!"

Read the following if the High Observer was killed:

The Order of Blue Fire has achieved its goal: the High Observer lies dead upon the cold stone. Knight-Commander Vessen's betrayal was their trump card, their final and most devastating secret. Although the city may be rebuilt, it will be a darker place without the beloved High Observer. Church bells throughout the city peal a steady, slow, mournful tone as all Elutrgard weeps.

EXPERIENCE POINTS

The PCs earn the full amount if they achieve a total success or a success. They earn 75% of the listed amount for a partial success, and 50% for a failure.

H1: 175 / 245 XP per PC; H2: 280 / 350 XP per PC;
H3: 420 / 600 XP per PC; P1: 840 / 1,200 XP per PC;
P2: 1,480 / 1,960 XP per PC.

TREASURE

The PCs receive no treasure directly from this mission, but great rewards await them for saving the city and the High Observer.

THE COMPANION

If the ritual to alter the Companion was enacted earlier during the adventure, the Companion's light goes out during this fight, and it has no effect during the battle (but characters who invested healing surges into the ritual take damage, as described above). If the ritual was not enacted, then the Companion continues to have its normal effect (against undead only) during this mission.

THE PASSAGE OF TIME

This is the final mission (regardless of success or failure). Proceed to Concluding the Adventure.

MISSION 7: "BETRAYAL" STATISTICS (HI, LOW LEVEL)

Lesser Cobalt Dragon (Level 2)	Level 2 Elite Controller
Large natural magical beast (dragon)	
XP 250	
Initiative +4 Senses Perception +9; darkvision	
HP 90; Bloodied 45	
AC 17; Fortitude 16, Reflex 13, Will 14	
Resist 5 cold	
Saving Throws +2	
Speed 6, fly 8 (hover), overland flight 12	
Action Points 1	
m Bite (standard; at-will) ♦ Cold	
Reach 2; +7 vs. AC; 1d10 + 6 cold damage, and the target is slowed (save ends).	
m Claw (standard; at-will)	
Reach 2; +7 vs. AC; 1d8 + 5 cold damage.	
M Dragon's Pounce (standard; at-will)	
The dragon makes a bite attack, shifts 2 squares, and then makes two claw attacks against a different target.	
C Savage Mauling (standard; recharges when first bloodied)	
Close burst 2; targets slowed or restrained creatures; +7 vs. AC; 1d8 + 7 damage, the dragon pushes the target 3 squares, and the target is knocked prone. This forced movement can affect a creature restrained by the dragon's own breath weapon.	
C Breath Weapon (standard; recharge 5 6) ♦ Cold	
Close blast 5; +6 vs. Fortitude; 1d8 + 7 cold damage, and the target is restrained (save ends). <i>Aftersave</i> : the target is slowed (save ends). <i>Miss</i> : Half damage.	
Alignment Unaligned Languages Common, Draconic	
Skills Athletics +12, Endurance +11, Intimidate +9	
Str 22 (+7)	Dex 16 (+4) Wis 16 (+4)
Con 21 (+6)	Int 13 (+2) Cha 17 (+4)

Knight Accordant (Level 2)	Level 2 Soldier
Medium natural humanoid	
XP 125	
Initiative +4 Senses Perception +10	
HP 41; Bloodied 20	
AC 18; Fortitude 16, Reflex 11, Will 14	
Speed 5	
m War Pick (standard; at-will) ♦ Force, Weapon	
+7 vs. AC; 1d8 + 5 damage (crit 1d8 + 13), and the target is marked until the end of the knight accordant's next turn.	
r Longbow (standard; at-will) ♦ Force, Weapon	
Ranged 20/40; +7 vs. AC; 1d8 + 5 damage, and the target is marked until the end of the knight's next turn.	
Blue Fire Spike (minor; recharge 3 4 5 6) ♦ Force	
Until the start of the knight's next turn, the knight's weapons become energy, attacking the target's Reflex instead of AC and dealing an extra 1d6 force damage on a hit.	
Knight's Eye (immediate reaction, when an adjacent enemy shifts or an adjacent enemy marked by the knight attacks an ally; at-will)	
The knight makes a basic attack against the triggering enemy.	
Forceful Critical	
On a critical hit with any attack, the knight accordant also slides the target 1 square.	
Alignment Unaligned Languages Common, Deep Speech	
Skills Endurance +7, Intimidate +8	
Str 22 (+7)	Dex 12 (+2) Wis 19 (+5)
Con 17 (+4)	Int 10 (+1) Cha 15 (+3)
Equipment scale armor, heavy shield, war pick, longbow, 20 arrows	

Commander Accordant (Level 2)	Level 2 Skirmisher (Leader)
Medium natural humanoid	
XP 125	
Initiative +7 Senses Perception +12	
HP 41; Bloodied 20	
AC 16; Fortitude 13, Reflex 14, Will 16	
Speed 6	
m Spellplague Touch (standard; at-will) ♦ Force	
+7 vs. AC; 1d8 + 5 force damage, and ongoing 5 force damage (save ends).	
r Spellplague Orb (standard; at-will) ♦ Force	
Ranged 20; +5 vs. Reflex; 1d6 + 4 force damage, and ongoing 5 force damage (save ends).	
M Spellplague Spirit (standard; sustain standard; encounter)	
♦ Force, Polymorph	
The commander becomes a spirit of blue fire. He becomes insubstantial and can enter and move through enemies' spaces and porous obstacles that would otherwise prevent movement (such as a door or a cracked window). The commander makes a melee basic attack against any creature whose space he enters, but cannot attack a target more than once per turn in this fashion.	
C Blue Fire Succor (minor; recharge 5 6) ♦ Healing	
Close burst 5; one ally within the burst regains 1d6 + 7 hit points (spellsscarred and plaguechanged creatures also add their Constitution bonus). In addition, that ally gains 4 temporary hit points in the form of a shimmering blue aura.	
Changing Shift (move; at-will) ♦ Polymorph	
The commander shifts 2 squares. He becomes insubstantial and can move through enemies' spaces until the end of this movement.	
Alignment Unaligned Languages Common, Deep Speech	
Skills Arcana +7, Heal +12, Stealth +9	
Str 11 (+1)	Dex 19 (+5) Wis 22 (+7)
Con 17 (+4)	Int 12 (+2) Cha 12 (+2)
Equipment hide armor	

Warlock Accordant (Level 2)	Level 2 Artillery
Medium natural humanoid	
XP 125	
Initiative +2 Senses Perception +6	
HP 31; Bloodied 15	
AC 14; Fortitude 12, Reflex 14, Will 16	
Speed 6	
m Plague Touch (standard; at-will) ♦ Fear, Force	
+7 vs. Reflex; 1d8 + 5 force damage, and the target is pushed 2 squares.	
r Breaching Curse (standard; at-will)	
Ranged 10; +7 vs. Fortitude; 1d8 + 5 damage, and the target takes a -2 penalty to all defenses (save ends).	
R Scour the Cursed (standard; at-will)	
Ranged 10; +7 vs. Will; 1d8 + 5 damage, and if the target is currently subject to the defense penalty of <i>breaching curse</i> , it takes an additional 1d6 damage.	
Inescapable Hex (immediate reaction; when an enemy within sight succeeds on a saving throw; at-will)	
The triggering creature must reroll the saving throw, and use the second result.	
Alignment Unaligned Languages Common	
Skills Arcana +8, Bluff +9, History +8	
Str 12 (+2)	Dex 12 (+2) Wis 11 (+1)
Con 13 (+2)	Int 14 (+3) Cha 16 (+4)
Equipment leather armor	

Spellscarred Archer (Level 2)		Level 2 Artillery	
Medium natural humanoid (spellscarred)		XP 125	
Initiative +5	Senses Perception +6; low-light vision		
HP 33; Bloodied 16			
AC 14; Fortitude 13, Reflex 15, Will 13			
Speed 6			
m Short Sword (standard; at-will) ♦ Weapon			
+7 vs. AC; 1d6 + 4 damage.			
r Bluefire Arrow Barrage (standard; at-will) ♦ Fire, Force			
The spellscarred archer makes the following attack twice: Ranged 20/40; +7 vs. AC or Reflex; 1d8 damage plus 1d6 fire and force damage.			
A Spellplague Burst (standard; recharge 5 6) ♦ Force			
Area burst 1 within 20; +7 vs. Fortitude; 1d8 + 7 force damage, and the target is knocked prone.			
Wings of Blue Fire (move; encounter)			
Wings of blue fire unfold from the spellscarred archer's back, and the spellscarred archer flies 5 squares.			
Alignment Unaligned		Languages Common, Deep Speech	
Str 12 (+2)	Dex 18 (+5)	Wis 11 (+1)	
Con 15 (+3)	Int 17 (+4)	Cha 15 (+3)	
Equipment chainmail, longbow, short sword x 2			

Hex Portal Matrix (Level 2)		Level 2 Blaster	
Trap		XP 125	
Trap: A matrix of six hex portals randomly channel blasts of fire and force from sharns lurking on the other side.			
Perception			
No Perception check is needed to notice the hex portals. Each portal is a hexagonal window of blue light. The hex portals do not block line of sight or line of effect. They do not occupy a square, nor do they inhibit creatures' movement. Creatures cannot enter or see into the portals (they are one-way).			
Trigger			
The trap rolls initiative twice and makes one attack on each of its two turns (see below).			
Attack			
Standard Action		Ranged 20	
Target: Two different creatures within range			
First Attack: +7 vs. Fortitude			
Hit: 1d10 + 6 fire and force damage			
Second Attack: +7 vs. Reflex			
Hit: 1d8 + 5 fire and force damage, and the target is dazed (save ends).			
Initiative +2 (roll twice, once for each attack type)			
Countermeasures			
♦ The network initially consists of six hex portals, numbered 1 through 6. When the trap attempts to make an attack, roll 1d6 (roll separately for each of the trap's two attacks). If the number you roll is a portal that has already been destroyed or disabled, then the trap does not make that attack on that turn.			
♦ When all six portals have been destroyed or disabled, the trap is destroyed.			
♦ A creature within 5 squares of a hex portal can attempt to destroy it as a standard action with a DC 15 Arcana check.			
♦ An adjacent creature can attempt to disable a hex portal as a standard action with a DC 15 Thievery check.			
♦ A character can attack a hex portal (this really represents attacking the sharn on the other side of the portal, trying to disrupt the creature's concentration and causing the portal to collapse). The portal has AC 16, Fortitude 16, Reflex 16, and Will 17. A successful hit closes the targeted portal.			
♦ Spellscarred creatures suffer a -2 penalty to all defenses and saving throws against the trap's attacks, but also gain a +2 bonus on their own attack rolls and skill checks against the trap.			

MISSION 7: "BETRAYAL" STATISTICS (H1, HIGH LEVEL)

Lesser Cobalt Dragon (Level 4)		Level 4 Elite Controller	
Large natural magical beast (dragon)			
Initiative +5		Senses Perception +10; darkvision	
HP 122; Bloodied 61			
AC 19; Fortitude 18, Reflex 15, Will 16			
Resist 5 cold			
Saving Throws +2			
Speed 6, fly 8 (hover), overland flight 12			
Action Points 1			
m Bite (standard; at-will) ♦ Cold			
Reach 2; +9 vs. AC; 2d8 + 6 cold damage, and the target is slowed (save ends).			
m Claw (standard; at-will)			
Reach 2; +9 vs. AC; 2d6 + 5 cold damage.			
M Dragon's Pounce (standard; at-will)			
The dragon makes a bite attack, shifts 2 squares, and then makes two claw attacks against a different target.			
C Savage Mauling (standard; recharges when first bloodied)			
Close burst 2; targets slowed or restrained creatures; +9 vs. AC; 2d8 + 5 damage, the dragon pushes the target 3 squares, and the target is knocked prone. This forced movement can affect a creature restrained by the dragon's own breath weapon.			
C Breath Weapon (standard; recharge 5 6) ♦ Cold			
Close blast 5; +8 vs. Fortitude; 2d8 + 5 cold damage, and the target is restrained (save ends). <i>Aftersave</i> : the target is slowed (save ends). <i>Miss</i> : Half damage.			
Alignment Unaligned		Languages Common, Draconic	
Skills Athletics +13, Endurance +12, Intimidate +10			
Str 22 (+8)	Dex 16 (+5)	Wis 16 (+5)	
Con 21 (+7)	Int 13 (+3)	Cha 17 (+5)	

Knight Accordant (Level 4)		Level 4 Soldier	
Medium natural humanoid			
Initiative +5		Senses Perception +11	
HP 57; Bloodied 28			
AC 20; Fortitude 18, Reflex 13, Will 16			
Speed 5			
m War Pick (standard; at-will) ♦ Force, Weapon			
+9 vs. AC; 2d6 + 5 damage (crit 2d6 + 17), and the target is marked until the end of the knight accordant's next turn.			
r Longbow (standard; at-will) ♦ Force, Weapon			
Ranged 20/40; +9 vs. AC; 2d6 + 5 damage, and the target is marked until the end of the knight's next turn.			
Blue Fire Spike (minor; recharge 3 4 5 6) ♦ Force			
Until the start of the knight's next turn, the knight's weapons become energy, attacking the target's Reflex instead of AC and dealing an extra 1d6 force damage on a hit.			
Knight's Eye (immediate reaction, when an adjacent enemy shifts or an adjacent enemy marked by the knight attacks an ally; at-will)			
The knight makes a basic attack against the triggering enemy.			
Forceful Critical			
On a critical hit with any attack, the knight accordant also slides the target 1 square.			
Alignment Unaligned		Languages Common, Deep Speech	
Skills Endurance +8, Intimidate +9			
Str 22 (+8)	Dex 12 (+3)	Wis 19 (+6)	
Con 17 (+5)	Int 10 (+2)	Cha 15 (+4)	
Equipment scale armor, heavy shield, war pick, longbow, 20 arrows			

Commander Accordant (Level 4)		Level 4 Skirmisher (Leader)	
Medium natural humanoid			
Initiative +8		Senses Perception +13	
HP 57; Bloodied 28			
AC 18; Fortitude 15, Reflex 16, Will 18			
Speed 6			
m Spellplague Touch (standard; at-will) ♦ Force			
+9 vs. AC; 2d6 + 5 force damage, and ongoing 5 force damage (save ends).			
r Spellplague Orb (standard; at-will) ♦ Force			
Ranged 20; +7 vs. Reflex; 1d8 + 5 force damage, and ongoing 5 force damage (save ends).			
M Spellplague Spirit (standard; sustain standard; encounter)			
♦ Force, Polymorph			
The commander becomes a spirit of blue fire. He becomes insubstantial and can enter and move through enemies' spaces and porous obstacles that would otherwise prevent movement (such as a door or a cracked window). The commander makes a melee basic attack against any creature whose space he enters, but cannot attack a target more than once per turn in this fashion.			
C Blue Fire Succor (minor; recharge 5 6) ♦ Healing			
Close burst 5; one ally within the burst regains 1d6 + 8 hit points (spellscarred and plaguechanged creatures also add their Constitution bonus). In addition, that ally gains 8 temporary hit points in the form of a shimmering blue aura.			
Changing Shift (move; at-will) ♦ Polymorph			
The commander shifts 2 squares. He becomes insubstantial and can move through enemies' spaces until the end of this movement.			
Alignment Unaligned		Languages Common, Deep Speech	
Skills Arcana +8, Heal +13, Stealth +10			
Str 11 (+2)	Dex 19 (+6)	Wis 22 (+8)	
Con 17 (+5)	Int 12 (+3)	Cha 12 (+3)	
Equipment hide armor			

Warlock Accordant (Level 4)		Level 4 Artillery	
Medium natural humanoid			
Initiative +3		Senses Perception +7	
HP 43; Bloodied 21			
AC 16; Fortitude 14, Reflex 16, Will 18			
Speed 6			
m Plague Touch (standard; at-will) ♦ Fear, Force			
+9 vs. Reflex; 2d6 + 5 force damage, and the target is pushed 2 squares.			
r Breaching Curse (standard; at-will)			
Ranged 10; +9 vs. Fortitude; 2d6 + 5 damage, and the target takes a -2 penalty to all defenses (save ends).			
R Scour the Cursed (standard; at-will)			
Ranged 10; +9 vs. Will; 2d6 + 5 damage, and if the target is currently subject to the defense penalty of <i>breaching curse</i> , it takes an additional 1d6 damage.			
Inescapable Hex (immediate reaction; when an enemy within sight succeeds on a saving throw; at-will)			
The triggering creature must reroll the saving throw, and use the second result.			
Alignment Unaligned		Languages Common	
Skills Arcana +9, Bluff +10, History +9			
Str 12 (+3)	Dex 12 (+3)	Wis 11 (+2)	
Con 13 (+3)	Int 14 (+4)	Cha 16 (+5)	
Equipment leather armor			

Spellsscarred Archer (Level 4)		Level 4 Artillery	
Medium natural humanoid (spellsscarred)		XP 175	
Initiative +6	Senses Perception +7; low-light vision		
HP 45; Bloodied 22			
AC 16; Fortitude 15, Reflex 17, Will 15			
Speed 6			
m Short Sword (standard; at-will) ♦ Weapon			
+9 vs. AC; 1d8 + 5 damage.			
r Bluefire Arrow Barrage (standard; at-will) ♦ Fire, Force			
The spellsscarred archer makes the following attack twice: Ranged 20/40; +9 vs. AC or Reflex; 2d6 damage plus 1d6 fire and force damage.			
A Spellplague Burst (standard; recharge 5 6) ♦ Force			
Area burst 1 within 20; +9 vs. Fortitude; 2d8 + 5 force damage, and the target is knocked prone.			
Wings of Blue Fire (move; encounter)			
Wings of blue fire unfold from the spellsscarred archer's back, and the spellsscarred archer flies 5 squares.			
Alignment Unaligned		Languages Common, Deep Speech	
Str 12 (+3)	Dex 18 (+6)	Wis 11 (+2)	
Con 15 (+4)	Int 17 (+5)	Cha 15 (+4)	
Equipment chainmail, longbow, short sword x 2			

Hex Portal Matrix (Level 4)		Level 4 Blaster	
Trap		XP 175	
Trap: A matrix of six hex portals randomly channel blasts of fire and force from sharns lurking on the other side.			
Perception			
No Perception check is needed to notice the hex portals. Each portal is a hexagonal window of blue light. The hex portals do not block line of sight or line of effect. They do not occupy a square, nor do they inhibit creatures' movement. Creatures cannot enter or see into the portals (they are one-way).			
Trigger			
The trap rolls initiative twice and makes one attack on each of its two turns (see below).			
Attack			
Standard Action		Ranged 20	
Target: Two different creatures within range			
First Attack: +9 vs. Fortitude			
Hit: 2d8 + 6 fire and force damage			
Second Attack: +9 vs. Reflex			
Hit: 2d6 + 5 fire and force damage, and the target is dazed (save ends).			
Initiative +4 (roll twice, once for each attack type)			
Countermeasures			
♦ The network initially consists of six hex portals, numbered 1 through 6. When the trap attempts to make an attack, roll 1d6 (roll separately for each of the trap's two attacks). If the number you roll is a portal that has already been destroyed or disabled, then the trap does not make that attack on that turn.			
♦ When all six portals have been destroyed or disabled, the trap is destroyed.			
♦ A creature within 5 squares of a hex portal can attempt to destroy it as a standard action with a DC 16 Arcana check.			
♦ An adjacent creature can attempt to disable a hex portal as a standard action with a DC 16 Thievery check.			
♦ A character can attack a hex portal (this really represents attacking the sharn on the other side of the portal, trying to disrupt the creature's concentration and causing the portal to collapse). The portal has AC 18, Fortitude 18, Reflex 18, and Will 19. A successful hit closes the targeted portal.			
♦ Spellsscarred creatures suffer a -2 penalty to all defenses and saving throws against the trap's attacks, but also gain a +2 bonus on their own attack rolls and skill checks against the trap.			

MISSION 7: "BETRAYAL" STATISTICS (H2, LOW LEVEL)

Lesser Cobalt Dragon (Level 5)	Level 5 Elite Controller
Large natural magical beast (dragon) XP 400	
Initiative +5 Senses Perception +10; darkvision	
HP 138; Bloodied 69	
AC 20; Fortitude 19, Reflex 16, Will 17	
Resist 5 cold	
Saving Throws +2	
Speed 6, fly 8 (hover), overland flight 12	
Action Points 1	
m Bite (standard; at-will) ♦ Cold	
Reach 2; +10 vs. AC; 2d8 + 7 cold damage, and the target is slowed (save ends).	
m Claw (standard; at-will)	
Reach 2; +10 vs. AC; 2d6 + 6 cold damage.	
M Dragon's Pounce (standard; at-will)	
The dragon makes a bite attack, shifts 2 squares, and then makes two claw attacks against a different target.	
C Savage Mauling (standard; recharges when first bloodied)	
Close burst 2; targets slowed or restrained creatures; +10 vs. AC; 2d8 + 6 damage, the dragon pushes the target 3 squares, and the target is knocked prone. This forced movement can affect a creature restrained by the dragon's own breath weapon.	
C Breath Weapon (standard; recharge 5 6) ♦ Cold	
Close blast 5; +9 vs. Fortitude; 2d8 + 6 cold damage, and the target is restrained (save ends). <i>Aftersave</i> : the target is slowed (save ends). <i>Miss</i> : Half damage.	
Alignment Unaligned Languages Common, Draconic	
Skills Athletics +13, Endurance +12, Intimidate +10	
Str 22 (+8) Dex 16 (+5) Wis 16 (+5)	
Con 21 (+7) Int 13 (+3) Cha 17 (+5)	

Knight Accordant (Level 5)	Level 5 Soldier
Medium natural humanoid XP 200	
Initiative +5 Senses Perception +11	
HP 65; Bloodied 32	
AC 21; Fortitude 19, Reflex 14, Will 17	
Speed 5	
m War Pick (standard; at-will) ♦ Force, Weapon	
+10 vs. AC; 2d6 + 6 damage (crit 2d6 + 18), and the target is marked until the end of the knight accordant's next turn.	
r Longbow (standard; at-will) ♦ Force, Weapon	
Ranged 20/40; +10 vs. AC; 2d6 + 6 damage, and the target is marked until the end of the knight's next turn.	
Blue Fire Spike (minor; recharge 3 4 5 6) ♦ Force	
Until the start of the knight's next turn, the knight's weapons become energy, attacking the target's Reflex instead of AC and dealing an extra 1d6 force damage on a hit.	
Knight's Eye (immediate reaction, when an adjacent enemy shifts or an adjacent enemy marked by the knight attacks an ally; at-will)	
The knight makes a basic attack against the triggering enemy.	
Forceful Critical	
On a critical hit with any attack, the knight accordant also slides the target 1 square.	
Alignment Unaligned Languages Common, Deep Speech	
Skills Endurance +8, Intimidate +9	
Str 22 (+8) Dex 12 (+3) Wis 19 (+6)	
Con 17 (+5) Int 10 (+2) Cha 15 (+4)	
Equipment scale armor, heavy shield, war pick, longbow, 20 arrows	

Commander Accordant (Level 5)	Level 5 Skirmisher (Leader)
Medium natural humanoid XP 200	
Initiative +8 Senses Perception +13	
HP 65; Bloodied 32	
AC 19; Fortitude 16, Reflex 17, Will 19	
Speed 6	
m Spellplague Touch (standard; at-will) ♦ Force	
+10 vs. AC; 2d6 + 6 force damage, and the target takes ongoing 5 force damage (save ends).	
r Spellplague Orb (standard; at-will) ♦ Force	
Ranged 20; +8 vs. Reflex; 2d6 + 6 force damage, and the target takes ongoing 5 force damage (save ends).	
M Spellplague Spirit (standard; sustain standard; encounter)	
♦ Force, Polymorph	
The commander becomes a spirit of blue fire. He becomes insubstantial and can enter and move through enemies' spaces and porous obstacles that would otherwise prevent movement (such as a door or a cracked window). The commander makes a melee basic attack against any creature whose space he enters, but cannot attack a target more than once per turn in this fashion.	
C Blue Fire Succor (minor; recharge 5 6) ♦ Healing	
Close burst 5; one ally within the burst regains 1d6 + 8 hit points (spells carried and plaguechanged creatures also add their Constitution bonus). In addition, that ally gains 10 temporary hit points in the form of a shimmering blue aura.	
Changing Shift (move; at-will) ♦ Polymorph	
The commander shifts 2 squares. He becomes insubstantial and can move through enemies' spaces until the end of this movement.	
Alignment Unaligned Languages Common, Deep Speech	
Skills Arcana +8, Heal +13, Stealth +10	
Str 11 (+2) Dex 19 (+6) Wis 22 (+8)	
Con 17 (+5) Int 12 (+3) Cha 12 (+3)	
Equipment hide armor	

Warlock Accordant (Level 5)	Level 5 Artillery
Medium natural humanoid XP 200	
Initiative +3 Senses Perception +7	
HP 49; Bloodied 24	
AC 17; Fortitude 15, Reflex 17, Will 19	
Speed 6	
m Plague Touch (standard; at-will) ♦ Fear, Force	
+10 vs. Reflex; 2d6 + 6 force damage, and the target is pushed 2 squares.	
r Breaching Curse (standard; at-will)	
Ranged 10; +10 vs. Fortitude; 2d6 + 6 damage, and the target takes a -2 penalty to all defenses (save ends).	
R Scour the Cursed (standard; at-will)	
Ranged 10; +10 vs. Will; 2d6 + 6 damage, and if the target is currently subject to the defense penalty of <i>breaching curse</i> , it takes an additional 1d6 damage.	
Inescapable Hex (immediate reaction; when an enemy within sight succeeds on a saving throw; at-will)	
The triggering creature must reroll the saving throw, and use the second result.	
Alignment Unaligned Languages Common	
Skills Arcana +9, Bluff +10, History +9	
Str 12 (+3) Dex 12 (+3) Wis 11 (+2)	
Con 13 (+3) Int 14 (+4) Cha 16 (+5)	
Equipment leather armor	

Spellsscarred Archer (Level 5)		Level 5 Artillery	
Medium natural humanoid (spellsscarred)		XP 200	
Initiative +6	Senses Perception +7; low-light vision		
HP 51; Bloodied 25			
AC 17; Fortitude 16, Reflex 18, Will 16			
Speed 6			
m Short Sword (standard; at-will) ♦ Weapon			
+10 vs. AC; 1d8 + 6 damage.			
r Bluefire Arrow Barrage (standard; at-will) ♦ Fire, Force			
The spellsscarred archer makes the following attack twice: Ranged 20/40; +10 vs. AC or Reflex; 2d6 + 1 damage plus 1d6 fire and force damage.			
A Spellplague Burst (standard; recharge 5 6) ♦ Force			
Area burst 1 within 20; +10 vs. Fortitude; 2d8 + 6 force damage, and the target is knocked prone.			
Wings of Blue Fire (move; encounter)			
Wings of blue fire unfold from the spellsscarred archer's back, and the spellsscarred archer flies 5 squares.			
Alignment Unaligned	Languages Common, Deep Speech		
Str 12 (+3)	Dex 18 (+6)	Wis 11 (+2)	
Con 15 (+4)	Int 17 (+5)	Cha 15 (+4)	
Equipment chainmail, longbow, short sword x 2			

Hex Portal Matrix (Level 5)		Level 5 Blaster	
Trap		XP 200	
Trap: A matrix of six hex portals randomly channel blasts of fire and force from sharns lurking on the other side.			
Perception			
No Perception check is needed to notice the hex portals. Each portal is a hexagonal window of blue light. The hex portals do not block line of sight or line of effect. They do not occupy a square, nor do they inhibit creatures' movement. Creatures cannot enter or see into the portals (they are one-way).			
Trigger			
The trap rolls initiative twice and makes one attack on each of its two turns (see below).			
Attack			
Standard Action		Ranged 20	
Target: Two different creatures within range			
First Attack: +10 vs. Fortitude			
Hit: 2d8 + 7 fire and force damage			
Second Attack: +10 vs. Reflex			
Hit: 2d6 + 6 fire and force damage, and the target is dazed (save ends).			
Initiative +5 (roll twice, once for each attack type)			
Countermeasures			
♦ The network initially consists of six hex portals, numbered 1 through 6. When the trap attempts to make an attack, roll 1d6 (roll separately for each of the trap's two attacks). If the number you roll is a portal that has already been destroyed or disabled, then the trap does not make that attack on that turn.			
♦ When all six portals have been destroyed or disabled, the trap is destroyed.			
♦ A creature within 5 squares of a hex portal can attempt to destroy it as a standard action with a DC 17 Arcana check.			
♦ An adjacent creature can attempt to disable a hex portal as a standard action with a DC 17 Thievery check.			
♦ A character can attack a hex portal (this really represents attacking the sharn on the other side of the portal, trying to disrupt the creature's concentration and causing the portal to collapse). The portal has AC 19, Fortitude 19, Reflex 19, and Will 20. A successful hit closes the targeted portal.			
♦ Spellsscarred creatures suffer a -2 penalty to all defenses and saving throws against the trap's attacks, but also gain a +2 bonus on their own attack rolls and skill checks against the trap.			

MISSION 7: "BETRAYAL" STATISTICS (H2, HIGH LEVEL)

Lesser Cobalt Dragon (Level 6)		Level 6 Elite Controller	
Large natural magical beast (dragon)		XP 500	
Initiative +6	Senses Perception +11; darkvision		
HP 154; Bloodied 77			
AC 21; Fortitude 20, Reflex 17, Will 18			
Resist 10 cold			
Saving Throws +2			
Speed 6, fly 8 (hover), overland flight 12			
Action Points 1			
m Bite (standard; at-will) ♦ Cold			
Reach 2; +11 vs. AC; 2d8 + 9 cold damage, and the target is slowed (save ends).			
m Claw (standard; at-will)			
Reach 2; +11 vs. AC; 2d6 + 7 cold damage.			
M Dragon's Pounce (standard; at-will)			
The dragon makes a bite attack, shifts 2 squares, and then makes two claw attacks against a different target.			
C Savage Mauling (standard; recharges when first bloodied)			
Close burst 2; targets slowed or restrained creatures; +11 vs. AC; 2d8 + 7 damage, the dragon pushes the target 3 squares, and the target is knocked prone. This forced movement can affect a creature restrained by the dragon's own breath weapon.			
C Breath Weapon (standard; recharge 5 6) ♦ Cold			
Close blast 5; +10 vs. Fortitude; 2d8 + 7 cold damage, and the target is restrained (save ends). <i>Aftersave</i> : the target is slowed (save ends). <i>Miss</i> : Half damage.			
Alignment Unaligned		Languages Common, Draconic	
Skills Athletics +14, Endurance +13, Intimidate +11			
Str 22 (+9)	Dex 16 (+6)	Wis 16 (+6)	
Con 21 (+8)	Int 13 (+4)	Cha 17 (+6)	

Knight Accordant (Level 6)		Level 6 Soldier	
Medium natural humanoid		XP 250	
Initiative +6	Senses Perception +12		
HP 73; Bloodied 36			
AC 22; Fortitude 20, Reflex 15, Will 18			
Speed 5			
m War Pick (standard; at-will) ♦ Force, Weapon			
+11 vs. AC; 2d6 + 7 damage (crit 2d6 + 19), and the target is marked until the end of the knight accordant's next turn.			
r Longbow (standard; at-will) ♦ Force, Weapon			
Ranged 20/40; +11 vs. AC; 2d6 + 7 damage, and the target is marked until the end of the knight's next turn.			
Blue Fire Spike (minor; recharge 3 4 5 6) ♦ Force			
Until the start of the knight's next turn, the knight's weapons become energy, attacking the target's Reflex instead of AC and dealing an extra 1d6 force damage on a hit.			
Knight's Eye (immediate reaction, when an adjacent enemy shifts or an adjacent enemy marked by the knight attacks an ally; at-will)			
The knight makes a basic attack against the triggering enemy.			
Forceful Critical			
On a critical hit with any attack, the knight accordant also slides the target 1 square.			
Alignment Unaligned		Languages Common, Deep Speech	
Skills Endurance +9, Intimidate +10			
Str 22 (+9)	Dex 12 (+4)	Wis 19 (+7)	
Con 17 (+6)	Int 10 (+3)	Cha 15 (+5)	
Equipment scale armor, heavy shield, war pick, longbow, 20 arrows			

Commander Accordant (Level 6)		Level 6 Skirmisher (Leader)	
Medium natural humanoid		XP 250	
Initiative +9	Senses Perception +14		
HP 73; Bloodied 36			
AC 20; Fortitude 17, Reflex 18, Will 20			
Speed 6			
m Spellplague Touch (standard; at-will) ♦ Force			
+11 vs. AC; 2d6 + 7 force damage, and ongoing 5 force damage (save ends).			
r Spellplague Orb (standard; at-will) ♦ Force			
Ranged 20; +9 vs. Reflex; 2d6 + 7 force damage, and ongoing 5 force damage (save ends).			
M Spellplague Spirit (standard; sustain standard; encounter)			
♦ Force, Polymorph			
The commander becomes a spirit of blue fire. He becomes insubstantial and can enter and move through enemies' spaces and porous obstacles that would otherwise prevent movement (such as a door or a cracked window). The commander makes a melee basic attack against any creature whose space he enters, but cannot attack a target more than once per turn in this fashion.			
C Blue Fire Succor (minor; recharge 5 6) ♦ Healing			
Close burst 5; one ally within the burst regains 1d6 + 9 hit points (spellscarred and plaguechanged creatures also add their Constitution bonus). In addition, that ally gains 12 temporary hit points in the form of a shimmering blue aura.			
Changing Shift (move; at-will) ♦ Polymorph			
The commander shifts 2 squares. He becomes insubstantial and can move through enemies' spaces until the end of this movement.			
Alignment Unaligned		Languages Common, Deep Speech	
Skills Arcana +9, Heal +14, Stealth +11			
Str 11 (+3)	Dex 19 (+7)	Wis 22 (+9)	
Con 17 (+6)	Int 12 (+4)	Cha 12 (+4)	
Equipment hide armor			

Warlock Accordant (Level 6)		Level 6 Artillery	
Medium natural humanoid		XP 250	
Initiative +4	Senses Perception +8		
HP 55; Bloodied 27			
AC 18; Fortitude 16, Reflex 18, Will 20			
Speed 6			
m Plague Touch (standard; at-will) ♦ Fear, Force			
+11 vs. Reflex; 2d6 + 7 force damage, and the target is pushed 2 squares.			
r Breaching Curse (standard; at-will)			
Ranged 10; +11 vs. Fortitude; 2d6 + 7 damage, and the target takes a -2 penalty to all defenses (save ends).			
R Scour the Cursed (standard; at-will)			
Ranged 10; +11 vs. Will; 2d6 + 7 damage, and if the target is currently subject to the defense penalty of <i>breaching curse</i> , it takes an additional 2d6 damage.			
Inescapable Hex (immediate reaction; when an enemy within sight succeeds on a saving throw; at-will)			
The triggering creature must reroll the saving throw, and use the second result.			
Alignment Unaligned		Languages Common	
Skills Arcana +10, Bluff +11, History +10			
Str 12 (+4)	Dex 12 (+4)	Wis 11 (+3)	
Con 13 (+4)	Int 14 (+5)	Cha 16 (+6)	
Equipment leather armor			

Spellsscarred Archer (Level 6)		Level 6 Artillery	
Medium natural humanoid (spellsscarred)		XP 250	
Initiative +7	Senses Perception +8; low-light vision		
HP 57; Bloodied 28			
AC 18; Fortitude 17, Reflex 19, Will 17			
Speed 6			
m Short Sword (standard; at-will) ♦ Weapon			
+11 vs. AC; 1d8 + 7 damage.			
r Bluefire Arrow Barrage (standard; at-will) ♦ Fire, Force			
The spellsscarred archer makes the following attack twice: Ranged 20/40; +11 vs. AC or Reflex; 2d6 + 2 damage plus 1d6 fire and force damage.			
A Spellplague Burst (standard; recharge 5 6) ♦ Force			
Area burst 1 within 20; +11 vs. Fortitude; 2d8 + 7 force damage, and the target is knocked prone.			
Wings of Blue Fire (move; encounter)			
Wings of blue fire unfold from the spellsscarred archer's back, and the spellsscarred archer flies 5 squares.			
Alignment Unaligned		Languages Common, Deep Speech	
Str 12 (+4)	Dex 18 (+7)	Wis 11 (+3)	
Con 15 (+5)	Int 17 (+6)	Cha 15 (+5)	
Equipment chainmail, longbow, short sword x 2			

Hex Portal Matrix (Level 6)		Level 6 Blaster	
Trap		XP 250	
Trap: A matrix of six hex portals randomly channel blasts of fire and force from sharns lurking on the other side.			
Perception			
No Perception check is needed to notice the hex portals. Each portal is a hexagonal window of blue light. The hex portals do not block line of sight or line of effect. They do not occupy a square, nor do they inhibit creatures' movement. Creatures cannot enter or see into the portals (they are one-way).			
Trigger			
The trap rolls initiative twice and makes one attack on each of its two turns (see below).			
Attack			
Standard Action		Ranged 20	
Target: Two different creatures within range			
First Attack: +11 vs. Fortitude			
Hit: 2d8 + 9 fire and force damage			
Second Attack: +11 vs. Reflex			
Hit: 2d6 + 7 fire and force damage, and the target is dazed (save ends).			
Initiative +6 (roll twice, once for each attack type)			
Countermeasures			
♦ The network initially consists of six hex portals, numbered 1 through 6. When the trap attempts to make an attack, roll 1d6 (roll separately for each of the trap's two attacks). If the number you roll is a portal that has already been destroyed or disabled, then the trap does not make that attack on that turn.			
♦ When all six portals have been destroyed or disabled, the trap is destroyed.			
♦ A creature within 5 squares of a hex portal can attempt to destroy it as a standard action with a DC 19 Arcana check.			
♦ An adjacent creature can attempt to disable a hex portal as a standard action with a DC 19 Thievery check.			
♦ A character can attack a hex portal (this really represents attacking the sharn on the other side of the portal, trying to disrupt the creature's concentration and causing the portal to collapse). The portal has AC 20, Fortitude 20, Reflex 20, and Will 21. A successful hit closes the targeted portal.			
♦ Spellsscarred creatures suffer a -2 penalty to all defenses and saving throws against the trap's attacks, but also gain a +2 bonus on their own attack rolls and skill checks against the trap.			

MISSION 7: "BETRAYAL" STATISTICS (H3, LOW LEVEL)

Lesser Cobalt Dragon (Level 7)	Level 7 Elite Controller
Large natural magical beast (dragon) XP 600	
Initiative +6 Senses Perception +11; darkvision	
HP 170; Bloodied 85	
AC 22; Fortitude 21, Reflex 18, Will 19	
Resist 10 cold	
Saving Throws +2	
Speed 6, fly 8 (hover), overland flight 12	
Action Points 1	
m Bite (standard; at-will) ♦ Cold	
Reach 2; +12 vs. AC; 3d6 + 9 cold damage, and the target is slowed (save ends).	
m Claw (standard; at-will)	
Reach 2; +12 vs. AC; 2d8 + 6 cold damage.	
M Dragon's Pounce (standard; at-will)	
The dragon makes a bite attack, shifts 2 squares, and then makes two claw attacks against a different target.	
C Savage Mauling (standard; recharges when first bloodied)	
Close burst 2; targets slowed or restrained creatures; +12 vs. AC; 2d8 + 8 damage, the dragon pushes the target 3 squares, and the target is knocked prone. This forced movement can affect a creature restrained by the dragon's own breath weapon.	
C Breath Weapon (standard; recharge 5 6) ♦ Cold	
Close blast 5; +11 vs. Fortitude; 2d8 + 8 cold damage, and the target is restrained (save ends). <i>Aftereffect:</i> the target is slowed (save ends). <i>Miss:</i> Half damage.	
Alignment Unaligned Languages Common, Draconic	
Skills Athletics +14, Endurance +13, Intimidate +11	
Str 22 (+9)	Dex 16 (+6) Wis 16 (+6)
Con 21 (+8)	Int 13 (+4) Cha 17 (+6)

Knight Accordant (Level 7)	Level 7 Soldier
Medium natural humanoid XP 300	
Initiative +6 Senses Perception +12	
HP 81; Bloodied 40	
AC 23; Fortitude 21, Reflex 16, Will 19	
Speed 5	
m War Pick (standard; at-will) ♦ Force, Weapon	
+12 vs. AC; 2d8 + 6 damage (crit 2d8 + 22), and the target is marked until the end of the knight accordant's next turn.	
r Longbow (standard; at-will) ♦ Force, Weapon	
Ranged 20/40; +12 vs. AC; 2d8 + 6 damage, and the target is marked until the end of the knight's next turn.	
Blue Fire Spike (minor; recharge 3 4 5 6) ♦ Force	
Until the start of the knight's next turn, the knight's weapons become energy, attacking the target's Reflex instead of AC and dealing an extra 1d8 force damage on a hit.	
Knight's Eye (immediate reaction, when an adjacent enemy shifts or an adjacent enemy marked by the knight attacks an ally; at-will)	
The knight makes a basic attack against the triggering enemy.	
Forceful Critical	
On a critical hit with any attack, the knight accordant also slides the target 1 square.	
Alignment Unaligned Languages Common, Deep Speech	
Skills Endurance +9, Intimidate +10	
Str 22 (+9)	Dex 12 (+4) Wis 19 (+7)
Con 17 (+6)	Int 10 (+3) Cha 15 (+5)
Equipment scale armor, heavy shield, war pick, longbow, 20 arrows	

Commander Accordant (Level 7)	Level 7 Skirmisher (Leader)
Medium natural humanoid XP 300	
Initiative +9 Senses Perception +14	
HP 81; Bloodied 40	
AC 21; Fortitude 18, Reflex 19, Will 21	
Speed 6	
m Spellplague Touch (standard; at-will) ♦ Force	
+12 vs. AC; 2d8 + 6 force damage, and ongoing 5 force damage (save ends).	
r Spellplague Orb (standard; at-will) ♦ Force	
Ranged 20; +10 vs. Reflex; 2d8 + 6 force damage, and ongoing 5 force damage (save ends).	
M Spellplague Spirit (standard; sustain standard; encounter)	
♦ Force, Polymorph	
The commander becomes a spirit of blue fire. He becomes insubstantial and can enter and move through enemies' spaces and porous obstacles that would otherwise prevent movement (such as a door or a cracked window). The commander makes a melee basic attack against any creature whose space he enters, but cannot attack a target more than once per turn in this fashion.	
C Blue Fire Succor (minor; recharge 5 6) ♦ Healing	
Close burst 5; one ally within the burst regains 1d6 + 9 hit points (spellsscarred and plaguechanged creatures also add their Constitution bonus). In addition, that ally gains 14 temporary hit points in the form of a shimmering blue aura.	
Changing Shift (move; at-will) ♦ Polymorph	
The commander shifts 2 squares. He becomes insubstantial and can move through enemies' spaces until the end of this movement.	
Alignment Unaligned Languages Common, Deep Speech	
Skills Arcana +9, Heal +14, Stealth +11	
Str 11 (+3)	Dex 19 (+7) Wis 22 (+9)
Con 17 (+6)	Int 12 (+4) Cha 12 (+4)
Equipment hide armor	

Warlock Accordant (Level 7)	Level 7 Artillery
Medium natural humanoid XP 300	
Initiative +4 Senses Perception +8	
HP 61; Bloodied 30	
AC 19; Fortitude 17, Reflex 19, Will 21	
Speed 6	
m Plague Touch (standard; at-will) ♦ Fear, Force	
+12 vs. Reflex; 2d8 + 6 force damage, and the target is pushed 2 squares.	
r Breaching Curse (standard; at-will)	
Ranged 10; +12 vs. Fortitude; 2d8 + 6 damage, and the target takes a -2 penalty to all defenses (save ends).	
R Scour the Cursed (standard; at-will)	
Ranged 10; +12 vs. Will; 2d8 + 6 damage, and if the target is currently subject to the defense penalty of <i>breaching curse</i> , it takes an additional 2d6 damage.	
Inescapable Hex (immediate reaction; when an enemy within sight succeeds on a saving throw; at-will)	
The triggering creature must reroll the saving throw, and use the second result.	
Alignment Unaligned Languages Common	
Skills Arcana +10, Bluff +11, History +10	
Str 12 (+4)	Dex 12 (+4) Wis 11 (+3)
Con 13 (+4)	Int 14 (+5) Cha 16 (+6)
Equipment leather armor	

Spellsscarred Archer (Level 7)		Level 7 Artillery	
Medium natural humanoid (spellsscarred)		XP 300	
Initiative +9	Senses Perception +8; low-light vision		
HP 63; Bloodied 31			
AC 19; Fortitude 18, Reflex 20, Will 18			
Speed 6			
m Short Sword (standard; at-will) ♦ Weapon			
+12 vs. AC; 2d6 + 4 damage.			
r Bluefire Arrow Barrage (standard; at-will) ♦ Fire, Force			
The spellsscarred archer makes the following attack twice: Ranged 20/40; +12 vs. AC or Reflex; 2d8 + 4 damage plus 1d8 fire and force damage.			
A Spellplague Burst (standard; recharge 5 6) ♦ Force			
Area burst 1 within 20; +12 vs. Fortitude; 2d8 + 8 force damage, and the target is knocked prone.			
Wings of Blue Fire (move; encounter)			
Wings of blue fire unfold from the spellsscarred archer's back, and the spellsscarred archer flies 5 squares.			
Alignment Unaligned		Languages Common, Deep Speech	
Str 12 (+4)	Dex 18 (+7)	Wis 11 (+3)	
Con 15 (+5)	Int 17 (+6)	Cha 15 (+5)	
Equipment chainmail, longbow, short sword x 2			

Hex Portal Matrix (Level 7)		Level 7 Blaster	
Trap		XP 300	
Trap: A matrix of six hex portals randomly channel blasts of fire and force from sharns lurking on the other side.			
Perception			
No Perception check is needed to notice the hex portals. Each portal is a hexagonal window of blue light. The hex portals do not block line of sight or line of effect. They do not occupy a square, nor do they inhibit creatures' movement. Creatures cannot enter or see into the portals (they are one-way).			
Trigger			
The trap rolls initiative twice and makes one attack on each of its two turns (see below).			
Attack			
Standard Action		Ranged 20	
Target: Two different creatures within range			
First Attack: +12 vs. Fortitude			
Hit: 3d6 + 9 fire and force damage			
Second Attack: +12 vs. Reflex			
Hit: 2d8 + 6 fire and force damage, and the target is dazed (save ends).			
Initiative +7 (roll twice, once for each attack type)			
Countermeasures			
♦ The network initially consists of six hex portals, numbered 1 through 6. When the trap attempts to make an attack, roll 1d6 (roll separately for each of the trap's two attacks). If the number you roll is a portal that has already been destroyed or disabled, then the trap does not make that attack on that turn.			
♦ When all six portals have been destroyed or disabled, the trap is destroyed.			
♦ A creature within 5 squares of a hex portal can attempt to destroy it as a standard action with a DC 20 Arcana check.			
♦ An adjacent creature can attempt to disable a hex portal as a standard action with a DC 20 Thievery check.			
♦ A character can attack a hex portal (this really represents attacking the sharn on the other side of the portal, trying to disrupt the creature's concentration and causing the portal to collapse). The portal has AC 21, Fortitude 21, Reflex 21, and Will 22. A successful hit closes the targeted portal.			
♦ Spellsscarred creatures suffer a -2 penalty to all defenses and saving throws against the trap's attacks, but also gain a +2 bonus on their own attack rolls and skill checks against the trap.			

MISSION 7: "BETRAYAL" STATISTICS (H3, HIGH LEVEL)

Lesser Cobalt Dragon (Level 10)	Level 10 Elite Controller
Large natural magical beast (dragon)	XP 1,000
Initiative +8 Senses Perception +13; darkvision	
HP 218; Bloodied 109	
AC 25; Fortitude 24, Reflex 21, Will 22	
Resist 15 cold	
Saving Throws +2	
Speed 6, fly 8 (hover), overland flight 12	
Action Points 1	
m Bite (standard; at-will) ♦ Cold	
Reach 2; +15 vs. AC; 3d6 + 12 cold damage, and the target is slowed (save ends).	
m Claw (standard; at-will)	
Reach 2; +15 vs. AC; 2d8 + 9 cold damage.	
M Dragon's Pounce (standard; at-will)	
The dragon makes a bite attack, shifts 2 squares, and then makes two claw attacks against a different target.	
C Savage Mauling (standard; recharges when first bloodied)	
Close burst 2; targets slowed or restrained creatures; +15 vs. AC; 3d6 + 10 damage, the dragon pushes the target 3 squares, and the target is knocked prone. This forced movement can affect a creature restrained by the dragon's own breath weapon.	
C Breath Weapon (standard; recharge 5 6) ♦ Cold	
Close blast 5; +14 vs. Fortitude; 3d6 + 10 cold damage, and the target is restrained (save ends). <i>Aftereffect</i> : the target is slowed (save ends). <i>Miss</i> : Half damage.	
Alignment Unaligned Languages Common, Draconic	
Skills Athletics +16, Endurance +15, Intimidate +13	
Str 22 (+11) Dex 16 (+8) Wis 16 (+8)	
Con 21 (+10) Int 13 (+6) Cha 17 (+8)	

Knight Accordant (Level 9)	Level 9 Soldier
Medium natural humanoid	XP 400
Initiative +7 Senses Perception +13	
HP 97; Bloodied 48	
AC 25; Fortitude 23, Reflex 18, Will 21	
Speed 5	
m War Pick (standard; at-will) ♦ Force, Weapon	
+14 vs. AC; 2d8 + 8 damage (crit 2d8 + 24), and the target is marked until the end of the knight accordant's next turn.	
r Longbow (standard; at-will) ♦ Force, Weapon	
Ranged 20/40; +14 vs. AC; 2d8 + 8 damage, and the target is marked until the end of the knight's next turn.	
Blue Fire Spike (minor; recharge 3 4 5 6) ♦ Force	
Until the start of the knight's next turn, the knight's weapons become energy, attacking the target's Reflex instead of AC and dealing an extra 1d8 force damage on a hit.	
Knight's Eye (immediate reaction, when an adjacent enemy shifts or an adjacent enemy marked by the knight attacks an ally; at-will)	
The knight makes a basic attack against the triggering enemy.	
Forceful Critical	
On a critical hit with any attack, the knight accordant also slides the target 1 square.	
Alignment Unaligned Languages Common, Deep Speech	
Skills Endurance +10, Intimidate +11	
Str 22 (+10) Dex 12 (+5) Wis 19 (+8)	
Con 17 (+7) Int 10 (+4) Cha 15 (+6)	
Equipment scale armor, heavy shield, war pick, longbow, 20 arrows	

Commander Accordant (Level 9)	Level 9 Skirmisher (Leader)
Medium natural humanoid	XP 400
Initiative +10 Senses Perception +15	
HP 97; Bloodied 48	
AC 23; Fortitude 20, Reflex 21, Will 23	
Speed 6	
m Spellplague Touch (standard; at-will) ♦ Force	
+14 vs. AC; 2d8 + 8 force damage, and the target takes ongoing 5 force damage (save ends).	
r Spellplague Orb (standard; at-will) ♦ Force	
Ranged 20; +12 vs. Reflex; 2d8 + 8 force damage, and the target takes ongoing 5 force damage (save ends).	
M Spellplague Spirit (standard; sustain standard; encounter)	
♦ Force, Polymorph	
The commander becomes a spirit of blue fire. He becomes insubstantial and can enter and move through enemies' spaces and porous obstacles that would otherwise prevent movement (such as a door or a cracked window). The commander makes a melee basic attack against any creature whose space he enters, but cannot attack a target more than once per turn in this fashion.	
C Blue Fire Succor (minor; recharge 5 6) ♦ Healing	
Close burst 5; one ally within the burst regains 1d6 + 10 hit points (spellscarred and plaguechanged creatures also add their Constitution bonus). In addition, that ally gains 18 temporary hit points in the form of a shimmering blue aura.	
Changing Shift (move; at-will) ♦ Polymorph	
The commander shifts 2 squares. He becomes insubstantial and can move through enemies' spaces until the end of this movement.	
Alignment Unaligned Languages Common, Deep Speech	
Skills Arcana +10, Heal +15, Stealth +12	
Str 11 (+4) Dex 19 (+8) Wis 22 (+10)	
Con 17 (+7) Int 12 (+5) Cha 12 (+5)	
Equipment hide armor	

Warlock Accordant (Level 9)	Level 9 Artillery
Medium natural humanoid	XP 400
Initiative +5 Senses Perception +9	
HP 73; Bloodied 36	
AC 21; Fortitude 19, Reflex 21, Will 23	
Speed 6	
m Plague Touch (standard; at-will) ♦ Fear, Force	
+14 vs. Reflex; 2d8 + 8 force damage, and the target is pushed 2 squares.	
r Breaching Curse (standard; at-will)	
Ranged 10; +14 vs. Fortitude; 2d8 + 8 damage, and the target takes a -2 penalty to all defenses (save ends).	
R Scour the Cursed (standard; at-will)	
Ranged 10; +14 vs. Will; 2d8 + 8 damage, and if the target is currently subject to the defense penalty of <i>breaching curse</i> , it takes an additional 2d6 damage.	
Inescapable Hex (immediate reaction; when an enemy within sight succeeds on a saving throw; at-will)	
The triggering creature must reroll the saving throw, and use the second result.	
Alignment Unaligned Languages Common	
Skills Arcana +11, Bluff +12, History +11	
Str 12 (+5) Dex 12 (+5) Wis 11 (+4)	
Con 13 (+5) Int 14 (+6) Cha 16 (+7)	
Equipment leather armor	

Spellscarred Archer (Level 9)		Level 9 Artillery	
Medium natural humanoid (spellscarred)		XP 400	
Initiative +10 Senses Perception +9; low-light vision			
HP 75; Bloodied 37			
AC 21; Fortitude 20, Reflex 22, Will 20			
Speed 6			
m Short Sword (standard; at-will) ♦ Weapon			
+14 vs. AC; 2d6 + 6 damage.			
r Bluefire Arrow Barrage (standard; at-will) ♦ Fire, Force			
The spellscarred archer makes the following attack twice: Ranged 20/40; +14 vs. AC or Reflex; 2d8 + 6 damage plus 1d8 fire and force damage.			
A Spellplague Burst (standard; recharge 4 5 6) ♦ Force			
Area burst 1 within 20; +14 vs. Fortitude; 3d6 + 9 force damage, and the target is knocked prone.			
Wings of Blue Fire (move; encounter)			
Wings of blue fire unfold from the spellscarred archer's back, and the spellscarred archer flies 5 squares.			
Alignment Unaligned		Languages Common, Deep Speech	
Str 12 (+5)	Dex 18 (+8)	Wis 11 (+4)	
Con 15 (+6)	Int 17 (+7)	Cha 15 (+6)	
Equipment chainmail, longbow, short sword x 2			

Hex Portal Matrix (Level 9)		Level 9 Blaster	
Trap		XP 400	
Trap: A matrix of six hex portals randomly channel blasts of fire and force from sharns lurking on the other side.			
Perception			
No Perception check is needed to notice the hex portals. Each portal is a hexagonal window of blue light. The hex portals do not block line of sight or line of effect. They do not occupy a square, nor do they inhibit creatures' movement. Creatures cannot enter or see into the portals (they are one-way).			
Trigger			
The trap rolls initiative twice and makes one attack on each of its two turns (see below).			
Attack			
Standard Action		Ranged 20	
Target: Two different creatures within range			
First Attack: +14 vs. Fortitude			
Hit: 3d6 + 11 fire and force damage			
Second Attack: +14 vs. Reflex			
Hit: 2d8 + 8 fire and force damage, and the target is dazed (save ends).			
Initiative +9 (roll twice, once for each attack type)			
Countermeasures			
♦ The network initially consists of six hex portals, numbered 1 through 6. When the trap attempts to make an attack, roll 1d6 (roll separately for each of the trap's two attacks). If the number you roll is a portal that has already been destroyed or disabled, then the trap does not make that attack on that turn.			
♦ When all six portals have been destroyed or disabled, the trap is destroyed.			
♦ A creature within 5 squares of a hex portal can attempt to destroy it as a standard action with a DC 21 Arcana check.			
♦ An adjacent creature can attempt to disable a hex portal as a standard action with a DC 21 Thievery check.			
♦ A character can attack a hex portal (this really represents attacking the sharn on the other side of the portal, trying to disrupt the creature's concentration and causing the portal to collapse). The portal has AC 23, Fortitude 23, Reflex 23, and Will 24. A successful hit closes the targeted portal.			
♦ Spellscarred creatures suffer a -2 penalty to all defenses and saving throws against the trap's attacks, but also gain a +2 bonus on their own attack rolls and skill checks against the trap.			

MISSION 7: "BETRAYAL" STATISTICS (PL, LOW LEVEL)

Lesser Cobalt Dragon (Level 11)	Level 11 Elite Controller
Large natural magical beast (dragon) XP 1,200	
Initiative +8 Senses Perception +13; darkvision	
HP 234; Bloodied 117	
AC 26; Fortitude 25, Reflex 22, Will 23	
Resist 20 cold	
Saving Throws +2	
Speed 6, fly 8 (hover), overland flight 12	
Action Points 1	
m Bite (standard; at-will) ♦ Cold	
Reach 2; +16 vs. AC; 3d8 + 11 cold damage, and the target is slowed (save ends).	
m Claw (standard; at-will)	
Reach 2; +16 vs. AC; 3d6 + 9 cold damage.	
M Dragon's Pounce (standard; at-will)	
The dragon makes a bite attack, shifts 2 squares, and then makes two claw attacks against a different target.	
C Savage Mauling (standard; recharges when first bloodied)	
Close burst 2; targets slowed or restrained creatures; +16 vs. AC; 3d6 + 11 damage, the dragon pushes the target 3 squares, and the target is knocked prone. This forced movement can affect a creature restrained by the dragon's own breath weapon.	
C Breath Weapon (standard; recharge 5 6) ♦ Cold	
Close blast 5; +15 vs. Fortitude; 3d6 + 11 cold damage, and the target is restrained (save ends). <i>Aftereffect:</i> the target is slowed (save ends). <i>Miss:</i> Half damage.	
Alignment Unaligned Languages Common, Draconic	
Skills Athletics +16, Endurance +15, Intimidate +13	
Str 22 (+11) Dex 16 (+8) Wis 16 (+8)	
Con 21 (+10) Int 13 (+6) Cha 17 (+8)	

Knight Accordant (Level 11)	Level 11 Soldier
Medium natural humanoid XP 600	
Initiative +8 Senses Perception +14	
HP 113; Bloodied 56	
AC 27; Fortitude 25, Reflex 20, Will 23	
Speed 5	
m War Pick (standard; at-will) ♦ Force, Weapon	
+16 vs. AC; 3d6 + 9 damage (crit 3d6 + 27), and the target is marked until the end of the knight accordant's next turn.	
r Longbow (standard; at-will) ♦ Force, Weapon	
Ranged 20/40; +16 vs. AC; 3d6 + 9 damage, and the target is marked until the end of the knight's next turn.	
Blue Fire Spike (minor; recharge 3 4 5 6) ♦ Force	
Until the start of the knight's next turn, the knight's weapons become energy, attacking the target's Reflex instead of AC and dealing an extra 1d10 force damage on a hit.	
Knight's Eye (immediate reaction, when an adjacent enemy shifts or an adjacent enemy marked by the knight attacks an ally; at-will)	
The knight makes a basic attack against the triggering enemy.	
Forceful Critical	
On a critical hit with any attack, the knight accordant also slides the target 1 square.	
Alignment Unaligned Languages Common, Deep Speech	
Skills Endurance +11, Intimidate +12	
Str 22 (+11) Dex 12 (+6) Wis 19 (+9)	
Con 17 (+8) Int 10 (+5) Cha 15 (+7)	
Equipment scale armor, heavy shield, war pick, longbow, 20 arrows	

Commander Accordant	Level 11 Skirmisher (Leader)
Medium natural humanoid XP 600	
Initiative +11 Senses Perception +16	
HP 113; Bloodied 56	
AC 25; Fortitude 22, Reflex 23, Will 25	
Speed 6	
m Spellplague Touch (standard; at-will) ♦ Force	
+16 vs. AC; 3d6 + 9 force damage, and the target takes ongoing 10 force damage (save ends).	
r Spellplague Orb (standard; at-will) ♦ Force	
Ranged 20; +14 vs. Reflex; 3d6 + 9 force damage, and the target takes ongoing 10 force damage (save ends).	
M Spellplague Spirit (standard; sustain standard; encounter)	
♦ Force, Polymorph	
The commander becomes a spirit of blue fire. He becomes insubstantial and can enter and move through enemies' spaces and porous obstacles that would otherwise prevent movement (such as a door or a cracked window). The commander makes a melee basic attack against any creature whose space he enters, but cannot attack a target more than once per turn in this fashion.	
C Blue Fire Succor (minor; recharge 5 6) ♦ Healing	
Close burst 5; one ally within the burst regains 2d6 + 11 hit points (spellsscarred and plaguechanged creatures also add their Constitution bonus). In addition, that ally gains 22 temporary hit points in the form of a shimmering blue aura.	
Changing Shift (move; at-will) ♦ Polymorph	
The commander shifts 2 squares. He becomes insubstantial and can move through enemies' spaces until the end of this movement.	
Alignment Unaligned Languages Common, Deep Speech	
Skills Arcana +11, Heal +16, Stealth +13	
Str 11 (+5) Dex 19 (+9) Wis 22 (+11)	
Con 17 (+8) Int 12 (+6) Cha 12 (+6)	
Equipment hide armor	

Loremaster Accordant	Level 11 Artillery
Medium natural humanoid XP 600	
Initiative +5 Senses Perception +9	
HP 89; Bloodied 44	
AC 23; Fortitude 22, Reflex 25, Will 23	
Speed 6	
m Force Staff (standard; at-will) ♦ Force, Weapon	
+15 vs. AC; 3d6 + 9 force damage.	
r Changing Ray (standard; at-will) ♦ Force, Polymorph	
Ranged 10; a blue ray warps the target momentarily; +16 vs. Reflex; 3d6 + 9 force damage, and the target is dazed until the end of the loremaster's next turn.	
C Changing Wave (standard; encounter) ♦ Polymorph	
Close blast 5; a wave of blue fire sweeps away from the loremaster, warping the forms of those caught in it; +15 vs. Fortitude; 3d6 + 9 damage, and the target is slowed and weakened until the end of the loremaster's next turn.	
R Accordant Vision (standard; encounter) ♦ Psychic	
Ranged 20; +15 vs. Will; 3d12 + 9 psychic damage, and the target is dazed (save ends).	
Alignment Unaligned Languages Common, Deep Speech	
Skills Arcana +16, Dungeoneering +14, History +16, Insight +14	
Str 10 (+5) Dex 11 (+5) Wis 19 (+9)	
Con 17 (+8) Int 22 (+11) Cha 12 (+6)	
Equipment quarterstaff	

Spellscarred Archer (Level 11)		Level 11 Artillery	
Medium natural humanoid (spellscarred)		XP 600	
Initiative +11 Senses Perception +10; low-light vision			
HP 87; Bloodied 43			
AC 23; Fortitude 22, Reflex 24, Will 22			
Speed 6			
m Short Sword (standard; at-will) ♦ Weapon			
+16 vs. AC; 2d6 + 7 damage.			
r Bluefire Arrow Barrage (standard; at-will) ♦ Fire, Force			
The spellscarred archer makes the following attack twice: Ranged 20/40; +16 vs. AC or Reflex; 3d6 + 5 damage plus 2d6 fire and force damage.			
A Spellplague Burst (standard; recharge 5 6) ♦ Force			
Area burst 1 within 20; +16 vs. Fortitude; 3d6 + 11 force damage, and the target is knocked prone.			
Wings of Blue Fire (move; encounter)			
Wings of blue fire unfold from the spellscarred archer's back, and the spellscarred archer flies 5 squares.			
Alignment Unaligned		Languages Common, Deep Speech	
Str 12 (+6)	Dex 18 (+9)	Wis 11 (+5)	
Con 15 (+7)	Int 17 (+8)	Cha 15 (+7)	
Equipment chainmail, longbow, short sword x 2			

Hex Portal Matrix (Level 11)		Level 11 Blaster	
Trap		XP 600	
Trap: A matrix of six hex portals randomly channel blasts of fire and force from sharns lurking on the other side.			
Perception			
No Perception check is needed to notice the hex portals. Each portal is a hexagonal window of blue light. The hex portals do not block line of sight or line of effect. They do not occupy a square, nor do they inhibit creatures' movement. Creatures cannot enter or see into the portals (they are one-way).			
Trigger			
The trap rolls initiative twice and makes one attack on each of its two turns (see below).			
Attack			
Standard Action		Ranged 20	
Target: Two different creatures within range			
First Attack: +16 vs. Fortitude			
Hit: 3d8 + 11 fire and force damage			
Second Attack: +16 vs. Reflex			
Hit: 3d6 + 9 fire and force damage, and the target is dazed (save ends).			
Initiative +11 (roll twice, once for each attack type)			
Countermeasures			
♦ The network initially consists of six hex portals, numbered 1 through 6. When the trap attempts to make an attack, roll 1d6 (roll separately for each of the trap's two attacks). If the number you roll is a portal that has already been destroyed or disabled, then the trap does not make that attack on that turn.			
♦ When all six portals have been destroyed or disabled, the trap is destroyed.			
♦ A creature within 5 squares of a hex portal can attempt to destroy it as a standard action with a DC 22 Arcana check.			
♦ An adjacent creature can attempt to disable a hex portal as a standard action with a DC 22 Thievery check.			
♦ A character can attack a hex portal (this really represents attacking the sharn on the other side of the portal, trying to disrupt the creature's concentration and causing the portal to collapse). The portal has AC 25, Fortitude 25, Reflex 25, and Will 26. A successful hit closes the targeted portal.			
♦ Spellscarred creatures suffer a -2 penalty to all defenses and saving throws against the trap's attacks, but also gain a +2 bonus on their own attack rolls and skill checks against the trap.			

MISSION 7: "BETRAYAL" STATISTICS (P1, HIGH LEVEL)

Lesser Cobalt Dragon (Level 14)		Level 14 Elite Controller	
Large natural magical beast (dragon)		XP 2,000	
Initiative +10		Senses Perception +15; darkvision	
HP 282; Bloodied 141			
AC 29; Fortitude 28, Reflex 25, Will 26			
Resist 20 cold			
Saving Throws +2			
Speed 6, fly 8 (hover), overland flight 12			
Action Points 1			
m Bite (standard; at-will) ♦ Cold			
Reach 2; +19 vs. AC; 3d8 + 15 cold damage, and the target is slowed (save ends).			
m Claw (standard; at-will)			
Reach 2; +19 vs. AC; 3d6 + 12 cold damage.			
M Dragon's Pounce (standard; at-will)			
The dragon makes a bite attack, shifts 2 squares, and then makes two claw attacks against a different target.			
C Savage Mauling (standard; recharges when first bloodied)			
Close burst 2; targets slowed or restrained creatures; +19 vs. AC; 3d8 + 12 damage, the dragon pushes the target 3 squares, and the target is knocked prone. This forced movement can affect a creature restrained by the dragon's own breath weapon.			
C Breath Weapon (standard; recharge 5 6) ♦ Cold			
Close blast 5; +18 vs. Fortitude; 3d8 + 12 cold damage, and the target is restrained (save ends). <i>Aftersave</i> : the target is slowed (save ends). <i>Miss</i> : Half damage.			
Alignment Unaligned		Languages Common, Draconic	
Skills Athletics +17, Endurance +16, Intimidate +14			
Str 22 (+13)	Dex 16 (+10)	Wis 16 (+10)	
Con 21 (+12)	Int 13 (+8)	Cha 17 (+10)	

Knight Accordant (Level 13)		Level 13 Soldier	
Medium natural humanoid		XP 800	
Initiative +9		Senses Perception +15	
HP 129; Bloodied 64			
AC 29; Fortitude 27, Reflex 21, Will 24			
Speed 5			
m War Pick (standard; at-will) ♦ Force, Weapon			
+18 vs. AC; 3d6 + 11 damage (crit 3d6 + 29), and the target is marked until the end of the knight accordant's next turn.			
r Longbow (standard; at-will) ♦ Force, Weapon			
Ranged 20/40; +18 vs. AC; 3d6 + 11 damage, and the target is marked until the end of the knight's next turn.			
Blue Fire Spike (minor; recharge 3 4 5 6) ♦ Force			
Until the start of the knight's next turn, the knight's weapons become energy, attacking the target's Reflex instead of AC and dealing an extra 1d10 force damage on a hit.			
Knight's Eye (immediate reaction, when an adjacent enemy shifts or an adjacent enemy marked by the knight attacks an ally; at-will)			
The knight makes a basic attack against the triggering enemy.			
Forceful Critical			
On a critical hit with any attack, the knight accordant also slides the target 1 square.			
Alignment Unaligned		Languages Common, Deep Speech	
Skills Endurance +12, Intimidate +13			
Str 22 (+12)	Dex 12 (+7)	Wis 19 (+10)	
Con 17 (+9)	Int 10 (+6)	Cha 15 (+8)	
Equipment scale armor, heavy shield, war pick, longbow, 20 arrows			

Commander Accordant (Level 13)		Level 13 Skirmisher (Leader)	
Medium natural humanoid		XP 800	
Initiative +12		Senses Perception +17	
HP 129; Bloodied 64			
AC 27; Fortitude 24, Reflex 25, Will 27			
Speed 6			
m Spellplague Touch (standard; at-will) ♦ Force			
+18 vs. AC; 3d6 + 11 force damage, and the target takes ongoing 10 force damage (save ends).			
r Spellplague Orb (standard; at-will) ♦ Force			
Ranged 20; +16 vs. Reflex; 3d6 + 11 force damage, and the target takes ongoing 10 force damage (save ends).			
M Spellplague Spirit (standard; sustain standard; encounter)			
♦ Force, Polymorph			
The commander becomes a spirit of blue fire. He becomes insubstantial and can enter and move through enemies' spaces and porous obstacles that would otherwise prevent movement (such as a door or a cracked window). The commander makes a melee basic attack against any creature whose space he enters, but cannot attack a target more than once per turn in this fashion.			
C Blue Fire Succor (minor; recharge 5 6) ♦ Healing			
Close burst 5; one ally within the burst regains 2d6 + 12 hit points (spellscarred and plaguechanged creatures also add their Constitution bonus). In addition, that ally gains 26 temporary hit points in the form of a shimmering blue aura.			
Changing Shift (move; at-will) ♦ Polymorph			
The commander shifts 2 squares. He becomes insubstantial and can move through enemies' spaces until the end of this movement.			
Alignment Unaligned		Languages Common, Deep Speech	
Skills Arcana +12, Heal +17, Stealth +15			
Str 11 (+6)	Dex 19 (+10)	Wis 22 (+12)	
Con 17 (+9)	Int 12 (+7)	Cha 12 (+7)	
Equipment hide armor			

Loremaster Accordant (Level 13)		Level 13 Artillery	
Medium natural humanoid		XP 800	
Initiative +6		Senses Perception +10	
HP 101; Bloodied 50			
AC 25; Fortitude 24, Reflex 27, Will 25			
Speed 6			
m Force Staff (standard; at-will) ♦ Force, Weapon			
+17 vs. AC; 3d6 + 11 force damage.			
r Changing Ray (standard; at-will) ♦ Force, Polymorph			
Ranged 10; a blue ray warps the target momentarily; +18 vs. Reflex; 3d6 + 11 force damage, and the target is dazed until the end of the loremaster's next turn.			
C Changing Wave (standard; encounter) ♦ Polymorph			
Close blast 5; a wave of blue fire sweeps away from the loremaster, warping the forms of those caught in it; +17 vs. Fortitude; 3d6 + 11 damage, and the target is slowed and weakened until the end of the loremaster's next turn.			
R Accordant Vision (standard; encounter) ♦ Psychic			
Ranged 20; +17 vs. Will; 3d12 + 11 psychic damage, and the target is dazed (save ends).			
Alignment Unaligned		Languages Common, Deep Speech	
Skills Arcana +17, Dungeoneering +15, History +17, Insight +15			
Str 10 (+6)	Dex 11 (+6)	Wis 19 (+10)	
Con 17 (+9)	Int 22 (+12)	Cha 12 (+7)	
Equipment quarterstaff			

Spellsscarred Archer (Level 13)		Level 13 Artillery	
Medium natural humanoid (spellsscarred)		XP 800	
Initiative +12	Senses Perception +11; low-light vision		
HP 99; Bloodied 49			
AC 25; Fortitude 24, Reflex 26, Will 24			
Speed 6			
m Short Sword (standard; at-will) ♦ Weapon			
+18 vs. AC; 2d8 + 7 damage.			
r Bluefire Arrow Barrage (standard; at-will) ♦ Fire, Force			
The spellsscarred archer makes the following attack twice: Ranged 20/40; +18 vs. AC or Reflex; 3d6 + 7 damage plus 2d6 fire and force damage.			
A Spellplague Burst (standard; recharge 5 6) ♦ Force			
Area burst 1 within 20; +18 vs. Fortitude; 3d8 + 11 force damage, and the target is knocked prone.			
Wings of Blue Fire (move; encounter)			
Wings of blue fire unfold from the spellsscarred archer's back, and the spellsscarred archer flies 5 squares.			
Alignment Unaligned		Languages Common, Deep Speech	
Str 12 (+7)	Dex 18 (+10)	Wis 11 (+6)	
Con 15 (+8)	Int 17 (+9)	Cha 15 (+8)	
Equipment chainmail, longbow, short sword x 2			

Hex Portal Matrix (Level 13)		Level 13 Blaster	
Trap		XP 800	
Trap: A matrix of six hex portals randomly channel blasts of fire and force from sharns lurking on the other side.			
Perception			
No Perception check is needed to notice the hex portals. Each portal is a hexagonal window of blue light. The hex portals do not block line of sight or line of effect. They do not occupy a square, nor do they inhibit creatures' movement. Creatures cannot enter or see into the portals (they are one-way).			
Trigger			
The trap rolls initiative twice and makes one attack on each of its two turns (see below).			
Attack			
Standard Action		Ranged 20	
Target: Two different creatures within range			
First Attack: +18 vs. Fortitude			
Hit: 3d8 + 14 fire and force damage			
Second Attack: +18 vs. Reflex			
Hit: 3d6 + 11 fire and force damage, and the target is dazed (save ends).			
Initiative +13 (roll twice, once for each attack type)			
Countermeasures			
♦ The network initially consists of six hex portals, numbered 1 through 6. When the trap attempts to make an attack, roll 1d6 (roll separately for each of the trap's two attacks). If the number you roll is a portal that has already been destroyed or disabled, then the trap does not make that attack on that turn.			
♦ When all six portals have been destroyed or disabled, the trap is destroyed.			
♦ A creature within 5 squares of a hex portal can attempt to destroy it as a standard action with a DC 24 Arcana check.			
♦ An adjacent creature can attempt to disable a hex portal as a standard action with a DC 24 Thievery check.			
♦ A character can attack a hex portal (this really represents attacking the sharn on the other side of the portal, trying to disrupt the creature's concentration and causing the portal to collapse). The portal has AC 27, Fortitude 27, Reflex 27, and Will 28. A successful hit closes the targeted portal.			
♦ Spellsscarred creatures suffer a -2 penalty to all defenses and saving throws against the trap's attacks, but also gain a +2 bonus on their own attack rolls and skill checks against the trap.			

MISSION 7: "BETRAYAL" STATISTICS (P2, LOW LEVEL)

Lesser Cobalt Dragon (Level 15)	Level 15 Elite Controller
Large natural magical beast (dragon)	XP 2,400
Initiative +10 Senses Perception +15; darkvision	
HP 298; Bloodied 149	
AC 30; Fortitude 29, Reflex 26, Will 27	
Resist 20 cold	
Saving Throws +2	
Speed 6, fly 8 (hover), overland flight 12	
Action Points 1	
m Bite (standard; at-will) ♦ Cold	
Reach 2; +20 vs. AC; 4d6 + 15 cold damage, and the target is slowed (save ends).	
m Claw (standard; at-will)	
Reach 2; +20 vs. AC; 3d6 + 13 cold damage.	
M Dragon's Pounce (standard; at-will)	
The dragon makes a bite attack, shifts 2 squares, and then makes two claw attacks against a different target.	
C Savage Mauling (standard; recharges when first bloodied)	
Close burst 2; targets slowed or restrained creatures; +20 vs. AC; 3d8 + 13 damage, the dragon pushes the target 3 squares, and the target is knocked prone. This forced movement can affect a creature restrained by the dragon's own breath weapon.	
C Breath Weapon (standard; recharge 5 6) ♦ Cold	
Close blast 5; +19 vs. Fortitude; 3d8 + 13 cold damage, and the target is restrained (save ends). <i>Aftersave</i> : the target is slowed (save ends). <i>Miss</i> : Half damage.	
Alignment Unaligned	Languages Common, Draconic
Skills Athletics +17, Endurance +16, Intimidate +14	
Str 22 (+13)	Dex 16 (+10) Wis 16 (+10)
Con 21 (+12)	Int 13 (+8) Cha 17 (+10)

Knight Accordant (Level 14)	Level 14 Soldier
Medium natural humanoid	XP 1,000
Initiative +10 Senses Perception +16	
HP 137; Bloodied 68	
AC 30; Fortitude 28, Reflex 22, Will 25	
Speed 5	
m War Pick (standard; at-will) ♦ Force, Weapon	
+19 vs. AC; 3d6 + 12 damage (crit 3d6 + 30), and the target is marked until the end of the knight accordant's next turn.	
r Longbow (standard; at-will) ♦ Force, Weapon	
Ranged 20/40; +19 vs. AC; 3d6 + 12 damage, and the target is marked until the end of the knight's next turn.	
Blue Fire Spike (minor; recharge 3 4 5 6) ♦ Force	
Until the start of the knight's next turn, the knight's weapons become energy, attacking the target's Reflex instead of AC and dealing an extra 1d12 force damage on a hit.	
Knight's Eye (immediate reaction, when an adjacent enemy shifts or an adjacent enemy marked by the knight attacks an ally; at-will)	
The knight makes a basic attack against the triggering enemy.	
Forceful Critical	
On a critical hit with any attack, the knight accordant also slides the target 1 square.	
Alignment Unaligned	Languages Common, Deep Speech
Skills Endurance +13, Intimidate +14	
Str 22 (+13)	Dex 12 (+8) Wis 19 (+11)
Con 17 (+10)	Int 10 (+7) Cha 15 (+9)
Equipment scale armor, heavy shield, war pick, longbow, 20 arrows	

Commander Accordant (Level 14)	Level 14 Skirmisher (Leader)
Medium natural humanoid	XP 1,000
Initiative +13 Senses Perception +18	
HP 137; Bloodied 68	
AC 28; Fortitude 25, Reflex 26, Will 28	
Speed 6	
m Spellplague Touch (standard; at-will) ♦ Force	
+19 vs. AC; 3d6 + 12 force damage, and the target takes ongoing 10 force damage (save ends).	
r Spellplague Orb (standard; at-will) ♦ Force	
Ranged 20; +17 vs. Reflex; 3d6 + 12 force damage, and the target takes ongoing 10 force damage (save ends).	
M Spellplague Spirit (standard; sustain standard; encounter)	
♦ Force, Polymorph	
The commander becomes a spirit of blue fire. He becomes insubstantial and can enter and move through enemies' spaces and porous obstacles that would otherwise prevent movement (such as a door or a cracked window). The commander makes a melee basic attack against any creature whose space he enters, but cannot attack a target more than once per turn in this fashion.	
C Blue Fire Succor (minor; recharge 5 6) ♦ Healing	
Close burst 5; one ally within the burst regains 2d6 + 13 hit points (spellscarred and plaguechanged creatures also add their Constitution bonus). In addition, that ally gains 28 temporary hit points in the form of a shimmering blue aura.	
Changing Shift (move; at-will) ♦ Polymorph	
The commander shifts 2 squares. He becomes insubstantial and can move through enemies' spaces until the end of this movement.	
Alignment Unaligned	Languages Common, Deep Speech
Skills Arcana +13, Heal +18, Stealth +16	
Str 11 (+7)	Dex 19 (+11) Wis 22 (+13)
Con 17 (+10)	Int 12 (+8) Cha 12 (+8)
Equipment hide armor	

Loremaster Accordant (Level 14)	Level 14 Artillery
Medium natural humanoid	XP 1,000
Initiative +7 Senses Perception +11	
HP 107; Bloodied 53	
AC 26; Fortitude 25, Reflex 28, Will 26	
Speed 6	
m Force Staff (standard; at-will) ♦ Force, Weapon	
+18 vs. AC; 3d6 + 12 force damage.	
r Changing Ray (standard; at-will) ♦ Force, Polymorph	
Ranged 10; a blue ray warps the target momentarily; +19 vs. Reflex; 3d6 + 12 force damage, and the target is dazed until the end of the loremaster's next turn.	
C Changing Wave (standard; encounter) ♦ Polymorph	
Close blast 5; a wave of blue fire sweeps away from the loremaster, warping the forms of those caught in it; +18 vs. Fortitude; 3d6 + 12 damage, and the target is slowed and weakened until the end of the loremaster's next turn.	
R Accordant Vision (standard; encounter) ♦ Psychic	
Ranged 20; +18 vs. Will; 3d12 + 12 psychic damage, and the target is dazed (save ends).	
Alignment Unaligned	Languages Common, Deep Speech
Skills Arcana +18, Dungeoneering +16, History +18, Insight +16	
Str 10 (+7)	Dex 11 (+7) Wis 19 (+11)
Con 17 (+10)	Int 22 (+13) Cha 12 (+8)
Equipment quarterstaff	

Spellscarred Archer (Level 14)		Level 14 Artillery	
Medium natural humanoid (spellscarred)		XP 1,000	
Initiative +13 Senses Perception +12; low-light vision			
HP 105; Bloodied 52			
AC 26; Fortitude 25, Reflex 27, Will 25			
Speed 6			
m Short Sword (standard; at-will) ♦ Weapon			
+19 vs. AC; 2d8 + 7 damage.			
r Bluefire Arrow Barrage (standard; at-will) ♦ Fire, Force			
The spellscarred archer makes the following attack twice: Ranged 20/40; +19 vs. AC or Reflex; 3d6 + 8 damage plus 2d6 fire and force damage.			
A Spellplague Burst (standard; recharge 5 6) ♦ Force			
Area burst 1 within 20; +19 vs. Fortitude; 3d8 + 12 force damage, and the target is knocked prone.			
Wings of Blue Fire (move; encounter)			
Wings of blue fire unfold from the spellscarred archer's back, and the spellscarred archer flies 5 squares.			
Alignment Unaligned		Languages Common, Deep Speech	
Str 12 (+8)	Dex 18 (+11)	Wis 11 (+7)	
Con 15 (+9)	Int 17 (+10)	Cha 15 (+9)	
Equipment chainmail, longbow, short sword x 2			

Hex Portal Matrix (Level 14)		Level 14 Blaster	
Trap		XP 1,000	
Trap: A matrix of six hex portals randomly channel blasts of fire and force from sharns lurking on the other side.			
Perception			
No Perception check is needed to notice the hex portals. Each portal is a hexagonal window of blue light. The hex portals do not block line of sight or line of effect. They do not occupy a square, nor do they inhibit creatures' movement. Creatures cannot enter or see into the portals (they are one-way).			
Trigger			
The trap rolls initiative twice and makes one attack on each of its two turns (see below).			
Attack			
Standard Action		Ranged 20	
Target: Two different creatures within range			
First Attack: +19 vs. Fortitude			
Hit: 3d8 + 15 fire and force damage			
Second Attack: +19 vs. Reflex			
Hit: 3d6 + 12 fire and force damage, and the target is dazed (save ends).			
Initiative +14 (roll twice, once for each attack type)			
Countermeasures			
♦ The network initially consists of six hex portals, numbered 1 through 6. When the trap attempts to make an attack, roll 1d6 (roll separately for each of the trap's two attacks). If the number you roll is a portal that has already been destroyed or disabled, then the trap does not make that attack on that turn.			
♦ When all six portals have been destroyed or disabled, the trap is destroyed.			
♦ A creature within 5 squares of a hex portal can attempt to destroy it as a standard action with a DC 24 Arcana check.			
♦ An adjacent creature can attempt to disable a hex portal as a standard action with a DC 24 Thievery check.			
♦ A character can attack a hex portal (this really represents attacking the sharn on the other side of the portal, trying to disrupt the creature's concentration and causing the portal to collapse). The portal has AC 28, Fortitude 28, Reflex 28, and Will 29. A successful hit closes the targeted portal.			
♦ Spellscarred creatures suffer a -2 penalty to all defenses and saving throws against the trap's attacks, but also gain a +2 bonus on their own attack rolls and skill checks against the trap.			

MISSION 7: "BETRAYAL" STATISTICS (P2, HIGH LEVEL)

Lesser Cobalt Dragon (Level 16)	Level 16 Elite Controller
Large natural magical beast (dragon)	XP 2,800
Initiative +11 Senses Perception +16; darkvision	
HP 314; Bloodied 157	
AC 31; Fortitude 30, Reflex 27, Will 28	
Resist 20 cold	
Saving Throws +2	
Speed 6, fly 8 (hover), overland flight 12	
Action Points 1	
m Bite (standard; at-will) ♦ Cold	
Reach 2; +21 vs. AC; 4d6 + 17 cold damage, and the target is slowed (save ends).	
m Claw (standard; at-will)	
Reach 2; +21 vs. AC; 3d8 + 11 cold damage.	
M Dragon's Pounce (standard; at-will)	
The dragon makes a bite attack, shifts 2 squares, and then makes two claw attacks against a different target.	
C Savage Mauling (standard; recharges when first bloodied)	
Close burst 2; targets slowed or restrained creatures; +21 vs. AC; 3d8 + 14 damage, the dragon pushes the target 3 squares, and the target is knocked prone. This forced movement can affect a creature restrained by the dragon's own breath weapon.	
C Breath Weapon (standard; recharge 5 6) ♦ Cold	
Close blast 5; +20 vs. Fortitude; 3d8 + 14 cold damage, and the target is restrained (save ends). <i>Aftersave</i> : the target is slowed (save ends). <i>Miss</i> : Half damage.	
Alignment Unaligned Languages Common, Draconic	
Skills Athletics +19, Endurance +18, Intimidate +16	
Str 22 (+14)	Dex 16 (+11) Wis 16 (+11)
Con 21 (+13)	Int 13 (+9) Cha 17 (+11)

Knight Accordant (Level 16)	Level 16 Soldier
Medium natural humanoid	XP 1,400
Initiative +11 Senses Perception +17	
HP 153; Bloodied 76	
AC 32; Fortitude 30, Reflex 24, Will 27	
Speed 5	
m War Pick (standard; at-will) ♦ Force, Weapon	
+21 vs. AC; 3d8 + 11 damage (crit 3d8 + 35), and the target is marked until the end of the knight accordant's next turn.	
r Longbow (standard; at-will) ♦ Force, Weapon	
Ranged 20/40; +21 vs. AC; 3d8 + 11 damage, and the target is marked until the end of the knight's next turn.	
Blue Fire Spike (minor; recharge 3 4 5 6) ♦ Force	
Until the start of the knight's next turn, the knight's weapons become energy, attacking the target's Reflex instead of AC and dealing an extra 2d8 force damage on a hit.	
Knight's Eye (immediate reaction, when an adjacent enemy shifts or an adjacent enemy marked by the knight attacks an ally; at-will)	
The knight makes a basic attack against the triggering enemy.	
Forceful Critical	
On a critical hit with any attack, the knight accordant also slides the target 1 square.	
Alignment Unaligned Languages Common, Deep Speech	
Skills Endurance +14, Intimidate +15	
Str 22 (+14)	Dex 12 (+9) Wis 19 (+12)
Con 17 (+11)	Int 10 (+8) Cha 15 (+10)
Equipment scale armor, heavy shield, war pick, longbow, 20 arrows	

Commander Accordant (Level 16)	Level 16 Skirmisher (Leader)
Medium natural humanoid	XP 1,400
Initiative +14 Senses Perception +19	
HP 153; Bloodied 76	
AC 30; Fortitude 27, Reflex 28, Will 30	
Speed 6	
m Spellplague Touch (standard; at-will) ♦ Force	
+21 vs. AC; 3d8 + 11 force damage, and the target takes ongoing 10 force damage (save ends).	
r Spellplague Orb (standard; at-will) ♦ Force	
Ranged 20; +19 vs. Reflex; 3d8 + 11 force damage, and the target takes ongoing 10 force damage (save ends).	
M Spellplague Spirit (standard; sustain standard; encounter)	
♦ Force, Polymorph	
The commander becomes a spirit of blue fire. He becomes insubstantial and can enter and move through enemies' spaces and porous obstacles that would otherwise prevent movement (such as a door or a cracked window). The commander makes a melee basic attack against any creature whose space he enters, but cannot attack a target more than once per turn in this fashion.	
C Blue Fire Succor (minor; recharge 5 6) ♦ Healing	
Close burst 5; one ally within the burst regains 3d6 + 14 hit points (spellscarred and plaguechanged creatures also add their Constitution bonus). In addition, that ally gains 32 temporary hit points in the form of a shimmering blue aura.	
Changing Shift (move; at-will) ♦ Polymorph	
The commander shifts 2 squares. He becomes insubstantial and can move through enemies' spaces until the end of this movement.	
Alignment Unaligned Languages Common, Deep Speech	
Skills Arcana +14, Heal +19, Stealth +17	
Str 11 (+8)	Dex 19 (+12) Wis 22 (+14)
Con 17 (+11)	Int 12 (+9) Cha 12 (+9)
Equipment hide armor	

Loremaster Accordant (Level 16)	Level 16 Artillery
Medium natural humanoid	XP 1,400
Initiative +8 Senses Perception +12	
HP 119; Bloodied 59	
AC 28; Fortitude 27, Reflex 30, Will 28	
Speed 6	
m Force Staff (standard; at-will) ♦ Force, Weapon	
+20 vs. AC; 3d8 + 11 force damage.	
r Changing Ray (standard; at-will) ♦ Force, Polymorph	
Ranged 10; a blue ray warps the target momentarily; +21 vs. Reflex; 3d8 + 11 force damage, and the target is dazed until the end of the loremaster's next turn.	
C Changing Wave (standard; encounter) ♦ Polymorph	
Close blast 5; a wave of blue fire sweeps away from the loremaster, warping the forms of those caught in it; +20 vs. Fortitude; 3d8 + 11 damage, and the target is slowed and weakened until the end of the loremaster's next turn.	
R Accordant Vision (standard; encounter) ♦ Psychic	
Ranged 20; +20 vs. Will; 3d12 + 15 psychic damage, and the target is dazed (save ends).	
Alignment Unaligned Languages Common, Deep Speech	
Skills Arcana +19, Dungeoneering +17, History +19, Insight +17	
Str 10 (+8)	Dex 11 (+8) Wis 19 (+12)
Con 17 (+11)	Int 22 (+14) Cha 12 (+9)
Equipment quarterstaff	

Spellsscarred Archer (Level 16)		Level 16 Artillery	
Medium natural humanoid (spellsscarred)		XP 1,400	
Initiative +14 Senses Perception +13; low-light vision			
HP 117; Bloodied 58			
AC 28; Fortitude 27, Reflex 29, Will 27			
Speed 6			
m Short Sword (standard; at-will) ♦ Weapon			
+21 vs. AC; 3d6 + 8 damage.			
r Bluefire Arrow Barrage (standard; at-will) ♦ Fire, Force			
The spellsscarred archer makes the following attack twice: Ranged 20/40; +21 vs. AC or Reflex; 3d8 + 8 damage plus 2d8 fire and force damage.			
A Spellplague Burst (standard; recharge 5 6) ♦ Force			
Area burst 1 within 20; +21 vs. Fortitude; 3d8 + 14 force damage, and the target is knocked prone.			
Wings of Blue Fire (move; encounter)			
Wings of blue fire unfold from the spellsscarred archer's back, and the spellsscarred archer flies 5 squares.			
Alignment Unaligned		Languages Common, Deep Speech	
Str 12 (+9)	Dex 18 (+12)	Wis 11 (+8)	
Con 15 (+10)	Int 17 (+11)	Cha 15 (+10)	
Equipment chainmail, longbow, short sword x 2			

Hex Portal Matrix (Level 16)		Level 16 Blaster	
Trap		XP 1,400	
Trap: A matrix of six hex portals randomly channel blasts of fire and force from sharns lurking on the other side.			
Perception			
No Perception check is needed to notice the hex portals. Each portal is a hexagonal window of blue light. The hex portals do not block line of sight or line of effect. They do not occupy a square, nor do they inhibit creatures' movement. Creatures cannot enter or see into the portals (they are one-way).			
Trigger			
The trap rolls initiative twice and makes one attack on each of its two turns (see below).			
Attack			
Standard Action		Ranged 20	
Target: Two different creatures within range			
First Attack: +21 vs. Fortitude			
Hit: 4d6 + 17 fire and force damage			
Second Attack: +21 vs. Reflex			
Hit: 3d8 + 11 fire and force damage, and the target is dazed (save ends).			
Initiative +16 (roll twice, once for each attack type)			
Countermeasures			
♦ The network initially consists of six hex portals, numbered 1 through 6. When the trap attempts to make an attack, roll 1d6 (roll separately for each of the trap's two attacks). If the number you roll is a portal that has already been destroyed or disabled, then the trap does not make that attack on that turn.			
♦ When all six portals have been destroyed or disabled, the trap is destroyed.			
♦ A creature within 5 squares of a hex portal can attempt to destroy it as a standard action with a DC 25 Arcana check.			
♦ An adjacent creature can attempt to disable a hex portal as a standard action with a DC 25 Thievery check.			
♦ A character can attack a hex portal (this really represents attacking the sharn on the other side of the portal, trying to disrupt the creature's concentration and causing the portal to collapse). The portal has AC 30, Fortitude 30, Reflex 30, and Will 31. A successful hit closes the targeted portal.			
♦ Spellsscarred creatures suffer a -2 penalty to all defenses and saving throws against the trap's attacks, but also gain a +2 bonus on their own attack rolls and skill checks against the trap.			

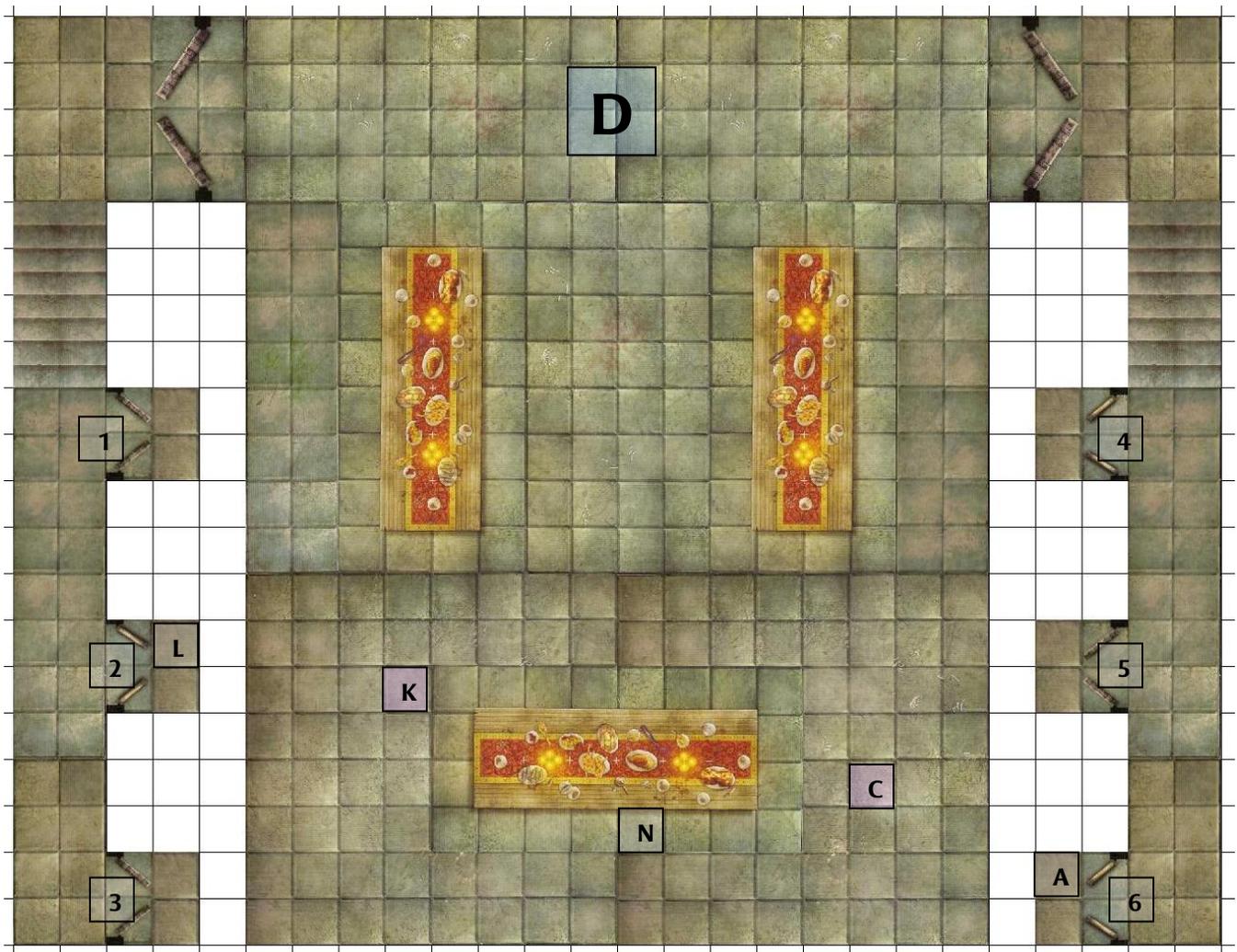
MISSION 7: "BETRAYAL" MAP

SETUP

The PCs are dining at the two vertically-oriented tables. They may arrange themselves however they like, but each PC must begin in a square adjacent to one of the sides (not corners) of the table. The NPC dignitaries are dining at the horizontally-aligned table. The High Observer is shown on the map at position "N". The balconies are 20 feet (4 squares) high. The balcony doors do not matter for terrain purposes; they show the locations of the six hex portals. The Order of Blue Fire attackers teleport in at the locations specified. For striker-heavy tables, consider having the dragon teleport in on the second round to avoid having it die to an alpha strike during round 1.

TILE SETS NEEDED

Halls of the Giant Kings (x3)



D = Cobalt Dragon (or plaguechanged dracolich); L = Loremaster (Paragon) or Warlock (Heroic) Accordant;
K = Knight Accordant; C = Commander Accordant; A = Spellscarred Archer; N = NPC in danger (High Observer)

CONCLUDING THE ADVENTURE

The adventure ends after Mission 7. Choose the appropriate sections for the conclusion based on whether Mission 3, Mission 6, and Mission 7 were successful or whether they failed.

MISSION 3: THE MONOLITHS

The overall success or failure of this mission was determined by whether at least half of the tables were able to defeat their monolith. If the PCs were successful in Mission 3, they took the fight to the plagueland.

You destroyed the monoliths outside of Eturel, enabling the order of Torm to go on the attack, sending an expedition of clerics and paladins along with you and your fellow adventures to take the fight into the true plagueland.

If the PCs failed at Mission 3, then they were fighting in the temporary plagueland that was created on top of the city's southern district.

You were forced to fight a defensive battle, as the strange monoliths outside the city created a temporary plagueland that encompassed the southern half of the city. While the forces of Eलगard engaged the plaguewrought army, you plunged into this temporary plagueland in search of answers.

MISSION 6: SPELLPLAGUE BEHEMOTH

The overall success or failure of this mission was determined by whether at least half of the tables were able to destroy the Spellplague Behemoth. If the PCs were successful in Mission 6, they have banished Vraith's spirit and the plagueland south of Eturel returns to normal.

At the heart of the plagueland, you discovered a terrible abomination - a Spellplague behemoth that was somehow created by the Order of Blue Fire and controlled by a mysterious ghost. The monoliths outside of Eturel were able to channel the energy of the Spellplague, using it as a weapon, so long as this beast remained alive. You destroyed the creature and the ghost fled back toward the Order's base in Ormpetarr on the edge of the Plaguewrought Land. The plagueland to the south of Eturel has returned to its normal size, but it seems to have been changed in some fundamental fashion. This newly-created Chaos Scar will certainly be worthy of future exploration.

If the PCs failed at Mission 6, the Order of Blue Fire still controls the plagueland. It is surely just a matter of time before they launch another attack against Eलगard.

You were unable to put a stop to the manipulation of the plagueland by the Order of Blue Fire. They now possess a terrible weapon that they will surely not hesitate to use again. It is only a matter of time before another attack comes against the people of Eलगard, and from there, who knows what limits the Order's ambition may hold. They wish to bathe the entire world in the flames of the Spellplague.

MISSION 7: THE HIGH OBSERVER

The fate of the High Observer is determined based on whether at least half of the tables were able to keep him alive during Mission 7.

The High Observer accepted only the most basic of healing for the terrible wound he was given by Knight-Commander Vessen. "I wish to feel this pain as a daily reminder of my friend's betrayal," he explained. "Justice WILL be done. Until that day comes, I shall not allow myself even a moment's rest."

If the PCs failed at Mission 7, Eturel now suffers from a true power vacuum, as both Knight-Commander Vessen and the High Observer have been removed.

With the High Observer dead and Knight-Commander Vessen stolen away by the sharn, it is not clear who will be able to lead the order of Torm and the people of Eturel through this dark time. Heroes were needed, but on this day, there were no heroes to be found.

EXPERIENCE AND TREASURE

The PCs earn experience based on their success, partial success, or failure in each mission. They are given a lump sum of gold representing their share of the spoils of battle. Each PC is also offered a magic item from the armories and vaults of Eturel. This can be any magic item from any player-legal source up to the character's level plus 2. If a character does not wish to choose a found magic item, then he or she can instead take more gold. For full details, see the Rewards Summary.

STORY AWARDS

If the overall result of Mission 6 was that the Spellplague Behemoth was destroyed, regardless of the success or failure of Missions 3 and 7, and regardless of the individual success or failure of particular tables during

Mission 6, then the PCs have (collectively) ended the immediate threat to the safety of Elturel. In this case, every participating character at every table receives the story award **ADCP03 *Defender of Elturel***. If the group failed as a whole to destroy the Spellplague Behemoth, then each PC instead receives **ADCP04 *Gratitude of the Order of Blue Fire*** (again, regardless of the success or failure of individual tables - this is a group award).

For every table that destroyed at least one monolith during Mission 3 (regardless of the overall success or failure of that mission), all the PCs at that table receive **ADCP07 *Fragment of the Monolith***.

Any character who accepted the protection of Yeenoghu as part of the ritual that was cast during Mission 5 receives **ADCP05 *Scar of Yeenoghu***. It does not matter if any particular NPC ritual caster lived or died; those PCs who agreed to accept Yeenoghu's touch receive this story object.

Any character who was raised from the dead by the artifact *Loyalty's Sacrifice* receives **ADCP06 *Spark of Torm***. It doesn't matter in which mission the PC died or if the PC died multiple times.

The PCs are not limited to two story awards from this adventure. Each character may earn all of the listed story awards for which he or she qualifies.

EPILOGUE: VESSEN'S FATE

Regardless of what happened in the other missions, if the PCs made it to Mission 7, they saw Knight-Commander Vessen betray his order, nearly murder the High Observer, and then vanish into a hex portal in the grip of a sharn's tentacles. The surviving leaders of Elturel have vowed to track down the traitor and bring him to justice. (High-level PCs may undertake this mission themselves, in the adventure CORE2-8 *Enemy of My Enemy*.)

Torm is the god of Justice, but also of Vengeance. The surviving leaders of Elturgard have vowed to track down the betrayer, Knight-Commander Vessen, who opened the city's gates to the Order of Blue Fire and brought such misery to Elturel. It may be that the Knight-Commander has an explanation for his actions; it may be that he does not. But in any case, his story remains unfinished. Perhaps, when the time comes, you will be the ones to write the next chapter.

REWARDS SUMMARY

At the conclusion of the adventure, the PCs earn experience points, treasure, and possibly story awards. All totals listed here are per PC. A number before the slash is the low-level value; after the slash is the high-level value.

EXPERIENCE POINTS AND GOLD

In this adventure, the PCs earn 100% of the listed experience for each mission in which they achieved a total success or a success. They earn 75% for a partial success, and 50% for a failure. The PCs earn no XP for missions that they did not play at all.

Mission 1: Save the People!

H1: 125 / 175 XP
H2: 250 / 350 XP
H3: 405 / 600 XP
P1: 720 / 1,000 XP
P2: 1,400 / 2,000 XP

Mission 2: Mind the Breach

H1: 125 / 175 XP
H2: 200 / 300 XP
H3: 350 / 500 XP
P1: 700 / 1,000 XP
P2: 1,200 / 1,600 XP

Mission 3: The Monolith

H1: 200 / 290 XP
H2: 345 / 490 XP
H3: 580 / 800 XP
P1: 1,160 / 1,600 XP
P2: 1,960 / 2,760 XP

SUBTOTAL Possible Experience (Round 1)

H1: 450 / 640 XP
H2: 795 / 1,140 XP
H3: 1,335 / 1,900 XP
P1: 2,580 / 3,600 XP
P2: 4,560 XP / 6,360 XP

Mission 4: Chaotic Incursion

H1: 150 / 210 XP
H2: 240 / 360 XP
H3: 420 / 600 XP
P1: 840 / 1,200 XP
P2: 1,440 / 1,680 XP

Mission 5: Fiery Horde

H1: 125 / 175 XP
H2: 200 / 300 XP
H3: 350 / 500 XP
P1: 700 / 1,000 XP
P2: 1,200 / 1,600 XP

Mission 6: The Heart

H1: 200 / 280 XP
H2: 320 / 480 XP
H3: 560 / 800 XP
P1: 1,120 / 1,600 XP
P2: 1,920 / 2,560 XP

Mission 7: Betrayal

H1: 175 / 245 XP
H2: 280 / 350 XP
H3: 420 / 600 XP
P1: 840 / 1,200 XP
P2: 1,480 / 1,960 XP

SUBTOTAL Possible Experience (Round 2)

H1: 650 / 910 XP
H2: 1,040 / 1,490 XP
H3: 1,750 / 2,500 XP
P1: 3,500 / 5,000 XP
P2: 6,040 XP / 7,800 XP

GRAND TOTAL Possible Experience

H1: 1,100 / 1,550 XP
H2: 1,835 / 2,630 XP
H3: 3,085 / 4,400 XP
P1: 6,080 / 8,600 XP
P2: 10,600 XP / 14,160 XP

Base Gold per PC

H1: 190 / 250 gp
H2: 250 / 375 gp
H3: 375 / 500 gp
P1: 3,000 / 5,500 gp
P2: 5,500 / 15,000 gp

TREASURE

All potential NPC payments or rewards, any treasure that the PCs could have looted during the adventure, and other monetary awards are listed above as 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 minimum adventure level. However, those who played at a higher adventure level can always choose from the lower-level options.

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

EACH PC SELECTS ONE OF THE FOLLOWING:

Bundle A: Any Common or Uncommon magic item from a player resource, with an item level of your character level + 2 or lower, after counting the XP that you earned in this adventure.

More Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add extra gp to their rewards from this adventure. That character (and only that character) receives more gold instead of any other treasure bundle.

H1: 125 / 190 gp
H2: 315 / 625 gp
H3: 875 / 1,250 gp
P1: 3,250 / 5,250 gp
P2: 8,250 / 16,250 gp

STORY AWARDS

Award these if the PC completes the condition for the award in the adventure. Pass out certificates to the players for their story awards. PCs are not limited to two story awards in this adventure. Award the story objects according to the following criteria:

- Each PC earns either ADCP03 (if the BI collectively succeeded at Mission 6) or ADCP04 (if the BI collectively failed at or did not reach Mission 6).
- Those who accept the protection of Yeenoghu before or during Mission 5 receive ADCP05 regardless of what else happens during any mission.
- Those who are raised from the dead during the BI by *Loyalty's Sacrifice* receive ADCP06 regardless of when they died or what else happens during any mission.
- All PCs receive ADCP07 if their table destroyed at least one monolith during Mission 3 (regardless of whether that mission was a success or failure overall).

ADCP03 Defender of Elturel

The threat from the plagueland has been turned back thanks to your bravery and skill. The High Observer of Torm has awarded you the title "Defender of Elturel," and the survivors of the attack will surely tell stories of your deeds to their children's children. The blessing of the High Observer also leaves you attuned to the Companion. This has the following benefit:

- If you are undead, you are no longer adversely affected by the Companion.
- If you are not undead, when you die, you can choose to have your spirit fly back to the Temple of Torm in Elturel, where you receive a free casting of the Raise Dead ritual (no component cost and no NPC spellcasting cost). Cross out this paragraph when you use this benefit.

The near-destruction of the city has left the survivors beaten but not broken. While rebuilding, the citizens of Elturel wish to honor your deeds and bravery. Buildings, streets, organizations, and other institutions are being named after the heroes of the battle. You are free to sponsor an institution (such as a temple, hospital, orphanage, or other civic building) or location (such as a street, plaza, or fountain) of your choice. Write the name of the building or location that was named after your character on the bottom of this certificate. There are no game-mechanical benefits, but perhaps you'll be able to visit this place in a future adventure.

ADCP04 Gratitude of the Order of Blue Fire

Thanks to your ineptitude, the Order of Blue Fire was able to achieve its objectives in Elturgard. The Order holds you in such low regard that they are actually quite appreciative of you. If they ever face you on the field of battle again, they will attack your allies first, knowing that you are not a credible threat.

ADCP05 Scar of Yeenoghu

Where the blood mark was placed on your forehead, there is now a scar. This mark shows that you willingly accepted the blessing of Yeenoghu, and his baleful red eyes are upon you. Gnolls show slight deference to you (DM's discretion as to what this actually means). Sometimes, late at night when the world is still, you can faintly hear the cackling laughter of hyenas.

ADCP06 Spark of Torm

You were raised from the dead by the artifact *Loyalty's Sacrifice*. A small measure of the item's overwhelming sense of honor has been burned into your soul. Whenever you see injustice or disloyalty, you feel a strong urge to make sure that justice is done. How you choose to interpret this when roleplaying your character is up to you.

ADCP07 Fragment of the Monolith

As a trophy of the battle, you have claimed a small fragment of the mysterious plagueland-expanding monolith. This piece of fist-sized black stone is covered in runes of blue fire, shedding light equivalent to a sunrod. The magic of the fragment causes it to constantly change shape, its surface undulating as it endlessly remolds itself into a variety of forms. It has no other game-mechanical effects at this time.

ADVENTURE QUESTIONS

Please answer the following questions about the adventure. Turn your answers in to the Event Organizer, or use the online survey at the following link:

<https://www.surveymonkey.com/s/LFRADCP0201>

Please note that the official outcome of this adventure has already been determined, but we are still interested in your feedback and comments. Thanks!

1. What level band did you play this adventure at?

- a. H1 (levels 1-4)
- b. H2 (levels 4-7)
- c. H3 (levels 7-10)
- d. P1 (levels 11-14)
- e. P2 (levels 14-17)

Note: For this next question, "playing up" means a group of players that choose high tier even though their average character level is in the bottom half of the level

band. For example, at the levels 1-4 band, a group of all 1st and 2nd level characters choosing to play high tier would be considered "playing up." Likewise, "playing down" occurs if a group of players chooses low tier even though the average character level is in the upper two levels of the level band.

2. Did the players choose low tier or high tier?

- a. The players chose low tier and they were a low tier table (they did not play up).
- b. The players chose high tier even though they were a low tier table (they played up).
- c. The players chose high tier and they were a high tier table (they did not play up).
- d. The players chose low tier even though they were a high tier table (they played down).

3. How many total character deaths occurred during the course of the battle? (If the same character dies multiple times, count it as a separate death each time.)

- a. Zero, not a single PC was killed during the battle.
- b. One or two PCs were killed.
- c. Three to five PCs were killed.
- d. Six or more PCs were killed.
- e. There was a total party kill (TPK).

4. What was the result of Mission 3?

- a. Total success
- b. Success
- c. Partial success
- d. Failure
- e. The PCs did not reach mission 3

5. What was the result of Mission 6?

- a. Total success
- b. Success
- c. Failure (PCs retreated)
- d. Failure (PCs were wiped out)
- e. The PCs did not reach mission 6

6. How would you and the players rate this adventure, overall?

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

If you or your players have any specific comments on this adventure, we strongly encourage you to post them on the Wizards Community message boards (in the *Living Forgotten Realms* forum).

APPENDIX 1: DCs BY LEVEL BAND AND TIER

For determining certain skill check DCs, this adventure uses a modified version of the "Difficulty Class and Damage by Level" table found in the *Dungeon Master's Guide*. This version of the table is based on the core rules, but it is adapted for the *Living Forgotten Realms* level bands (H1 = levels 1-4, H2 = levels 4-7, H3 = levels 7-10, P1 = levels 11-14, P2 = levels 14-17, and P3 = levels 17-20). Each level band is further subdivided into "low" and "high" tier with the target levels for each tier as specified in the *Living Forgotten Realms Writer's Guidelines*. The exception is the H1 level band, where this adventure uses target levels 1 and 3 instead of 2 and 4. (To be clear, it is not an accident that the DCs for P1/High and P2/Low are identical.)

During skill challenges and other portions of this adventure that are identical save for the check DCs, the adventure uses the terms "easy," "moderate," and "hard" instead of listing long strings of numbers. Simply substitute the values from this table wherever you see those words listed as check DCs. For example, If you are running for a group of levels 4-7 characters (H2 level band) and they choose to play high tier, the table tells you that the "easy" DC is 11, the "moderate" DC is 16, and the "hard" DC is 23.

Level Band / Tier	Easy DC	Moderate DC	Hard DC
H1 / Low (Level 1)	8	12	19
H1 / High (Level 3)	9	13	21
H2 / Low (Level 5)	10	15	22
H2 / High (Level 7)	11	16	23
H3 / Low (Level 8)	12	16	24
H3 / High (Level 10)	13	18	26
P1 / Low (Level 12)	14	20	28
P1 / High (Level 14)	15	21	29
P2 / Low (Level 15)	15	22	30
P2 / High (Level 17)	16	23	31
P3 / Low (Level 18)	17	23	32
P3 / High (Level 20)	18	25	34

APPENDIX 2: THE CHANGE DECK

At the beginning of Missions 4, 5, and 6, while the PCs are adventuring within the plagueland, they are assailed by the power of the Spellplague. This unfettered chaos inflicts spellscars and transforms people in different ways. Some find that they are strong enough to resist the effects entirely, while others are transformed in ways that are usually harmful but sometimes beneficial. To represent the random nature of these mutations, we leave the decision about exactly what happens to each PC up to chance. A standard deck of playing cards makes a great prop for this purpose.

Each player needs to draw a card (or roll dice, if you don't have a deck of cards available). Spellscarred PCs (those who were spellscarred before this adventure began) are already familiar with the feeling of blue fire coursing through their veins, so they have a better chance to be able to exert a measure of control over the energy flowing through them. These characters get to draw (or roll) twice and keep the result that the player prefers.

If you don't have a deck of cards, you can simulate one using dice. Roll 1d4 to determine the suit (1 = clubs, 2 = diamonds, 3 = hearts, 4 = spades) and 1d20 (reroll until you get a result between 2 and 14, where 2-10 are the corresponding number cards, 11 = jack, 12 = queen, 13 = king, and 14 = ace).

For all effects that say "energy," roll 1d6 to determine an energy type:

- 1 - fire, 2 - cold, 3 - acid, 4 - thunder, 5 - necrotic, 6 - radiant

Clubs (the suit of mutations)

2 - One of the PC's legs is partially transformed to solid stone. The PC's base land speed is reduced by 1 square, and he/she suffers a -5 penalty on Acrobatics and Athletics checks.

3 - The PC's eyes turn deep blue and glow faintly. This effect does not impact vision or provide illumination.

4 - The PC's arms and legs grow translucent blue scars that glow and pulse rapidly when the PC takes damage.

5 - The PC's nose gains a five-inch blue protrusion that moves under its own volition toward the strongest scent within 5 squares.

6 - The PC gains an extra digit on each appendage. This digit is blue with striations of the PC's natural skin hue and provides no mechanical benefit.

7 - The PC's hair thickens, turns blue, and sticks out as though affected by static electricity.

8 - A vestigial blue hand emerges from the PC's chest. This hand cannot hold or manipulate items.

9 - Random patches of the PC's flesh turn green and rotted.

10 - The character's skin and soft tissues become blue and translucent, giving the character the appearance of being a skeleton covered in translucent blue gel.

11 / Jack - The PC's eyes transform into spheres of crystal. The character can still see normally, and gains darkvision and immunity to blindness. (Note: this is instead of giving Sight of the Unseen, which is pretty worthless.)

12 / Queen - The PC gains the use of the spellscar utility power *plague of rooted majesty* (FRPG 42) as an encounter power.

13 / King - Part of the PC's brain splits off and forms a second, small brain inside the character's skull. For the remainder of the adventure, the PC constantly hears a mad gibbering in his head, and suffers a -5 penalty on all Knowledge skill checks, but he gains a +5 bonus to saving throws against charm, daze, dominate, and stun effects.

14 / Ace - The PC sprouts a pair of lashing tentacles out of the center of his/her back. Aura 1: Any creature (whether friend or foe) that enters the aura or starts its turn there takes 2 points of damage (Paragon: 4 damage).

Diamonds (the suit of energy)

2 - The character gains vulnerable 5 energy (Paragon: vulnerable 10 energy). This cancels existing resistance or stacks with existing vulnerability to that energy type.

3 - The PC's attacks that would normally deal damage of a particular energy type, now instead deal a different energy type (switch cold/fire, necrotic/radiant, thunder/acid, lightning/poison; force is unchanged). This overrides any feat, power, or weapon effects.

4 - Whenever the PC deals damage with or takes damage from an energy attack, the creature hit gains vulnerable 2 (Paragon: vulnerable 4) to that attack's energy types until the end of the PC's next turn.

5 - The character develops a runny nose that drips acid; this acid does not affect the character or his enemies in any way.

6 - The PC's equipment is covered in blue fire that does not produce heat.

7, 8, 9, 10 - The character is infused with elemental energy that alters his appearance or equipment in some obvious fashion (roll randomly to determine the energy type). These changes are cosmetic and have no game-mechanical effect.

11 / Jack - Whenever the PC hits with a daily attack power that deals energy damage, it instead deals whatever type of damage the creature hit is vulnerable to. If the creature hit has no vulnerabilities, it deals damage as normal.

12 / Queen - The PC gains the use of the *tears of fire and blood* utility power (FRPG 44) as an encounter power.

13 / King - The PC gains resist 5 energy (Paragon: resist 10 energy). This stacks with any existing resistance. However, the PC's skin is covered with thick, leathery scales.

14 / Ace - The PC is wreathed in a 1-square aura of energy that he/she cannot control. Aura 1: Any creature (whether friend or foe) that enters the aura or starts its turn there takes 2 energy damage (Paragon: 5 energy damage).

Hearts (the suit of blood)

2 - The character gains vulnerable 5 poison (Paragon: vulnerable 10 poison). This cancels existing poison resistance or stacks with existing vulnerability to poison.

3 - The PC's healing surge value (the amount he heals when he spends a surge) decreases by 1 (Paragon: 2).

4 - When the PC uses Second Wind, he gains regeneration equal to one-half his level but is also blinded (save ends both).

5 - The PC's veins become clearly visible, engorged, and green in color.

6 - Whenever the PC spends or loses a healing surge, the PC's size increases by 1 foot for 1 round.

7 - Whenever the PC takes damage, the location of the wound makes a shrill whistling sound for a few seconds.

8 - Whenever the PC deals damage with a melee attack, the damaged creature's blood is drawn to the PC.

9 - Whenever the PC takes damage from a close or area attack, the area of effect is covered in a thin mist of blue-black blood for 1 round; this mist does not provide concealment.

10 - Whenever the PC takes damage from an ally's attack, scars appear on the ally's body where the PC was hit.

11 / Jack - The PC gains the use of the spellscar ability Flamespeed (FRPG 41) as an encounter power.

12 / Queen - The PC's blood becomes infused with energy. As an at-will immediate reaction triggered when hit by a melee attack, the PC can deal energy damage equal to his level to the creature that hit him.

13 / King - The PC gains the use of the *plaguefire body* utility power (FRPG 41) as an encounter power.

14 / Ace - The PC's blood turns into a virulent poison. Once per encounter, the character may cut himself (dealing no damage but requiring a move action) to spread his blood on his melee weapon. The next time he hits with a power with the Weapon keyword using that weapon before the end of his next turn, the target of the attack takes ongoing poison damage equal to one-half the character's level (save ends). However, any other character who makes a Heal check on this character suffers the same effect.

Spades (the suit of weapons)

2 - The PC's off-hand weapon, shield, or two-handed weapon becomes fused to his flesh (like a warforged component). This weapon cannot be disarmed or dropped, even voluntarily, for the rest of the adventure.

3 - The PC's body is covered with black bruises that will not heal. The PC gains vulnerable 2 all (Paragon: vulnerable 4).

4 - Whenever the PC spends an action point to make a weapon attack, the weapon becomes brutal 1 for that attack, but any maximum result on the damage dice must also be rerolled. If the PC's weapon is already brutal, draw again.

5 - The PC's wielded weapons turn to obsidian; this has no effect on their properties.

6 - All non-damaging surfaces of the PC's weapon become transparent, making it appear as though the PC is wielding floating blades as opposed to weapons.

7 - Whenever the PC hits with a weapon attack, it emits a non-damaging brilliant burst of blue light.

8 - Whenever the PC hits with a weapon attack, the attacked creature gains a scar in the shape of concentric blue circles centered on the attack's point of impact for 1 round.

9 - Whenever the PC is hit by a weapon attack, the attacker's weapon is covered with heatless blue fire until the weapon hits another target.

10 - The PC's weapons and ammunition leave contrails of blue smoke when they are swung, thrown, or fired. These contrails do not affect vision.

11 / Jack - The PC gains the use of the spellscar ability Larger than Life (FRPG 41) as an encounter power.

12 / Queen - The PC gains the use of the *horrific maw bite* power (FRPG 41) as an encounter power. Paragon tier: increase damage to 2d12 + relevant ability modifier.

13 / King - The PC gains the use of the *plague lash* power (FRPG 42) as an encounter power. Paragon tier: increase necrotic damage component from 5 to 10.

14 / Ace - The PC gains the use of the *scar-carving blade* power (FRPG 42) as an encounter power. Paragon tier: increase base damage to 2[W] + relevant ability modifier.

NEW RULES

Gem of Valor

Level 20

This brilliant sapphire promises great rewards to the bold.

Level 20 (5,000 gp)

Other Consumable

Power (Consumable): Free Action. Use this power when you spend an action point. Roll 1d20 to determine the result, adding 1 to the result for each milestone you've reached today.

Regardless of the result, using the gem consumes it and turns it to dust.

- 1-9: Gain a +1 power bonus to all defenses until the end of your next turn.
- 10-19: Gain a +1 power bonus to all attack rolls until the end of your next turn.
- 20: You gain an extra standard action that you must spend before the end of your next turn.

Reference: *Adventurer's Vault*

Potion of Clarity

Level 5+

This cool cyan liquid hones your physical and mental acuity at a critical moment.

Level 5 (50 gp)

Level 10 (200 gp)

Level 15 (1,000 gp)

Level 20 (5,000 gp)

Potion

Power (Consumable): Minor Action. Drink this potion and spend a healing surge. You do not regain hit points as normal. Once before the end of the encounter, when you make an attack roll with an encounter or daily attack power of 5th level or lower, you can reroll the attack roll but must use the second result.

Level 10: Power of 10th level or lower.

Level 15: Power of 15th level or lower.

Level 20: Power of 20th level or lower.

Reference: *Adventurer's Vault*

Silver Sand

Level 8+

Your healing powers become more effective after you coat your hands with this fine sand.

Level 8 (125 gp)

Level 18 (3,400 gp)

Reagent

Power (Consumable, Healing): Free Action. You expend this reagent when you use a healing power of up to 6th level. The target of the power regains 5 additional hit points.

Level 18: Power of up to 16th level, and the target regains 10 additional hit points.

Reference: *Adventurer's Vault 2*



ADCP2-1 The Paladins' Plague

MISSION:	ONE	Table Number:	
Level of Success:		Tier (H1/P2 etc):	
Cards Activated:			
Number of Civilians Killed:			
Reinforcements (Yes/No):			
# of Player Characters Killed:			

Adventuring Company Name:	
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ADCP2-1 The Paladins' Plague

MISSION:	FOUR	Table Number:	
Level of Success:		Tier (H1/P2 etc):	
Cards Activated:			
# of Slaads Killed:			
Reinforcements (Yes/No):			
# of Player Characters Killed:			

Adventuring Company Name:	
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ADCP2-1 The Paladins' Plague

MISSION:	TWO	Table Number:	
Level of Success:		Tier (H1/P2 etc):	
Cards Activated:			
# of Patrol Members Saved:			
Reinforcements (Yes/No):			
# of Player Characters Killed:			

Adventuring Company Name:	
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ADCP2-1 The Paladins' Plague

MISSION:	FIVE	Table Number:	
Level of Success:		Tier (H1/P2 etc):	
Cards Activated:			
# of Rounds Casting		Ritual Success?	
NPC Ritual Casters Health (Current/Max):			
Reinforcements (Yes/No):			
# of Player Characters Killed:			

Adventuring Company Name:	
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ADCP2-1 The Paladins' Plague

MISSION:	THREE	Table Number:	
Level of Success:		Tier (H1/P2 etc):	
Cards Activated:			
# of Monsters Destroyed:			
Reinforcements (Yes/No):			
# of Player Characters Killed:			

Adventuring Company Name:	
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ADCP2-1 The Paladins' Plague

MISSION:	SIX	Table Number:	
Level of Success:		Tier (H1/P2 etc):	
Cards Activated:			
Reinforcements (Yes/No):			
# of Player Characters Killed:			

Adventuring Company Name:	
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ADCP2-1 The Paladins' Plague

MISSION:	SEVEN	Table Number:	
Level of Success:		Tier (H1/P2 etc):	
Cards Activated:			
Dragon Killed?		Portal Destroyed?	
High Priest Killed?			
Reinforcements (Yes/No):			
# of Player Characters Killed:			
Adventuring Company Name:			



ADCP2-1 The Paladins' Plague

Table Number:	
Rate your DM for this Battle Interactive (BI): 1 = I would not want this DM to run my next BI 2 = I would be ok with this DM running my next BI 3 = I would seek out and request this DM to run my next BI	
Explain your rating:	



ADCP2-1 The Paladins' Plague

MISSION:	Interlude 1	Table Number:	
Perform Ritual?		Tier (H1/P2 etc):	
Player Name	# of Healing Surges Sacrificed		



ADCP2-1 The Paladins' Plague

Rate ADCP2-1	Table Number:		
Please rate the Battle Interactive by circling the phrase that best describes your table's opinion. Please feel free to put additional notes on the back.			
Combat Difficulty:	Too Easy	About Right	Too Hard
Encounter Variety:	Not Enough	About Right	Too Much
Captivating Storyline:	Not Really	About Right	Excellent
ADCP2-1 Overall Rating:	Disappointed	Acceptable	Excellent
Would you play another BI?	No (Why?)	Possibly (Why?)	Absolutely

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

(character name)

HAS RECEIVED STORY AWARDS FROM:

(cross out those not received)

ADCP2-1 THE PALADINS' PLAGUE

ADCP03 Defender of Elturel

The threat from the plagueland has been turned back thanks to your bravery and skill. The High Observer of Torm has awarded you the title "Defender of Elturel," and the survivors of the attack will surely tell stories of your deeds to their children's children. The blessing of the High Observer also leaves you attuned to the Companion. This has the following benefit:

- If you are undead, you are no longer adversely affected by the Companion.
- If you are not undead, when you die, you can choose to have your spirit fly back to the Temple of Torm in Elturel, where you receive a free casting of the Raise Dead ritual (no component cost and no NPC spellcasting cost). Cross out this paragraph when you use this benefit.

The near-destruction of the city has left the survivors beaten but not broken. While rebuilding, the citizens of Elturel wish to honor your deeds and bravery. Buildings, streets, organizations, and other institutions are being named after the heroes of the battle. You are free to sponsor an institution (such as a temple, hospital, orphanage, or other civic building) or location (such as a street, plaza, or fountain) of your choice. Write the name of the building or location that was named after your character on the bottom of this certificate. There are no game-mechanical benefits, but perhaps you'll be able to visit this place in a future adventure.

ADCP04 Gratitude of the Order of Blue Fire

Thanks to your ineptitude, the Order of Blue Fire was able to achieve its objectives in Elturgard. The Order holds you in such low regard that they are actually quite appreciative of you. If they ever face you on the field of battle again, they will attack your allies first, knowing that you are not a credible threat.

ADCP05 Scar of Yeenoghu

Where the blood mark was placed on your forehead, there is now a scar. This mark shows that you willingly accepted the blessing of Yeenoghu, and his baleful red eyes are upon you. Gnolls show slight deference to you (DM's discretion as to what this actually means). Sometimes, late at night when the world is still, you can faintly hear the cackling laughter of hyenas.

ADCP06 Spark of Torm

You were raised from the dead by the artifact *Loyalty's Sacrifice*. A small measure of the item's overwhelming sense of honor has been burned into your soul. Whenever you see injustice or disloyalty, you feel a strong urge to make sure that justice is done. How you choose to interpret this when roleplaying your character is up to you.

ADCP07 Fragment of the Monolith

As a trophy of the battle, you have claimed a small fragment of the mysterious plagueland-expanding monolith. This piece of fist-sized black stone is covered in runes of blue fire, shedding light equivalent to a sunrod. The magic of the fragment causes it to constantly change shape, its surface undulating as it endlessly remolds itself into a variety of forms. It has no other game-mechanical effects at this time.

Event Name: _____ Event Code: _____
(This number was given to the organizer when the event was scheduled)

Adventure Title: _____ Session Number: _____
(For administrative use only)

Date of Play: / /
Month Day Year

Start Time: :
Hour Minute

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

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

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DUNGEON MASTER

DM Name: _____

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