

CORE 1-9

AGES BEST FORGOTTEN

A DUNGEONS & DRAGONS® *LIVING
FORGOTTEN REALMS* ADVENTURE

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Someone with a long memory has found that others have uncovered something he hoped everyone else had forgotten. Can you journey to a twisted land and aid in the re-emergence of something that some feel is best left missing? A Living Forgotten Realms adventure set in Thay for character levels 7-10.

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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Most likely you ordered this adventure as part of an RPGA event, or you received it from your organizer. To play this adventure and receive rewards for it, you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

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By sanctioning and reporting this adventure you accomplish a couple of things. First, it is an official game, tracked under your play history. Second, DMs gain rewards for sanctioned RPGA play if they are members of the DM REWARDS program. DMing this adventure is worth one (1) point.

This adventure retires from RPGA-sanctioned play on December 31, 2012.

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PREPARING FOR PLAY

In order to play this adventure, you'll need copies of the following D&D 4th Edition rulebooks: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*. 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 on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text.

Along with this adventure, you'll find a RPGA Session Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, 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. A lower-case letter (used only in some melee and ranged attacks) denotes that the attack can be used as a basic attack.

IMPORTANT DM INFORMATION

As the DM of the session, you have the most important role in facilitating the enjoyment of the game for the players. You take the words on these pages and make them come alive. The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule 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 7-10. Characters that fall outside of the level range may not participate in the adventure. Make certain to check the levels of the PCs before beginning play to ensure that they are the proper level.

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

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

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

FAILING TO DEFEAT AN ENCOUNTER

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

CHARACTER DEATH

If a PC dies during the course of the adventure, the player of that character and the rest of the group have two options, provided that they have access to the Raise Dead ritual (either a PC has it and can use it or the characters return to civilization), they have access to the body, and it is possible to return the dead PC to life.

- **Pay the component cost for the ritual.** If the group chooses this option, the cost should be divided evenly among the group (500 gp for heroic tier, 5,000 gp for paragon tier, and 50,000 gp for epic tier). Using a source outside the group to cast the ritual costs 20% more than the component cost. Total cost when using an outside source is 600 gp for heroic tier, 6,000 gp for paragon tier, and 60,000 gp for epic tier. A PC that dies and chooses this method of return gains full (or half, if the party was defeated) experience points from the encounter in which the character died, but no experience points for any encounters that were missed while the character was dead. If there are encounters remaining, the PC continues to earn experience as normal, and receives a normal cut of the rewards at the end of the adventure.
- **Invoke the Death Charity clause.** If the group cannot afford to pay for the ritual (or doesn't desire to do so), the PC can choose to return to life at the end of the adventure. Doing so forfeits all rewards (including treasure and story rewards) earned for the adventure except experience points gained prior to the character's death (the character receives the experience point award for the encounter in which they died). The PC cannot participate in the same adventure a second time.

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 easily resolved before the end of the adventure. The two most common lasting effects are the death penalty and diseases.

Death Penalty: When a character dies and is brought back to life by the Raise Dead ritual, that character suffers a -1 penalty to all attack rolls, skill checks, saving throws, and ability checks until they have reached three milestones. The player should simply record the adventure where the character died on their adventure log, and then keep a running tally of milestones reached. Once the PC has reached the third milestone since coming back to life, they no longer suffer the penalty.

Diseases: Diseases take hold of a character and last until they are cured or they reach their 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 the adventure, any character suffering from a disease must resolve the disease to either its cure or final state, using the necessary number of extended rests to do so. Other characters adventuring with the PC may decide to 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. Any effects that last for a specific period of time (that end after a certain number of days or a certain number of extended rests) should be resolved at the end of the adventure in which the effect was obtained (unless otherwise specified). Effects that use some sort of adventuring benchmark of unknown duration (such as milestones) should be recorded on the character's logsheet and tracked across adventures.

ADVENTURE BACKGROUND

It has come to the attention of The Font of Knowledge, the temple of Oghma in Waterdeep's Castle Ward, that a local bookseller has come into possession of a rare tome concerning the history of Thay and the biographies of some of the more notable wizards and warlocks of its past. Included in the book are pages devoted to Connel

Bey, who made a pact with Asmodeus and championed his schemes throughout Faerûn by subverting and corrupting individuals and nations alike.

According to information described in this book, Connel Bey kept tomes full of detailed notes on the powerful individuals whom he either bribed into providing assistance to his plots or subverted into following Asmodeus. More importantly, the book details the final resting place of Bey. The evidence of many past crimes was buried with Bey upon his death.

The Font of Knowledge has a deal with this bookseller to notify them when he comes into possession of books dealing with certain topics, and they have sent one of their priests, Brother Cieran, to purchase the book in order to preserve the knowledge contained in it. Unfortunately, agents of Asmodeus have also learned of the book's existence. As Asmodeus still has secret connections to a current generation of powerful individuals whom Connel Bey dealt with, the Prince of Evil and Lord of Nessus has no wish for this information to become public. Minions of Asmodeus have been dispatched to obtain the book and then use the information to find Bey's tomb and take possession of the incriminating tomes.

At the present, the agents of Asmodeus—a succubus and several cambions—have been able to obtain the book and are making their way to Thay to find Connel Bey's tomb. The PCs come upon the scene just as Brother Cieran learns that the book he was sent to obtain is already gone.

PLAYER'S INTRODUCTION

As the adventure begins, the PCs—either individually or as a group—are moving through the open-air market in Waterdeep's Castle Ward. They could be looking to purchase goods, trying to find possible patrons for their next adventure, or just moving from one place to another.

Their attention is drawn by some intense histrionics on the part of a priest of Oghma, followed by a scuffle between the priest and a bookseller. Make sure you emphasize the distress and outright panic of the priest, the violence with which he is shaking the bookseller, and his emphatic demeanor when he asks the PCs to help him and the Temple of Oghma.

DM'S INTRODUCTION

Although The Font of Knowledge has a written agreement with the bookseller to purchase the book on Thayan history, the succubus sent by Asmodeus has used her powers to charm the bookseller into selling the

book to her. She and her cohorts use the information in the book to find Bey's resting place in Thay with plans to obtain the forgotten notes.

Brother Cieran, on behalf of the Temple of Oghma, enlists the aid of the PCs to find the tomb before the agents of Asmodeus. He sends the party to the Island of Alaor off the coast of Thay to the Temple of Oghma there, as it contains the only other source of information concerning where the tomb of Connel Bey might be located.

At the temple on Alaor, the PCs have to prove they are worthy of receiving the knowledge of the tomb's location. The Oghman clerics are part of the resistance movement against Szass Tam, the current leader of Thay, and must be convinced to provide information. Should the party be unable to convince the clerics to give them the specific location of the tomb, the PCs can still obtain a general idea of its whereabouts.

The PCs then travel to the Ganathwood in Thay, where the tomb resides. The agents of Asmodeus have a head start, and the party must hurry to catch them. The PCs first must overcome the denizens of the wood who have encamped outside the tomb. Once inside, the guardians of the tomb must be defeated before the group can confront their competition for the lost secrets of Connel Bey.

ENCOUNTER 1: LET THE BUYER BEWARE

SETUP

Brother Cieran - Priest of Oghma
Master Gannon - Bookseller

The PCs are currently in the market place near the bookseller's stall. Each of them overhears the disagreement going on between Brother Cieran and Master Gannon. Read or paraphrase the following:

The hustle and bustle of the open market in Waterdeep's Castle Ward is in full swing as you make your way through the crowd. Merchandise of every description is available for the right price. The haggling is fierce and the trading is frenzied.

As you approach a bookseller's cart, the distraught voice of a panicked man can be heard over the din of the market. Apparently, a deal in the making is not going as planned.

Two scholarly looking human gentlemen seem to be having some sort of an argument next to a cart laden with expensive-looking books and tomes. One is the proprietor and the other appears to be an unhappy customer. The customer wears an obvious holy symbol.

"What do you mean, you have sold the text! You signed an agreement giving us exclusive rights to its purchase. Do you know what you have done?" The one gentleman grabs the other by the collar and starts shaking him violently.

Brother Cieran is wearing the holy symbol. A Religion check of DC 15 identifies the symbol as that of Oghma. A passive Insight check of DC 15 reveals that Brother Cieran's distress goes beyond the simple loss of a purchase and is bordering on outright panic. Once the PCs investigate, they learn the following:

- The Font of Knowledge (the name for the large temple of Oghma in Waterdeep) was contacted by this bookseller regarding a rare tome on the history of Thayan arcanists. The Font is known to pay handsomely for books on forgotten knowledge or past events.
- The bookseller, called Master Gannon, is a follower of Oghma himself. He often finds books on interest to the Oghmans.
- The Oghmans heard rumors that word of the existence of this tome were spread by other

parties in Waterdeep. Certain groups that did not wish the knowledge contained in this book to be rediscovered apparently took interest. Who these groups are is unknown to the Oghmans.

- The book's most interesting information, at least to the Oghmans, is the biography of Connel Bey, a warlock of some note in the history of Thay. The location of his tomb is thought to be detailed in this book. Brother Cieran believes that the location of the tomb is the only real value of the book and must be the reason that someone decided to obtain it before him: to prevent the information from becoming public knowledge.

Information Master Gannon gives is detailed here:

- Master Gannon owns a bookshop called "Magpie & Gannon's." He occasionally sets up a cart here to take advantage of the foot traffic of wealthy patrons who might not otherwise get to his shop.
- He had every intention of selling this book to Brother Cieran and was expecting to complete the sale today.
- Shortly after setting up his cart this morning, a beautiful noble woman with piercing eyes approached him about this rare tome and explained that some of the information it contained involved her family's ancestors that fled Thay and were lost. She explained that every generation of her family since has tried to discover what happened.
- The woman's story was so heartfelt and so moving that he could not refuse her request for the book. It was clear from the pain in her eyes that she would be devastated if he did not sell it to her. He could not cause that kind of torment to one so beautiful.
- As soon as he handed her the book, she left without comment and he does not remember which way she went. He does not remember her features or even if he received any payment from her.

Brother Cieran requests the following of the PCs:

- Brother Cieran quickly ascertains the relative skill and moral fiber of the PCs, and he isn't even too worried about their moral fiber. He needs skilled tomb-defilers, not saints.
- The book's information is too significant to be lost again. If it is important enough for someone to go to these lengths, then whatever knowledge is found in the tomb must be earth-shattering indeed.
- His duties do not permit him to leave Waterdeep. He offers to pay for traveling expenses for anyone

willing to recover the tome, find the tomb, and learn what rests within it. Any rare tomes, scrolls, etc. turned over to the Temple of Oghma will be recompensed, if kept by the Temple, and the PCs may keep any standard magic items found during the exploration of the tomb.

- The only other source of knowledge about the location of the lost tomb of Connel Bey would be the Temple of Oghma on Alaor Island off the coast of the Thayan mainland. The head of that temple is Father Janos Baelish. Cieran provides the PCs a letter of introduction to the Father.
- Cieran warns that while Oghmans are usually free with the knowledge they possess, the Temple on Alaor houses many who are opposed to Szass Tam, the tyrannical ruler in power, and are therefore protective of knowledge of Thay that could be used by Tam to cause further suffering to the world. It may be necessary to convince the Father to part with this information.

ENDING THE ENCOUNTER

A DC 29 Insight check reveals that the bookseller has been under an outside influence. Any Arcana checks to detect the presence of magic shows that no magic is currently affecting Master Gannon. A DC 24 Arcana check indicates that Master Gannon's behavior was most likely due to some kind charm magic.

A DC 20 History check imparts that the island of Alaor was once the seat of the Thayan naval forces. However, the inhabitants of Alaor attempted to break away from Thay when Szass Tam rose to power. The attempt at independence was brutally put down and resulted in many deaths. Despite this incident, the resistance movement is still strong among the people, and the island still sees battles between rebels and the forces of Szass Tam.

When the discussion with Brother Cieran is mostly completed, a page from The Font of Knowledge approaches Cieran with a letter addressed to him. The page explains that the letter was just dropped off within the hour and was marked urgent. Brother Cieran reads the letter and is visibly dismayed. He imparts the contents of the letter to the PCs.

Cieran,

Concern yourself no further with the Lexicon on the History of Thay; this book is now off the market. Should you or any of your associates attempt to retrieve this tome, you will receive more than a paper cut for your trouble. In fact, if you continue to pursue this matter, I will skin you alive and use your hide as a book cover. The same goes for anyone foolish enough to continue pursuing this issue on your behalf.

*Sincerely,
An Avid Reader*

Brother Cieran is not concerned with this threat and insists that the quest for the book must continue immediately. He arranges to transport the PCs to Alaor by a Linked Portal ritual. The trip to the island is uneventful.

This encounter does not count toward the two encounters needed to reach a milestone.

TREASURE

Brother Cieran promises the PCs 50gp each if they agree to undertake this mission on his behalf.

ENCOUNTER 2: PROVING YOUR WORTH

SKILL CHALLENGE 7/9, COMPLEXITY 1 (300/400 XP)

SETUP

Number of Successes: 4 (Convincing Father Janos, Picking the Correct Bridge, Choosing the Correct Urn, Carrying the Urn to the Pedestal)

Number of Failures: 3

Primary Skills: Arcana, Athletics, Diplomacy, Endurance, History, Insight, Religion.

Important NPCs: Father Janos Baelish

The characters have no encounters on the way to Alaor but must be careful when they leave the monastery. As a contested territory under the influence of Szass Tam, there are undead guards and gnolls patrolling the area, as well as some undead “citizens” inhabiting the island.

The local human population is extremely withdrawn, but the PCs can approach some of the living locals in order to get information. As Oghma is unaligned, the temple is allowed to exist. Those in power in Thay have been known to draw upon the knowledge there, just as have those fighting against Thay.

FEATURES OF THE AREA

Illumination: All temple areas are brightly lit.

CONDUCTING THE CHALLENGE

Upon reaching the Temple, the characters are escorted to the presence of Father Janos when they present Brother Cieran’s letter of introduction. Read or paraphrase the following:

You are brought to a small study in which every wall is covered in bookshelves. A burly man in his late 40s, dressed in scholarly robes that belie his obviously fit condition, rises to greet you. With a careworn tone, he speaks. “Welcome to the Temple of Oghma. All who seek knowledge and learning are welcome here. How may we who follow the Binder of What is Known be of service to you?”

As soon as the PCs inform Father Janos of their intention to seek the tomb of Connel Bey, he becomes very guarded, regardless of the letter of introduction

from Brother Cieran. As the group continues to interact with Janos, use the following as a guide:

- Despite the Oghman precept of free and open knowledge, Janos feels that any information regarding Thay’s arcane past has the potential for causing greater harm to its people if discovered by the current government. He needs to be convinced to allow the PCs to attempt access.
- Gaining access to the guarded knowledge of this temple requires passing several tests to show that PCs are even worthy of the information.
- Father Janos is secretly part of the resistance movement against Szass Tam. Any mention of the resistance movement allows a passive Insight check DC 20 to recognize this. This is not a success or failure for the skill challenge. If the party speaks positively of the resistance movement, they gain a +2 bonus on Diplomacy checks with Father Janos.
- Father Janos lost a son during the latest struggle for independence from Thay. Any mention of the rebellion generates a passive Insight check DC 18. This is not a success or failure for the skill challenge but does reveal that Janos apparently lost a loved one during those attacks. Any expression of sympathy by a PC for this loss gains a +2 to Diplomacy checks with Father Janos.

Diplomacy/Athletics (DC 19/21) - After discussion with Brother Janos has concluded, the party must succeed at a Diplomacy check to convince Janos to let them attempt the tests to access the Temple’s restricted knowledge. If the initial attempt fails, the party has a second chance if they agree to a wrestling contest with the cleric, as priests of Oghma pride themselves on being great wrestlers. One PC must allow Father Janos to grab him and the PC must then escape the grab.

Retries of either Diplomacy or Athletics are possible. If the party has three failures, follow the directions for failure at the end of this section.

If the players are successful, Father Janos leads them to a small room with another door opposite the entrance. He gives the party the following instructions:

“Beyond that door is the path to our secret store of knowledge. All of you may begin upon the path but only one of you will be allowed final entrance to the vault. Fail too many of the tasks before you and you will be deemed unworthy of that which you seek.”

The opposite door has an Arcane Lock ritual placed upon it that requires a DC 46 Strength or Thievery

check to defeat. The clue to the password that bypasses the Arcane Lock is inscribed upon the door. If the party somehow manages to unlock the door without identifying the password, they have still not succeeded in this section of the skill challenge as the password is needed to identify the correct path further on.

Arcana/History (DC 19/21) - An inscription in Common on the door reads, *“To continue your journey, answer this: what implement did the Azzrat use exclusively to damage his enemies at the Battle of Lost Peaks.”* The answer is an orb. Both skill types listed above can be used, and other players can aid the primary PC attempting the challenge. Retries for either skill are possible but each individual unsuccessful attempt counts as a failure.

If the party is unable to pass the door, by having the third failure in the skill challenge and not being able to pick the lock, an acolyte enters the room and brings the party before Father Janos. Follow the directions for failure at the end of this section.

Beyond the door is a short passage to a large cavern. A narrow ledge is separated from the other side by a 25-foot-wide, 50-foot-deep chasm. There are five foot wide bridges that cross the chasm. Each bridge has a symbol engraved upon it representing each of the 5 implements that arcane casters can use (orb, wand, staff, rod and blade). The correct bridge is on the far left and is represented by an orb.

A PC must cross the correct bridge. The ledge on the opposite side is protected by a Forbiddance and a Magic Circle ritual of sufficient strength to prevent a PC from entering the area unless they cross the correct bridge first. Should a PC be able to fly over the chasm, they must still land on the correct bridge to deactivate the rituals. Once the zones are deactivated, any PC may cross the chasm any way they choose. Using an incorrect bridge causes the bridge to break away from its moorings, and the PC falls 50 feet, taking 5d10 points of damage and counting as a failure.

If the party reaches the third failure before choosing the correct bridge, an acolyte comes to convey the group back to Father Janos. Follow the directions for failure at the end of this section.

On the other side of the chasm is a semi-circular landing with an adamantite portcullis set in the far wall. Directly in front of the portcullis is a small pedestal. There are 3 urns with handles in the middle of the floor that contain some kind of glowing energy. There is writing on each of the urns. On a plaque set in the floor before the urns is an inscription in Common that reads, *“The Binder of What is Known elevated which one of these clerics to godhood? The pain of his ascension will be yours to share. Only one may set his urn upon the pedestal and be granted the knowledge sought.”*

Religion/History (DC 15/17) - The names on the urns are Quarion Silverleaf, Arys Oakheart and Balon Swan. The correct answer is Arys Oakheart, discovered by a successful Religion or History check. As before, retries are possible but each individual unsuccessful check is considered a failure.

The correct urn must be picked up by its handles and only one PC may set it upon the pedestal. As soon as the PC touches the urn, waves of pain must be endured as the urn is transported. Magic fails to move the urns.

Endurance (DC 17/19) - Only one PC is allowed to attempt this check. Should the first attempt fail, the PC is unable to endure the pain and must set the urn down. A second attempt to pick up and carry the urn must be done by a different PC than the one that failed. A PC who succeeds at this task has a mark in the shape of a golden scroll indelibly etched into the palm of their hands. That PC receives the **Sacred Scrolls** story award listed at the end of the adventure.

Once the correct urn is placed on the pedestal, the portcullis raises and the PC who placed the urn may enter the room beyond. Any other PC attempting to enter causes the portcullis to shut. The portcullis only rises upon the approach of the marked PC.

Success: If the skill challenge is successfully completed, the PC entering the room beyond the portcullis finds an area full of tomes and maps. As the PC enters, one of the maps on a shelf floats to a pedestal in the center of the room and unrolls itself. This map pinpoints the location of the Tomb of Connel Bey’s in the Ganathwood (Player Handout 1).

Failure: If the characters are unsuccessful in completing the skill challenge, they are brought back for another audience with Father Janos. He tells the party to search for what they seek within the Ganathwood but gives no further details. The PCs are still able to locate the tomb in this case, but they each lose 2 healing surges while wandering the forest that are gone when Encounter 3 begins.

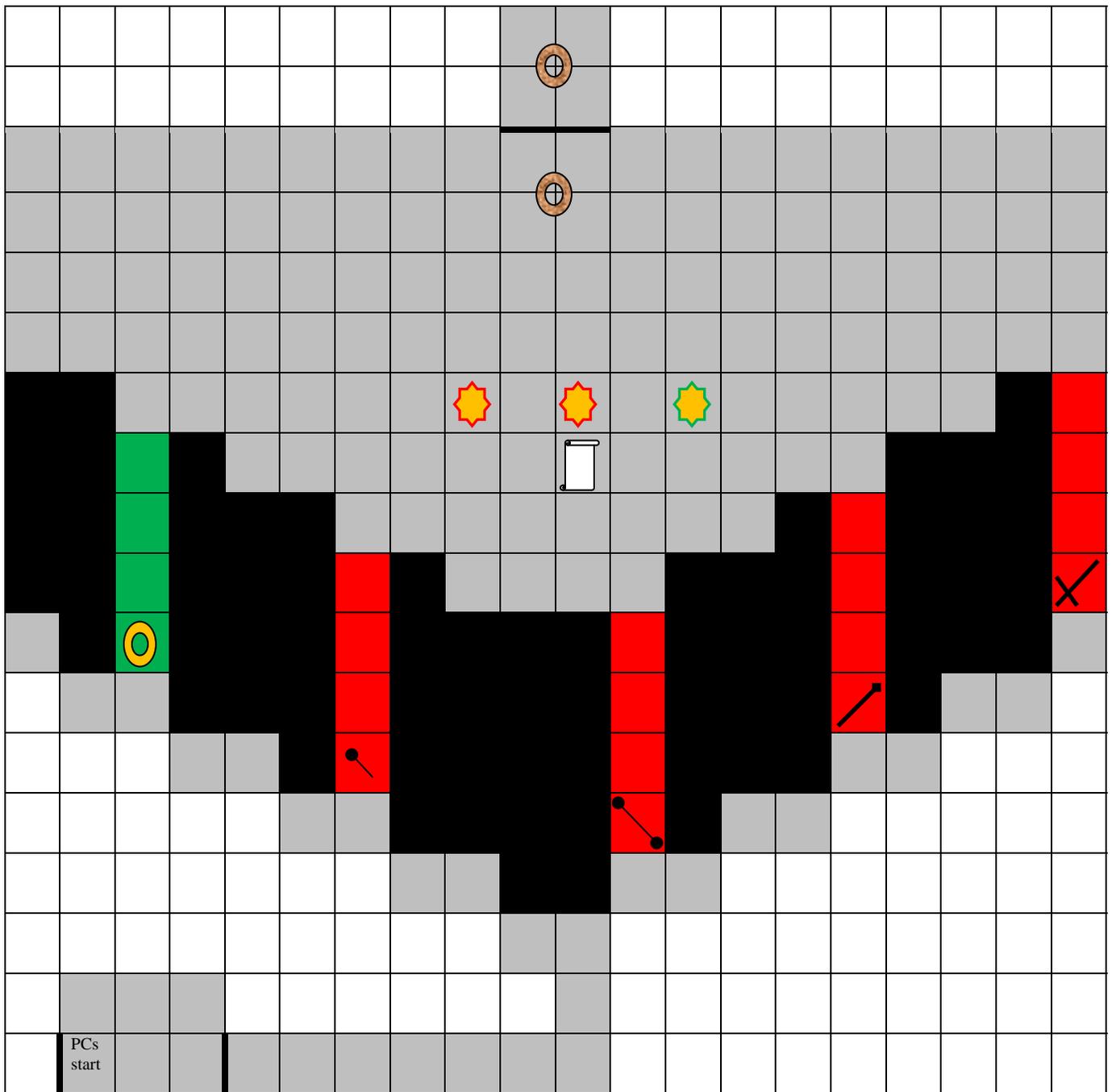
ENDING THE ENCOUNTER

Once the PCs have completed the skill challenge, go to **Encounter 3: The Great Outdoors?**

EXPERIENCE POINTS

The characters receive 60/80 experience points each for successfully discovering the location of the tomb, or half if they fail the challenge.

ENCOUNTER 2: PROVING YOUR WORTH MAP



- | | | | | | | | |
|---|--------------------|---|-------------|--|-------|---|-------|
|  | Correct Platform |  | Pedestal |  | Wand |  | Sword |
|  | Incorrect Platform |  | Inscription |  | Rod | | |
|  | Correct Urn |  | Orb |  | Staff | | |
|  | Incorrect Urn | | | | | | |

ENCOUNTER 3: THE GREAT OUTDOORS?

ENCOUNTER LEVEL 8/10 (1600/2300 XP)

SETUP

This encounter includes the following creatures.

1 vine horror spellfiend (V)

1 bog hag (H)

2 trolls (T)

Whether the characters come upon the location directly with the map or by wandering the forest, the characters eventually find themselves outside the tomb entrance. They also find the area outside the tomb is being used as a base by some of the denizens of the forest.

As the adventurers enter the area, read:

After making your way through the Ganathwood, you come to the edge of a small pond. On the other side of the trees ahead of you is a clearing in front of a mound. Some kind of entrance has been built into the hillside.

The monsters have banded together and chosen to make this clearing their base of operations. They attacked the succubus and her guardians, but they were defeated. However, the succubus allowed them to live, instructing them to guard against other intruders that could be coming.

During the fight, the bog hag shouts to the vine horror, "We must not fail or it will kill us." This should give the PCs enough curiosity to refrain from killing the hag so that they might question her to learn what "it" is.

Once the PCs are placed on the map, roll opposed Perception versus Stealth checks for surprise. If the bog hag and vine horror are not surprised, see the Tactics section. The trolls have total concealment behind the cattails.

FEATURES OF THE AREA

This area has a few important features.

Illumination: It is daylight but overcast. No effect on this encounter.

Trees: Any square that contains mostly foliage in it counts as covering terrain. The center square of the big trees (the trunk) counts as blocking terrain. A DC 18/20 Nature check reveals that these trees are very unstable

due to the soft ground. A DC 15 Strength check as a minor action can push a tree over. Treat this as a close attack that targets consecutive two squares adjacent to the tree (+10 vs. Reflex; 1d8+4 damage, and on a hit targets are knocked prone and restrained until the beginning of their turn.

Boulders: Squares with large boulders count as blocking terrain. A DC 20 Athletics check (or DC 10 Athletics check with a running start) allows a character to jump on top of the boulders and occupy that square.

Pond: The pond is relatively shallow. All pond squares count as difficult terrain, costing 2 squares of movement.

Swampy Cattails: The two trees that the trolls hide behind are actually swampy areas filled with 10-foot-high cattails. This area counts as difficult terrain, and the area blocks line of sight but not line of effect. Creatures within the cattails gain total concealment but cannot see out.

Vine Horror Corpse: When the vine horror spellfiend is killed, it releases a cloud of noxious acidic gas in its own square. Any creature entering this square automatically takes 1d10 acid damage. PCs without the means to do the acid or fire damage to kill the trolls can make a DC 12 Nature check to realize they can use this area to finish the trolls off by moving them into this acidic area.

TACTICS

Once the trolls are alerted to the PCs presence, they attack immediately, attempting to get to softer targets if possible. If they get into a position to do so, they push a tree over on a defender with the hopes of restraining him.

The bog hag uses *evasive charge* as much as possible, attacking softer targets and making defenders move to reach her. If she gets into a good position to do so, she uses rending claws against a lightly armored target.

The vine horror spellfiend remains in the cover of the tree and waits until 2 or more characters can be hit with its *caustic cloud* power, then it attacks. If discovered before the above condition occurs, it attacks immediately. If the trolls or hag are having issues with a defender, the vine horror uses *lashing vine of dread* to push the defender away and free up its allies.

SCALING THE ENCOUNTER

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

Four PCs: Remove one troll.

Six PCs: Add one troll.

ENDING THE ENCOUNTER

Only the bog hag talks if captured, and she reveals that a woman and some other creatures passed through here several hours ago. The hag and her helpers were defeated but spared, with the understanding that they were supposed to kill anyone who might come into the area.

The door into the mound is locked and requires a DC 16 Thievery check to open or a DC 16 Strength check to break. If the party considers an extended rest, caution them that their competition may be ahead of them and could escape if they don't hurry.

A Perception check DC 25 shows that earth has been dug on the far side of the mound, and tracks lead into the side of the mound. A Dungeoneering check DC 20 reveals that a tunnel has been dug into the mound and then the dirt replaced recently. It would take many hours of digging to recreate that tunnel.

EXPERIENCE POINTS

The characters receive 320/460 experience points each for defeating the bog hag, vine horror spellfiend and the trolls.

TREASURE

The bog hag has 100/150 gp per PC on her.

ENCOUNTER 3: THE GREAT OUTDOORS? STATISTICS (LOW LEVEL)

Bog Hag	Level 10 Skirmisher	
Medium fey humanoid (aquatic)	XP 500	
Initiative +11	Senses Perception +7; low-light vision	
Unwholesome Presence aura 3; enemies in the aura gain only half the normal hit points from spending healing surges.		
HP 107; Bloodied 53; see also <i>rending claws</i>		
AC 24; Fortitude 23, Reflex 21, Will 19		
Speed 8 (swamp walk), swim 8		
m Claw (standard; at-will)		
+15 vs. AC; 1d8 + 6 damage.		
M Rending Claws (standard; recharges when first bloodied)		
The bog hag makes two claw attacks against the same target; if both claws hit, the hag deals an extra 5 damage to the target.		
Change Shape (standard; at-will) ♦ Polymorph		
A bog hag can alter its physical form to appear as a beautiful young female elf, half-elf, eladrin, or human (see <i>Change Shape</i> , page 280).		
Evasive Charge		
The bog hag shifts 2 squares after charging.		
Alignment Evil	Languages Common, Elven	
Skills Intimidate +12, Nature +12, Stealth +14		
Str 22 (+11)	Dex 18 (+9)	Wis 15 (+7)
Con 19 (+9)	Int 12(+6)	Cha 14 (+7)

Troll	Level 9 Brute	
Large natural humanoid	XP 400	
Initiative +7	Senses Perception +11	
HP 100; Bloodied 50; see also <i>troll healing</i>		
Regeneration 10 (if the troll takes acid or fire damage, regeneration does not function until the end of its next turn)		
AC 20; Fortitude 21, Reflex 18, Will 17		
Speed 8		
m Claw (standard; at-will)		
Reach 2; +13 vs. AC; 2d6 + 6 damage; see also <i>frenzied strike</i> .		
M Frenzied Strike (free, when the troll's attack bloodies an enemy; at-will)		
The troll makes a claw attack.		
Troll Healing ♦ Healing		
If the troll is reduced to 0 hit points by an attack that does not deal acid or fire damage, it rises on its next turn (as a move action) with 10 hit points.		
Alignment Chaotic Evil	Languages Giant	
Skills Athletics +15, Endurance +14		
Str 22 (+10)	Dex 16 (+7)	Wis 14 (+6)
Con 20 (+9)	Int 5 (+1)	Cha 10(+4)

Vine Horror Spellfiend	Level 7 Artillery	
Medium natural humanoid (plant)	XP 300	
Initiative +7	Senses Perception +10; blindsight 10	
HP 65; Bloodied 32		
AC 19; Fortitude 18, Reflex 17, Will 15		
Speed 6 (forest walk, swamp walk), swim 6		
m Claw (standard; at-will)		
+10 vs. AC; 1d8 + 4 damage.		
r Shock Orb (standard; at-will) ♦ Lightning		
Ranged 10; +12 vs. AC; 1d8 + 4 lightning damage.		
R Lashing Vine of Dread (standard; at-will) ♦ Fear		
Ranged 5; +10 vs. Reflex; 1d6 + 4 damage, and the target is pushed 5 squares.		
A Caustic Cloud (standard; recharge 4 5 6) ♦ Acid		
Area burst 1 within 10; +10 vs. Fortitude; 1d6+3 acid damage, and the target takes ongoing 5 acid damage and is blinded (save ends both).		
Malleability		
The vine horror can compress its body enough to squeeze through a 1-inch-wide crack. Cracks and other openings that are more than 1 inch wide do not slow the vine horror at all.		
Alignment Evil	Languages Common, Elven	
Skills Stealth +12		
Str 18 (+7)	Dex 18(+7)	Wis 14 (+5)
Con 17 (+6)	Int 11 (+3)	Cha 10 (+3)

ENCOUNTER 3: THE GREAT OUTDOORS? STATISTICS (HIGH LEVEL)

Bog Hag (level 12)		Level 12 Skirmisher	
Medium fey humanoid (aquatic)		XP 700	
Initiative +12	Senses Perception +8; low-light vision		
Unwholesome Presence aura 3; enemies in the aura gain only half the normal hit points from spending healing surges.			
HP 123; Bloodied 61; see also <i>rending claws</i>			
AC 26; Fortitude 25, Reflex 23, Will 21			
Speed 8 (swamp walk), swim 8			
m Claw (standard; at-will)			
+17 vs. AC; 1d8 + 7 damage.			
M Rending Claws (standard; recharges when first bloodied)			
The bog hag makes two claw attacks against the same target; if both claws hit, the hag deals an extra 5 damage to the target.			
Change Shape (standard; at-will) ♦ Polymorph			
A bog hag can alter its physical form to appear as a beautiful young female elf, half-elf, eladrin, or human (see <i>Change Shape</i> , page 280).			
Evasive Charge			
The bog hag shifts 2 squares after charging.			
Alignment Evil		Languages Common, Elven	
Skills Intimidate +13, Nature +13, Stealth +15			
Str 22 (+12)	Dex 18 (+10)	Wis 15 (+8)	
Con 19 (+10)	Int 12(+7)	Cha 14 (+8)	

Vine Horror Spellfiend (level 9)		Level 9 Artillery	
Medium natural humanoid (plant)		XP 400	
Initiative +8	Senses Perception +11; blindsight 10		
HP 77; Bloodied 38			
AC 21; Fortitude 20, Reflex 19, Will 17			
Speed 6 (forest walk, swamp walk), swim 6			
m Claw (standard; at-will)			
+12 vs. AC; 1d8 + 5 damage			
r Shock Orb (standard; at-will) ♦ Lightning			
Ranged 10; +14 vs. AC; 1d8 + 5 lightning damage.			
R Lashing Vine of Dread (standard; at-will) ♦ Fear			
Ranged 5; +12 vs. Reflex; 1d6 + 5 damage, and the target is pushed 5 squares.			
A Caustic Cloud (standard; recharge 4 5 6) ♦ Acid			
Area burst 1 within 10; +12 vs. Fortitude; 1d6+4 acid damage, and the target takes ongoing 5 acid damage and is blinded (save ends both).			
Malleability			
The vine horror can compress its body enough to squeeze through a 1-inch-wide crack. Cracks and other openings that are more than 1 inch wide do not slow the vine horror at all.			
Alignment Evil		Languages Common, Elven	
Skills Stealth +13			
Str 18 (+8)	Dex 18(+8)	Wis 14 (+6)	
Con 17 (+7)	Int 11 (+4)	Cha 10 (+4)	

Troll (level 11)		Level 11 Brute	
Large natural humanoid		XP 600	
Initiative +8	Senses Perception +12		
HP 120; Bloodied 60; see also <i>troll healing</i>			
Regeneration 10 (if the troll takes acid or fire damage, regeneration does not function until the end of its next turn)			
AC 22; Fortitude 23, Reflex 20, Will 19			
Speed 8			
m Claw (standard; at-will)			
Reach 2; +15 vs. AC; 2d6 + 7 damage; see also <i>frenzied strike</i> .			
M Frenzied Strike (free, when the troll's attack bloodies an enemy; at-will)			
The troll makes a claw attack.			
Troll Healing ♦ Healing			
If the troll is reduced to 0 hit points by an attack that does not deal acid or fire damage, it rises on its next turn (as a move action) with 10 hit points.			
Alignment Chaotic Evil		Languages Giant	
Skills Athletics +16, Endurance +15			
Str 22 (+11)	Dex 16 (+8)	Wis 14 (+7)	
Con 20 (+10)	Int 5 (+2)	Cha 10(+5)	

ENCOUNTER 3: THE GREAT OUTDOORS? MAP

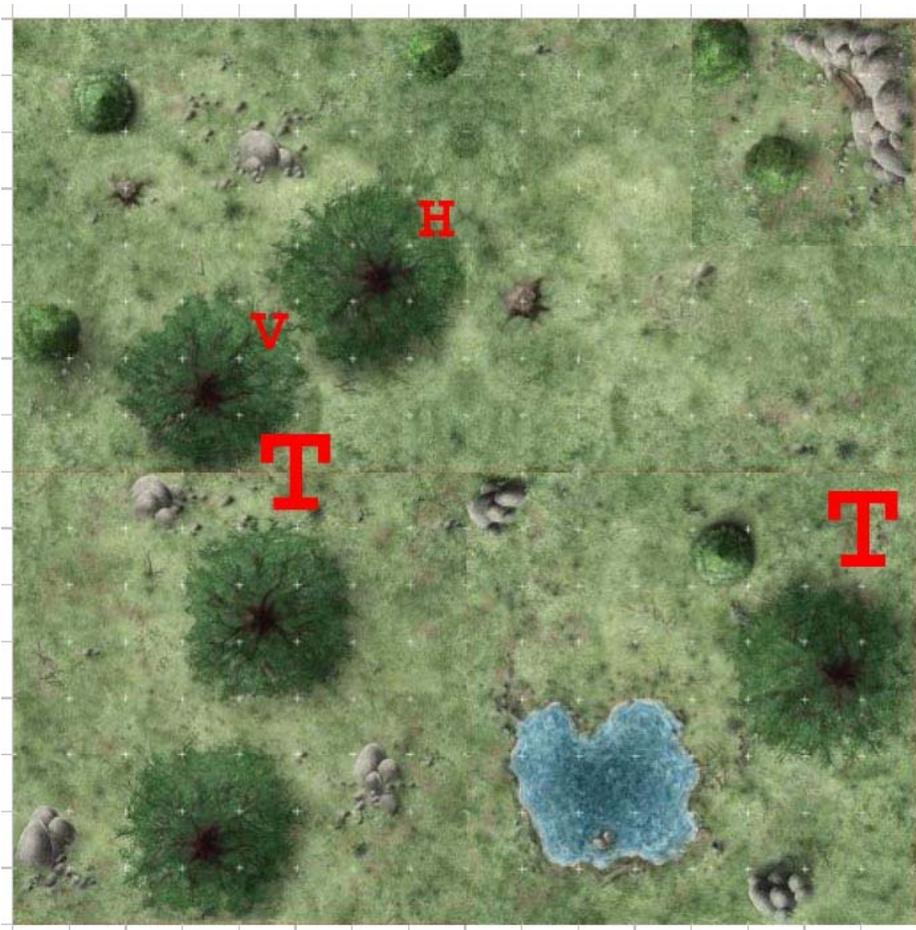
Ruins of the Wild

Camp / Field	8x8 x1
Cabin / Field w/Trees	8x8 x1
Stonehenge / Field w/Pond	8x8 x1
Ruined Tower / Field w/Trees	8x8 x1
Mound / Hobbit Hole	4x4 x1

V - Vine Horror Spellfiend

H - Bog Hag

T - Troll



PCs Start Here

ENCOUNTER 4: WAKING THE DEAD

ENCOUNTER LEVEL 8/11 (1400/2150 XP)

SETUP

This encounter includes the following creatures and a trap.

2 shattergloom skeletons (S)

1 giant skeletal bat (B)

1 pendulum scythes trap (Runes)

There is no immediate illumination for any PC without darkvision to discern any details unless they provide light. As the adventurers enter the area, read:

After opening the door into the mound, all that can be seen are stairs leading down into inky darkness. The stink of ages and moldering decay pervade the air.

At the bottom of the stairs, the passage opens into a room. The succubus and her group bypassed this area by digging directly into the final cavern. As soon as the first PC comes within 2 squares of the trap trigger squares (the runed floor), read or paraphrase the following:

Deeper in the chamber, from behind crumbling sarcophagi, two shadowy skeletal forms stand. Then deeper still, a large stone cauldron erupts with a magical fire. A large skeletal bat bursts forth and flies toward you.

The area marked with runes on the floor on the map look just like the rest of the floor (unless the PCs find the trigger to the trap). There should be no surprise: the undead can feel the presence of the PCs, and the PCs can easily see the creatures when they appear.

FEATURES OF THE AREA

Illumination: The chamber is initially dark. When the magical fire in the stone cauldron springs to life, the entire chamber is filled with bright light.

Ceiling: The ceiling is 15 feet high.

Sarcophagus: These structures count as difficult terrain. Some are still recognizable as sarcophagi, while others have crumbled to mere rubble.

Trapped Area: (Do not show the runed area to the players. The runes are present only to show the triggers!) The 4 square by 4 square runed section contains the trigger for the trap. The trapped area (where the pendulums randomly attack) are the 6 rows to the south of runed area. The control panel for the trap is on the wall to the right of the sarcophagus behind which the right-most shattergloom skeleton rests.

Cauldron: The fire coming from the cauldron is magical but gives off no heat, which anyone within 5 squares can know with no check needed.

TACTICS

The skeletal bat uses its powers of forced movement as much as possible, particularly to push or slide PCs into melee range of the skeletons, to drag them into the zones of darkness created by the skeletons' *shadowy rejuvenation*, or to drag them into the area that might be attacked by the pendulum.

The shattergloom skeletons spread out to take on whatever targets seem softest.

SCALING THE ENCOUNTER

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

Four PCs: Remove one shattergloom skeleton.

Six PCs: Add one shattergloom skeleton.

ENDING THE ENCOUNTER

Once the party has defeated the undead, a Perception check DC 10 reveals a secret door in the bottom of the cauldron of fire.

EXPERIENCE POINTS

The characters receive 280/430 experience points each for defeating the creatures and trap.

TREASURE

Found in the sarcophagi are the following:

symbol of hope +2 (low tier only)

symbol of power +3 (high tier only)

shield of defiance

ENCOUNTER 4: WAKING THE DEAD STATISTICS (LOW LEVEL)

Shattergloom Skeleton		Level 8 Soldier	
Medium shadow animate (undead)		XP 350	
Initiative +11	Senses Perception +6; darkvision		
HP 86; Bloodied 43			
AC 24; Fortitude 22 Reflex 23, Will 18			
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant			
Speed 6			
m Shadowy Claws (standard; at-will) ◆ Necrotic			
+15 vs. AC; 1d8 +4 damage, and the target takes ongoing 5 necrotic damage and is slowed (save ends both). After the shadowgloom skeleton uses <i>shadowy rejuvenation</i> , on a hit, the target takes ongoing 10 necrotic damage and is immobilized (save ends both) instead of slowed.			
C Shadowy Rejuvenation (when first bloodied; encounter) ◆ Necrotic, Zone			
Close burst 2; 2d6+4 necrotic damage (no attack roll required); the power creates a zone of darkness that lasts until the end of the encounter. The zone blocks all line of sight (creatures that have darkvision ignore this effect). All effects on the shattergloom skeleton end, and the skeleton's <i>shadowy claws</i> attack deals ongoing 10 necrotic damage instead of ongoing 5 necrotic damage, and the attack renders the target immobilized instead of slowed.			
Alignment Unaligned		Languages --	
Str 16 (+8)	Dex 21 (+9)	Wis 15 (+6)	
Con 14 (+6)	Int 4 (+1)	Cha 6(+2)	

Giant Skeletal Bat (level 8)		Level 8 Skirmisher	
Large natural animate (undead)		XP 350	
Initiative +12	Senses Perception +5; darkvision, blindsight 5		
HP 88; Bloodied 44			
AC 22; Fortitude 20 Reflex 22, Will 18			
Immune disease, poison; Resist 5 necrotic; Vulnerable 5 radiant			
Speed 4, fly 8 (clumsy); see also <i>swoop and claw</i>			
m Claws(standard; at-will) ◆			
+13 vs. AC; 2d8 +3 damage, and the target is pushed 1 square and knocked prone.			
M Swoop and Claw (standard; recharge 4 5 6)			
The giant skeletal bat shifts up to 6 squares and can move through occupied squares as it moves. It makes a melee basic attack against any creature whose space it enters. The skeleton cannot attack a single creature more than once in this fashion, and it must end its movement in an unoccupied square.			
M Swoop and Claw (free; when the giant skeletal bat attacks a creature with <i>swoop and claw</i> ; at will)			
The attack deals no damage. Instead, the target is grabbed. When the giant skeletal bat moves, the grabbed creature slides along with it, remaining in the same space relative to the bat.			
Alignment Unaligned		Languages --	
Str 21 (+9)	Dex 22 (+10)	Wis 16 (+7)	
Con 16 (+7)	Int 3 (+0)	Cha 4 (+1)	

Pendulum Scythes		Level 8 Lurker	
Trap		XP 350	
<i>Scything blades sweep across the room in a seemingly random pattern, cutting swaths at 5-foot intervals.</i>			
Trap: Each row of squares in the chamber features a scything blade. On its turn, a blade sweeps through one row of squares at random, attacking all creatures in the row.			
Perception			
◆ DC 19: The character notices thin, shallow cuts running across the floor at 5-foot intervals.			
◆ DC 24: The character notices thin slots across the ceiling of the room, corresponding with the cuts along the floor. A character who makes a DC 17 Dungeoneering check recognizes these as signs of a scything blades trap.			
◆ DC 24: The character spots the pressure plates in the room.			
◆ DC 26: The character notices the hidden control panel if it is within line of sight.			
Initiative +8			
Trigger			
The trap rolls initiative when a creature enters one of the squares containing pressure plates. As a standard action, a creature can trigger the trap using the control panel at the far end of the room, if it has the key or if it figures out how to use the control panel (see Countermeasure below).			
Attack			
Standard Action		Melee	
Targets: All creatures in a row of squares. Roll randomly each round to determine the row the trap attacks.			
Attack: +15 vs. AC			
Hit: 2d8+6 damage and a secondary attack.			
Secondary Attack: +11 vs. Fortitude			
Hit: +Push 1 (in the direction of the blade's movement), knock target prone, and ongoing 5 damage (save ends).			
Countermeasure			
◆ A character who makes a DC 20 Dungeoneering check as a minor action can determine the row of squares the trap will attack on its next turn.			
◆ A character can ready an attack on a pendulum blade (AC 19, other defense 16, hp 68). Destroying a blade renders that row of squares safe from attack.			
◆ A character with access to the control panel can make a DC 20 Thievery check as a minor action to delay the pendulum for two rounds. A second successful Thievery check at the same DC a standard action deactivates the trap.			
◆ A character with access to the control panel can make a DC 25 Thievery check as a standard action to take control of the pendulum trap. Each round the check is made, the PC can decide which row to swing a pendulum.			
◆ If the Thievery check to delay, disable, or control the trap fails by 5 or more, two blades begin to attack per round. No more than 2 blades ever attack.			

ENCOUNTER 4: WAKING THE DEAD STATISTICS (HIGH LEVEL)

Shattergloom Skeleton (level 11)		Level 11 Soldier	
Medium shadow animate (undead)		XP 600	
Initiative +12 Senses Perception +7; darkvision			
HP 110; Bloodied 55			
AC 27; Fortitude 24 Reflex 25, Will 20			
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant			
Speed 6			
m Shadowy Claws (standard; at-will) ◆ Necrotic			
+18 vs. AC; 1d8 +5 damage, and the target takes ongoing 5 necrotic damage and is slowed (save ends both). After the shadowgloom skeleton uses <i>shadowy rejuvenation</i> , on a hit, the target takes ongoing 10 necrotic damage and is immobilized (save ends both) instead of slowed.			
C Shadowy Rejuvenation (when first bloodied; encounter) ◆ Necrotic, Zone			
Close burst 2; 2d6+5 necrotic damage (no attack roll required); the power creates a zone of darkness that lasts until the end of the encounter. The zone blocks all line of sight (creatures that have darkvision ignore this effect). All effects on the shattergloom skeleton end, and the skeleton's <i>shadowy claws</i> attack deals ongoing 10 necrotic damage instead of ongoing 5 necrotic damage, and the attack renders the target immobilized instead of slowed.			
Alignment Unaligned		Languages --	
Str 16 (+9)	Dex 21 (+10)	Wis 15 (+7)	
Con 14 (+7)	Int 4 (+2)	Cha 6(+3)	

Giant Skeletal Bat (level 11)		Level 11 Skirmisher	
Large natural animate (undead)		XP 600	
Initiative +13 Senses Perception +6; darkvision, blindsight 5			
HP 112; Bloodied 56			
AC 25; Fortitude 23 Reflex 25, Will 21			
Immune disease, poison; Resist 5 necrotic; Vulnerable 5 radiant			
Speed 4, fly 8 (clumsy); see also <i>swoop and claw</i>			
m Claws(standard; at-will) ◆			
+16 vs. AC; 2d8 +4 damage, and the target is pushed 1 square and knocked prone.			
M Swoop and Claw (standard; recharge 4 5 6)			
The giant skeletal bat shifts up to 6 squares and can move through occupied squares as it moves. It makes a melee basic attack against any creature whose space it enters. The skeleton cannot attack a single creature more than once in this fashion, and it must end its movement in an unoccupied square.			
M Swoop and Claw (free; when the giant skeletal bat attacks a creature with <i>swoop and claw</i> ; at will)			
The attack deals no damage. Instead, the target is grabbed. When the giant skeletal bat moves, the grabbed creature slides along with it, remaining in the same space relative to the bat.			
Alignment Unaligned		Languages --	
Str 21 (+10)	Dex 22 (+11)	Wis 16 (+8)	
Con 16 (+8)	Int 3 (+1)	Cha 4 (+2)	

Pendulum Scythes		Level 8 Lurker	
Trap		XP 350	
<i>Scything blades sweep across the room in a seemingly random pattern, cutting swaths at 5-foot intervals.</i>			
Trap: Each row of squares in the chamber features a scything blade. On its turn, a blade sweeps through one row of squares at random, attacking all creatures in the row.			
Perception			
◆ DC 19: The character notices thin, shallow cuts running across the floor at 5-foot intervals.			
◆ DC 24: The character notices thin slots across the ceiling of the room, corresponding with the cuts along the floor. A character who makes a DC 17 Dungeoneering check recognizes these as signs of a scything blades trap.			
◆ DC 24: The character spots the pressure plates in the room.			
◆ DC 26: The character notices the hidden control panel if it is within line of sight.			
Initiative +8			
Trigger			
The trap rolls initiative when a creature enters one of the squares containing pressure plates. As a standard action, a creature can trigger the trap using the control panel at the far end of the room, if it has the key or if it figures out how to use the control panel (see Countermeasure below).			
Attack			
Standard Action		Melee	
Targets: All creatures in a row of squares. Roll randomly each round to determine the row the trap attacks.			
Attack: +15 vs. AC			
Hit: 2d8+6 damage and a secondary attack.			
Secondary Attack: +11 vs. Fortitude			
Hit: +Push 1 (in the direction of the blade's movement), knock target prone, and ongoing 5 damage (save ends).			
Countermeasure			
◆ A character who makes a DC 20 Dungeoneering check as a minor action can determine the row of squares the trap will attack on its next turn.			
◆ A character can ready an attack on a pendulum blade (AC 19, other defense 16, hp 68). Destroying a blade renders that row of squares safe from attack.			
◆ A character with access to the control panel can make a DC 20 Thievery check as a minor action to delay the pendulum for two rounds. A second successful Thievery check at the same DC a standard action deactivates the trap.			
◆ A character with access to the control panel can make a DC 25 Thievery check as a standard action to take control of the pendulum trap. Each round the check is made, the PC can decide which row to swing a pendulum.			
◆ If the Thievery check to delay, disable, or control the trap fails by 5 or more, two blades begin to attack per round. No more than 2 blades ever attack.			

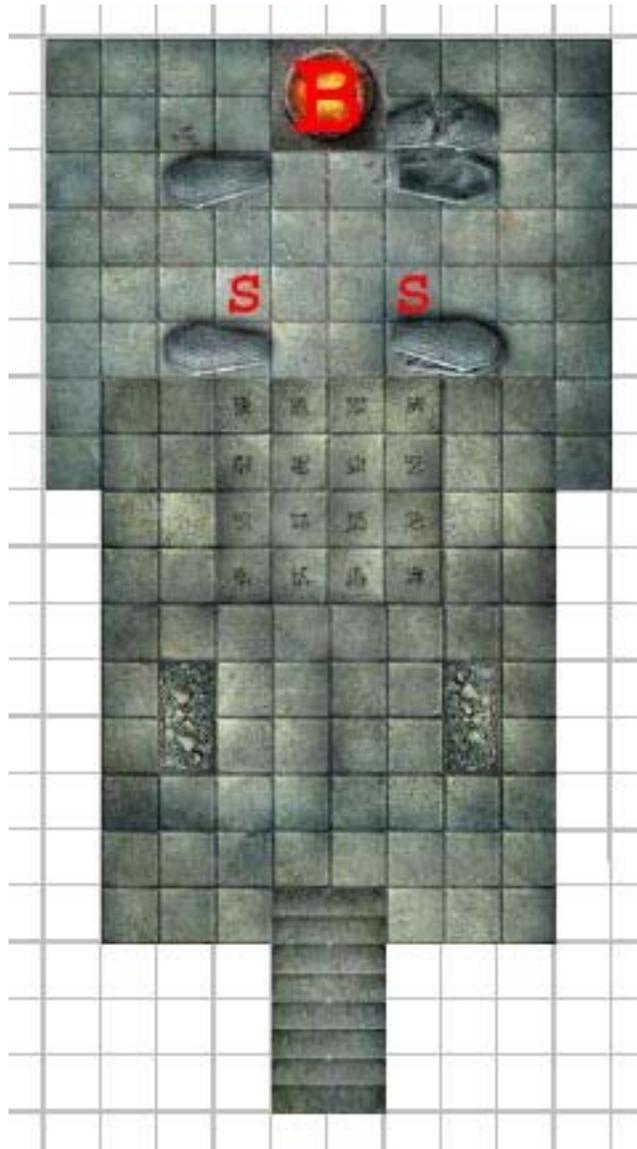
ENCOUNTER 4: WAKING THE DEAD MAP

Arcane Corridors

Blue Portal / Rubble	2x1	x1
Fire Bowl / Floor	2x2	x1
Fire Vortex / Runes	4x4	x1
Purple Portal / Rubble	1x2	x1
Stairs / Floor	4x2	x1
Tower Base / Floor	8x10	x1

Hidden Crypts

Mausoleum / Coffins 8x10 x1



ENCOUNTER 5: DANCE WITH THE DEVIL

ENCOUNTER LEVEL 8/10 (1950/2800 XP)

SETUP

This encounter includes the following creatures and a trap:

3 cambions (C)

1 succubus (S)

1 electrified floor trap (T)

The party travels down a corridor 100 feet from the secret door in Encounter 4. Unless the characters are careful and stealthy, the devils are aware of their entrance into the chamber. The devils entered this cavern by tunneling directly into it from the surface and had the trolls from Encounter 3 fill in that tunnel behind them.

Prior to the adventurers entering the area, read the following:

You come to a stone door at the end of the corridor. Engraved upon the face of the stone is a riddle that reads:

*Fire and water
Though not always friends
Here, in this place, brought together
Both treasure's absence and trap's sting will suspend*

The stone door is unlocked. Once the party is prepared to enter the cavern beyond the door, read or paraphrase this description:

The door opens into an immense underground cavern. Ahead of you, three ledges jut out into the cavern 20 feet above an underground lake. Two braziers located at the end of the outside ledges provide a dim light. Four winged creatures, three male and one female, seem less than pleased at your intrusion. The female purrs with evil anticipation. "I will claim your souls so that you may serve my whims for all eternity. Bow to me and I might allow one or two of you to live as my slaves!"

The devils neither bargain nor surrender. Their master, Asmodeus, does not suffer defeat or failure graciously.

FEATURES OF THE AREA

Illumination: The only two sources of light in this section are the two braziers, which are at the end of the two outside ledges. They provide bright illumination within 10 squares. Anywhere outside this illuminated area is dim light, which grants concealment to any creature unless the PC attacking has low-light vision or darkvision. The cambions and the succubus have darkvision and are unaffected.

Underground Lake: The surface of the lake is 20 feet below the top of the ledges. The surface of the water is calm and the lake is 5 feet deep. The ledges are stone formations that reach from the bottom of the lake, and a PC in the water can climb the rock to reach the top ledge with DC 14/16 Athletics checks.

Ceiling: The ceiling is 20 feet high above the ledges.

TACTICS

Any cambion that acts in initiative order before the PCs readies a charge action in the first round. Should a PC cross near enough to a cambion with a readied action, the cambion attempts to bull rush the character off the ledge. Only one of the three cambions attempt a bull rush each round, if possible.

The succubus is aware of the floor trap and was inspecting it at the time the characters entered this section. If the succubus is able to *dominate* a PC, she then orders the PC to move down the center ledge over several tiles of the electrified floor trap.

SCALING THE ENCOUNTER

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

Four PCs: Remove one cambion.

Six PCs: Add two cambions.

ENDING THE ENCOUNTER

Once the characters have defeated the devils, they can examine the pool at the end of the center ledge if they were unable to do so during the battle with the devils.

The riddle on the door is the clue to finding the missing documents of Connel Bey. If fire is taken from each of the braziers at the end of the other two ledges and then doused into the pool at the end of the center ledge, a chest magically appears from out of the pool and the electric floor trap is turned off. Inside the

chest are several tomes written by Connel Bey, which describe in detail the pact he made with Asmodeus and the names of countless people of the Realms who also took the pact after being subverted by Bey.

If the players are having difficulty, a PC may make either an Arcana check or History check against DC 23. If successful, then the PC is given the clue that the fire and water must somehow be brought together.

CONCLUSION

If the PCs open any of the tomes, they see illegible writing that starts to disappear, word-by-word, for as long as the tome is open. A DC 15 Arcana check reveals that these books are magical, and that unless handled with the proper magic, they will simply erase themselves. The preceding check also reveals that any ritual used on the books, such as Comprehend Languages, will probably erase the entire book.

At the present time, only the Oghmans have any chance of being able to decipher the contents of the tomes without destroying them. The PCs can choose to return the book to Brother Cieran back in Waterdeep, or it is possible that they may choose to give the book to Father Janos instead. In either case, the characters receive the minor quest award as long as the PCs turn the book over to either of the clerics of Oghma. If they keep the book, they do not receive the Minor Quest xp award.

Regardless of whom they turn the book over to, read the following:

The priest of Oghma looks pleased as you pass the books over to him. His eyes widen as he views the tomes, and then he speaks in a conciliatory tone. "They say that those who do not learn from history are doomed to repeat it. It is also possible that there are those doomed from history learned! We believe that these books contain names and deeds of those who have made deals with the foulest of the Lords of the deep and dread Nine Hells. The records in these tomes may change the face of nations. Those affected will probably wish that these were ages best forgotten."

Assuming the PCs give the book to one of the two priests of Oghma, they are rewarded with a bit of information. The priest begins to unravel the mysteries of the books, and he lets the PCs take glimpse at the information he has gathered thus far. PCs who turned the tomes over to the Oghmans receive Story Award **CORE18 Infernal Pacts**

Revealed. PCs who keep the book do not get this information.

EXPERIENCE POINTS

The characters receive 390/560 experience points each for defeating the succubus, the cambions and the trap. The PCs receive an additional 70 experience points if they complete the minor quest by giving the books to one of the priests.

TREASURE

Found in the chest summoned from the pool:

5 pp of ancient Thayan currency
staff of winter +2
dynamic belt (level 9)
Ritual Scroll - Raise Dead
Ritual Scroll - Water Breathing

Found on the succubus:

A Lexicon on the History of Thay
(The book from Encounter 1)

In addition, PCs returning the tomes and the lexicon to the Oghmans receive the 50gp promised by Brother Cieran.

ENCOUNTER 5: DANCE WITH THE DEVIL STATISTICS (LOW LEVEL)

Succubus		Level 9 Controller	
Medium Immortal humanoid (devil, shapechanger)		XP 400	
Initiative +8	Senses Perception +8; darkvision		
HP 90; Bloodied 45			
AC 23; Fortitude 17, Reflex 21, Will 23			
Resist 20 fire			
Speed 6, fly 6			
m Corrupting Touch (standard; at-will) +14 vs. AC; 1d6 + 6 damage.			
M Charming Kiss (standard; at-will) ♦ Charm +14 vs. AC; on a hit, the succubus makes a secondary attack against the same target. <i>Secondary Attack</i> : +12 vs. Will; the target cannot attack the succubus, and if the target is adjacent to the succubus when the succubus is targeted by a melee or a ranged attack, the target interposes itself and becomes the target of the attack instead. The effect lasts until the succubus or one of its allies attacks the target or until the succubus dies. If the target is still under the effect of this power at the end of the encounter, the succubus can sustain the effect indefinitely by kissing the target once each day. The succubus can affect only one target at a time with its <i>charming kiss</i> .			
R Dominate (standard; at-will) ♦ Charm Ranged 5; +12 vs. Will; the target is dominated until the end of the succubus's next turn.			
Change Shape (minor; at-will) ♦ Polymorph The succubus can alter its physical form to take on the appearance of any Medium humanoid, including a unique individual (see <i>Change Shape</i> , page 280).			
Alignment Evil		Languages Common, Supernal	
Skills Bluff +15, Diplomacy +15, Insight +13			
Str 11 (+5)	Dex 18 (+9)	Wis 19 (+9)	
Con 10 (+5)	Int 15 (+7)	Cha 22 (+11)	

Cambion Hellsword		Level 8 Brute	
Medium Immortal humanoid (devil)		XP 350	
Initiative +8	Senses Perception +7; darkvision		
HP 106 Bloodied 53			
AC 20; Fortitude 20, Reflex 18 Will 21			
Resist 10 fire			
Speed 6, fly 8 (clumsy)			
m Greatsword (standard; at-will) ♦ Fire, Weapon +10 vs. AC; 1d10 + 5 damage, and ongoing 5 fire damage (save ends).			
Whirlwind Charge When a hellsword charges an enemy, it can make a greatsword attack against each enemy within its reach at the end of its charge.			
Triumphant Surge The cambion hellsword gains 5 temporary hit points each time it bloodies an enemy or reduces an enemy to 0 hit points or fewer.			
Alignment Evil		Languages Common, Supernal	
Skills Athletics +13, Intimidate +14			
Str 20 (+9)	Dex 18 (+8)	Wis 16 (+7)	
Con 16 (+7)	Int 10 (+4)	Cha 21 (+9)	
Equipment chainmail, greatsword			

Electrified Floor		Level 10 Obstacle	
Trap		XP 500	
Trap : This trap consists of 20 randomly positioned squares that contain electrified tiles. When the trap is triggered it attacks.			
Perception ♦ DC 22 The character can discern if any adjacent squares contain electrified tiles.			
Additional Skill: Arcana ♦ DC 18: The character's knowledge provides a +2 bonus to Thievery checks to disable a tile.			
Trigger When a creature enters or begins its turn in an electrified square, the trap attacks that creature.			
Attack			
Opportunity Action		Melee 1	
Target : Creatures in a trapped square.			
Attack : +11 vs. Fortitude			
Hit : 1d10 + 6 damage lightning damage. On a critical hit, the target is stunned (save ends).			
Miss : Half damage			
Countermeasures			
♦ A character who makes a successful Athletics check (DC 6 or DC 11 without a running start) can jump over a single trapped square.			
♦ A character can turn off the trap by solving the riddle to this section and satisfying the conditions described. This entails taking fire from the two braziers in the cavern and dousing their flame in the stone pool.			

ENCOUNTER 5: DANCE WITH THE DEVIL STATISTICS (HIGH LEVEL)

Succubus (level 11)	Level 11 Controller
Medium Immortal humanoid (devil, shapechanger)	XP 600
Initiative +9 Senses Perception +9; darkvision	
HP 106; Bloodied 53	
AC 25; Fortitude 19, Reflex 23, Will 25	
Resist 20 fire	
Speed 6, fly 6	
m Corrupting Touch (standard; at-will)	
+16 vs. AC; 1d6 + 7 damage.	
M Charming Kiss (standard; at-will) ♦ Charm	
+16 vs. AC; on a hit, the succubus makes a secondary attack against the same target. <i>Secondary Attack</i> : +14 vs. Will; the target cannot attack the succubus, and if the target is adjacent to the succubus when the succubus is targeted by a melee or a ranged attack, the target interposes itself and becomes the target of the attack instead. The effect lasts until the succubus or one of its allies attacks the target or until the succubus dies.	
If the target is still under the effect of this power at the end of the encounter, the succubus can sustain the effect indefinitely by kissing the target once each day. The succubus can affect only one target at a time with its <i>charming kiss</i> .	
R Dominate (standard; at-will) ♦ Charm	
Ranged 5; +14 vs. Will; the target is dominated until the end of the succubus's next turn.	
Change Shape (minor; at-will) ♦ Polymorph	
The succubus can alter its physical form to take on the appearance of any Medium humanoid, including a unique individual (see Change Shape, page 280).	
Alignment Evil	Languages Common, Supernal
Skills Bluff +16, Diplomacy +16, Insight +14	
Str 11 (+5)	Dex 18 (+9) Wis 19 (+9)
Con 10 (+5)	Int 15 (+7) Cha 22 (+11)

Cambion Hellsword (level 10)	Level 10 Brute
Medium Immortal humanoid (devil)	XP 500
Initiative +9 Senses Perception +8; darkvision	
HP 126 Bloodied 63	
AC 22; Fortitude 22, Reflex 20 Will 23	
Resist 10 fire	
Speed 6, fly 8 (clumsy)	
m Greatsword (standard; at-will) ♦ Fire, Weapon	
+12 vs. AC; 1d10 + 6 damage, and ongoing 5 fire damage (save ends).	
Whirlwind Charge	
When a hellsword charges an enemy, it can make a greatsword attack against each enemy within its reach at the end of its charge.	
Triumphant Surge	
The cambion hellsword gains 5 temporary hit points each time it bloodies an enemy or reduces an enemy to 0 hit points or fewer.	
Alignment Evil	Languages Common, Supernal
Skills Athletics +14, Intimidate +15	
Str 20 (+10)	Dex 18 (+9) Wis 16 (+8)
Con 16 (+8)	Int 10 (+5) Cha 21 (+10)
Equipment chainmail, greatsword	

Electrified Floor Trap	Level 12 Obstacle
	XP 700
Trap: This trap consists of 20 randomly positioned squares that contain electrified tiles. When the trap is triggered it attacks.	
Perception	
♦ DC 23 The character can discern if any adjacent squares contain electrified tiles.	
Additional Skill: Arcana	
♦ DC 19: The character's knowledge provides a +2 bonus to Thievery checks to disable a tile.	
Trigger	
When a creature enters or begins its turn in an electrified square, the trap attacks that creature.	
Attack	
Opportunity Action	Melee 1
Target: Creatures in a trapped square.	
Attack: +13 vs. Fortitude	
Hit: 1d10 + 7 damage lightning damage. On a critical hit, the target is stunned (save ends).	
Miss: Half damage	
Countermeasures	
♦ A character who makes a successful Athletics check (DC 6 or DC 11 without a running start) can jump over a single trapped square.	
♦ A character can turn off the trap by solving the riddle to this section and satisfying the conditions described. This entails taking fire from the two braziers in the cavern and dousing their flame in the stone pool.	

Encounter 5: Dance with the Devil Map

HIDDEN CRYPTS/ARCANE CORRIDORS

Claw Pool	2x2	x1
Flaming Brazier	2x2	x2
Triangular Room	4x4	x3
Electric Effect	2x8	x1
Corridor	2x8	x3
Rune Floor	2x2	x1
Corridor	2x2	x1
Corridor	2x2	x1
Triangular Corridor	2x2	x4
Corridor	2x4	x2

S – Succubus C- Cambion T – Electrified Floor Tile Trap D – Door



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.

IMPORTANT DM INFORMATION

It is critical that you enter the PC rewards accurately on the tracking form, and ensure that the information is reported and entered online in a timely manner. While players will be able to track their character's information on paper, the online information serves as an important backup and verification of play. Ask the players for their RPGA numbers and character numbers (usually a single digit) when you begin to fill out the tracking form.

EXPERIENCE POINTS

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

Encounter 2: Proving Your Worth
60/80 XP

Encounter 3: The Great Outdoors?
320/460 XP

Encounter 4: Waking the Dead
280/430 XP

Encounter 5: Dance with the Devil
390/560 XP

Minor Quest: Request of Brother Cieran
70/70 XP

Total Possible Experience
1120/1600 XP

TREASURE

Each PC receives treasure in the form of gold pieces as well as one share from a treasure bundle. The treasure bundle may give the PC more gold, a magic item, or some other item of value. Each player makes one selection for their character; players may choose the same treasure bundle. Mark the one-letter bundle ID on the tracking form next to any character that selects a bundle; note that it is possible (and likely) that some characters will not select a bundle for each session of play.

If characters buy or sell magic items or other gear during the adventure (or pay for services) add or subtract that amount from the total gold the PC receives at the end of the adventure. If a player selects an option that gives their character more gold, add that to the gold all characters receive, and ensure you enter the total amount of gold gained (minus any expenditures) online. You can have a negative number and enter that negative online. PCs receive 20% of a magic item's purchase price for any item they sell. They receive 50% of the market price for ritual books and alchemical formulas.

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 choice in a bundle, a player selects the form of the weapon amongst the choices possible for that magic item (light blades). If the player selects the item as a *+1 duelist's dagger*, the player writes that information down on the PC's adventure log and the item is forever after that specific weapon.

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

Gold Per PC

150 / 200 gp

(Encounter 3: 150/200 gp)

EACH PC SELECTS ONE OF THE FOLLOWING

Bundle A: *symbol of hope +2* (low-level version only)
Found in Encounter 4

Bundle B: *shield of defiance*
Found in Encounter 4

Bundle C: *staff of winter +2*
Found in Encounter 5

Bundle D: *dynamic belt (level 9)*
Found in Encounter 5

Bundle E: *symbol of power +3* (high-level version only)
Found in Encounter 4

Bundle F: *ritual scroll of Raise Dead*
Found in Encounter 5

Bundle H: *ritual scroll of Water Breathing*
Found in Encounter 5

Consumable Plus Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add a *potion of spirit** plus 150 / 300 gp to their total gold per PC. The player should write the potion gained on their adventure log. That character (and only that character) then receives the potion plus the listed amount of gold (if any) instead of any other treasure bundle. Consumable items obtained in this fashion do not take up found magic item slots.

More Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add 350/500 gp to their total gold per PC. That character (and only that character) receives more gold instead of any other treasure bundle.

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. If a PC earns three awards, they may only have 2 of them and must pick which two they want before ending the session. Make sure to mark the story award codes next to each character that earned them on the tracking form.

CORE17 Brand of the Golden Scroll (individual)

You have experienced a divine connection with Oghma while in contact with a vessel of Oghma's power. The experience has left golden scars on both your palms that have the appearance of open scrolls. Followers of Oghma automatically recognize that you have been blessed by their deity and look favorably upon you.



CORE18 Infernal Pacts Revealed

You have looked upon the nefarious pages in the Diaries of Connel Bey. In addition to describing the ritual for entering into a pact with Asmodeus, the tome also details the names of many individuals who agreed to follow the Master of the Nine Hells. Having this information may prove advantageous—or

dangerous—in the future. The names you have been given so far include the following:

- Dreveshnu of Amn, sold soul in return for power to carry out his plans in the Moonshaes.
- Jard le Karn of Waterdeep, bargained to gain currency used to purchase business interest.
- Actilis of Rashemen, forfeited soul for power to influence magic and nature.

ADVENTURE QUESTIONS

Mark the answers to the following adventure questions on the tracking form.

1. Who currently owns the Diaries of Connel Bey?

- a. The PCs
- b. Brother Cieran
- c. Father Janos
- d. The succubus, because the PCs were defeated or were forced to flee during the adventure.

2. Did the PCs succeed or fail the skill challenge?

- a. Succeed
- b. Fail

3. Which tier did the PCs play this adventure?

- a. Low tier
- b. High tier
- c. I mixed the challenges between low and high.

NEW RULES

Potion of Spirit

Level 10

This lavender-scented potion helps keep the spirit alive within you.

Lvl 10 200 gp

Potion

Power (Consumable): Minor Action. Drink this potion and spend a healing surge. You do not regain hit points as normal. Instead, you gain a +2 power bonus to death saving throws until the end of the encounter.

Reference: *Adventurer's Vault*, page 188.

PLAYER HANDOUT 1

 -Tomb of Connel Bey

