

PLAYER'S HANDOUT 1: RECENT HISTORY OF ELTURGARD

1480 DR: A large army of monsters under command of (rogue) agents of the Order of Blue Fire invaded the city Eturel from the nearby plagueland. Large floating monoliths were used as a focus for a ritual that expanded the plagueland into the western districts of the city proper. With the help of many brave adventurers, the Order of Torm managed to defeat the invaders.

During the battle, the adventurers elected to modify the Companion so that its magical energy would target spellscarred creatures instead of undead. The High Observer was severely wounded at the end of the battle when Knight-Commander Vessen was revealed to be an agent of the Order of Blue Fire.

Unbeknownst to anyone at the time, the adventurers were too slow to prevent an insidious poison from being injected into the High Observer's blood. This eventually leads to his downfall and corruption. (See the Battle Interactive ADCP2-1 *The Paladins' Plague* and its follow-up adventure CORE2-8 *Enemy of My Enemy*.)

1480 - 1482 DR: Tensions rose in Eltugard as the Order of Torm tried to restore order and started persecuting spellscarred individuals. Near the end of 1481, adventurers performed a ritual which cleansed the city of the remaining pockets of Spellplague that had remained after the battle, but the Companion went dark as a result (it was later discovered that the pure chaotic energy of the plagueland was being channeled and stored in the Companion). Though darkened, the divine artifact was not destroyed.

The situation was made worse by a villain known as Vacacarian whose agents caused all kinds of havoc while framing various influential groups within Eltugard for the crimes. This culminated with mass riots in Scornubel and Eturel when citizens ingested a madness inducing poison known as *Bhaal's essence*. The traitor was ultimately revealed to be the High Observer, and many members of the Order of Torm were corrupted. (See the Story Area adventures ELTU3-1 to ELTU3-6, and ELTU4-1 to ELTU4-3.)

Early 1483 DR: Najara invaded Eturel, marking the second major battle fought over the city within the span of just a few years. With the aid of the Order of Blue Fire and Vacacarian, the invaders conquered the capital city and thereby threatened the very existence of Eltugard as an independent nation. In reaction, the various warring factions within Eltugard united and attempted to take the city back. Najara had unexpectedly allied with Netheril and their forces proved to be too strong.

The enigmatic Tyrangal offered to destroy the Companion, and most of the Najaran forces with it, by using an artifact of Amaunator known as the *Heart of Light*. She convinced most of the factions and the adventurers present at the battle that this was the only option. The original meddling with the Companion's power back in 1480 had opened the Companion to corruption by Netheril's shadow magic. The Netherese now threatened to take control of it for use against their many enemies.

In the end, the Companion was destroyed in a colossal explosion, killing most of the Najaran forces and Tyrangal, and likely destroying the *Heart of Light*. Most of the city's commoners were evacuated before the explosion, and the Netherese forces also got away on their airships. The surviving leaders of the various Elturgardan factions established a government-in-exile in the city of Baldur's Gate. (See the adventures ELTU4-4, SPEC5-1, and SPEC5-2, and the Battle Interactive ADCP5-1 *Home's Last Light*.)

Present Day, mid-1483 DR: Eturel is now nothing but a heap of smoking rubble.

PLAYER'S HANDOUT 2: ITEM LIST

Heart of Light

Fate: Likely destroyed.

Last Known Location: the Companion. Likely found in the ruins of the High Hall or the remnants of the Garden.

Essence of Bhaal

Fate: Hopefully destroyed.

Last Known Location: Ormar's Brewery.

DUSK TALONS INTERESTS

Items: Intelligence reports, maps, a *door warden* (bronze doorknocker in the shape of a lion's head), pair of *spying mirrors*.

Last Known Location: The Rathole, a safe-house in the northern parts of the city in the sewers.

LION'S DEN INTERESTS

Items: *Carta Porta* (tome of portal network with various sigils and code sequences), *diplomat's table*, ledgers, trade agreements and contracts, credit letters.

Last Known Location: vault below Lion's Den HQ.

ORDER OF TORM INTERESTS

Items: *Book of Memories* (list of those that fought during the First Battle of Elturel), *dimensional anchor* (marble statue of a vigilant guard), various minor relics associated with the battle of the Paladins' Plague.

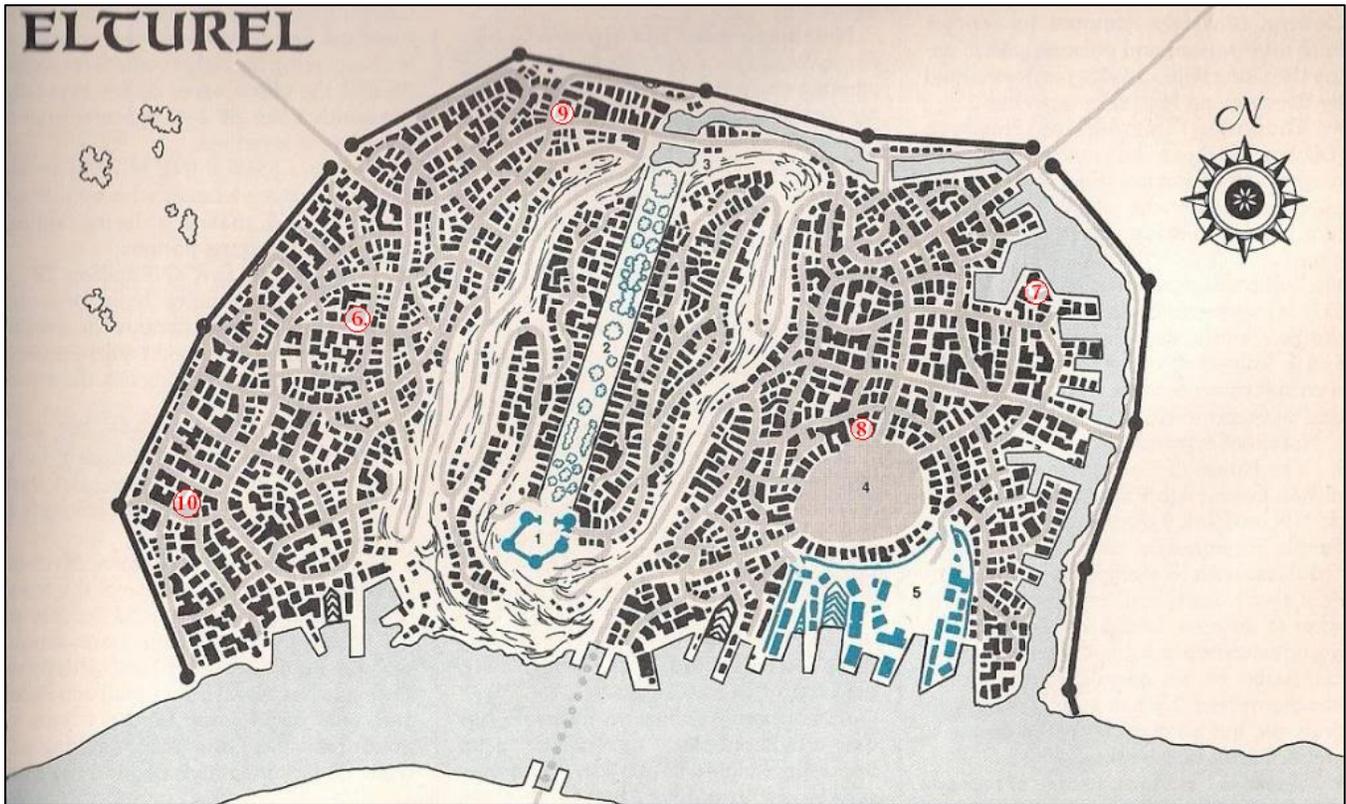
Last Known Location: Fortitude's Shrine.

SHIELDS OF KILGRAVE INTERESTS

Items: Research material pertaining to the Spellplague, *feast table*.

Last Known Location: The Shields' safe-house.

PLAYER'S HANDOUT 3: MAP OF ELTUREL



1. High Hall: Headquarters of the Order of Torm and home to the High Observer.
2. The Garden: Park that crowns the large hill in the center of Elturel.
3. Maiden's Leap: Falls that cascade to a small river that drains away to the Chionthar.
4. Shiarra's Market: The main market district of the city.
5. Dragoneye Docks: The main warehouse and shipping district of the city.
6. Ormar's Brewery: The last known location of the *Essence of Bhaal*.
7. The Rathole: Safe-house of the Dusk Talons.
8. Guild House: HQ of the Lion's Den.
9. Fortitude's Shrine: Important temple of Torm commemorating the victory against the Order of Blue Fire in the Battle of the Paladin's Plague.
10. Shields' Safe-House.

PLAYER'S HANDOUT 4: KEY & TUMBLER PUZZLE RULES

You must figure out which tumbler matches with each position on the key, as well as matching with the tumbler to its left and right. All points on the tumblers must align, and when all the tumblers are in place the tops of the tumblers must be straight across. They may be placed in any order.

PLAYER'S HANDOUT 5: TWISTED MINDS

Look at the brain maze. Each PC is in his or her own maze and cannot affect others.

The object is simple: Start at the beginning of the maze, and work through the NPC's brain to the "Finish" spot. Along the way, you trigger skill checks as you pass over the following markers:



Some of the markers have + and - signs on them. These designate the path that you must take based on whether you succeed or fail at the skill check.



+ = success

- = failure

SKILL CHECKS

Each skill check is done in numerical order. Depending on how you perform on your skill checks, you may do as few as four checks or as many as eight.

Once you have reached the "Finish" spot in the maze, tally how many checks you failed over the course of the maze. If you have three or more failures, you have failed the challenge.

1. Acrobatics or Athletics: [Moderate DC]

You attempt to physically pull your victim away from the darkness that consumes their mind, dodging flares of necrotic energy along the way.

2. Arcana: [Easy DC]

You weave a magical ward that blocks the corruption of this place and begins to clear the mind of the victim.

3. Bluff, Diplomacy, or Intimidate [Moderate DC]

You appeal to the victim's sense of good and reason, drawing them back from the brink of madness. When all else fails, a white lie, or sheer intimidation can coerce them back to reality.

4. Endurance [Easy DC]

You will your way into the mind of the victim and take the corruption on yourself. With preparation you are more equipped to fight the madness.

5. Stealth or Thievery [Moderate DC]

Sneaking through the darkness of your victim's mind, you avoid notice from the evil lurking in the shadows. Along the way you are able to unlock mental pathways that are uncorrupted.

6. Perception [Easy DC]

The path begins to clear a bit and you think you might see a glimmer of hope in the darkness. Could this be the break you're looking for.

7. Heal or Religion, [Moderate DC]

Using your healing skills you can contain the spread of the corruption and allow the victim's mind to clear. A prayer to your god fights back the madness of this place.

8. Insight, [Easy DC]

You sense the threads of reality that the victim still clings to, and that is where you focus your efforts. By strengthening their will you draw them further from the corruption.

PLAYER'S HANDOUT 6: GARDEN PUZZLE

Use a token to represent the party. Choose someone to roll a d6. Based on the result of the roll, you receive one of the results as detailed on the next page.

When you receive a piece you place it on the next square on the path you have created. You may rotate the piece any way you like before placing it.

You then advance your token on the piece. Each time you place a new piece, your token moves straight ahead onto the new piece. If your token is on an intersection piece, your next move must be straight ahead unless the party succeeds at an appropriate skill check (see the "Skill Checks" section below).

Your path may never end on the edges of the board, except at the designated "EXIT" square. The path also may not cross itself, unless there is an intersection square at the point where the path crosses. If at any time your path hits the edge of the board or crosses over itself at a non-intersection, you fail the puzzle.

THE CREEPING VINES

The vines always follow the same path as your token. If at any time the vines catch up to your token you fail the puzzle. There are a few exceptions to the die rolls as detailed below:

- Set Up: You get 5 rolls before the vines start creeping. For the first five rolls, use these results:
 - 1-2: straight piece
 - 3-4: 90° turn piece
 - 5-6: intersection piece
- If you receive a piece you do not wish to use you may place it in "reserve". See the next page.
- You may substitute a d6 roll in order to place the reserve piece on the board or to swap any existing piece on the board for the piece in reserve. The piece on the board is removed and placed in reserve instead, and the reserve piece may be rotated in any direction and placed on the board. If you substitute your roll to place a reserve piece on the board it counts as a roll and the vines continue to move forward one square.
- When a dead end piece is rolled it is placed on the board at the end of the path and it remains there for the rest of the game. It may not be moved, rotated or otherwise changed. If the last piece played before the dead end is an intersection, you may choose any of the three ends of the intersection on which to place the dead end - you do not have to place it in your direct path. The vines continue to move forward

when a dead end piece is rolled, even though your token does not move forward.

- Your token does not move onto the dead end - it stops on the piece before the dead end and waits for the path to be fixed before continuing. On your next die roll you get a new piece, and may replace the piece your token is sitting on with the new piece. If this token does not help you move away from the dead end, you repeat this process until the path is repaired and you can continue toward the exit, or until the vines reach you and you fail the puzzle.
- It is possible that with some unlucky rolls, even the perfect tactics could result in the party losing this puzzle. Your best bet is to plan your piece in reserve and coordinate your skill checks to maximize your chances at winning. Good luck!

If you reach the EXIT square before the vines reach your token you solve the puzzle and win the challenge!

SKILL CHECKS

As detailed on the next page, you can use a limited number of skill checks to modify the puzzle.

PLAYER HANDOUT: Garden Mini Game

For the first 5 rolls (d6), use this chart:	Chart 1
on a 1 & 2: 	= <i>Straight</i>
on a 3 & 5: 	= <i>90° turn</i>
on a 4 & 6: 	= <i>Intersection</i>

All path segments must connect with each other

After the first 5 rolls (d6), use this chart:	Chart 2
on a 1:	<i>Vines move forward one square, PC does not move.</i>
on a 2:	 = <i>Straight. PC and vines move 1 square.</i>
on a 3:	 = <i>90° turn. PC and vines move 1 square.</i>
on a 4:	 = <i>Intersection. PC and vines move 1 square.</i>
on a 5:	 = <i>Dead end. PC does not move, vines move 1 square.</i>
on a 6:	<i>Vines move back one square, PC does not move.</i>

The Vines

Vines are placed on the board at the start of the 6th roll. From this point forward, the vines **always move forward one square** on their turn, following the path you make unless:

1. You roll a 6 and they move back one square.
2. You spend a skill check and succeed in an Arcana, Bluff, Nature or Stealth check; then they do not move.

Dead Ends

When the unfortunate Dead End is rolled, it must be placed on the next square of your path. You do not move onto the dead end piece. Instead, you replace the piece your PC is currently on with your next die roll or from your reserve. **The exception:** If your PC is on an intersection piece when you roll a dead end, you may place the dead end on any open path on that intersection. It does not need to be placed directly in front of you. Remember to use your skill checks if you need to re-roll a die!

Skill Checks

Well timed skill checks could mean the difference between success and failure. Here is a list of skill checks you can perform during gameplay to get you out of a prickly situation:

Acrobatics & Athletics = PC can change direction on an intersection piece.

Arcana, Bluff, Nature & Stealth = Vines stay put and do not advance one square on their turn.

Perception, Religion & Thievery = re-roll the die and try for a better result.

Diplomacy & Endurance = +2 bonus to any check attempted during the puzzle.

The total number of skill checks available to use for the entire mini game is equal to the number of PCs at the table. Use them wisely!

Skill Checks Used:

check a box when a skill check is consumed.



The Reserve

When you get a piece that you do not want to play, you can place it in the reserve. This allows you to use it later on when you actually need it. You can only have one piece in reserve at any given time. If there is already a piece in reserve, you have to play it before adding your next piece to the reserve. **Dead ends may never be placed in reserve.**

Tip: The best piece to keep in reserve is the 90° turn. You never know when you might really need to make that last minute turn!

Remember: Each time you place a piece in reserve, you do not move for your turn BUT the vines do.

PLAYER'S HANDOUT 7: BARRIER PUZZLE

This game is based on the popular Memory Matching Game.

For each turn, flip over a pair of cards. If the symbols match, remove those cards from the table and play continues to the next player. If they do not match, flip the cards facedown and play continues onto the next player.

Cards that have this symbol in the top corner:



trigger skill checks. You all stop and perform a group check as outlined in the "Skill Checks" section below. If the first card you flipped over has a star on it, you may flip your second card over after a successful group skill check. If the group check is failed, you flips the star card back over, may not flip over a second card and the DM reshuffles the remaining cards. If the star card is the second card flipped over and it makes a pairing, you may remove the pair but the party must complete the group check. On a failure, the DM reshuffles the remaining cards.

Play continues until one card is left on the table or the group has failed 3 group checks. That last card symbolizes the weakest spot in the barrier. You have successfully completed the challenge. If the group has failed 3 group checks, you have failed the challenge.

SKILL CHECKS

The first group check is against an Easy DC. If a second group check is triggered by the same star card, it becomes a Moderate DC. If three or more group checks are triggered by the same star card, it then changes to a Hard DC.



When this card is presented with the star symbol, make the following group check: **Acrobatics or Athletics**.



When this card is presented with the star symbol, make the following group check: **Perception or Stealth**.



When this card is presented with the star symbol, each PC makes a melee or ranged basic attack, or an At-Will attack of their choice. Encounter, Daily and Utility powers may not be used.

If your attack roll is against AC then your roll must be greater than AL+15. If the attack is against Fortitude, Reflex, or Will; then your roll must be greater than AL+13. If the attack hits, it counts as a success toward the group check. If the attack misses it counts as a failure toward the group check.

If at least half the group hits with an attack, the group successfully fights their way past the worst of the battle. If the party fails the group check, it counts as a failure for this skill check.



When this card is presented with the star symbol, have the PCs make the following group check: **Arcana or Nature**.



When this card is presented with the star symbol, have the PCs make the following group check: **Diplomacy or Endurance**.

PLAYER'S HANDOUT 8: THE EIDOLON PORTAL AND ITS SURROUNDINGS

- Within 10 squares of the eidolon portal or an Eye of Vacacarian: Arcana, Nature and Religion.
- Adjacent to the eidolon portal or an Eye of Vacacarian: Athletics or Thievery.
- The DC is Hard as a minor action and Moderate as a standard action.
- The portal is open while the eidolon is bloodied.
- The eidolon takes damage at the start of its turn when it is bloodied.
- When the eidolon drops to 0 or below, the portal is destroyed!
- If you fail a check, you suffer AL radiant and psychic damage.

Using a fragment: A character within 5 squares of the portal can throw a *fragment of the monolith* at it as a minor action. The fragment instantly shatters, but it counts as an automatic DC Hard check.

Affecting the Eidolon, the Eyes of Vacacarian, and Escaping Through The Portal: The PCs' actions can modify the eidolon's abilities. With a Hard DC skill check, the PC may choose one of the listed effects.

- If the PC is adjacent to one of the Eyes of Vacacarian, they disable it until the end of the encounter.
- The eidolon takes no damage at the start of its turn, or is healed double the amount he would normally be damaged instead.
- The eidolon cannot summon burning spirits during its next turn; in addition two burning spirits are destroyed without triggering the eidolon's *vengeful flame* or the burning spirit's *whitefire burst*.
- The eidolon cannot use *heal the legion* during its next turn; in addition one skeletal gate guardian takes AL damage.
- The eidolon is dazed until the end of its next turn.
- If the portal is open (the eidolon is in *hallowed stance*) the PC or one ally in 10 squares is enveloped by magic and drawn through the portal, escaping the prison plane. For every 5 higher than required, an additional ally can be transported. This does not provoke opportunity attacks but does trigger *gate guardian*.

Using the portal: Once the portal is active, a PC adjacent to the portal can move through it with a move action specifically used to use the portal. Moving through the portal triggers an opportunity attack from the eidolon portal (unless it is prevented from making opportunity attacks).

Vacacarian's Eyes

Within 5 squares of the statues/circle the monsters are boosted by Vacacarian's presence. The effects depend on the number of eyes present. An adjacent creature can destroy an eye by using Arcane, Athletics, Nature, Religion or Thievery. Number of active eyes:

- 4 and 5 eyes: The monsters have a +2 bonus to attack rolls. Non-minion monsters have a +4 bonus to damage rolls. A creature within the area cannot be dazed, stunned or dominated.
- 2 and 3 eyes: The monsters have a +1 bonus to attack rolls. Non-minion monsters have a +2 bonus to damage rolls. A creature can make a saving throw against dazed, stunned, and dominated effects both at the start and end of their turn even when the effect normally does not allow a saving throw.
- 1 eye: The monsters have a +1 bonus to attack rolls. Dazed, stunned, and dominated effects are automatically removed at the end of the monster's turn.

EVENT SUMMARY

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

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

<https://www.surveymonkey.com/s/CORE0507LFR>

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

If played at a convention, what slot:

Table Number:

DM's Name:

1. What choice did the PCs make?

- a. escape
- b. destroy Vacacarian
- c. both

2. How many PCs got lost (if all PCs got lost, but you played with 4 to 5 players, pick d)?

- a. 0
- b. 1 to 3
- c. 4 to 5
- d. all of them

3. Did the PCs destroy Vacacarian?

- a. yes
- b. no, they tried and failed
- c. no, they never attempted to do so

4. What is the fate of S'Sesshell?

- a. they never made a deal with the yuan-ti
- b. they made a deal, but failed to rescue him
- c. they got him out

5. What is the fate of the NPCs of the Dusk Talons?

- a. neither survived
- b. both survived
- c. only Iviss Nathee Brittlebolt survived
- d. only Taeghen Moondown survived

6. What is the fate of the NPCs of the Lion's Den?

- a. neither survived
- b. both survived
- c. only Thersos Heleidon survived
- d. only Garth Drakwell survived

7. What is the fate of the NPCs of the Order of Torm?

- a. neither survived
- b. both survived
- c. only Novak Markwood survived
- d. only Mera Deiron survived

8. What is the fate of the NPCs of the Shield of Kilgrave?

- a. neither survived
- b. both survived
- c. only Lorit survived
- d. only Shandri Drakwell survived

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

5 4 3 2 1

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

5 4 3 2 1