BROKEN LIGHT

A DUNGEONS & DRAGONS® *LIVING FORGOTTEN REALMS* ADVENTURE

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The Second Battle of Elturel ended in a single terrible instant. The divine relic known as Amaunator's Companion exploded, taking most of Najara's invading forces with it and leveling most of Elturel. Now that the smoke has cleared, the heirs of Elturgard are organizing an expedition to learn what remains of the city, if anything. They also hope to retrieve some items they were forced to leave behind. They need powerful protectors, for who knows what they might find amidst the ashes of Elturel. A *Living Forgotten Realms* adventure set in Elturgard for characters of the Paragon tier (levels 11–20). This adventure is a loose sequel to the Elturgard Story Area adventures and takes place after the events of ADCP5-1 *Home's Last Light*. The adventure includes a retirement option for higher-level characters.

Although this is a one-round adventure, playtest experience has shown that it can run long. You may want to allow 6 hours of play time if possible.

The Wizards Play Network

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

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

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

Preparing for Play

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

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

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

Reading Monster Stat Blocks

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

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

Important DM Information

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

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

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

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

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

APPROPRIATE CHARACTER LEVELS

This adventure supports the entire Paragon tier of play (level 11 – 20). Heroic characters <u>may not</u> play this adventure. Any Heroic-tier character can play, but the highest-level character in the party must be within three (3) levels of the lowest-level character in the party.

Living Forgotten Realms defines five Adventure Levels (ALs) within each tier. The choice of AL affects the difficulty of most obstacles (particularly combat encounters and skill challenges) the PCs will face during the adventure, and also determines the rewards available to the PCs for successfully overcoming those obstacles. The players must decide as a group which AL they want to play, and inform you of their decision before beginning the adventure. We recommend that you calculate the average character level and use that as a starting point, but a group of experienced players might choose to "play up" for a greater challenge, while a group of less-experienced players might choose to "play down" while they're learning the ropes.

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

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

FAILING TO DEFEAT AN ENCOUNTER

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

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

CHARACTER DEATH

When a character dies during the course of an adventure, the player always has at least one option (Death Charity) and might have additional options (such as the Raise Dead ritual). Most importantly, the DM must decide if the rest of the group has access to the dead character's body.

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

to select a Treasure). The PC cannot participate in the same adventure a second time.

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

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

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

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

Milestones

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

Lasting Effects

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

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

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

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

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

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

DCs by Adventure Level

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

Should you need to improvise a DC during the adventure, use the following table.
(Adjust numbers below to fit the tier and delete this sentence.)

Adventure Level	Easy DC	Moderate DC	Hard DC
12	14	20	28
14	15	21	29
16	16	22	31
18	17	23	32
20	18	25	34

Adventure Background

Not too long ago the country of Elturgard was an island of order and hope in an inhospitable swath of the Western Heartlands. A "second sun," a magical artifact gifted by the sun god Amaunator, dominated the city. It hovered eternally above the capital Elturel making it a realm of endless daylight. Its piercing rays were hated by all creatures of darkness and shadow, protecting its citizens against harm. The second sun was called the Companion.

While the Companion protected against evil, it also drew the attention of evil forces bent on its destruction. Many plots failed, foiled by vigilant paladins of Torm, skilled adventurers, and the nature of the artifact.

Three years ago the Order of the Blue Fire, a group dedicated to spreading the gifts of the Spellplague to everybody, assaulted Elturel. They expanded the nearby plagueland through a powerful ritual. From the plaguelands a massive army of plaguechanged monsters surged forward in an attempt to destroy the city's defenders. (*ADCP2-1 The Paladins' Plague*).

A hastily formed army of heroes defeated the Order, but at great cost to the city. The nearby plaguelands had extended into the city and many citizens were spellscarred. The heroes also decided to change the nature of the Companion through a powerful ritual in the hope of turning it against plaguechanged creatures as well as undead. The worst damage was done when the High Observer, ruler of Elturgard, was severely wounded at the end of the fight. Adventurers managed to save him but, unbeknown to all, not quickly enough to prevent the Order infecting the man. The corrupted High Observer took the name Vacacarian while operating in secret.

Over the next few years the people of Elturgard fought against the many enemies of the realm (*ELTU3-1* to *ELTU4-4*). What nobody realized was that one person was behind all the trouble, the High Observer himself.

When heroes performed a ritual to cleanse the plaguelands from its taint through the Companion (*ELTU3-6 True Blood*) he arranged it so that it combined with the earlier meddling at the first battle. The end result was a fully corrupted Companion. He created the essence of Bhaal, a poison that turned its victims into monstrosities under his control. He gathered an army by allying with the forces of Najara, kingdom of snakes, and Netheril. Finally his plans cumulated in the conquest of Elturel (*ELTU4-4 The Fall of Elturgard*) and the destruction of Scornubel (*ELTU4-3 Minutes to Midnight*).

At the conquest of the kingdom, most of the uncorrupted forces of Torm escaped with the aid of adventurers. They began to plan a rebellion which resulted in the battle of Home's Last Light (*ADCP5-1*).

During the battle it became apparent that the freedom fighters had underestimated the strength of the opposition. Seeing no alternative, they elected to detonate the Companion to destroy as many enemies as possible, as well as the essence of Bhaal, and to prevent Netheril from taking control of the Companion. With the sacrifice of the dragon Tyrangal, a band of brave heroes and the artifact known as the *Heart of Light*, the Companion exploded, destroying the city and all within. Due to the actions of other adventurers, most of the remaining citizens escaped, and the radius of the blast was mostly limited to the city. Of the city itself, only smoking rubble remained.

With the Companion gone and Elturel in ruins, Elturgard was abandoned, its citizens left for Baldur's Gate and Iriaebor. Najara had taken a heavy blow and as a result the trade route remained open, but the smoking ruins remained a reminder of old glory.

Now, only a few months after the battle, the three factions of Elturgard combine their resources to mount an expedition to Elturel. Rumors of hauntings pose a potential threat to trade, but they also hope to retrieve some items lost during the battle. Fearing yuan-ti, they hire powerful adventurers to protect them during the mission, which proves a good thing when the expedition learns the hard way that the rumors of hauntings are true.

Shortly after the explosion, Vacacarian returned to the ruins to see what he could recover. To his surprise

he found a mostly spent *Heart of Light* (SPEC5-2), the artifact used to destroy the Companion, and the corpse of Tyrangal. Out of vengeance he tried to use the *heart of light* to animate Tyrangal. The ritual backfired. Not only did he die, turning into a dracolich of a kind, but it created a pocket dimension in the Shadowfell. All of the hatred and anguish of those who died in Elturel were given form, giving Vacacarian absolute control over them, but he is now trapped and constantly reminded about his failure at the height of his power.

Most of the time Elturel is perfectly safe, but occasionally the ruins shift into the pocket dimension. Unfortunately for those present in the ruins at that time, they become the new playthings of tormented emotions made manifest. At that point there are only two options, escape as quickly as possible or join the ghosts of Elturel. Brave souls might opt to try and destroy Vacacarian, but penetrating his lair requires a great sacrifice, and even then killing him is not easy. It is easier to leave, and in a way, there is some justice in Vacacarian's imprisonment.

DM's Introduction

Before starting the game, inquire about the PCs' relation with the various factions within Elturgard from the ELTU story area. While it has no direct impact on the adventure, it influences the behavior of the NPCs. Remember that the common enemy has driven the four factions into an alliance, and in the spirit of this new alliance they are willing to somewhat forgive the past. The PCs might also have interacted with some of the NPCs in this adventure, in which case those NPCs react accordingly.

Of more importance are ADCP07 Fragment of the Monolith from *ADCP2-1 Paladin's Plague* and ELTU28 Tarnished Holy Symbol from *ELTU4-3 Minutes to Midnight*. These can have a direct impact on the game in Encounter 3, 5 and 6.

Important Note: If you plan on using one or more of the puzzles provided, you need to allow yourself extra time to prepare this adventure. Some of the puzzles have pieces that work best when printed on card stock and cut out.

Encounter 1: The PCs are hired as guards of an expedition sent into the ruins of Elturgard. There are of course rumors about hauntings, but scouts have seen nothing out of the ordinary except for yuan-ti groups exploring the place in search of loot.

Encounter 2: The trip to Elturgard is quick and uneventful. The first day the expedition leaders want to stick together for some general exploration. The second day the expedition decides to split. The PCs can pick a site of their choice.

Encounter 3: At the end of the day the PCs find themselves in the middle of an unnatural thunderstorm. As the storm progresses they find themselves in a ghostly version of the city. During the storm they are attacked by strange ghost-like beings.

Encounter 4: After the fight the PCs are approached by a yuan-ti and his human servant, stuck in this horror version of the city. They are desperate to get out and need the PCs. They can offer information about a ritual to help them escape, but the yuan-ti lack the proper foci. There is also the choice to kill a dracolich the center of the prison plane, but what happens to whomever is in the city at the time is unknown. Astute PCs might realize that the yuan-ti is actually dead, and the same fate awaits them if they stick around too long.

Encounter 5: The PCs have a choice to make: find the other expedition members, find that focus, or get to the big monster. Time is limited, although the PCs do not know exactly how much time they have.

Encounter 6A: Once the focus is found, the ritual can start, but even under the best of circumstances it is not easy. Vacacarian is loath to let anybody escape.

Encounter 6B: Once Vacacarian is found it is time to destroy him. Simply killing him is not enough – his anchors to Elturel need to be destroyed before he can actually be killed.

Conclusion: The PCs get out, either alive if they focused on escaping, or dead if they instead opted to destroy the monster responsible for the haunting. Regardless, any surviving NPC is grateful, rewarding the PC or their heirs with a reward.

Fast Play Options

This adventure has two challenging combats and many opportunities for role-play, which may cause the adventure to run longer than a typical 4 hour play session. Some encounters have a section that explains opportunities to shorten the play duration for that particular encounter. These sections are labeled Fast Play Options.

In addition, in convention settings where time is a factor, the DM should consider calling fights early, when the PC's success is a foregone conclusion.

Player's Introduction

The adventure starts with the PCs in Baldur's Gate, here on personal invitation from the four organizations. They require skilled adventures for a potentially dangerous job.

You find yourself in the Elfsong Tavern in the city of Baldur's Gate. You are here on personal invitation from the Exiled Government of Elturgard who are looking for skilled adventurers and are willing to pay good coin for your expertise.

The invitation lacked details, only mentioning a joint expedition into the ruins of Elturel. It bore the seals of the Dusk Talons, the Lion's Den, and the Order of Torm. More details are to be provided in a meeting with Novak Markwood in the Elfsong Tavern, and you are free to refuse the job once you hear those details.

Duren Elendara, the tavern's owner, directs you to a private room in the back. It is a spacious room, with drinks and food on the table ready for consumption. Various adventuring types have already assembled, waiting for your potential employer.

While waiting for Novak to arrive the PCs can chat a bit with one another. Give Player's Handout 1 to players interested in the recent history of Elturgard. Once ready proceed with Encounter 1.

ENCOUNTER 1: BRIEFING

IMPORTANT NPCs

Novak Markwood: male human wizard, expedition leader

Nualla A'Ashemmi: female half-elf, leader of the Dusk Talons and spymaster

Liahanna Conmara: female tiefling merchant, co-founder of the Lion's Den

The PCs are waiting in a private meeting room in the Elfsong Tavern for Novak Markwood for a potential job offer.

After a few minutes of waiting the door opens. First to enter is a tall regal human male in an explorer's outfit with short black hair and a goatee. He is closely followed by a pretty half-elven woman with long dark hair and a tall athletic female tiefling with auburn hair.

"Welcome," the man starts with an articulate voice, "I am Captain Novak Markwood, expedition leader and your potential employer. These are Nualla A'Ashemmi and Liahanna Conmar," while pointing respectively at the half-elf and the tiefling. "They are representing my sponsor, the Elturgard Government in Exile."

More information on the NPCs can be found in the sidebar. Some of the PCs might have met Nualla and Liahanna before, perhaps having even saved their lives. If so, the two recognize the PCs and treat them accordingly. Otherwise they introduce themselves politely, before Novak proceeds. All three have done their research, they know of the PCs past actions and are eager to recruit them for the coming mission.

Novak is the leader of an expedition into the ruins of Elturel. The Exiled Government wants to know the status of the city, whether it poses a threat to the region and if it could potentially be rebuilt. They also hope to recover several important items lost during the hasty retreat when the city was conquered by Najara and its destruction afterward.

Scouts have ascertained that the ruins are relatively safe. Most of the forces of Najara were destroyed, and no new soldiers have been stationed in the area. Still, it is likely the yuan-ti of Najara have agents in the region, and who knows what kind of other monsters could have settled the area. The expedition wants to hire the PCs as extra security.

- Each PC gets 1,200 / 2,000 / 4,000 / 8,000 / 12,000 gp plus a full share of the findings.

- All portals in the region have been destroyed. The closest portal is in Iriaebor, from where the expedition has to travel to the ruins of Elturel by foot. Assuming there is no trouble, the trip should take about 6 days to get to the ruins, and a couple of days exploring the city. Going back to Baldur's Gate is possible through a Linked Portal ritual and should be quick.

- They plan to leave early in the morning. Since they fear Najaran spies, they try to remain unnoticed in Iriaebor, leaving immediately. The PCs should also not discuss the expedition within earshot of others.

- The expedition consists of eight specialists, two from each faction sponsoring the expedition. Novak is a member of the Order of Torm. In addition, there are ten soldiers, plus horses and supplies.

- The specialists are skilled adventurers, although not as powerful or experienced as the PCs. More details can be found in Appendix 2.

- There are rumors of hauntings, even of disappeared travelers. A few scouts have visited the city since its destruction, but they have spotted no monsters nor have they found any evidence of hauntings. The Exiled Government has not been able to confirm any disappearances either, except for one trade caravan that was most definitely attacked by gnoll raiders. It is assumed that the gnolls are not related to the hauntings.

- In particular, the Essence of Bhaal, a poison developed by Vacacarian that turns people in undead monstrosities, may have survived the explosion and the threat of the yuan-ti is still ever present. Any creatures corrupted by Bhaal's taint and yuan-ti would pose a threat greater than the expedition is prepared for. The PCs are specifically needed to deal with these kinds of threats.

- Novak is willing to put the PCs in charge of security, but it is a politically sensitive project, so he wants the PCs to operate as a single team independent of the regular guards for high risk missions.

- Player's Handout 2 details the list of the most important items they are looking for and where they can be found. Any other items the PCs find in the ruins are theirs to keep, although the Exiled Government has the right of first buy, paying standard market value for such items.

- The *Heart of Light* is an artifact created by Amaunator and retrieved by adventurers from an astral domain shortly before the battle. It was used in the destruction of the Companion and it is

presumed to have been consumed in the process. It is an artifact though, so it might have survived.

- The exiled government would have wanted to organize an expedition earlier to recover the lost items. Saving the citizens after the city's destruction was more important than recovering a few items which might not even have survived. Once the citizens were save it took some time to form a new government to help its citizens in exile, let alone acquire the necessary gold to hire adventurers to assist in the expedition. Now that things have settled down, it is time to examine what can be recovered of the ruins.
- Of course, if the expedition runs across any dangerous monsters, they should also try to remove them.
- Details on Elturgard and its surrounding area can be found in Appendix 3 and Novak gladly provides this lore to the PCs.

The PCs may know that these factions have been at odds in the past. With a DC Moderate Insight check on Novak (or DC Hard with the other factions), the PCs can determine that their main goal is to prove that they can all work together and get along. Actual recovery of the lost items is a secondary goal.

NPCs

Novak Markwood: Tall regal male human with short black hair and goatee, wears practical clothing (despising robes).

Personality: Curious, organized, strong sense of justice.

Note: More details in Appendix 2.

Nualla A'Ashemmi: Pretty half-elven woman with long, dark hair and a clearly visible symbol of Selûne around her neck.

Personality: Pragmatic and driven. Dislikes Order of Torm, but in face of a common enemy she works with them and remains polite and even friendly.

Note: Used in *ELTU3-1*, *ELTU4-3*, and *ELTU4-4*.

Liahanna Conmara: Tall athletic female tiefling with a confident posture, maroon colored eyes and auburn hair.

Personality: Strong, feisty, good-hearted.

Note: Used in *ELTU3-1*, *ELTU3-3*, *ELTU4-2*, and *ELTU4-4*.

FAST PLAY OPTIONS

Keep the meeting short and to the point. Novak introduces himself, informs the PCs what the expedition is about, and answers their questions. Nuala and Liahanna don't get involved in the conversation. Simply distribute Player's Handout 2. The briefing shouldn't take more than 15 minutes.

ENDING THE ENCOUNTER

Assuming the PCs accept, they have a day to prepare before the expedition sets out for Iriaebor. Since the group fears Najaran spies, they do not stick around in that city, leaving immediately for Elturel. Proceed with Encounter 2.

Note that PCs who want to talk with representatives of the Shield of Kilgrave or even with Everyn Cadwy, the current leader of the Order of Torm and acknowledged chairman of the Exiled Government, can do so. The Shield and Everyn confirm everything that has been said in this briefing. They consider the expedition important, not only to recover lost property, but more importantly to ascertain nothing bad is going on the region.

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

TREASURE
There is no treasure in this encounter.

Encounter 2: Exploring Elturel

Important NPCs

Novak Markwood: disciplined male human wizard, expedition leader

Iviss Nathee Brittlebolt: twitchy female gnome bard, second in command

Lorit: protective dark skinned female human paladin of Torm

Thersos Heleidon: chubby competitive male human quartermaster

Once the PCs have accepted the job, they have a day and a night in Baldur's Gate to prepare for the expedition. It is a large city, and the characters can certainly do some last minute shopping.

The characters are expected to gather at a private courtyard behind the Elfsong Tavern at sunrise where they are formally introduced to the rest of the expedition. The horses and supplies are in Iriaebor. More information on the NPCs in the expedition can be found in Appendix 2. The NPCs have never met the PCs, but considering the characters' status they are very likely to have heard of them and to be honored to work with them.

Once introductions have been made, a portal is opened to Iriaebor and the group is ushered through before it closes. In Iriaebor the horses and supplies are waiting under supervision of Lord Krieger and his most trusted men. The expedition leaves the city immediately, trying to draw as little attention as possible while posing as a group of mercenaries on their way to the next job.

Fast Play Options

Summarize the travel and first day in a few words. The trip is not important to the adventure. Run the Second Day scene, focusing on the discussion about what to do. This encounter shouldn't take more than 10 minutes.

The adventure details many NPCs. Don't hesitate to focus on one or two that the players seem to like, more or less ignoring the rest.

Bringing the Expedition to Life

The focus of the adventure is not on what happens during the trip to Elturel or even the first two days of exploring the ruins. The adventure is about what happens when the PCs are caught in Vacacarian's haunting and how to escape his grasp. If there is time, and you and the players feel like it, time could be spent on first few days so that the players get to know and perhaps even care about the important NPCs. It helps differentiate between the ordinary events at the beginning and the horror later and makes the choice between killing Vacacarian or rescuing the NPCs just a little bit harder.

Be careful not to turn the encounter in an information dump by making sure the PCs actively interact with the NPCS. Try to get the PCs to interact with the caravan by letting them determine marching order, guard rosters and to be involved in the discussions on what is going on and where to explore as described below. The NPCs also try to determine the PCs' political affiliation and/or affinity. The four factions might be working together now, but it takes time to build trust and forget the past. All of the NPCs are competent, practical people who are here to perform a job. They are able to hide personal dislikes, especially when it is about the PCs who are famous and potentially vital for the success of the mission.

If you have the time and inclination, it is not a bad idea to use a MYRE to expand the adventure. The yuan-ti of Najara have an excellent spy network and they have recruited various agents in the region. Some of these agents joined the serpents' cause voluntary; others have been blackmailed or magically influenced. The yuan-ti would be very interested in the expedition and it is certainly possible one of their agents infiltrated the group (although it should not be any of the four major NPCs) and attempts to stop it.

The serpents are confident they can find what the expedition is looking for, and they are expecting the expedition to use a Linked Portal to get home. So stopping the group before they explore the city is important. The expedition might be ambushed by monsters. It might look like coincidence, but they were a bit too well informed. The second time it would be really clear there is a traitor amongst the expedition. Who it is, is up to you. Alternatively one of the guards might shoot a pigeon with a message for the yuan-ti (the pigeon being part of an Animal Messenger ritual). Just remember that if you go this route, that you should add some secrets to the other NPCs as well.

Note that you could go this route even without running a full-fledged MYRE. The mystery should be easier to solve, and instead of wanting to stop the expedition the yuan-ti simply want to remain up-to-date on its progress. Finding the pigeon or something similarly obvious is necessary in that case.

Travel

It is about 180 miles from Iriaebor to the ruins of Elturel. The expedition avoids the main road, skirting

the edge of the Werewoods south of Elturel. Barring unforeseen events it should take the group about 6 days to get to the ruins on normal steeds. Take into account that there are too many people (23 plus 5 horses without the PCs) for most standard rituals unless the PCs want to perform rituals multiple times. Novak does not feel like wasting gold on it though, but he will not protest if the PCs want to spend their own gold.

The weather is pleasant at first, but by the time the group arrives in Elturel it is hot and dry. Travel during the hottest part of the day is not particularly pleasant for most. Still, the expedition cannot afford to dally and they press on. There are no signs for a change in weather. There are many reminders of the recent changes to the region with many recently abandoned hamlets and overgrown farmland with the occasional suspicious farmer refusing to leave. Near Elturel though there are obvious signs of battle. Most farms are burned down and no living soul stubbornly clings to their old life here.

Arrival

The PCs arrive within sight of Elturel at the end of the sixth day. Read aloud or paraphrase the following:

The meandering Chionthar River, glittering under Amaunator's bright gaze, dominates the valley spread out before you. The grasslands below and the vineyards on the slopes were once well maintained, but they clearly have not seen any farmers in some time.

In the distance you see a large road winding down right into what once was a beautiful city built around and on a lone hill directly on the river's banks. All that remains now is rubble. Even its once proud walls have collapsed.

From this distance it is hard to see, but there is no green inside the city walls, and its once famous hilltop park looks devoid of life.

There are no signs of any inhabitants in the ruins. Since it is near the end of the day, Novak decides after a short discussion to set up camp for the night and approach the city early in the next morning. It gives them more time to observe the ruins from a distance, and nobody in the expedition feels like investigating a haunted ruin during the night.

If the PCs insist, they are free to approach the ruins immediately. There is not much time before it becomes too dark to find anything. There are obviously many ways for the PCs to deal with light, but they do need their rest eventually. See below for what the PCs might find.

First Day

During the night Novak discusses how to explore the city. Unless the PCs have a strong opinion, he decides to set up as base camp about 1 hour travel from the ruins. The horses, supplies and a handful of guards are to remain behind in the camp. The rest will explore the city as a single group, at least until they are certain there is no immediate danger. The others do not object, although there is some real discussion about which place to explore first. The PCs should have the decisive vote. If no agreement can be made, the expedition finally settles on investigating the Gradens and the High Hall first.

Nothing happens during the night and the next morning everything points towards a dusty hot summer day. After a quick simple breakfast, the expedition moves towards the city. Exploring the ruins quickly proves to be a tiring affair. The explosion of the Companion turned the city into one large pile of rubble. Few buildings are standing, and all of the roads are blocked. Progress is slow, especially if anybody would want to try and dig a way to any cellars and vaults below the collapsed buildings. A ritual such as Phantom Steed (if cast multiple times) would make travel through the city easier, but since most time is actually spend on digging through the rubble it does not help much.

As detailed below, <u>there is nothing to be found at the High Hall or the Gardens</u>. Nothing bad happens and there is no chance to get faceless hate. There are signs of other groups having explored the city some time ago, but nothing too recent. The lack of obvious yuan-ti scouts is a relief to Novak. Chances are that there are agents observing the ruins, and that soldiers will soon be dispatched to deal with the expedition, so Novak, urges to make haste. More suspicious members of the group, certainly some of the NPCs, are a bit worried about the lack of agents within the ruins. It suggests there is something dangerous keeping the yuan-ti out. More level-headed people point out that there are ample of places to hide, and that the yuan-ti only need a few snakes to spy on the city. There might also be nothing of interest and they have simply left for better places. The ruins are not exactly hospitable to life of any kind.

Regardless, nothing special happens during the day and the expedition leaves for base camp some time before sundown. Nothing special happens during the night.

Second Day

Realizing that it is going to take days to explore all of the important spots in the city, several members suggest splitting up. There are no signs of danger, and some haste is in order considering the ever present threat of

the yuan-ti. The suggestion is to split into five groups, one group for each site of interest with the PCs investigating the last known location of Bhaal's essence – one of the potentially more dangerous places in the ruins. Note that at this time, the brewery is nothing more than rubble. There is no trace of Bhaal's essence.

Chances are that one or more of the PCs is going to protest to splitting up, especially in five groups (leaving only two guards per group). Novak can be convinced to split in fewer groups, although that raises a question about what sites to investigate first. After all, each faction places a little more importance on their own items. Obviously, if the PCs elect to visit one specific site, the faction interested in that area is willing to join another group (or simply join the PCs). None of the NPCs is going to be particularly stubborn. They understand the security risk of splitting up, and survival is more important than material gain.

Under **no** circumstances does Novak accept the PCs splitting up. Individual PCs are not going to offer much additional aid in case of serious trouble, while the guards and the four faction leaders are skilled enough to deal with minor problems. As a group though, the PCs are a force to reckon with.

Each team is going to carry flares of different colors with which they can summon the PCs in case of serious trouble. The adventurers stand a higher chance of reaching that team in one piece as a single group if they are together from the start as opposed to spread out over the whole city, especially if they use the Eagle's Flight ritual which Novak has on a scroll. He also objects if the characters decide to wait outside the city, that is just a waste of time and resources and it does not get them closer to a problem spot.

If the PCs ask what they should do if multiple flares go up at the same time, the NPCs respond:

- Novak (Order of Torm) and his group are willing to sacrifice themselves for the mission. They will hold their position as long as possible. The PCs should aid the other group in trouble.
- Iviss (Dusk Talons) says that she trusts the PCs' judgement. Then, at first opportunity, she slips one of the PCs a 1,000 gp ruby and asks them to save her team above the others.
- Lorit (Shields of Kilgrave) indicates that her team will retreat from their position, taking casualties as needed, and will go to the nearest flare to help that group. (Likely the Lion's Den.)
- Thersos (Lion's Den) reminds the PCs that her team thinks of themselves as merchants first, and adventurers second. The other groups are better

able to take care of themselves, while his group will need the most help.

While Novak is not a big fan of everyone sticking together as one team, if the PCs really insist he can be convinced (requiring at least a DC Hard Diplomacy or Intimidate check). This changes how Encounters 3 and 4 are run somewhat, but not overly much. Instead of looking for the NPCs, it becomes more about keeping them alive. More details can be found in each specific encounter.

Once the division has been made, the teams start their second day of exploration. As in the first day, what the PCs find depends on their chosen location. Nothing special happens until near the end of the day just after the PCs discovered what they were looking for. Proceed with Ending the Encounter.

Ruins of Elturel

For details see the map in Player's Handout 3. The city is in complete ruin. There is nothing alive within the collapsed walls. The center of the explosion was directly above the High Hall and the Gardens which is reflected in the rubble. Few, if any, organic material remains within the center, while near the city walls some buildings are still standing.

0. City's surroundings: The border of the explosion is abrupt – the result of the rituals adventurers performed during the battle that lead to the destruction of Elturel. There are ample places to setup camp and/or hide in the surroundings of the city. It used to be a heavily cultivated area, but all farms have been pillaged and the armies that once attacked the city have left their scars. Still, nature recovered quickly and unlike the city everything has been overgrown quickly. Observant PCs are likely to find evidence of other humanoids (yuan-ti, gnolls and perhaps adventurers) in the area, but none recent. If there are any yuan-ti observing the ruins, the PCs do not find them nearby; but considering the ruins can be observed from quite a distance, that should not be too surprising.

1. High Hall: There is nothing much left of these once grand halls, which were directly under the Companion when it exploded. All that remains is a heap of partially molted rubble, some scorch marks, and ash. The rock of the hill is cracked. The whole region feels rather unstable as if ti will sink down into the caverns and cellars of the hill below any moment. Water seeps out of the rock in the south directly in the river, all that remains of the stream that fed the Maiden's Leap, suggesting some of the vaults might be flooded as well. Nothing of value can be found in the area, at least not

within the time frame of this adventure. Any excavations would require a team of engineers and workers digging for days.

2. The Garden: Once this was a beautiful park filled with fountains, streams, fields, and shade providing trees. Now it is nothing but scorched earth, cracked rock, and half-melted unrecognizable iron objects. As with the High Hall, the ground is unstable and dangerous to traverse, although at least there is less rubble here, which makes it easier to see the potential pitfalls. Some of the cracks might lead down into the vaults and crypts below, but few are big enough for a human to enter and those that do look dangerous. Nothing of interest can be found here.

3. Maiden's Leap: Once these cliffs were the location of falls that cascadde to a small river that drained away to the Chionthar. The explosion severely damaged the hill, and destroyed the old aqueducts. The portal to the Elemental Chaos that fed its waters is still operating, and the small river now drains directly in the river to the south. It was somewhat protected by the blast, but rubble from the top came crashing down on the buildings below. Nothing of value can be found here.

4. Shiarra's Market: Once the main market district of the city. Due to the lack of buildings it is one of the few open areas in the ruins. Large cracks give access to the sewers below. A large skirmish was fought here, and the scorched remnants of a Netherese ship that crashed down during the same battle can be found here. There is nothing of any great value to be found here. Anything obviously valuable has been looted already some time ago, probably by stragglers of Elturel's citizens or the yuan-ti army.

5. Dragoneye Docks: The main warehouse and shipping district of the city. Scorched and burned to the ground, there is nothing to be found. Near the end of the battle the Elturgardian army left with rafts from this area. Sunken rafts and corpses, both human and serpentine can be found in the flooded docks and under the rubble. As on the market anything of obvious value has either been destroyed during the explosion or looted sometime after.

6. Ormar's Brewery: The last known location of the *essence of Bhaal*. The area was already devastated during the Battle of the Paladin's Plague and the insurgence of plagueland during that time. The yuan-ti had cleared out the brewery and rebuilt it partially, using its vaults and huge brass kettles for the production of the *essence of Bhaal*. All that remains now is melted wrangled mettle and rubble. The area seems to have been the center of a huge and immensely hot fire. Nothing remains of the essence and there is nothing of value to be found.

7. The Rathole: The safe-house of the Dusk Talons is in the sewers. Gaining access to it requires some hard work digging out an usable entrance, but once that is done the safe-house is in good condition and all sought items can be recovered (see the Treasure section below). It is clear some creatures tried to hide in the sewers during the battle or just before the explosion. Despite the protection of the ceiling, they died due to extreme heat exposure, and their mummified corpses can be found in the drier areas. Obviously, any corpse in the more exposed areas rotted away months ago.

8. Guild House: HQ of the Lion's Den. It burned down to the ground even before the city was destroyed. The yuan-ti never bothered to clear the rubble to gain access to the vaults below, having more important things to do. It takes some digging, but the rubble protected the vaults and its doors below, and all sought items are still in one piece (see the Treasure section below).

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. At the edge of the city, close enough to the cliffs of the Hill and far away enough to avoid the rubble, it is in surprisingly good condition. Its main shrine is still in one piece, except for one large piece of rubble that somehow crushed the main statue of Torm, as if a sign of his displeasure. It still requires digging and the help of an engineer to prevent additional collapses, but the sought after items can be found (see the Treasure section below).

10. Shield's Safe-House: The area was devastated during the Battle of the Paladin's Plague and the insurgence of plagueland during that time, but the Shields had rebuilt most of this area. It functioned as a hidden safe-house for a group of spellscarred nuns. At the edge of the city, its upper levels still collapsed during the explosion. The vaults below are in one piece. Getting there is relatively easy; opening the mangled steel doors is another matter. The sought after items can still be found here (see the Treasure section below).

Fast Play Options

Summarize the travel and first day. Then run the Second Day scene. This encounter shouldn't take more than 10 minutes.

Ending the Encounter

The quiet before the storm, this time literally, ends on the second day a few hours after noon just after the PCs are finished investigating their choice spot.

It has been a hot and dry day, but not particularly humid. The humidity suddenly rises and there is a lack of even the slightest breeze.

The dark clouds of a severe thunderstorm roll towards the city. The clouds came out of nowhere, and there is no doubt that in minutes you will be in a severe summer storm. A flash and loud roar of thunder highlight this fact.

The current weather conditions appear to be perfectly natural, but its instantaneous appearance means it is clearly of magical origin. There had been no signs of thunderstorms, or even the possibility of one, until this moment.

No magic can be detected, but considering the distance that is not surprising. A DC 20 Nature check confirms that it is going to be a severe thunderstorm with strong gusts of wind, hail, and lots of rain. Staying in the open might not be a good idea. Hiding in the remnants of the sewers below is probably even worse – they are very likely to flood. The ruins offer plenty of opportunity to find decent cover.

If there are any NPCs present, they urge to seek cover immediately. There certainly is not enough time to somehow get out of the ruins or to any of the other groups. They might speculate about the storm's origin and reason, but cannot think of any involving the yuan-ti or the Order of Blue Fire. The enemy does not need the storm for cover, and no thunderstorm is going to kill those on the expedition. They are certain though that if the storm is directed at them, they will learn more soon enough.

Give the PCs time to make some preparation before proceeding to Encounter 3.

Note: In the unlikely case that the PCs have been waiting outside of the city, they find themselves inside without even having moved. It confirms the magical nature of the thunderstorm.

Milestone

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

Treasure

Besides various valuable trade goods, coin and jewelry the characters also find the following items in the various areas:

Rathole: A *chameleon ring* and a set of *armor of dark majesty +3* (+4 at AL 16 and up).

Guild House: AL 14 and up a *friendship bracelet*, at AL 20 there is also a *circlet of the urbane*.

Fortitude's Shrine: A *vigilant blade +3* (+4 at AL 16 and up) and a *necklace of prayer beads +3* (+4 at AL 18 and up).

Shield's Safe-House: *elemental prism* and at AL 16 and up a *ring of circling fangs*.

Encounter 3: Faceless Fury

Encounter Level 14/16/18/20/22

Creatures

This encounter includes the following creatures at Adventure Levels 12 and 14:
1 charnelhouse fury (C)
2 malicious ghosts (G)
2 angels of battle (A)

This encounter includes the following creatures at Adventure Levels 16, 18 and 20:
1 charnelhouse spite (C)
2 faceless ghouls (G)
2 faceless angels of battle (A)

Scaling the Encounter

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

Four PCs: Remove an angel of battle. At AL 16+ keep an eye on the control effects.

Six PCs: Add an angel of battle.

Fast Play Options

The charnelhouse is the driving force behind the ambush. With its defeat the others should soon lose their interest and simply dissipate. The characters should realize its role, and the impact of its destruction. The exact timing of the disappearance of the other creatures is up to you, but the fight should not last more than 75 minutes. If killing the charnelshouse takes too much time, reduce its defenses by 2 once it gets bloodied or reduce the severity of the weather and switching of terrain to speed up the fight.

Setup

The PCs have been searching the ruins of Elturel when they are suddenly surprised by a severe thunderstorm. It seems to be natural, but its sudden appearance is a clear sign of its magical origin. Assuming the PCs sought cover in the ruins, read aloud or paraphrase, otherwise make the necessary adjustments. If they are somehow in the open or even outside of the city, they find themselves amongst the ruins after the first lightning flash.

Within seconds the sky has turned as black as the night, the bright blue summer sky of moments earlier nothing more than a memory. A powerful gust of wind is the final warning, before freezing rain and hail crashes over you like a wave of solid water. The sudden dark, heavy rain and strong winds make it pitch black except for those few moments that lightning brightens the sky.

It is with that first flash you realize something odd is going on. You are not standing amongst the rubble anymore, but in between solid buildings of the city of old that provide some cover against the biting wind and freezing rain. In between each flash, you return to the rubble as if you are flashing between two worlds.

Place the characters on the battle map. Characters who succeed at a DC 20 Arcana check sense the magic. It is indeed as if they are partially in one world, and partially another, one not unlike the Shadowfell. Give the PCs one round to react, before reading or paraphrasing the following:

There is a bright flash followed instantly by a loud bang of thunder. An amalgamation of tentacles and corpses, brightly shining with a crackling blue energy, roars with anger. It is unclear whether it is the creature or something else, but a feeling of anger and hatred flares within you, and you can almost taste it in the air.

The amalgamation of corpses and tentacles looks like a charnelhouse, an undead created when a large group of people die at the same time and place under horrendous circumstances. The creatures all glow with radiant energy, which is odd, suggesting it is something different from a typical undead. (The truth is that some pieces of the exploded Companion were shifted here with the PCs, and some of the animated pieces form the constructs in this encounter. The PCs can find evidence of this after they defeat the monsters.) The charnelhouse seems to energize the monsters which the PCs can realize with a DC Hard Arcane or Religion check. After about two rounds, it becomes obvious without a check to all PCs.

The metallic winged angels and ghosts look as expected, but PCs who succeed at a DC Moderate Insight (active or passive) check realize they feel and act more like emotions given life then individual sapient creatures. The angels do not appear to serve a specific deity. The faceless variants have only a mouth (no eyes, or nose), but otherwise look normal. PCs who succeed at a DC 20 Heal check realize that this is associated with a vile disease known as *faceless hate*.

Note that the ghosts/ghouls start inside the buildings. Unless the PCs succeed at an active or passive Perception check vs. the monsters' Stealth +5 (walls) they remain hidden for the PCs (assume the monsters take 10 on their Stealth checks for simplicity sake). The

other creatures are clearly visible and there is no surprise round. Roll initiative as normal.

The tarnished symbol of Torm (ELTU28 Tarnished Holy Symbol) from *ELTU4-3* starts to glow softly. It seems to dampen the feelings of rage and hatred for those who are wearing it.

Faceless Hate

The ghostly domain of Elturel is infused with faceless hate so palpable that it can infect visitors. Some of the creatures in this fight can infect the PCs (and NPCs) with the disease. See Appendix 4 for details. While within the city limits no creature can improve or cure this disease, only worsen (as detailed in Encounter 5). Once outside, a character can be cured as normal (with the exception as detailed on the story award).

PCs with **ELTU28 Tarnished Holy Symbol** gain a +5 bonus on saving throws and skill checks when defending against this disease.

Features of the Area

Illumination: In the thunderstorm it is dimly light except in the odd rounds when lightning flashes bright light in the area. Note that regardless of the light, the lightning storm still limits vision.

Lightning Storm: The rain and strong wind limit sight to 10 squares. In addition, ranged attacks suffer a -4 penalty to attack rolls. The storm makes flying a challenge. Any creature that enters or starts its turn 2 squares or higher in the air need to make a DC Moderate Athletics check or be pushed 1d6 squares in a random direction, falling to the ground (potentially taking falling damage) and then knocked prone.

Buildings - Odd Rounds: The buildings are solid stone constructions, twenty feet high for sloped roof buildings and thirty feet high for the tower. Sturdy wooden doors and shuttered windows provide access to the inside; all are locked and require a minor action DC 20 Strength or a DC Moderate Thievery check to open. Creatures on the roof suffer the same consequences as creatures flying. Inside there are no penalties for the storm.

Characters on the 2nd floor or the roof fall to the ground below when a building changes into rubble. Creatures inside do NOT end up under the rubble.

Buildings - Even Rounds: The buildings are nothing more than piles of rubble. They are considered difficult terrain, requiring 3 squares of movement unless a creature has earth walk or a climb speed. Creatures within the area are considering climbing, and hence grant combat advantage and fall prone when unless they make a DC 15 Athletics check.

Note that the switch between rubble and building is relatively smooth. Those on the rubble end up on the first floor after the transition.

Tactics

The charnelhouse just tries to grab as many opponents as possible, dragging people within reach before mauling them to pieces. While potentially intelligent, it is hatred and rage giving form.

The angels and ghosts/ghouls have more control over their emotions and show a battle acuity on the level of their intelligence. They dash in and out of reach, trying to cause as much hurt as possible. They know about the buildings, and are not averse to use it to their advantage. The angels tend to target the same characters as the charnelhouse. The ghosts/ghouls focus on those characters that keep their distance from the fight, with the ghouls dragging their victims in the rubble. The hope for the ghouls is to separate those characters from the rest when the buildings manifest.

All of the monsters have an immense hatred for divine characters, especailly open worshippers of Torm and Ilmater. While they do not take big risks, if there is an equal choice they always preferentially target the divine characters and worshippers.

Ending the Encounter

The charnelhouse fights to the death. With its destruction the remaining monsters fight for a maximum of two more rounds before disappearing. If the fight has already lasted 6 or more rounds, they disappear immediately. When dropped below 0 hit point their bodies disappear. There is nobody to capture, and during the fight they say nothing.

With the destruction of the charnelhouse the landscape settles on that of the shadowy city. Soon after the rain stops, but the sky remains dark, lit by the occasional lightning flash.

Remember to have each PC who was hit by a creature in this encounter make a saving throw against the disease Faceless Hate. Then proceed with Encounter 4.

Milestone

This encounter counts toward a milestone.

Treasure

There is no treasure in this encounter.

PACING

This is the halfway point of the adventure. You should have at least two hours left. If you have less than two hours available to play, you should begin using more of the Fast Play option suggestions.

ENCOUNTER 3: FACELESS FURY (ADVENTURE LEVEL 12)

1 Charnelhouse Fury (C)	Level 13 Elite Soldier
Huge immortal animate (blind)	XP 1,600

HP 272; **Bloodied** 136   **Initiative** +9
AC 29, **Fortitude** 27, **Reflex** 22, **Will** 24   **Perception** +15
Speed 6   **Blindsight** 10
Immune fear; **Resist** 10 radiant
Saving Throws +2; **Action Points** 1

TRAITS
O Lashing Tentacles • Aura 5
Any enemy that enters the aura or starts its turn there is marked by the charnelhouse fury until it is no longer in the aura. Enemies marked by the fury cannot be marked by other creatures while the enemies are in the aura.

Faceless Hate
A creature hit by a charnelhouse fury must make a saving throw at the end of the encounter or it becomes infected with faceless hate at stage 1. If the target already suffers faceless hate the disease increases by 1 stage instead.

STANDARD ACTIONS
m Tentacle (radiant) • At-Will
Attack: Melee 10 (one creature); +16 vs. Reflex
Hit: 3d8 + 9 radiant damage, and the fury grabs the target (escape DC 20).

M Double Attack • At-Will
Effect: The fury uses *tentacle* twice.

M Bite • At-Will
Attack: Melee 1 (one creature grabbed by the fury); +18 vs. AC
Hit: 4d12 + 16 damage.
Miss: Half damage.

MINOR ACTIONS
M Real • At-Will 1/round
Attack: Melee 10 (each creature grabbed by the fury); +18 vs. Fortitude
Hit: The fury pulls the target up to 5 squares.

TRIGGERED ACTIONS
M Tentacle Retaliation • At-Will
Trigger: An enemy marked by the fury makes an attack that doesn't include it as a target.
Effect (Immediate Reaction): The fury uses *tentacle* against the triggering enemy.

Skills Stealth +12

Str 22 (+12)	**Dex** 12 (+7)	**Wis** 18 (+10)
Con 24 (+13)	**Int** 14 (+8)	**Cha** 9 (+5)

Alignment chaotic evil   **Languages** Supernal
Note: Modified crag roper.

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2 Angels of Battle (A)	Level 13 Skirmisher
Large immortal humanoid (angel)	XP 800

HP 132; **Bloodied** 66   **Initiative** +12
AC 27, **Fortitude** 25, **Reflex** 23, **Will** 26   **Perception** +10
Speed 8, fly 12 (hover)
Immune fear; **Resist** 10 radiant

TRAITS
Angelic Presence
While the angel is not bloodied, attack rolls against it take a -2 penalty.

STANDARD ACTIONS
m Falchion (weapon) • At-Will
Attack: Melee 2 (one creature); +18 vs. AC
Hit: 2d10 + 9 damage, and the target grants combat advantage until the start of the angel's next turn.

M Mobile Melee Attack • At-Will
Effect: The angel moves up to half its speed and uses *falchion* once at any point during the movement. The angel doesn't provoke opportunity attacks when moving away from the target of the attack.

C Storm of Blades • Encounter
Attack: Close burst 3 (enemies in the burst); +18 vs. AC
Hit: 6d8 + 6 damage.
Effect: The angel's fly speed changes to 2 (hover) until the end of the encounter.

Str 23 (+12)	**Dex** 19 (+10)	**Wis** 18 (+10)
Con 20 (+11)	**Int** 15 (+8)	**Cha** 25 (+13)

Alignment chaotic evil   **Languages** Supernal
Equipment falchion

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2 Malicious Ghosts (G)	Level 13 Lurker
Small shadow humanoid (undead)	XP 800

HP 72; **Bloodied** 36   **Initiative** +14
AC 27, **Fortitude** 23, **Reflex** 25, **Will** 26   **Perception** +13
Speed 0, fly 6 (hover); phasing   **Darkvision**
Immune disease, poison

TRAITS
Inexorable Creep
When the ghost uses phasing to move through blocking terrain, it gains a +2 bonus to attack rolls and all defenses and deals 1d8 extra damage on melee attacks and ranged attacks until the start of its next turn.

Insubstantial
The ghost takes half damage from any damage source.

STANDARD ACTIONS
m Spirit Touch (necrotic) • At-Will
Attack: Melee 1 (one creature); +16 vs. Reflex
Hit: 3d8 + 8 necrotic damage.

R Piercing Malice (psychic) • At-Will
Attack: Ranged 5 (one creature); +16 vs. Will
Hit: 3d8 + 8 psychic damage, and the target is slowed (save ends).

C Inky Breath (necrotic) • Recharge 5-6
Attack: Close blast 5 (enemies in the blast); +16 vs. Fortitude
Hit: 2d8 + 3 necrotic damage, and the target takes ongoing 10 necrotic damage and is immobilized (save ends both).

Skills Stealth +18

Str 14 (+8)	**Dex** 24 (+13)	**Wis** 14 (+8)
Con 19 (+10)	**Int** 10 (+6)	**Cha** 25 (+13)

Alignment unaligned   **Languages** Common

Encounter 3: Faceless Fury (Adventure Level 14)

1 Charnelhouse Fury (C)	Level 15 Elite Soldier
Huge immortal animate (blind)	XP 2,400

HP 304; **Bloodied** 152 — **Initiative** +10
AC 31, **Fortitude** 29, **Reflex** 24, **Will** 24 — **Perception** +16
Speed 6 — Blindsight 10
Immune fear; **Resist** 10 radiant
Saving Throws +2; **Action Points** 1

TRAITS

O **Lashing Tentacles • Aura** 5
  Any enemy that enters the aura or starts its turn there is marked by the charnelhouse fury until it is no longer in the aura. Enemies marked by the fury cannot be marked by other creatures while the enemies are in the aura.

Faceless Hate
  A creature hit by a charnelhouse fury must make a saving throw at the end of the encounter or it becomes infected with faceless hate at stage 1. If the target already suffers faceless hate the disease increases by 1 stage instead.

STANDARD ACTIONS

m **Tentacle** (radiant) • **At-Will**
  Attack: Melee 10 (one creature); +18 vs. Reflex
  Hit: 3d8 + 11 radiant damage, and the fury grabs the target (escape DC 22).

M **Double Attack • At-Will**
  Effect: The fury uses *tentacle* twice.

M **Bite • At-Will**
  Attack: Melee 1 (one creature grabbed by the fury); +20 vs. AC
  Hit: 4d12 + 18 damage.
  Miss: Half damage.

MINOR ACTIONS

M **Real • At-Will** 1/round
  Attack: Melee 10 (each creature grabbed by the fury); +20 vs. Fortitude
  Hit: The fury pulls the target up to 5 squares.

TRIGGERED ACTIONS

M **Tentacle Retaliation • At-Will**
  Trigger: An enemy marked by the fury makes an attack that doesn't include it as a target.
  Effect (Immediate Reaction): The fury uses *tentacle* against the triggering enemy.

Skills Stealth +13
Str 22 (+13)   **Dex** 12 (+8)   **Wis** 18 (+11)
Con 24 (+14)   **Int** 14 (+9)   **Cha** 9 (+6)
Alignment chaotic evil   **Languages** Supernal
Note: Modified crag roper.

2 Angels of Battle (A)	Level 15 Skirmisher
Large immortal humanoid (angel)	XP 1,200

HP 148; **Bloodied** 74 — **Initiative** +13
AC 29, **Fortitude** 27, **Reflex** 25, **Will** 28 — **Perception** +11
Speed 8, fly 12 (hover)
Immune fear; **Resist** 10 radiant

TRAITS

Angelic Presence
  While the angel is not bloodied, attack rolls against it take a -2 penalty.

STANDARD ACTIONS

m **Falchion** (weapon) • **At-Will**
  Attack: Melee 2 (one creature); +20 vs. AC
  Hit: 3d10 + 5 damage, and the target grants combat advantage until the start of the angel's next turn.

M **Mobile Melee Attack • At-Will**
  Effect: The angel moves up to half its speed and uses *falchion* once at any point during the movement. The angel doesn't provoke opportunity attacks when moving away from the target of the attack.

C **Storm of Blades • Encounter**
  Attack: Close burst 3 (enemies in the burst); +20 vs. AC
  Hit: 6d8 + 7 damage.
  Effect: The angel's fly speed changes to 2 (hover) until the end of the encounter.

Str 23 (+13)   **Dex** 19 (+11)   **Wis** 18 (+11)
Con 20 (+12)   **Int** 15 (+9)   **Cha** 25 (+14)
Alignment chaotic evil   **Languages** Supernal
Equipment falchion

2 Malicious Ghosts (G)	Level 15 Lurker
Small shadow humanoid (undead)	XP 1,200

HP 81; **Bloodied** 40 — **Initiative** +15
AC 29, **Fortitude** 25, **Reflex** 27, **Will** 28 — **Perception** +14
Speed 0, fly 6 (hover); phasing — Darkvision
Immune disease, poison

TRAITS

Inexorable Creep
  When the ghost uses phasing to move through blocking terrain, it gains a +2 bonus to attack rolls and all defenses and deals 1d8 extra damage on melee attacks and ranged attacks until the start of its next turn.

Insubstantial
  The ghost takes half damage from any damage source.

STANDARD ACTIONS

m **Spirit Touch** (necrotic) • **At-Will**
  Attack: Melee 1 (one creature); +18 vs. Reflex
  Hit: 3d8 + 10 necrotic damage.

R **Piercing Malice** (psychic) • **At-Will**
  Attack: Ranged 5 (one creature); +18 vs. Will
  Hit: 3d8 + 10 psychic damage, and the target is slowed (save ends).

C **Inky Breath** (necrotic) • **Recharge** 5-6
  Attack: Close blast 5 (enemies in the blast); +18 vs. Fortitude
  Hit: 2d8 + 4 necrotic damage, and the target takes ongoing 10 necrotic damage and is immobilized (save ends both).

Skills Stealth +19
Str 14 (+9)   **Dex** 24 (+14)   **Wis** 14 (+9)
Con 19 (+11)   **Int** 10 (+7)   **Cha** 25 (+14)
Alignment unaligned   **Languages** Common

Encounter 3: Faceless Fury (Adventure Level 16)

1 Charnelhouse Spite (C) — Level 17 Elite Soldier

Huge immortal animate (blind) — XP 3,200

HP 332; **Bloodied** 166 — **Initiative** +14
AC 33, **Fortitude** 31, **Reflex** 30, **Will** 29 — **Perception** +16
Speed 6 — Blindsight 10
Immune fear; **Resist** 10 radiant
Saving Throws +2; **Action Points** 1

Traits

Threatening Reach

The charnelhouse spite can make opportunity attacks against enemies within 3 squares of it.

Faceless Hate

A creature hit by a charnelhouse spite must make a saving throw at the end of the encounter or it becomes infected with faceless hate at stage 1. If the target already suffers faceless hate the disease increases by 1 stage instead.

Standard Actions

m **Tentacles** (radiant) • **At-Will**

Attack: Melee 3 (one creature); +20 vs. Fortitude

Hit: 2d8 + 8 radiant damage, the charnelhouse spite can pull the target 1 square, and the target takes ongoing 10 radiant damage and is slowed (save ends both).

First Failed Saving Throw: The target is in addition blinded (save ends all three).

Second Failed Saving Throw: The target is stunned instead of blinded and slowed (save ends).

M **Bite** • **At-Will**

Attack: Melee 1 (one creature); +22 vs. AC

Hit: 2d12 + 12 damage.

M **Hungry Assault** • **At-Will**

Effect: The charnelhouse spite uses *tentacles* twice or uses *tentacles* once and *bite* once.

C **Tentacle Flurry** (radiant) • **Recharge** when first bloodied

Attack: Close blast 3 (creatures in the blast); +20 vs. Fortitude

Hit: 2d10 + 5 damage, and the target takes ongoing 10 radiant damage and is slowed (save ends both).

First Failed Saving Throw: The target is in addition blinded (save ends all three).

Second Failed Saving Throw: The target is stunned instead of blinded and slowed (save ends).

Str 25 (+15)	Dex 18 (+12)	Wis 16 (+11)
Con 22 (+14)	Int 14 (+10)	Cha 18 (+12)

Alignment chaotic evil   **Languages** Supernal
Note: Modified enormous carrion crawler.

2 Faceless Angels of Battle (A) — Level 17 Skirmisher

Large immortal humanoid (angel, blind) — XP 1,600

HP 164; **Bloodied** 82 — **Initiative** +14
AC 31, **Fortitude** 29, **Reflex** 27, **Will** 30 — **Perception** +12
Speed 8, fly 12 (hover) — Blindsight 10
Immune fear; **Resist** 10 radiant

Traits

Angelic Presence

While the angel is not bloodied, attack rolls against it take a -2 penalty.

Faceless Hate

A creature hit by a faceless angel must make a saving throw at the end of the encounter or it becomes infected with faceless hate at stage 1. If the target already suffers faceless hate the disease increases by 1 stage instead.

Standard Actions

m **Falchion** (weapon) • **At-Will**

Attack: Melee 2 (one creature); +22 vs. AC

Hit: 3d10 + 7 damage, and the target grants combat advantage until the start of the angel's next turn.

M **Mobile Melee Attack** • **At-Will**

Effect: The angel moves up to half its speed and uses *falchion* once at any point during the movement. The angel doesn't provoke opportunity attacks when moving away from the target of the attack.

C **Storm of Blades** • **Encounter**

Attack: Close burst 3 (enemies in the burst); +22 vs. AC

Hit: 6d8 + 8 damage.

Effect: The angel's fly speed changes to 2 (hover) until the end of the encounter.

Str 23 (+14)	Dex 19 (+12)	Wis 18 (+12)
Con 20 (+13)	Int 15 (+10)	Cha 25 (+15)

Alignment chaotic evil   **Languages** Supernal
Equipment falchion

2 Faceless Ghoul (G) — Level 17 Lurker

Medium immortal humanoid (blind, undead) — XP 1,600

HP 124; **Bloodied** 63 — **Initiative** +17
AC 31, **Fortitude** 30, **Reflex** 29, **Will** 27 — **Perception** +18
Speed 8, climb 4 — Blindsight 10
Immune disease, poison; **Resist** 10 radiant; **Vulnerable** 5 necrotic

Traits

O **Sepulchral Stench** • **Aura** 3

Enemies take a -2 penalty to all defenses while in the aura.

Unhindered

When the ghoul moves on its turn, it pulls with it any creature grabbed by it. The creature remains grabbed, and this movement does not provoke an opportunity attack from the grabbed creature.

Faceless Hate

A creature hit by a faceless ghoul must make a saving throw at the end of the encounter or it becomes infected with faceless hate at stage 1. If the target already suffers faceless hate the disease increases by 1 stage instead.

Standard Actions

m **Grasping Claws** • **At-Will**

Attack: Melee 1 (one creature); +22 vs. AC

Hit: 2d8 + 4 damage.

Effect: The ghoul grabs the target (escape DC 23) if it has fewer than two creatures grabbed. The ghoul then shifts up to half its speed. Until the grab ends, any melee or ranged attack that hits the ghoul deals half damage to the ghoul and half its damage to the target.

M **Devour** (radiant) • **At-Will**

Attack: Melee 1 (one creature grabbed by the ghoul); +22 vs. AC

Hit: 3d10 + 5 damage, and the target is no longer grabbed by the ghoul. In addition, the target takes ongoing 10 radiant damage (save ends),

Miss: Half damage, and the target is no longer grabbed by the ghoul. In addition, the target takes ongoing 5 radiant damage (save ends).

Skills Stealth +18

Str 24 (+15)	Dex 21 (+13)	Wis 20 (+13)
Con 16 (+11)	Int 11 (+8)	Cha 7 (+6)

Alignment chaotic evil   **Languages** Common
Note: Modified abyssal ghoul devourer.

Encounter 3: Faceless Fury (Adventure Level 18)

1 Charnelhouse Spite (C)	Level 19 Elite Soldier
Huge immortal animate (blind)	XP 4,800

HP 364; **Bloodied** 182   **Initiative** +15
AC 35, **Fortitude** 33, **Reflex** 32, **Will** 31   **Perception** +17
Speed 6   Blindsight 10
Immune fear; **Resist** 10 radiant
Saving Throws +2; **Action Points** 1

TRAITS

Threatening Reach
> The charnelhouse spite can make opportunity attacks against enemies within 3 squares of it.

Faceless Hate
> A creature hit by a charnelhouse spite must make a saving throw at the end of the encounter or it becomes infected with faceless hate at stage 1. If the target already suffers faceless hate the disease increases by 1 stage instead.

STANDARD ACTIONS

m **Tentacles** (radiant) • **At-Will**
> *Attack:* Melee 3 (one creature); +22 vs. Fortitude
> *Hit:* 2d8 + 10 radiant damage, the charnelhouse spite can pull the target 1 square, and the target takes ongoing 10 radiant damage and is slowed (save ends both).
> *First Failed Saving Throw:* The target is in addition blinded (save ends all three).
> *Second Failed Saving Throw:* The target is stunned instead of blinded and slowed (save ends).

M **Bite** • **At-Will**
> *Attack:* Melee 1 (one creature); +24 vs. AC
> *Hit:* 2d12 + 14 damage.

M **Hungry Assault** • **At-Will**
> *Effect:* The charnelhouse spite uses *tentacles* twice or uses *tentacles* once and *bite* once.

C **Tentacle Flurry** (radiant) • **Recharge** when first bloodied
> *Attack:* Close blast 3 (creatures in the blast); +22 vs. Fortitude
> *Hit:* 2d10 + 7 damage, and the target takes ongoing 10 radiant damage and is slowed (save ends both).
> *First Failed Saving Throw:* The target is in addition blinded (save ends all three).
> *Second Failed Saving Throw:* The target is stunned instead of blinded and slowed (save ends).

Str 25 (+16)	**Dex** 18 (+13)	**Wis** 16 (+12)
Con 22 (+15)	**Int** 14 (+11)	**Cha** 18 (+13)

Alignment chaotic evil   **Languages** Supernal
Note: Modified enormous carrion crawler.

2 Faceless Angels of Battle (A)	Level 19 Skirmisher
Large immortal humanoid (angel, blind)	XP 2,400

HP 180; **Bloodied** 90   **Initiative** +15
AC 33, **Fortitude** 31, **Reflex** 29, **Will** 32   **Perception** +13
Speed 8, fly 12 (hover)   Blindsight 10
Immune fear; **Resist** 10 radiant

TRAITS

Angelic Presence
> While the angel is not bloodied, attack rolls against it take a -2 penalty.

Faceless Hate
> A creature hit by a faceless angel must make a saving throw at the end of the encounter or it becomes infected with faceless hate at stage 1. If the target already suffers faceless hate the disease increases by 1 stage instead.

STANDARD ACTIONS

m **Falchion** (weapon) • **At-Will**
> *Attack:* Melee 2 (one creature); +24 vs. AC
> *Hit:* 3d10 + 9 damage, and the target grants combat advantage until the start of the angel's next turn.

M **Mobile Melee Attack** • **At-Will**
> *Effect:* The angel moves up to half its speed and uses *falchion* once at any point during the movement. The angel doesn't provoke opportunity attacks when moving away from the target of the attack.

C **Storm of Blades** • **Encounter**
> *Attack:* Close burst 3 (enemies in the burst); +24 vs. AC
> *Hit:* 6d8 + 9 damage.
> *Effect:* The angel's fly speed changes to 2 (hover) until the end of the encounter.

Str 23 (+15)	**Dex** 19 (+13)	**Wis** 18 (+13)
Con 20 (+14)	**Int** 15 (+11)	**Cha** 25 (+16)

Alignment chaotic evil   **Languages** Supernal
Equipment falchion

2 Faceless Ghoul (G)	Level 19 Lurker
Medium immortal humanoid (blind, undead)	XP 2,400

HP 136; **Bloodied** 68   **Initiative** +18
AC 33, **Fortitude** 32, **Reflex** 31, **Will** 29   **Perception** +19
Speed 8, climb 4   Blindsight 10
Immune disease, poison; **Resist** 10 radiant; **Vulnerable** 5 necrotic

TRAITS

O **Sepulchral Stench** • **Aura** 3
> Enemies take a -2 penalty to all defenses while in the aura.

Unhindered
> When the ghoul moves on its turn, it pulls with it any creature grabbed by it. The creature remains grabbed, and this movement does not provoke an opportunity attack from the grabbed creature.

Faceless Hate
> A creature hit by a faceless ghoul must make a saving throw at the end of the encounter or it becomes infected with faceless hate at stage 1. If the target already suffers faceless hate the disease increases by 1 stage instead.

STANDARD ACTIONS

m **Grasping Claws** • **At-Will**
> *Attack:* Melee 1 (one creature); +24 vs. AC
> *Hit:* 2d8 + 6 damage.
> *Effect:* The ghoul grabs the target (escape DC 24) if it has fewer than two creatures grabbed. The ghoul then shifts up to half its speed. Until the grab ends, any melee or ranged attack that hits the ghoul deals half damage to the ghoul and half its damage to the target.

M **Devour** (radiant) • **At-Will**
> *Attack:* Melee 1 (one creature grabbed by the ghoul); +24 vs. AC
> *Hit:* 3d10 + 7 damage, and the target is no longer grabbed by the ghoul. In addition, the target takes ongoing 10 radiant damage (save ends),
> *Miss:* Half damage, and the target is no longer grabbed by the ghoul. In addition, the target takes ongoing 5 radiant damage (save ends).

Skills Stealth +19

Str 24 (+16)	**Dex** 21 (+14)	**Wis** 20 (+14)
Con 16 (+12)	**Int** 11 (+9)	**Cha** 7 (+7)

Alignment chaotic evil   **Languages** Common
Note: Modified abyssal ghoul devourer.

Encounter 3: Faceless Fury (Adventure Level 20)

1 Charnelhouse Spite (C) — Level 21 Elite Soldier

Huge immortal animate (blind)	XP 6,400

HP 396; **Bloodied** 198 — **Initiative** +16
AC 37, **Fortitude** 35, **Reflex** 34, **Will** 33 — **Perception** +18
Speed 6 — **Blindsight** 10
Immune fear; **Resist** 10 radiant
Saving Throws +2; **Action Points** 1

Traits

Threatening Reach
  The charnelhouse spite can make opportunity attacks against enemies within 3 squares of it.

Faceless Hate
  A creature hit by a charnelhouse spite must make a saving throw at the end of the encounter or it becomes infected with faceless hate at stage 1. If the target already suffers faceless hate the disease increases by 1 stage instead.

Standard Actions

m **Tentacles** (radiant) • **At-Will**
  Attack: Melee 3 (one creature); +24 vs. Fortitude
  Hit: 2d8 + 12 radiant damage, the charnelhouse spite can pull the target 1 square, and the target takes ongoing 15 radiant damage and is slowed (save ends both).
  First Failed Saving Throw: The target is in addition blinded (save ends all three).
  Second Failed Saving Throw: The target is stunned instead of blinded and slowed (save ends).

M **Bite** • **At-Will**
  Attack: Melee 1 (one creature); +26 vs. AC
  Hit: 2d12 + 16 damage.

M **Hungry Assault** • **At-Will**
  Effect: The charnelhouse spite uses *tentacles* twice or uses *tentacles* once and *bite* once.

C **Tentacle Flurry** (radiant) • **Recharge** when first bloodied
  Attack: Close blast 3 (creatures in the blast); +24 vs. Fortitude
  Hit: 2d10 + 8 damage, and the target takes ongoing 15 radiant damage and is slowed (save ends both).
  First Failed Saving Throw: The target is in addition blinded (save ends all three).
  Second Failed Saving Throw: The target is stunned instead of blinded and slowed (save ends).

Str 25 (+17)	Dex 18 (+14)	Wis 16 (+13)
Con 22 (+16)	Int 14 (+12)	Cha 18 (+14)

Alignment chaotic evil   **Languages** Supernal
Note: Modified enormous carrion crawler.

2 Faceless Angels of Battle (A) — Level 21 Skirmisher

Large immortal humanoid (angel, blind)	XP 3,200

HP 196; **Bloodied** 98 — **Initiative** +16
AC 35, **Fortitude** 33, **Reflex** 31, **Will** 34 — **Perception** +14
Speed 8, fly 12 (hover) — **Blindsight** 10
Immune fear; **Resist** 15 radiant

Traits

Angelic Presence
  While the angel is not bloodied, attack rolls against it take a -2 penalty.

Faceless Hate
  A creature hit by a faceless angel must make a saving throw at the end of the encounter or it becomes infected with faceless hate at stage 1. If the target already suffers faceless hate the disease increases by 1 stage instead.

Standard Actions

m **Falchion** (weapon) • **At-Will**
  Attack: Melee 2 (one creature); +26 vs. AC
  Hit: 3d10 + 11 damage, and the target grants combat advantage until the start of the angel's next turn.

M **Mobile Melee Attack** • **At-Will**
  Effect: The angel moves up to half its speed and uses *falchion* once at any point during the movement. The angel doesn't provoke opportunity attacks when moving away from the target of the attack.

C **Storm of Blades** • **Encounter**
  Attack: Close burst 3 (enemies in the burst); +26 vs. AC
  Hit: 6d8 + 10 damage.
  Effect: The angel's fly speed changes to 2 (hover) until the end of the encounter.

Str 23 (+16)	Dex 19 (+14)	Wis 18 (+14)
Con 20 (+15)	Int 15 (+12)	Cha 25 (+17)

Alignment chaotic evil   **Languages** Supernal
Equipment falchion

2 Faceless Ghoul (G) — Level 21 Lurker

Medium immortal humanoid (blind, undead)	XP 3,200

HP 148; **Bloodied** 74 — **Initiative** +19
AC 35, **Fortitude** 34, **Reflex** 33, **Will** 31 — **Perception** +20
Speed 8, climb 4 — **Blindsight** 10
Immune disease, poison; **Resist** 15 radiant; **Vulnerable** 10 necrotic

Traits

O **Sepulchral Stench** • **Aura** 3
  Enemies take a -2 penalty to all defenses while in the aura.

Unhindered
  When the ghoul moves on its turn, it pulls with it any creature grabbed by it. The creature remains grabbed, and this movement does not provoke an opportunity attack from the grabbed creature.

Faceless Hate
  A creature hit by a faceless ghoul must make a saving throw at the end of the encounter or it becomes infected with faceless hate at stage 1. If the target already suffers faceless hate the disease increases by 1 stage instead.

Standard Actions

m **Grasping Claws** • **At-Will**
  Attack: Melee 1 (one creature); +26 vs. AC
  Hit: 2d8 + 8 damage.
  Effect: The ghoul grabs the target (escape DC 26) if it has fewer than two creatures grabbed. The ghoul then shifts up to half its speed. Until the grab ends, any melee or ranged attack that hits the ghoul deals half damage to the ghoul and half its damage to the target.

M **Devour** (radiant) • **At-Will**
  Attack: Melee 1 (one creature grabbed by the ghoul); +26 vs. AC
  Hit: 3d10 + 9 damage, and the target is no longer grabbed by the ghoul. In addition, the target takes ongoing 15 radiant damage (save ends),
  Miss: Half damage, and the target is no longer grabbed by the ghoul. In addition, the target takes ongoing 10 radiant damage (save ends).

Skills Stealth +20

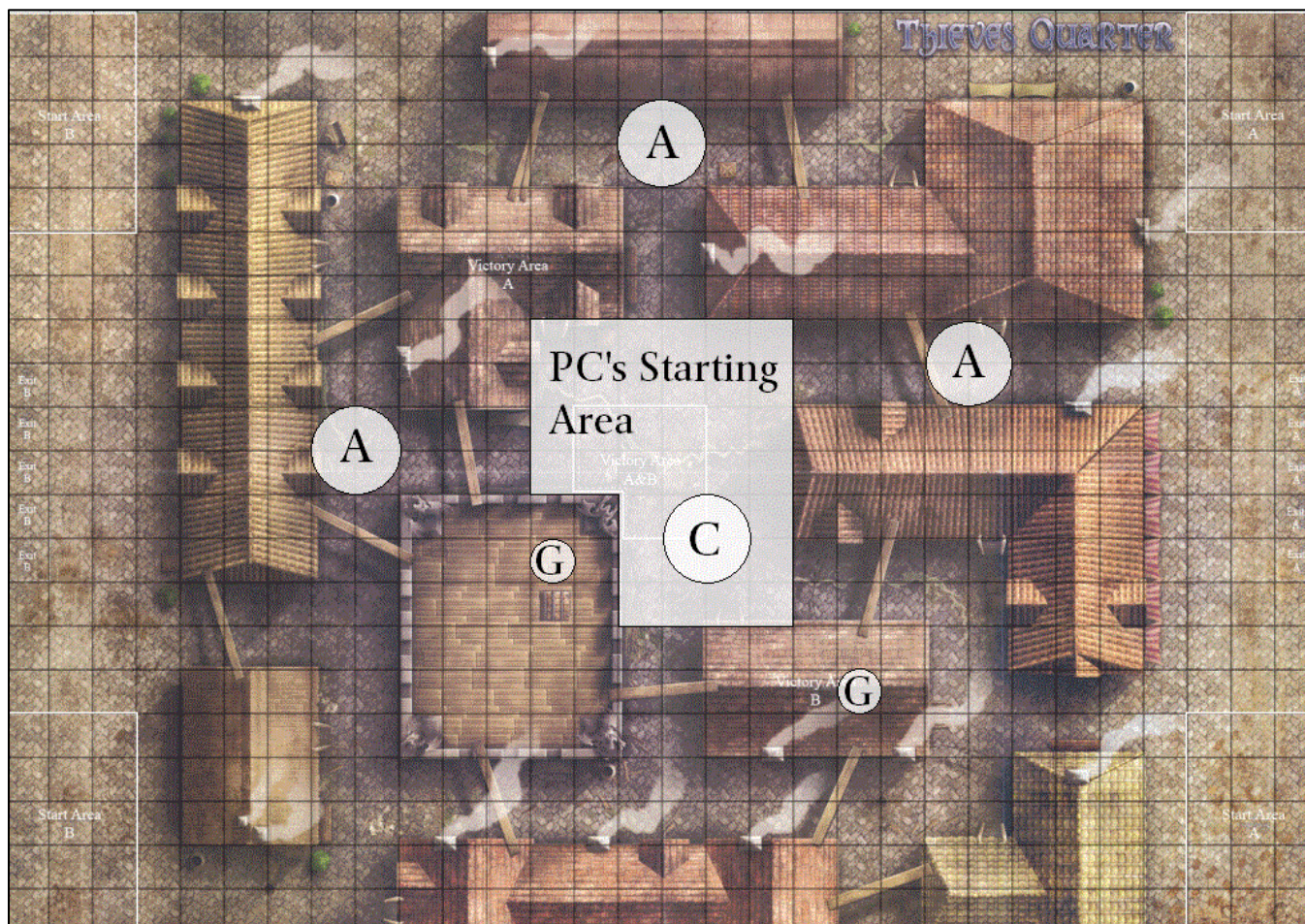| Str 24 (+17)	Dex 21 (+15)	Wis 20 (+15)
Con 16 (+13)	Int 11 (+10)	Cha 7 (+8)

Alignment chaotic evil   **Languages** Common
Note: Modified abyssal ghoul devourer.

Encounter 3: Faceless Fury Map

Tile Sets Needed

City of Peril: Thieves' Quarters x1 (or a similarly densely populated city block)

A = Angel of battle; C = Charnelhouse; G = Ghost/ghoul

Note: The charnelhous pushes characters in its square aside when it appears. The ghosts/ghouls start inside the buildings.

Encounter 4: Master and Servant

Fast Play Options

Spend no more than 10 minutes roleplaying with Dumral and S'Sesshell. Then summarize the rest of the conversation and information for the PCs. See the Summary section at the end of the encounter.

Important NPCs

S'Sesshell, male yuan-ti.
Dumral, male human servant.

The magical thunderstorm deposits the characters in another plane in which Elturel is not in ruins. When the PCs dealt with the local violent constructs, they finally have the time to consider what has been going on. The fight has drawn the attention of another victim of the prison plane, the yuan-ti S'Sesshell and its human servant Dumral.

With the destruction of the corpse amalgamation and the other vengeful spirits, it is as if even the physical world loses some of its anger. The storm disappears as suddenly as it came, although the sky still is a sea of black rolling clouds lit by the occasional lightning flash, and the sound of dripping water fills the area. The shadows are almost tangible, and were it not for the oddly blue flickering light from a sphere of light hovering high above the city, it would be pitch black.

While the anger within you has lessened somewhat, it is still there as a serpent waiting to strike at any moment. The fact that you are in a somewhat dark reflection of Elturel as opposed to a heap of rubble is another clear sign that you are not in Faerûn anymore.

The sphere of blue flames hangs in the same spot as the destroyed Companion did and it looks a lot like it. It appears to be some kind of spellplague-corrupted version of it, albeit somewhat smaller. Any other light source has its radius of effect halved, but due to the light of the Companion this has no direct impact on visibility. It is a clear sign though that the characters have somehow entered a part of the Shadowfell – a bad sign considering how Elturel was destroyed.

Give the PCs some time to adjust to the situation. They are in the Shadowfell. The city seems to be in one piece, but there are no signs of any living creatures (or undead for that matter). The houses appear to have been abandoned suddenly. There are no plants, and the trees and shrubbery look like bleached gnarled bones. There is a sense of dread, hatred and blind anger in the air setting even the calmest of persons on edge. Characters who suffer from faceless hate have even more trouble controlling their emotions.

Make sure that the characters realize that the creatures they fought looked like undead and angels, but they lacked a certain spark. While intelligent, they felt more like emotion given form than unique sapient individuals. It is almost as if the city itself created them to fight the PCs. They are clearly not innocent souls trapped here.

PCs trying to connect to the outside world such as with the rituals Planar Sending and Planar Portal realize that doing so is impossible. Something powerful is blocking their magic and it appears they are imprisoned in a pocket plane in the Shadowfell. Knowledgeable characters sense an undertone of spellplague and Amaunator, the deity of the sun, in the planar foundations. Powerful characters like the PCs should be able to find some kind of escape, but that would require learning more about the area in which they are imprisoned. Alternatively, people might remember stories about similar pocket plane prisons in the Shadowfell that are prisons for particular vile creatures and that killing those so-called domain lords releases all imprisoned within the domain.

If there are any NPCs present, they share the characters' conclusions about the domain. They have never heard of prison domains though. Obviously, they also worry about any expedition members not present. Shortly after the fight, the PCs note the warning flares of all other NPCs. Clearly all groups are within the domain, and hopefully still alive.

Answering questions such as who created it, why was it created, and with what kind of magic are vital to breach the barrier and return to Faerûn. In short, the PCs need to explore the city. Of course, they might also first need to find and rescue any other NPCs. Give the players some time to examine the map of the city to decide where to go to next. Real aloud or paraphrase the following when the players are ready. Depending on the actions of the PCs you might need to adjust the text.

You are about ready to set out when a loud distinctly male voice from some distance shouts, "Hello. Anybody there? Please don't kill me. I am not one of the local constructs, but a prisoner just like you. My master would like to talk with you, but he fears your reaction. Can I approach?"

In the direction of the voice is a completely hairless male human, muscled and wearing sandals, short trousers and a simple tunic. He has two daggers

sheathed in his belt, and a crossbow slung across his back. He looks eagerly at you.

The man is Dumral, and he is what he appears to be: a 'living' male human. He honestly means no harm, and he obviously believes his master just wants to talk as well. At first he avoids naming his master, but if pressed he admits his master's name is S'Sesshell, and that it is a yuan-ti. He, the Master, and a few other servants were caught some time ago. Dumral does not know exactly how long ago since there is no means to measure time here, but he suspects it was a couple of days ago. The other servants were murdered or succumbed to the faceless hate (and Dumral can describe the symptoms accurately).

He and the Master want to escape, but they lack the skill to do so on their own. They need the help of the PCs and can offer knowledge in return. Dumral does not know anything more. If the PCs promise not to harm the Master in any way, he can either get the Master or guide the PCs to him. Obviously, the Master also promises not to harm the PCs in any way.

Dumral is not lying. PCs who succeed at a DC 25 Insight check (passive or active) realize his loyalty to the Master appears to be at least somewhat magically induced, but the magic must have been applied a long time ago. It is also likely so ingrained by now that it would take months and a huge amount of effort to remove, and whether it would actually help the poor man is uncertain. Whether or not the Master did the actual conditioning or not is open for debate. It is general practice amongst the yuant-ti, and he might very well be extremely submissive to any yuan-ti.

PCs who succeed at a DC 25 Perception check (active or passive) who observe Dumral for some time realize there is something off. He is who he says he is, but the character realizes the man is dead (no breathing). Dumral does not realize he is dead, and if confronted with it thinks the PCs are joking. Nothing convinces him otherwise. He is not a ghost though, nor does he look like any other undead monstrosity the PCs might know. He is also not shapechanged or under some kind of illusion.

If the PCs refuse to speak with the Master he is disappointed, and leaves. PCs can follow him undetected if they want to. They can also easily capture and/or kill him. If the PCs accept, he takes them to the Master or the Master to the PCs.

The Master is a male yuan-ti with the lower-body of a brilliant green snake with yellow diamond markings on the back and the upper-body of sun-tanned muscled human. He wears no clothing except for a single belt with a pouch and several daggers. He has a composite bow slung over his shoulders. He appears to be relaxed, but something tells you he is like a snake, ready to strike at any moment.

S'Sesshell means no harm to the PCs and honestly just wants to talk with them. He hates being in this dark, wet, dismal place and is well aware he needs the PCs aid to get out. He just hopes the PCs are willing to help him, knowing how most people think about yuan-ti. He lacks the typical arrogance and superiority complex, and has no objections to working with mammals. He provides the information below without making a deal.

- He entered the ruins of Elturel to search for treasure on orders of the rulers of Najara. Like the PCs, he was caught in a thunderstorm and dumped in this prison domain. It was a couple of days ago. Most of his servants succumbed to faceless hate, or were killed by the local constructs.
- Like Dumral, he is dead. Unlike Dumral, he is well aware of the fact. In fact, as a sign of good faith he warns the PCs that any living creature who remains in the prison plane for more than a few hours will die, but their soul cannot leave. He speculates the blue Companion might be poisonous. Fact is that if the PCs stay here more than half-a-day then they die as well. If they want to escape alive, they need to do quickly. Something which he is quick to point out to get the PCs to help him get out.

- He knows how to get out, but lacks the skill and items to do so.
- He wants to leave since that way his soul can at least join Sseth instead of being stuck here in this dismal place.
- Climbing over the walls is impossible. Swimming across the river as well. He tried.
- He does not know what happens to the souls of creatures that are destroyed here such as his servants. They might be set free, but for all he knows they might be used as fuel in the Companion, or wander around the city without form for eternity. It is certainly not something he wants to risk.
- Something in the air seems to infect the weak willed with a disease-like curse that he knows as faceless hate. He can describe the symptoms as detailed in Appendix 4. If death is not enough a reason to flee as soon as possible, the disease is.
- Besides the disease, he occasionally also runs across undead-like creatures and angels. Some areas in the city are also extremely dangerous, spellplague energy flaring up randomly, radiant energy raining down or even buildings coming to life for a few moments.
- He did not personally magically enslave Dumral, but neither did he consider releasing the man. If releasing Dumral is what it takes to get the PCs' aid, he does so despite Dumral's loud protests (and it would be mostly symbolic anyway without some kind of treatment). It is clear that despite his charming and polite behavior he still cares little about others.
- He does not know exactly how the domain was created, but during his explorations he learned a thing or two.
- He knows for a fact that Vacacarian returned to the ruins shortly after the battle as one of the first people to explore the area in name of Najara.
- He also knows Vacacarian performed some kind of ritual shortly after having found the remains of Tyrangal and some unnamed artifact of Amaunator (the *Heart of Light*, although S'Sesshell does not know this).
- Vacacarian disappeared without a trace shortly afterwards, likely something went awry when he performed the ritual.
- There is some malignant sentience behind the domain and its creatures. It wouldn't surprise S'Sesshell that this is Vacacarian, somehow imprisoned when the man meddled with forces he did not understand. He does not know for sure, since he has not seen the force. [A DC Moderate Insight check reveals he is hiding something, but

he does not tell more unless the PCs allied with him or otherwise bully it out of him.]

If the PCs promise to help him, or otherwise convince him to reveal more he tells the following through lies, diplomacy or intimidation.

- To escape, the group needs to perform the Shadow Passage ritual (see New Rules items). Obviously it needs to be modified both to pierce the blocking magic and to allow it to stay open long enough for a large group of people to pass through. He can cast the ritual.
- Modification requires a special component that infuses the passage with the power of the blocking magic, which in this case is mostly spellplague energy infused with a bit of energy from the Companion. He knows were to find such an item in the city.
- Some PCs might realize that **ADCP07 Fragment of the Monolith** from *ADCP2-1* fits that description, and if they show it to S'Sesshell he confirms it is indeed what they are looking for. It needs to be destroyed though for it to be effective. Whether or not the PCs go looking for the piece in the Gardens is up to the PCs, but obviously they can choose not to partake in that scene of Encounter 5.
- The item can be found in the Garden and it is a piece of rock. He cannot reach it though, and that is where he needs the PCs for. He can guide them to the place.
- The ritual must be performed at one of the city gates, as he ascertained those are the weakest spots of the barrier.
- The malignant presence is strongest in High Hall. He has seen a dracolich with a heart composed of radiant light wander through the building from a long distance. Something reminded him of Vacacarian, but he is unsure whether it was a feeling or something he noted intuitively.

There is a second way to get out of the domain and S'Sesshell knows how. He is not a good liar, and with an Easy DC Insight check, the PCs can tell he is holding something back. He gives them the information with a DC Moderate Diplomacy or Intimidate check.

The second option is extremely risky, since the PCs need to destroy the malignant presence. S'Sesshell advises against this plan. Regardless, the PCs should be well aware that it is harder, will result in their death, and is not necessary from an ethical point of view. The NPCs point out that there is an ironic sense of justice in

Vacacarian being imprisoned with no real hope of escape.

- A magical barrier of spellplague and radiant energy protects the High Hall. Piercing it is lethal, likely instantly "killing" the person as if due to overexposure to the domain. So anybody going to face Vacacarian will die. Who knows what will happen with the soul if that person is then killed by Vacacarian.
- The barrier also needs to be pierced with the same component as used to open the portal to leave the prison domain. **Since it is destroyed in the process, the PCs have to pick one or the other.**
- Dracoliches have a phylactery and they cannot be easily killed. The PCs need to find the phylactery, which is likely in the High Hall. Even with the phylactery, destroying Vacacarian might not be easy. Vacacarian has no pride, and no reason to confront the PCs in a direct fight. So the PCs would need to think of something to keep Vacacarian at the same spot without directing the domain against them. S'Sesshell has no direct solution to offer. The PCs likely need to solve it at the spot where they confront the creature, although having the phylactery would certainly be a big boon. There are a lot of ifs here.
- If the PCs insist to be heroic (or vengeful), he points out that the man is imprisoned here after meddling with magic from Amaunator. Wouldn't that suggest he is imprisoned here on orders of the sun god? [Note that this is not necessarily true. Vacacarian meddled with spellplague energy and Tyrangal which could result in all kinds of unexpected effects. Of course, asking Amaunator is not exactly possible.]
- If the PCs point out innocents visiting the ruins can be swallowed by the domain, S'Sesshell points out that it only happened when both visited the ruins for more than a day. What innocent person would do so? Especially if the PCs would leave big warning signs around? Maybe the PCs could also create some kind of ritual to strengthen the barrier preventing anybody from entering in the first place? [It might be possible to prevent innocents from entering, but there is no 100% guarantee with the little information the PCs have.]

Summary

Summarize the choice that the PCs have before them.

- Option 1: The PCs can help the faction NPCs, guards, and possibly S'Sesshell and Dumral, escape this prison plane. Vacacarian remains imprisoned here, and the ruins of Elturel need to be quarantined as a dangerous area. Retaking and rebuilding the city is not an option, and the factions need to decide what to do next.
- Option 2: The PCs can face Vacacarian, destroy him forever, and recover the *Heart of Light*. If they make this choice, the NPCs can take S'Sesshell's aid and try on their own to escape the prison plane, though without the protection of the PCs, most - if not all - of them will be killed trying. This path also takes several hours to break through Vacacarian's protections, so the PCs will already be dead (like S'Sesshell) when they face him. The city will be salvageable, Vacacarian defeated, and the *Heart of Light* possibly recovered, but the cost will great - the deaths of many key faction members and the PCs themselves.
- Both options require the destruction of the item infused with spellplague energy. S'Sesshell only knows where to find one.

Optional: Escaping and Killing

While the adventure presents the choice between escaping and killing Vacacarian as a mutually exclusive choice, this is not necessarily true. As long as at least one PC has a fragment of the monolith from *ADCP2-1*, PCs can help the NPCs through the portal in Encounter 6A and then deal with Vacacarian in Encounter 6B.

In a time sensitive environment, doing so is impractical, but if you have the time and the PCs feel up to the challenge, feel free to do so. Just remember that there is no time for an extended rest and that the characters do not get more XP. You can opt to remove a certain number of healing surges and dailies instead of running Encounter 6A or run it as a particularly lethal skill challenge. The PCs should loose resources just as with a real fight.

The choice is a difficult one. The faction members are willing, though not eager, to sacrifice themselves to cleanse the city and someday bring their organizations back to their former glory. They are also willing to be rescued and work with their organizations to establish themselves in other areas of the world. Ultimately, they respect the choice of the PCs.

TROUBLESHOOTING

It is possible the PCs refuse to even speak with Dumral or S'Sesshell. After all, the environment is not exactly generating trust for strangers, and not everybody is willing to deal with yuan-ti. Making a deal with S'Sesshell is not overly important for the adventure, but before the start of the next encounter the PCs must have acquired the following information:

- **Staying in the domain for longer than a couple of hours results in the death of that creature.**

The PCs can learn this through observation and Nature checks.

- **To escape, the characters need a specific item (its exact nature unknown at the moment), where it can be found, and then use it to empower a Shadow Passage ritual at the right spot were the barrier with Faerûn is the weakest.**

Anybody with some knowledge on the planes can guess that a Shadow Passage ritual is required. Novak knows the ritual, and in case the PCs do not manage to keep him alive he has it on scroll (as well as a few other similar rituals such as Fey Passage and Linked Portal). For the ritual to work, it needs a special ingredient somehow tied to prison plane and its building blocks. As discussed above, concluding **ADCP07 Fragment of the Monolith** would actually work is not far-fetched. If the PCs lack such a stone, finding something like that should be possible. Still, it should be more challenging than without the guide of S'Sesshell as discussed in Encounter 5.

- **Knowing about Vacacarian, how to kill him and that doing so would also set the PCs free is not required to proceed with the information. It should <u>not</u> be provided without the aid of S'Sesshell. Of course, the PCs could stumble on this information if they approach High Hall as discussed in Encounter 5.**

ENDING THE ENCOUNTER

Regardless of how the PCs react to Dumral and S'Sesshell, they should have a decent idea of what to do next. Before they can progress, four flares are fired above the city. The other groups are in trouble. Proceed with Encounter 5.

If the PCs do make a deal with S'Sesshell and take him along, he and Dumral join them. He is too selfish and cowardly to risk drawing attention of the monsters to help the PCs though. He is skilled enough though to activate the portal himself. See Encounter 6A for more details.

MILESTONE

This encounter does not count toward a milestone.

TREASURE

There is no treasure in this encounter.

Encounter 5: Surviving Elturel

Fast Play Options

Run Scene 1 either by having the PCs complete the puzzle (with no skill checks required) or by running the skill challenge. Summarize by skipping Scene 2 and announcing that the PCs save the other faction representatives. If you have at less than 90 minutes remaining, summarize the events of Scene 3. Have the PCs make their decision for Scene 4. Summarize Scene 5A or 5B instead of running the puzzles, and continue with Encounter 6A or Encounter 6B.

Skill Challenges or Real Puzzles?

For many of the scenes in this encounter, the PCs have the option to solve real puzzles as an alternative to making skill checks. If the PCs choose to solve the puzzles, completing the puzzle counts as a success for that scene. Failing to complete the puzzle counts as a failure for that scene. Each puzzle also includes skill checks that can be used to assist the PCs with hints and bonuses to help them complete the puzzles.

If the PCs do not wish to do the puzzles, use the alternate skill checks provided for each scene.

The puzzles also require some preparation from the DM to create and setup the material (especially Scene 1, Scene 5A and 5B). If you lack the time, run the puzzles as skill challenges instead. The graphics for the puzzles are in a separate file.

Scene 1: The First Flare

This scene is optional. If the PCs do not wish to save any of the NPCs, they can skip this scene completely. This scene can also be customized to whichever group of NPCs the PCs choose to rescue. As it is written, this scene is for rescuing the members of the Dusk Talons. If the PCs choose to rescue one of the other factions, substitute the major and minor NPCs from Appendix 2 for Iviss and Taeghen.

Note that you should not run this scene multiple times if the PCs choose to rescue more than one faction of NPCs. Only use it for the first group they choose to save. Use Scene 2 for any other groups of NPCs that the PCs choose to rescue.

When the PCs arrive at the Rathole they find the guards sent with Iviss Nathee Brittlebolt and Taeghen Moondown to protect them. The guards explain that Iviss and Taeghen entered a vault to recover the items they were looking for. When the strange storm passed over the city the vault "came alive" (the only way the

stunned and confused guards know to explain the unusual event) and trapped Iviss and Taeghen inside. The vault now has a menacing face on its door, and every time the guards have attempted to open it, the face screams insults and curses at them.

The animated face on the door acts as a guardian, and can control traps to ward off intruders. This particular vault is fueled by the rage and madness of Vacacarian and the Shadowfell and could be capable of great evil. Extreme caution must be used in opening it.

Skill Challenge: The Key to Success

Goal: The PCs attempt to distract the intelligent vault long enough to release Iviss and Taeghen.
Complexity: Special - see below, or complete the Key & Tumbler puzzle in Handout 4.
Primary Skill: Thievery
Other Skills: Arcana, Bluff, Diplomacy, Insight, Intimidate, Perception
Victory: The PCs unlock the intelligent vault and release the Dusk Talons imprisoned inside.
Defeat: The PCs are unable to unlock the vault and release Iviss and Taeghen.

If the PCs choose to solve the Key & Tumbler puzzle for this scene, give them Handout 4 with the rules for the puzzle. In preparation for this adventure, the DM should cut out the pieces of the puzzle. For best results, use a heavier medium for the tumblers, such as cardstock, cardboard, or even foam core board.

Basic Puzzle Rules

If the players choose to try to solve the Key & Tumbler puzzle begin by handing them the key base and the first set of tumblers (Set #1, light grey tumblers).

The players 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. See Appendix 5 for an example and the solutions.

Make it clear to the players that they may experiment with different combinations as much as they like, but each tumbler must be placed on the key one at a time. They can be placed in any order though.

When the players have placed three tumblers on the key, they must stop and make one of the skill checks detailed in the "Distracting the Vault" section below.

If the players succeed at the check, then they may place three more pieces on the key, at which point they need to make another skill check. Continue this process

until all the tumblers are in place. When all the tumblers are in place, the PCs have finished the puzzle and have succeeded with the challenge.

TUMBLER SOLUTIONS

Tumbler Sequence Set #1 (left to right):
5-6-2-11-12-9-4-8-1-10-3-7

Tumbler Sequence Set #2 (left to right):
8-11-5-9-4-2-1-6-3-12-7-10

Tumbler Sequence Set #3 (left to right):
6-10-2-4-12-1-8-7-11-3-9-5

NO PUZZLE

If the PCs choose not to solve the puzzle, use the following skill checks for this scene:

Thievery [Moderate DC] (4 successes before 2 failures, or before a failure below)
The PC deftly manipulates the tumblers of the lock on the intelligent vault until they hear the familiar CLICK of success!

The PCs must make four successful Thievery checks in order to pick the lock on the vault. On each failure, the PC triggers a failsafe in the locking mechanism and takes lightning damage equal to the AL.

DISTRACTING THE VAULT

The PCs must also keep the vault distracted while they are attempting to pick the lock on the door. Between each Thievery check, the PCs must make one of the following checks:

Arcana [Moderate DC]
The PC weaves an illusion to hide their ally who is picking the lock.

Bluff, Diplomacy or Intimidate [Moderate DC]
The PC lies and tall tales amuse the door long enough to keep it from noticing that the lock is being picked. The door scoffs at your threats, but the ruse still works.

Insight [Moderate DC]
The door has a definite personality, and the PC is able to pander to its ego long enough to distract it.

Perception [Hard DC]
Looking over the shoulder of the PC's ally, the character notices a trap in the tumblers just in time to keep them from making a fatal mistake!

A success on a perception check also grants a +2 bonus to the next Thievery check in this challenge.

If any of these checks are failed it does not count as a failure for the purposes of the challenge, but the door notices that the PCs are tampering with the lock and changes the tumblers. All successes and failures for the challenge are erased, and the PCs must start the challenge over again.

ROLEPLAYING THE VAULT

The intelligent vault offers an excellent opportunity to roleplay with the PCs. It is belligerent and arrogant, and most definitely evil and corrupted by the Shadowfell. It has little patience for the PCs and sees itself as vastly superior in intellect. Insult the PCs at every opportunity and try never to speak to them as equals or in a positive manner, even when their skill checks succeed.

Be mindful of the ages and personalities of the players at the table. Be sure to dial back the insults with younger players at the table, or feel free to embellish as much as you like if the mood of the table calls for it.

ENDING THE SCENE

Success: If the PCs complete the Key & Tumbler puzzle, or if they reach 4 successes on the skill challenge, they are able to unlock the door and release Iviss and Taeghen before the vault can react and stop them.

Failure: If the PCs cannot solve the Key & Tumbler puzzle, or if they reach 2 failures on the skill challenge, the vault grows weary of their feeble attempts to break in. The face on the vault scowls and lets out an evil laugh. The PCs listen as a deadly gas releases into the vault, suffocating Iviss and Taeghen. After agonizing minutes that seem like hours, the door flies open and their lifeless bodies spill out.

SCENE 2: ADDITIONAL FLARES

The scene is optional. If the PCs do not wish to save any additional NPCs, they can skip this scene or end it at any time.

The streets of Dark Elturel are far from safe to travel. The region is infused with hatred and rage, ready to be released in burst of short violence at a moment's notice. Monsters wander around ready to pounce anything with unbound rage. A corrupted shadow of the Companion radiates lethal energy, powerful gusts of wind bellow through the streets, and the occasional lightning bolt rains down from the dark sky.

Dark shadows seem to be ready to swallow the unwary. The occasional bolt of lightning and orbs of blue flames rain down from sky and the blue Companion to the streets below. Hatred and rage is ever present in your hearts. Traveling the streets of Elturel is not going to be a stroll in the park.

Dark Elturel is a corrupted version of the city of old. It looks both familiar and alien at the same time, warped into something from a nightmare with streets that seem to run forever and buildings that seem to be alive from peripheral vision. Most of the time everything is oddly silent and empty, but suddenly interrupted by screams of anger and pain, roaring thunder, crackling flames, or the scuttling noises of thousands of insects.

Run this scene when the PCs travel to each of the other three expedition sites.

If the PCs travel with S'Sesshell, one character can reroll a single check to represent the fact that the yuan-ti by now knows the dangers of the city very well.

Events: Use the following events as the setup of each scene, using skills and actions as seems logical. Feel free to design your own events based on the group's abilities and preferences. After a few minutes, everything turns to its previous condition, leaving no evidence of its potential earlier destruction.

- Raining Flames: Balls of blue flame rain down from the Companion exploding when they hit the ground and setting nearby buildings ablaze. (Acrobatics or Athletics)
- One's Own Enemy: Several people with the PCs, perhaps even one or more of the PCs, are overcome by anger. A fight amongst one another ensues unless the PCs can somehow prevent it. (Diplomacy or Heal)
- Does It Ever End: The PCs enter a maze of streets that never seems to end, though the organization of the buildings makes some sort of sense. (Insight or Streetwise)

Checks: Each scene should not take up much time. Describe the problem and let the PCs deal with it. Have the PCs make a group check against a Moderate DC. Individuals who fail each lose a healing surge.

SCENE 3: ESSENCE OF BHAAL

This scene is optional. The PCs may want to go to the Shadowfull version of the brewery to confirm that the taint is really destroyed.

The evil that once occurred in this location when the yuan-ti crafted the *essence of Bhaal* now attracts the

dark energy of the Shadowfell. The PCs can confirm that the essence itself is destroyed.

As the PCs enter this place they feel the dark grip of madness and despair wash over them. They must fight off this insanity that threatens to cloud their minds and weaken their resolve. Each PC must make one of the following skill checks:

Endurance, Heal or Religion [Hard DC]
The PC uses fortitude, healing or faith to protect them from the dark energy invading their minds.

Each PC must make one of these checks. On a success, the PC gets a better feel for interacting with the prison pocket dimension in the Shadowfell and gains a +2 bonus to skill checks for the remainder of the adventure.

On a failure, the PC automatically contracts Faceless Hate stage 1 (or progresses to stage 2 if they already have the disease).

SCENE 4: DECISIONS

This scene is optional. If the PCs have not rescued any of the NPCs the majority of this scene does not work and can be skipped. The PCs should discuss their options and then proceed to the next appropriate scene or encounter.

The PCs have two options: assure the NPCs escape to safety and leave Vacacarian in this prison, or sacrifice themselves to destroy Vacacarian and recover the *Heart of Light*, leaving the NPCs to fend for themselves.

The NPCs can go either way, though they know that many of them will die trying to escape without the protection of the PCs. Ultimately, the Order of Torm and Shields of Kilgrave lean towards sacrificing themselves to destroy the traitor Vacacarian, while the Dusk Talons and Lion's Den lean towards self-preservation and escape. None of them have strong enough opinions to advise the PCs on a particular course of action, although S'Sesshell argues strongly for the escape option.

At this point, several of the NPCs begin giving in to the hatred building inside them from the environment. In order to proceed with the puzzle in this scene, it is critical that there are at least as many NPCs as PCs in the party. Remember that each NPC group consists of one major and one minor NPC along with two guards, for a total of four NPCs. If they rescued all the factions, the PCs can have as many as 16 NPCs.

If the PCs have rescued enough NPCs read the following:

As your group moves toward your final destination you notice that some of the expedition members are acting rather peculiar. Their tempers flare over the smallest indiscretions; they bicker and fight with each other, at times almost boiling over to physical violence. If left unchecked, the safety of the group will surely be compromised.

If the PCs do not have enough NPCs with them (or if the players do not want to do the puzzle), you can simply run the skill challenge portion of this scene.

Hopefully the PCs have rescued either Shandri Drakwell or Mera Deiron. If not, choose another NPC who would reasonably be a ritual caster. This NPC is be unaffected by the madness.

The NPC indicates that with the PCs' help they can perform an ancient ritual to relieve the affliction. The ritual requires the PCs to link themselves to the victims' minds, allowing them to guide that person back to reality. There are risks to both the PC and the victim but without their help, they surly die an awful death if they don't kill each other first. The NPC asks each PC to choose a victim and sit behind them.

You place your hands upon the head of the victim and close your eyes. As the chanting of the ritual floats softly across the room, you sense a bond starting to form. Blurry images start to flicker in your mind's eye, and you feel a small tugging at your temples. Suddenly, those images come into sharp focus as you penetrate their stormy consciousness. It's up to you to navigate their unstable minds and bring them back from the brink of madness.

Skill Challenge: Twisted Minds

Goal: The PCs attempt to heal the insane NPCs and restore their minds.
Complexity: 2 (6 successes before 3 failures), or complete the Twisted Minds Puzzle in Handout 5
Primary Skills: Arcana, Bluff, Diplomacy, Endurance, Heal, Insight, Intimidate, Religion
Victory: The PCs are able to guide the victims back to reality and free their minds from the corruption.
Defeat: The PCs were unable to save the victims' minds from the awful hate and rage that consumes them. Some of the NPCs perish in the attempt, while others will forever be insane.
Partial Victory: Since each PC is attempting to help one NPC it is possible for some of the NPCs to be saved while others are not.

If the PCs choose to solve the Twisted Minds puzzle for this scene, give each of them a copy of Handout 5 with the rules for the puzzle.

Basic Game Play
Print out the brain maze sheet and hand out to each PC at the table. Please note that there should be at least the same amount of NPCs in this encounter as there are PCs.

The object is simple: Have the PCs start at the beginning of the maze, and work themselves through the NPC's brain to the "Finish" spot. Along the way, the players trigger skill checks as they pass over these markers:

Some of these markers have + and - signs on them. These designate the path that the player must take based on whether they succeed or fail at a skill check.
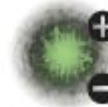
+ = success
- = failure

Skill Checks
Each skill check is done in numerical order. Depending on how the PC performs on their skill checks, they may do as few as four checks or they may do as many as eight.

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

1. Acrobatics or Athletics [Moderate DC]
The PC attempts to physically pull the victim away from the darkness that consumes their mind, dodging flares of necrotic energy along the way.

2. Arcana [Easy DC]
The PC weaves 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]
The PC appeals 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]

The PC will their way into the mind of the victim and take the corruption on themselves. With preparation the PCs are more equipped to fight the madness.

5. **Stealth or Thievery [Moderate DC]**
Sneaking through the darkness of the victim's mind, you avoid notice from the evil lurking in the shadows. Along the way the PC is able to unlock mental pathways that are uncorrupted.

6. **Perception [Easy DC]**
The path begins to clear a bit and the PC thinks they might see a glimmer of hope in the darkness.

7. **Heal or Religion [Moderate DC]**
Using their healing skills the PCs 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]**
The PC senses the threads of reality that the victim still clings to, and that is where they focus their efforts. By strengthening the victim's will the PC draws them further from the corruption.

No Puzzle
If the PCs choose not to solve the puzzle, use the following skill checks for this scene:

Arcana [Moderate DC] (1 success, 2 maximum)
The PC weaves a magical ward that blocks the corruption of this place and begins to clear the mind of the victim.

Bluff, Diplomacy, or Intimidate [Moderate DC] (1 success, 2 maximum)
The PC appeals 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.

Endurance [Moderate DC] (1 success, 2 maximum)
The PC wills their way into the mind of the victim and takes the corruption on themselves. With preparation the PC is more equipped to fight the madness.

Heal or Religion [Moderate DC] (1 success, 2 maximum)
Using the PC's healing skills the character contains the spread of the corruption and allow the victim's mind to clear. A prayer to the PC's god fights back the madness of this place.

Insight [Moderate DC] (1 success, 2 maximum)
The PC senses the threads of reality that the victim still clings to, and that is where the character focusses their efforts. By

strengthening their will the PCs draw them further from the corruption.

Success: Whether the PCs completed their puzzles, or succeeded at the skill challenge, they are able to conquer the corruption in the minds of the expedition members and bring them back from the brink of insanity. Read the following:

The ritual chanting stops and you snap out of your victim's mind. The pressure in your temples releases, bringing sweet relief. As you open your eyes, you are met with reassuring smiles and the knowledge that you stared madness in the face and said, "No, you cannot have this one today."

Failure: If the PCs failed to complete the puzzles, or did not reach the required successes in the skill challenge, they are unable to save the minds of their victims. The DM may choose if the victim dies or if they are live, only to be driven insane. Base the decision on how badly each PC failed. The ritual takes a horrible toll on the PCs and they each lose a healing surge and must make a saving throw with a -2 penalty. Those who fail the saving throw have now contracted the Faceless Hate disease (See Appendix 4). If the PC already had the disease, it worsens to the next stage (if already at stage 2, instead they take 1 healing surge is psychic damage). Read the following:

The ritual chanting stops and you snap out of your victim's mind. Immense pain fills your temples, as if being hit in the head by a war hammer, leaving you dizzy and weak. You open your eyes and find yourself looking directly into the blank stare of your victim. You were not able to save them. Anger and raw emotion consumes you and the feeling of failure leaves a lasting, ominous impression…

SCENE 5A: THE GARDEN

In this scene the PCs travel to the Garden located in the center of the city. S'Sesshell knows that the PCs can find the properly infused stone (which unbeknown to S'Sesshell is a fragment of the monolith) in the Garden, which is a crucial component to the ritual that allows them to escape from the prison pocket dimension.

Note that the garden is overgrown and has a canopy, so the PCs need to enter and search at ground level to find their prize.

The once beautiful and pristine park at the center of Elturel is now twisted and decayed by the corruption of

the Shadowfell. The lush, green grasses and tall majestic trees of the park are now dead and choked by thorny vines and dense thickets.

As you wander through the Garden looking for the correct fragment, it almost seems as if the vegetation is alive, and not at all pleased with your intrusion.

Skill Challenge: Through the Vines

Goal: The PCs attempt to locate a fragment of the monolith.

Complexity: 2 (6 successes before 3 failures), or complete the Garden Puzzle in Handout 6

Primary Skills: Acrobatics, Athletics, Arcana, Bluff, Nature, Perception, Religion, Stealth, and Thievery

Other Skills: Diplomacy, Endurance, and Perception

Victory: The PCs locate a fragment of the monolith and escape the Garden unharmed.

Defeat: The PCs still manage to locate a fragment of the monolith, however it costs them half their remaining healing surges (rounded up) fighting off the carnivorous fauna.

If the PCs choose to solve the Garden puzzle for this scene, give them Handout 6 with the rules for the puzzle. In preparation for this adventure, the DM should cut out the pieces of the puzzle. Alternately, the puzzle board can be drawn on a dry or wet erase battle mat, and the pieces can be drawn on as the PCs move through the puzzle.

Basic Game Play

The players choose someone to roll a d6. Based on the result of the roll, the players receive one of the following results:

1 - the vines move forward one square
2 - straight piece, and the vines move one square
3 - 90° turn piece, and the vines move one square
4 - intersection piece, and the vines move one square
5 - dead end piece, and the vines move one square
6 - the vines move back one square
(Rolls of 1 & 6 are explained in more detail in The Creeping Vines section below)

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

The players then advance their token on the piece. Each time they place a new piece, the players' token moves straight ahead onto the new piece. If the players' token is on an intersection piece, their next move must be straight ahead <u>unless they succeed at an appropriate skill check</u> (see the "Skill Checks" section below).

The players' 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 the players' path hits the edge of the board or crosses over itself at a non-intersection, the players fail the puzzle.

The Creeping Vines

After the fifth roll, the vines begin creeping along the path created by the players. The vines always follow the same path as the players' token – if the players' token turns on an intersection, so do the vines. If at any time the vines catch up to the players' token, the players fail the puzzle.

There are a few exceptions to the die rolls:
- **Set Up:**
  The players choose someone to roll a d6. They 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 the players receive a piece they do not wish to use they may place it in "reserve". Keep the piece to the side of the board. At any time the players may put a new piece in reserve, but if there is already a piece in reserve then it must immediately be played. The vines continue to move when the players place a piece in reserve.
- Players 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 the players substitute their roll to place a reserve piece on the board it counts as a roll and the vines continue to move forward one square.
- Dead end pieces may never be placed in reserve.
- When a dead end piece is rolled it is placed on the board at the end of the players' 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, the players may choose any of the three ends of the intersection on which to place the dead end - they do not have to place it in their direct path. The vines continue to move forward when a dead end piece is rolled, even though the players' token does not move forward.
- The players' 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 their next die roll the players get a new piece, and replace the piece their token is sitting on with the new piece. If this token does not help the players move away from the dead end, they repeat this process until the path is repaired and they can continue toward the exit, or until the vines reach them and they fail the puzzle.

If the players reach the EXIT square before the vines reach their token they solve the puzzle and win the challenge!

Skill Checks
The players may make skill checks throughout the puzzle to help the party succeed. Each member of the party may make a single check at any point during the puzzle. All checks are against a Moderate DC. The following checks can be attempted:

Acrobatics or Athletics:
The party's speed and agility help them dodge and weave through the garden, avoiding the deadly vines and thorns.

The PCs may make an Acrobatics or Athletics check to allow the players' token to change direction on an intersection piece. If the check fails, the players' token must continue straight ahead at the intersection and may not change direction.

Arcana, Bluff, Nature, or Stealth:
Using magic and their knowledge of nature, the party holds back the progress of the deadly vines. By moving quietly and leaving false tracks the party keeps the vines off their trail.

The PCs may make an Arcana, Bluff, Nature or Stealth check to keep the vines from advancing a square for one roll. This check can be made any time the vines attempt to move forward. On a failed attempt the vines are allowed to make their normal move.

Perception, Religion, or Thievery:
A keen eye, fast hand, and a bit of luck from the Gods helps the party find safe passage through the garden.

The PCs may make a Perception, Religion or Thievery check to re-roll the result of the die. The players must take the result of the second roll.

Diplomacy or Endurance:
Words of encouragement and a strong shoulder to lean on helps the slower members of the party keep up the pace.

The PCs may make a Diplomacy or Endurance check to add a +2 bonus to any other check attempted during the puzzle.

No Puzzle
If the PCs choose not to solve the puzzle, use the following skill checks for this scene:

Acrobatics or Athletics [Moderate DC] (1 success, 2 maximum)
The party's speed and agility help them dodge and weave through the garden, avoiding the deadly vines and thorns.

Arcana, Bluff, Nature, or Stealth [Moderate DC] (1 success, 2 maximum)
Using magic and their knowledge of nature, the party holds back the progress of the deadly vines. By moving quietly and leaving false tracks the party keeps the vines off their trail.

Arcana, Nature or Stealth [Moderate DC] (1 success, 2 maximum)
By using magic and their knowledge of nature, the PCs are able to hold back the advance of the creeping vines. Sneaking quietly through the garden allows them to proceed undetected.

Diplomacy, Endurance, or Perception [Moderate DC] (0 successes)
Words of encouragement and a strong shoulder to lean on helps the slower members of the party keep up the pace. A keen eye finds clear paths through the garden.

The PCs may make a Diplomacy, Endurance or Perception check to add a +2 bonus to any other check attempted during this scene.

Ending the Scene
Once the PCs have finished the Garden Puzzle, or when they have reached the total number of successes or failures for this scene, read the following:

The path finally reaches a clearing in the center of the garden revealing a huge fountain covered in thorny vines and spewing black, murky water. At the base of the fountain lie the remains of a gardener, wrapped in the poisonous creepers. The poor man still clutches something in his rotting hand… you realize it is a fragment of the monolith!

Success: The PCs dodge and weave their way to the center of the Garden and locate the fragment.

Failure: The PCs still manage to find the center of the Garden and the fragment, but not before the vines rip and tear at them, causing each PC to lose a healing surge.

In either case, the PCs can take the fragment and follow their trail back out of the garden. Continue the adventure with Encounter 6A.

Scene 5B: The High Hall

In this scene the PCs travel to the High Hall to face Vacacarian. A powerful magic field surrounds the Hall, which the PCs must pass through, but in doing so they die in the process. Even though the PCs must make the ultimate sacrifice, there may be a way to do so without notifying Vacacarian of their arrival.

Skill Challenge: The Ultimate Sacrifice

Goal: The PCs attempt to locate the weakest spot in the barrier surrounding High Hall in hopes of passing through undetected and taking Vacacarian by surprise.
Complexity: 1 (4 successes before 2 failures), or complete the Barrier Puzzle in Handout 7.
Primary Skills: Arcana, Endurance, History, Perception, and Thievery
Victory: The PCs are able to locate the best point in the barrier to pass through.
Defeat: The PCs were unable to locate the best spot to pass through the barrier

If the PCs choose to solve the Barrier puzzle for this scene, give them Handout 7 with the rules for the puzzle.

Regardless of whether they picked the puzzle or the skill challenge, they need a fragment of the monolith to start the challenge. It is needed to interact with the spellplague energy of the barrier. It is destroyed in the process.

Basic Game Play
This game is based on the popular Memory Matching Game.

Print the sheet of cards out (preferably on a heavy card stock so that the players can't see through the paper) and cut out each card. Place the cards face down on the table and mix them up so they are randomly scattered. For each turn, have a player 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. All the PCs stop and perform a group check as outlined in the "Skill Checks" section below. If the first card the player flips over has a star on

it, they may flip their second card over after a successful group skill check. If the group check is failed, the player 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, the player 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 PCs have failed 3 group checks. That last card symbolizes the weakest spot in the barrier. The PCs have successfully completed the challenge. If the PCs have failed 3 group checks, they have failed the challenge.

Skill Checks
Group skill checks are triggered when a card with a star symbol is flipped over. Cards with the star symbol always trigger a group check, no matter how many times they are flipped over.

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.

A success on the group check means the players can continue playing without any penalty. A failure means the remaining cards are reshuffled and the players may lose their opportunity to flip a second card (see above).

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

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

When this card is presented with the star symbol, Ask each PC to make a melee or ranged basic attack, or if they choose they can make an At-Will attack of their

choice. Encounter, Daily and Utility powers may not be used. They do not provide bonuses to this skill check.

If the PC's attack roll is against AC then their roll must be greater than AL+15. If the attack is against Fortitude, Reflex, or Will; then their 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 PCs successfully fight their way past the worst of the battle. If the party fails the group check, it counts as a failure for this skill check.

This does not require a battle map and is <u>not meant to be a combat encounter</u>.

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**.

No Puzzle
If the PCs choose not to solve the puzzle, use the following skill checks for this scene:

Arcana [Moderate DC] (1 success, 2 maximum)
The PC can feel the ebb and flow of the magical energy of the barrier, easily detecting where it is strongest and weakest.

Endurance [Moderate DC] (1 success, 2 maximum)
The PC thrusts their arm through the barrier, like an animal testing for weaknesses in its cage. While brutal in its method, it is an effective way to find the weak spots.

History [Moderate DC] (1 success, 2 maximum)
Recalling all the character has read about magical barriers such as this one, the PC remembers that their energy tends to follow a distinct pattern. Knowing that pattern allows them to find the weakest points.

Perception [Moderate DC] (1 success, 2 maximum)

The energy of the barrier flickers and waves before the PC. As the character stares into the hypnotic pulses, the character begins to find a pattern that could possibly be exploited.

Thievery [Moderate DC] (2 success, 1 maximum)
Even the most carefully cast magic can always be circumvented with the proper tools. Someone as skilled in thievery as the PC has much experience bypassing magical wards and barriers.

Ending the Scene
Regardless of success or failure, once the PCs pass the barrier they "die" due to overexposure to the radiance of the blue Companion. Like the yuan-ti they do not drop dead immediately due to the nature of the prison domain. Instead they die when they leave the plane as discussed in Encounter 6B and the Conclusion.

Success: On a success, the PCs find the best spot in the barrier and sneak into High Hall unnoticed by Vacacarian. The PCs are awarded a +2 to all attacks and defenses in the first round of combat. Continue immediately into Encounter 6B.

Failure: If the PCs fail to locate an adequate spot to slip in, Vacacarian is notified of their presence and is waiting for them. Vacacarian is awarded a +2 to all attacks and defenses in the first round of combat. Continue immediately into Encounter 6B.

ENDING THE ENCOUNTER

Proceed with the appropriate encounter: 6A when the PC want to escape and grabbed the fragment, or 6B when they entered the High Hall to kill Vacacarian.

MILESTONE
This encounter counts toward a milestone.

TREASURE
If the PCs played through Scene 5B the magic of the barrier infuses some of the items of the PCs. They find a set of *imposter's armor* +3 at AL 12, +4 at AL 14, 16 and 18 and +5 at AL 20. Alternatively a character can choose to improve one armor, weapon, implement, or neck item by 1 (e.g. from +2 to +3) to a maximum of +4. Characters that used **ADCP07 Fragment of the Monolith** must void it. They gain **CORE101 Blue Fire Infusion**.

Encounter 6A: Breaking the Wall

Encounter Level 14/16/18/20/22

Creatures

This encounter includes the following creatures:
1 eidolon portal (E)
3 skeletal gate guardians (G)
5+ whitefire burning spirits (S)

Scaling the Encounter

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

Four PCs: Remove one skeletal gate guardian. There are only three Eyes of Vacacarian (see Terrain Features).

Six PCs: Add one skeletal gate guardian. There is are five Eyes of Vacacarian (see Terrain Features).

Setup

Vacacarian is not about to let the PCs and their charges flee. At one of the city gates, the characters need to open a portal and keep it open while facing the portal's defenders – including the portal itself.

The city gates look strong in the blue light of the Companion: large black steel reinforced wooden doors flanked by two tall stone towers with dark arrow slits looking down on the small square in front. Beyond the wall there is nothing but darkness. Here the planar barrier is thinnest and, opening a portal to Faerûn is possible. An oddly twisted fountain with water will make a good focus for the ritual.

Opening the portal requires the energy from a *fragment of the monolith*, whether retrieved in the city in the previous encounter or one gained in *ADCP2-1* (story award **ADCP07 Fragment of the Monolith**). It needs to be shattered, its energies directed and manipulated so that a portal is opened. The actions need to be performed within 5 squares of the fountain.

Before proceeding allow the PCs to position themselves on the battle map. They are not expecting trouble automatically, but considering the circumstances it should not surprise them. They have no idea though if trouble arrives in which it does and from where. See Terrain Features below for more details about the map, although the two magic circles are not yet present.

Perform Shadow Passage Ritual: Perform the Shadow Passage ritual. Note that the fragment replaces the need for all material components.

Shattering the Fragment: At the end of the ritual it requires a DC Moderate Athletics or Thievery check to crush the fragment. A failure results in AL force damage. The stone is <u>not</u> shattered and the characters need to try again.

Directing the Energy: To direct the energy, a PC needs to make a DC Moderate Arcana, Nature or Religion check. On a failure the PC takes AL damage, but the energy is still directed correctly – no new check is required.

Opening the Portal: Opening the portal requires a DC Moderate Arcana, Nature or Religion check. The portal always opens, but on a failure the character becomes dazed during the first round of combat (which cannot be avoided with items or powers).

Read aloud or paraphrase the following as soon as the portal opens:

With a crackling sound the fragment shatters, blue energy rising from it like smoke from a fire. The energy slowly drifts towards the city gates like tendrils, colliding together to form a large blue glowing portal.

Before you can react a malevolent presence rushes to the portal followed by a bright flash as the thing crashes into the portal. A loud scream of unbridled rage nearly ruptures your eardrums, then fades to a crackling sound.

Multi-armed blue glowing skeletons rise from the floor and a handful of glowing shapeless spirits step forward. Something gives the portal physical form, vaguely humanoid with the portal as its belly and covered with magical glyphs. It growls in anger, "If I cannot leave, nobody can!"

A wave of energy washes over the area in an attempt to kill the PCs, but it is not as powerful as Vacacarian hoped. All humanoids of level 10 or less are unconscious until the end of the encounter. <u>Only the PCs, the major NPCs and S'Sesshell are unaffected.</u> Treat all NPCs as bystanders taking a total defense action. See Appendix 2 for additional ways they can interact with the encounter.

Vacacarian tried to flee through the portal, but failed. He tries to destroy the portal, but fails as well. In frustration he has animated nearby skeletons and the portal itself, hoping to kill the characters and their charges instead.

The skeletons are made of stone, more like constructs than undead. The gate is an eidolon. While the eidolon <u>cannot</u> leave the courtyard, its goal is to

prevent anybody from using the portal in its torso. Vacacarian's control over the gate is far from perfect which the PCs know after a few moments of observation. Give the players Handout 8 and allow them to ask any questions.

Roll initiative once everybody is ready for the combat.

Eidolon Portal

Opening the portal is easy, keeping it open and using it is not. Vacacarian animated it as an eidolon. His control is absolute if the gate is strong, empowered by the portal's own energy. His control wavers when the energy of the gate is reduced. Of course, the downside of that is that portal cannot sustain itself at that point, slowly collapsing in on itself and closing, unless the PCs intervene.

A PC within 10 squares the eidolon can influence it (and the portal) with Arcana, Nature, or Religion. Adjacent characters can use Athletics or Thievery. They can use similar checks on the Eyes of Vacacarian, but only if adjacent. The DC is Hard as a minor action and Moderate as a standard action. Only <u>one</u> successful check can be made <u>per turn</u> (in other words one check per character). <u>Note that using such a skill check against the eidolon portal triggers the *gate guardian* ability of the skeletal gate guardians</u>.

Characters who fail a check 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 used against the eidolon or portal using one effect of the throwing character's choice. <u>Unlike a skill check this does not trigger a reaction from the skeletal portal guardians</u>.

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 <u>cannot</u> 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 <u>cannot</u> 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: The portal eidolon needs to be in its *hallowed stance* before creatures can use the portal. Any PC adjacent to the portal can move through it with a move action specifically used to use the portal (so a creature cannot move to and through the portal in the same action). Moving through the portal triggers an opportunity attack from the eidolon portal (unless it is prevented from making opportunity attacks), and it counts as using a skill check against the gate for the guardians' triggered actions. Note that the NPCs are too afraid to move through the portal themselves, though if the eidolon is dazed then the PCs could use a social skill to convince them to leave.

The portal is in two directions. Creatures cannot effect what happens on the other side, but they can see through the portal. A PC could opt to return as a move action, arriving adjacent to the portal in a square of the player's choice. So if a PC unexpectedly drops unconscious, another can return to retrieve the PC.

In theory, the PCs have 4 major NPCs, 4 minor NPCs, 15 guards, 5 horses with stuff, and possibly S'Sesshell and Dumral to save.

S'Sesshell: If S'Sesshell is present, he tries to leave as quickly as possible, as soon as he can do so safely. If the PCs have been friendly, he spends a standard action to help Dumral to escape through an Arcana check with a bonus equal to the AL. (If he gets a high enough check to affect other targets, he chooses members of the expedition.)

Eidolon drops to 0 hit points: Handout 4 warns the characters against the fact that the eidolon and portal are one and the same creature. The eidolon looks relatively fragile, and once bloodied visibly starts to crumble even without the PCs attacking it. Make absolutely sure that when a PC targets it with an attack (especially when it is already bloodied), the player is aware of the risks involved. You might even need to go as far as requiring that a player needs permission from

the whole group to target it (although this is an extreme measure).

If the PCs still destroy the portal, you can do two things. If it happens early on with most of the other monsters still alive, allow the PCs to recreate the portal by making a DC Moderate Arcana, Nature or Religion check as a standard action, with failure still opening the portal but dealing AL damage and the PC being dazed until the end of his next turn. The eidolon is recreated and completely healed without any effects it had before (it is effectively a new creature), immediately taking its turn after the PC that recreated it. If the PCs have not yet spent many resources and it is in the first round or two, you can also decide to recreate any of the other monsters.

Alternatively, if the portal is destroyed at the end of the fight, especially if there is little time left or a lot of resources have been spent on this fight, the PCs fail in their mission. No NPC is rescued and all PCs gain **CORE103 Lost**.

FEATURES OF THE AREA

Illumination: The area is brightly illuminated by the blue corrupted Companion above the city as well as the glowing monsters and statues.

Fountain: The fountain is difficult terrain. The statue in the middle is blocking terrain.

Gate: The gate is blocking terrain and it cannot be opened or destroyed.

Gatehouse: The gatehouse is 60 feet high. The doors are closed and barred, but can be opened with a DC Moderate Strength or Thievery check.

Houses: The houses look like they are from a dark nightmare just as in the rest of the city. The doors and shutters are closed and locked. They are 20 feet high at the sides, 30 feet at the top of the sloped roofs.

Eyes of Vacacarian: The main street is flanked by large statues of the heroes that defended the city during the Battle of the Plague. If a PC has ADCP03 Defender of Elturel from *ADCP2-1*, one of the statues depicts that character. These two statues start to glow with blue flames, and two blue magic circles appear. With 6 PCs the fountain glows as well. With 4 PCs one of the circles flickers a few moments before disappearing again. These are the Eyes of Vacacarian – his foci to keep an eye on the fight.

Within a radius of 5 squares around the statues the monsters are boosted by Vacacarian's presence. The exact effect depends on the number of eyes still present. An eye can be destroyed by a character adjacent to one.

- **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.

TACTICS

The skeletons and the eidolon try to remain within the effects of the Eyes of Vacacarian as long as it lasts. The skeletons try to remain within 8 squares of the eidolon for maximum use of their *gate guardian* power.

The skeletons focus on the characters dealing with the portal. Under normal circumstances they do not use *gate guardian* against the same PC for the same check. If the players are having an easy time or you feel they can take it, you can instead opt to have them focus their attacks more. Remember that the PCs can influence who is targeted by changing the targets of their attacks.

The burning spirits maneuver around more freely. They try to stay within 2 squares of a PC to use *whitefire burst* for maximum effect. They are aware that ongoing damage does not stack, preferring to stick close to a character without ongoing radiant damage. They focus on ranged attackers.

Note: The eidolon <u>cannot</u> leave the courtyard, nor can it or the monsters damage it. All fight to the death, or until everybody is gone.

ENDING THE ENCOUNTER

Proceed with the Conclusion when the last PC leaves through the portal. A character that remains behind for whatever reason gains the story award **CORE103 Lost**.

MILESTONE

This encounter counts toward a milestone.

TREASURE

The PCs find a set of *imposter's armor* +3 at AL 12, +4 at AL 14, 16 and 18 and +5 at AL 20. Alternatively a character can choose to improve one armor, weapon, implement, or neck item by 1 (e.g. from +2 to +3) to a maximum of +4. Characters that used **ADCP07 Fragment of the Monolith** must void it. These characters gain **CORE101 Blue Fire Infusion**.

3 Skeletal Gate Guardians (G) — Level 14 Brute

Medium natural animate (construct) — XP 1,000

HP 166; **Bloodied** 83 — **Initiative** +12
AC 26, **Fortitude** 26, **Reflex** 26, **Will** 24 — **Perception** +15
Speed 8
Immune disease, poison

Standard Actions

m Twin Scimitar Strike (weapon) • **At-Will**
Effect: The skeletal guardian makes two attacks against the same target. This also holds true for opportunity attacks.
Attack: Melee 1 (one creature); +19 vs. AC
Hit: 2d8 + 7 damage.

M Cascade of Steel (weapon) • **At-Will**
Effect: The skeletal guardian makes two *twin scimitar strikes* (four scimitar attacks total).

Triggered Actions

M Gate Guardian (weapon) • **At-Will**
Trigger: When an enemy makes a skill check to open the portal within 10 squares.
Effect (Immediate Reaction): The skeletal guardian shifts 8 squares and makes a basic melee attack against the triggering attack.

M Sudden Strike (weapon) • **At-Will**
Trigger: When an adjacent enemy shifts.
Effect (Immediate Reaction): The skeletal guardian makes a basic melee attack against the triggering enemy.

| Str 20 (+12) | Dex 20 (+12) | Wis 16 (+10) |
| Con 16 (+10) | Int 3 (+3) | Cha 3 (+3) |

Alignment unaligned — **Languages** –
Equipment scimitars x4

Note: Modified skeletal arcane guardian.

5+ Whitefire Burning Spirits (S) — Level 14 Minion

Medium immortal humanoid (devil) — XP 250

HP 1; a missed attack never damages a minion — **Initiative** +15
AC 28, **Fortitude** 26, **Reflex** 28, **Will** 24 — **Perception** +10
Speed 7 — Darkvision
Resist 15 fire, 20 radiant

Standard Actions

m Burning Claw (radiant) • **At-Will**
Attack: Melee 1 (one creature); +19 vs. AC
Hit: 10 radiant.

r Whiteflame Bolt (radiant) • **At-Will**
Attack: Ranged 10 (one creature); +17 vs. Reflex
Hit: 10 radiant.

Triggered Actions

R Brilliant Alacrity (radiant, teleportation) • **At-Will**
Trigger: When the whitefire burning spirit is missed by a fire or radiant attack.
Effect (Immediate Interrupt): The whitefire burning spirit teleports 7 squares. At the end of the movement, the burning spirit makes a *whiteflame bolt* attack against the creature that made the triggering attack.

Whitefire Burst (radiant) • **Encounter**
Trigger: When the whitefire burning spirits drops to 0 hit points.
Effect (Free Action): Close burst 2 (enemies in the burst); the target takes ongoing 5 radiant damage.

| Str 16 (+10) | Dex 22 (+13) | Wis 16 (+10) |
| Con 20 (+12) | Int 10 (+7) | Cha 10 (+7) |

Alignment evil — **Languages** Supernal

Note: Renamed whitefire burning devils, modified damage output.

1 Eidolon Portal (E) — Level 14 Controller (leader)

Large natural animate (construct) — XP 1,000

HP 140; **Bloodied** 70 — **Initiative** +9
AC 29, **Fortitude** 27, **Reflex** 23, **Will** 24 — **Perception** +10
Speed 5
Immune disease, fear, sleep

Traits

O Fearless Followers • **Aura** 5
Allies in the aura are immune to fear.

Portal Drain
While bloodied the eidolon it immediately switches into *hallowed stance* as a free action, gaining speed 0, immunity to forced movement of any kind (including teleportation). It takes 15 damage at the start of its turn which is not resisted because of its *hallowed stance*. Once not bloodied anymore it acts normally again.

Standard Actions

m Slam • **At-Will**
Attack: Melee 2 (one creature); +19 vs. AC
Hit: 3d6 + 12 damage. A creature cannot leave through the portal (save ends).

Hallowed Stance (radiant) • **At-Will**
Effect: The eidolon assumes a meditative stance. Until the end of its next turn, the eidolon gains resist 20 to all damage, and all non-minion allies in its line of sight deal an extra 1d8 radiant damage on their melee attacks. Minion allies deal 1 extra radiant damage. If the eidolon moves, the effect ends.

Minor Actions

Release the Legion • **At-Will** 1/round
Effect: The eidolon portal summons 2 whitefire burning spirits. They appear within 5 squares of the eidolon. Roll initiative for the summoned spirit.

Heal the Legion (healing) • **At-Will** 1/round
Effect: The eidolon gives one non-minion ally within 20 squares 20 temporary hit points.

Triggered Actions

R Divine Retribution (radiant) • **At-Will**
Requirement: Hallowed stance must be active.
Trigger: An enemy attacks the eidolon.
Attack (Immediate Reaction): Range 20 (triggering enemy); +17 vs. Reflex
Hit: 3d6 + 12 radiant damage.
Miss: Half damage.
Special: The attack does not trigger opportunity attacks.

R Vengeful Flame (fire) • **At-Will**
Trigger: An enemy kills an ally of the eidolon within sight.
Attack (Immediate Reaction): Range 20 (triggering enemy); +17 vs. Reflex
Hit: 1d8 + 6 fire damage, and ongoing 10 fire damage (save ends).
Special: The attack does not trigger opportunity attacks.

| Str 22 (+13) | Dex 14 (+9) | Wis 16 (+10) |
| Con 20 (+12) | Int 7 (+5) | Cha 11 (+7) |

Alignment unaligned — **Languages** –

Note: Modified eidolon.

Eidolon Portal: As per the skill challenge's description, the PC's actions might modify its abilities!

Encounter 6A: Breaking the Wall (Adventure Level 14)

3 Skeletal Gate Guardians (G)	Level 16 Brute
Medium natural animate (construct)	XP 1,400
HP 186; **Bloodied** 93	**Initiative** +13
AC 28, **Fortitude** 28, **Reflex** 28, **Will** 26	**Perception** +16
Speed 8	
Immune disease, poison	

STANDARD ACTIONS

m **Twin Scimitar Strike** (weapon) • **At-Will**

Effect: The skeletal guardian makes two attacks against the same target. This also holds true for opportunity attacks.

Attack: Melee 1 (one creature); +21 vs. AC

Hit: 3d6 + 8 damage.

M **Cascade of Steel** (weapon) • **At-Will**

Effect: The skeletal guardian makes two *twin scimitar strikes* (four scimitar attacks total).

TRIGGERED ACTIONS

M **Gate Guardian** (weapon) • **At-Will**

Trigger: When an enemy makes a skill check to open the portal within 10 squares.

Effect (Immediate Reaction): The skeletal guardian shifts 8 squares and makes a basic melee attack against the triggering attack.

M **Sudden Strike** (weapon) • **At-Will**

Trigger: When an adjacent enemy shifts.

Effect (Immediate Reaction): The skeletal guardian makes a basic melee attack against the triggering enemy.

Str 20 (+13)	**Dex** 20 (+13)	**Wis** 16 (+11)
Con 16 (+11)	**Int** 3 (+4)	**Cha** 3 (+4)

Alignment unaligned   **Languages** –

Equipment scimitars x4

Note: Modified skeletal arcane guardian.

5+ Whitefire Burning Spirits (S)	Level 16 Minion
Medium immortal humanoid (devil)	XP 350
HP 1; a missed attack never damages a minion	**Initiative** +16
AC 30, **Fortitude** 28, **Reflex** 30, **Will** 26	**Perception** +11
Speed 7	Darkvision
Resist 15 fire, 20 radiant	

STANDARD ACTIONS

m **Burning Claw** (radiant) • **At-Will**

Attack: Melee 1 (one creature); +21 vs. AC

Hit: 11 radiant.

r **Whiteflame Bolt** (radiant) • **At-Will**

Attack: Ranged 10 (one creature); +19 vs. Reflex

Hit: 11 radiant.

TRIGGERED ACTIONS

R **Brilliant Alacrity** (radiant, teleportation) • **At-Will**

Trigger: When the whitefire burning spirit is missed by a fire or radiant attack.

Effect (Immediate Interrupt): The whitefire burning spirit teleports 7 squares. At the end of the movement, the burning spirit makes a *whiteflame bolt* attack against the creature that made the triggering attack.

Whitefire Burst (radiant) • **Encounter**

Trigger: When the whitefire burning spirits drops to 0 hit points.

Effect (Free Action): Close burst 2 (enemies in the burst); the target takes ongoing 5 radiant damage.

Str 16 (+11)	**Dex** 22 (+14)	**Wis** 16 (+11)
Con 20 (+13)	**Int** 10 (+8)	**Cha** 10 (+8)

Alignment evil   **Languages** Supernal

Note: Renamed whitefire burning devils, modified damage output.

1 Eidolon Portal (E)	Level 16 Controller (leader)
Large natural animate (construct)	XP 1,400
HP 156; **Bloodied** 78	**Initiative** +10
AC 31, **Fortitude** 29, **Reflex** 25, **Will** 26	**Perception** +11
Speed 5	
Immune disease, fear, sleep	

TRAITS

O **Fearless Followers** • **Aura** 5

Allies in the aura are immune to fear.

Portal Drain

While bloodied the eidolon it immediately switches into *hallowed stance* as a free action, gaining speed 0, immunity to forced movement of any kind (including teleportation). It takes 20 damage at the start of its turn which is not resisted because of its *hallowed stance*. Once not bloodied anymore it acts normally again.

STANDARD ACTIONS

m **Slam** • **At-Will**

Attack: Melee 2 (one creature); +21 vs. AC

Hit: 3d8 + 11 damage. A creature cannot leave through the portal (save ends).

Hallowed Stance (radiant) • **At-Will**

Effect: The eidolon assumes a meditative stance. Until the end of its next turn, the eidolon gains resist 20 to all damage, and all non-minion allies in its line of sight deal an extra 1d6 +1 radiant damage on their melee attacks. Minion allies deal 1 extra radiant damage. If the eidolon moves, the effect ends.

MINOR ACTIONS

Release the Legion • **At-Will** 1/round

Effect: The eidolon portal summons 2 whitefire burning spirits. They appear within 5 squares of the eidolon. Roll initiative for the summoned spirit.

Heal the Legion (healing) • **At-Will** 1/round

Effect: The eidolon gives one non-minion ally within 20 squares 20 temporary hit points.

TRIGGERED ACTIONS

R **Divine Retribution** (radiant) • **At-Will**

Requirement: Hallowed stance must be active.

Trigger: An enemy attacks the eidolon.

Attack (Immediate Reaction): Range 20 (triggering enemy); +19 vs. Reflex

Hit: 3d8 + 11 radiant damage.

Miss: Half damage.

Special: The attack does not trigger opportunity attacks.

R **Vengeful Flame** (fire) • **At-Will**

Trigger: An enemy kills an ally of the eidolon within sight.

Attack (Immediate Reaction): Range 20 (triggering enemy); +19 vs. Reflex

Hit: 2d6 + 7 fire damage, and ongoing 10 fire damage (save ends).

Special: The attack does not trigger opportunity attacks.

Str 22 (+14)	**Dex** 14 (+10)	**Wis** 16 (+11)
Con 20 (+13)	**Int** 7 (+6)	**Cha** 11 (+8)

Alignment unaligned   **Languages** –

Note: Modified eidolon.

Eidolon Portal: As per the skill challenge's description, the PC's actions might modify its abilities!

Encounter 6A: Breaking the Wall (Adventure Level 16)

3 Skeletal Gate Guardians (G)	Level 18 Brute
Medium natural animate (construct)	XP 2,000

HP 206; **Bloodied** 103   **Initiative** +14
AC 30, **Fortitude** 30, **Reflex** 30, **Will** 28   **Perception** +17
Speed 8
Immune disease, poison

STANDARD ACTIONS

m **Twin Scimitar Strike** (weapon) • **At-Will**
  Effect: The skeletal guardian makes two attacks against the same
    target. This also holds true for opportunity attacks.
  Attack: Melee 1 (one creature); +23 vs. AC
  Hit: 3d6 + 9 damage.

M **Cascade of Steel** (weapon) • **At-Will**
  Effect: The skeletal guardian makes two *twin scimitar strikes* (four
    scimitar attacks total).

TRIGGERED ACTIONS

M **Gate Guardian** (weapon) • **At-Will**
  Trigger: When an enemy makes a skill check to open the portal within
    10 squares.
  Effect (Immediate Reaction): The skeletal guardian shifts 8 squares and
    makes a basic melee attack against the triggering attack.

M **Sudden Strike** (weapon) • **At-Will**
  Trigger: When an adjacent enemy shifts.
  Effect (Immediate Reaction): The skeletal guardian makes a basic melee
    attack against the triggering enemy.

Str 20 (+14)	**Dex** 20 (+14)	**Wis** 16 (+12)
Con 16 (+12)	**Int** 3 (+5)	**Cha** 3 (+5)

Alignment unaligned   **Languages** –
Equipment scimitars x4
Note: Modified skeletal arcane guardian.

5+ Whitefire Burning Spirits (S)	Level 18 Minion
Medium immortal humanoid (devil)	XP 500

HP 1; a missed attack never damages a minion   **Initiative** +17
AC 32, **Fortitude** 30, **Reflex** 32, **Will** 28   **Perception** +12
Speed 7   Darkvision
Resist 15 fire, 20 radiant

STANDARD ACTIONS

m **Burning Claw** (radiant) • **At-Will**
  Attack: Melee 1 (one creature); +23 vs. AC
  Hit: 12 radiant.

r **Whiteflame Bolt** (radiant) • **At-Will**
  Attack: Ranged 10 (one creature); +21 vs. Reflex
  Hit: 12 radiant.

TRIGGERED ACTIONS

R **Brilliant Alacrity** (radiant, teleportation) • **At-Will**
  Trigger: When the whitefire burning spirit is missed by a fire or radiant
    attack.
  Effect (Immediate Interrupt): The whitefire burning spirit teleports 7
    squares. At the end of the movement, the burning spirit makes a
    whiteflame bolt attack against the creature that made the triggering
    attack.

Whitefire Burst (radiant) • **Encounter**
  Trigger: When the whitefire burning spirits drops to 0 hit points.
  Effect (Free Action): Close burst 2 (enemies in the burst); the target
    takes ongoing 5 radiant damage.

Str 16 (+12)	**Dex** 22 (+15)	**Wis** 16 (+12)
Con 20 (+14)	**Int** 10 (+9)	**Cha** 10 (+9)

Alignment evil   **Languages** Supernal
Note: Renamed whitefire burning devils, modified damage output.

1 Eidolon Portal (E)	Level 18 Controller (leader)
Large natural animate (construct)	XP 2,000

HP 172; **Bloodied** 86   **Initiative** +11
AC 33, **Fortitude** 31, **Reflex** 27, **Will** 28   **Perception** +12
Speed 5
Immune disease, fear, sleep

TRAITS

O **Fearless Followers** • **Aura** 5
  Allies in the aura are immune to fear.

Portal Drain
  While bloodied the eidolon it immediately switches into
  hallowed stance as a free action, gaining speed 0, immunity to forced
  movement of any kind (including teleportation). It takes 25 damage at
  the start of its turn which is not resisted because of its *hallowed stance*.
  Once not bloodied anymore it acts normally again.

STANDARD ACTIONS

m **Slam** • **At-Will**
  Attack: Melee 2 (one creature); +23 vs. AC
  Hit: 3d8 + 13 damage. A creature cannot leave through the portal
    (save ends).

Hallowed Stance (radiant) • **At-Will**
  Effect: The eidolon assumes a meditative stance. Until the end of its
    next turn, the eidolon gains resist 20 to all damage, and all non-
    minion allies in its line of sight deal an extra 1d6 + 2 radiant damage
    on their melee attacks. Minion allies deal 2 extra radiant damage. If
    the eidolon moves, the effect ends.

MINOR ACTIONS

Release the Legion • **At-Will** 1/round
  Effect: The eidolon portal summons 2 whitefire burning spirits. They
    appear within 5 squares of the eidolon. Roll initiative for the
    summoned spirit.

Heal the Legion (healing) • **At-Will** 1/round
  Effect: The eidolon gives one non-minion ally within 20 squares 20
    temporary hit points.

TRIGGERED ACTIONS

R **Divine Retribution** (radiant) • **At-Will**
  Requirement: Hallowed stance must be active.
  Trigger: An enemy attacks the eidolon.
  Attack (Immediate Reaction): Range 20 (triggering enemy); +21 vs.
    Reflex
  Hit: 3d8 + 13 radiant damage.
  Miss: Half damage.
  Special: The attack does not trigger opportunity attacks.

R **Vengeful Flame** (fire) • **At-Will**
  Trigger: An enemy kills an ally of the eidolon within sight.
  Attack (Immediate Reaction): Range 20 (triggering enemy); +21 vs.
    Reflex
  Hit: 2d6 + 8 fire damage, and ongoing 10 fire damage (save ends).
  Special: The attack does not trigger opportunity attacks.

Str 22 (+15)	**Dex** 14 (+11)	**Wis** 16 (+12)
Con 20 (+14)	**Int** 7 (+7)	**Cha** 11 (+9)

Alignment unaligned   **Languages** –
Note: Modified eidolon.

Eidolon Portal: As per the skill challenge's description,
the PC's actions might modify its abilities!

3 Skeletal Gate Guardians (G)	Level 20 Brute
Medium natural animate (construct)	XP 2,800

HP 226; **Bloodied** 113	**Initiative** +15
AC 32, **Fortitude** 32, **Reflex** 32, **Will** 30	**Perception** +18
Speed 8	
Immune disease, poison	

STANDARD ACTIONS

m **Twin Scimitar Strike** (weapon) • **At-Will**
Effect: The skeletal guardian makes two attacks against the same target. This also holds true for opportunity attacks.
Attack: Melee 1 (one creature); +25 vs. AC
Hit: 3d6 + 11 damage.

M **Cascade of Steel** (weapon) • **At-Will**
Effect: The skeletal guardian makes two *twin scimitar strikes* (four scimitar attacks total).

TRIGGERED ACTIONS

M **Gate Guardian** (weapon) • **At-Will** 1/round
Trigger: When an enemy makes a skill check to open the portal within 10 squares.
Effect (Free Action): The skeletal guardian shifts 8 squares and makes a basic melee attack against the triggering attack.

M **Sudden Strike** (weapon) • **At-Will**
Trigger: When an adjacent enemy shifts.
Effect (Immediate Reaction): The skeletal guardian makes a basic melee attack against the triggering enemy.

| **Str** 20 (+15) | **Dex** 20 (+15) | **Wis** 16 (+13) |
| **Con** 16 (+13) | **Int** 3 (+6) | **Cha** 3 (+6) |

Alignment unaligned   **Languages** –
Equipment scimitars x4

Note: Modified skeletal arcane guardian.

5+ Whitefire Burning Spirits (S)	Level 20 Minion
Medium immortal humanoid (devil)	XP 700

HP 1; a missed attack never damages a minion	**Initiative** +18
AC 34, **Fortitude** 32, **Reflex** 34, **Will** 30	**Perception** +13
Speed 7	Darkvision
Resist 15 fire, 20 radiant	

STANDARD ACTIONS

m **Burning Claw** (radiant) • **At-Will**
Attack: Melee 1 (one creature); +25 vs. AC
Hit: 14 radiant.

r **Whiteflame Bolt** (radiant) • **At-Will**
Attack: Ranged 10 (one creature); +23 vs. Reflex
Hit: 14 radiant.

TRIGGERED ACTIONS

R **Brilliant Alacrity** (radiant, teleportation) • **At-Will**
Trigger: When the whitefire burning spirit is missed by a fire or radiant attack.
Effect (Immediate Interrupt): The whitefire burning spirit teleports 7 squares. At the end of the movement, the burning spirit makes a *whiteflame bolt* attack against the creature that made the triggering attack.

Whitefire Burst (radiant) • **Encounter**
Trigger: When the whitefire burning spirits drops to 0 hit points.
Effect (Free Action): Close burst 2 (enemies in the burst); the target takes ongoing 10 radiant damage.

| **Str** 16 (+13) | **Dex** 22 (+16) | **Wis** 16 (+13) |
| **Con** 20 (+15) | **Int** 10 (+10) | **Cha** 10 (+10) |

Alignment evil   **Languages** Supernal

Note: Renamed whitefire burning devils, modified damage output.

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1 Eidolon Portal (E)	Level 20 Controller (leader)
Large natural animate (construct)	XP 2,800

HP 188; **Bloodied** 94	**Initiative** +12
AC 35, **Fortitude** 33, **Reflex** 29, **Will** 30	**Perception** +13
Speed 5	
Immune disease, fear, sleep	

TRAITS

O **Fearless Followers** • **Aura** 5
Allies in the aura are immune to fear.

O **Burning Light** (radiant) • **Aura** 2
While the golem is bloodied, any creature that enters the aura or starts its turn there takes 5 radiant damage.

Portal Drain
While bloodied the eidolon it immediately switches into *hallowed stance* as a free action, gaining speed 0, immunity to forced movement of any kind (including teleportation). It takes 30 damage at the start of its turn which is not resisted because of its *hallowed stance*. Once not bloodied anymore it acts normally again.

STANDARD ACTIONS

m **Slam** • **At-Will**
Attack: Melee 2 (one creature); +25 vs. AC
Hit: 3d8 + 15 damage. A creature cannot leave through the portal (save ends).

Hallowed Stance (radiant) • **At-Will**
Effect: The eidolon assumes a meditative stance. Until the end of its next turn, the eidolon gains resist 20 to all damage, and all non-minion allies in its line of sight deal an extra 1d6 + 2 radiant damage on their melee attacks. Minion allies deal 2 extra radiant damage. If the eidolon moves, the effect ends.

MINOR ACTIONS

Release the Legion • **At-Will** 1/round
Effect: The eidolon portal summons 2 whitefire burning spirits. They appear within 5 squares of the eidolon. Roll initiative for the summoned spirit.

Heal the Legion (healing) • **At-Will** 1/round
Effect: The eidolon gives one non-minion ally within 20 squares 20 temporary hit points.

TRIGGERED ACTIONS

R **Divine Retribution** (radiant) • **At-Will**
Requirement: Hallowed stance must be active.
Trigger: An enemy attacks the eidolon.
Attack (Immediate Reaction): Range 20 (triggering enemy); +23 vs. Reflex
Hit: 3d8 + 15 radiant damage, and the target is blinded (save ends).
Miss: Half damage.
Special: The attack does not trigger opportunity attacks.

R **Vengeful Flame** (fire) • **At-Will**
Trigger: An enemy kills an ally of the eidolon within sight.
Attack (Immediate Reaction): Range 20 (triggering enemy); +23 vs. Reflex
Hit: 3d6 + 8 fire damage, and ongoing 10 fire damage (save ends).
Special: The attack does not trigger opportunity attacks.

| **Str** 22 (+16) | **Dex** 14 (+12) | **Wis** 16 (+13) |
| **Con** 20 (+15) | **Int** 7 (+8) | **Cha** 11 (+10) |

Alignment unaligned   **Languages** –

Note: Modified eidolon.

Eidolon Portal: As per the skill challenge's description, the PC's actions might modify its abilities!

Encounter 6A: Breaking the Wall (Adventure Level 20)

3 Skeletal Gate Guardians (G)	Level 22 Brute
Medium natural animate (construct)	XP 4,150
HP 246; **Bloodied** 123	**Initiative** +16
AC 34, **Fortitude** 34, **Reflex** 34, **Will** 32	**Perception** +19
Speed 8	
Immune disease, poison	

STANDARD ACTIONS

m **Twin Scimitar Strike** (weapon) • **At-Will**

Effect: The skeletal guardian makes two attacks against the same target. This also holds true for opportunity attacks.

Attack: Melee 1 (one creature); +27 vs. AC

Hit: 3d8 + 9 damage.

M **Cascade of Steel** (weapon) • **At-Will**

Effect: The skeletal guardian makes two *twin scimitar strikes* (four scimitar attacks total).

TRIGGERED ACTIONS

M **Gate Guardian** (weapon) • **At-Will** 1/round

Trigger: When an enemy makes a skill check to open the portal within 10 squares.

Effect (Free Action): The skeletal guardian shifts 8 squares and makes a basic melee attack against the triggering attack.

M **Sudden Strike** (weapon) • **At-Will**

Trigger: When an adjacent enemy shifts.

Effect (Immediate Reaction): The skeletal guardian makes a basic melee attack against the triggering enemy.

Str 20 (+16)	**Dex** 20 (+16)	**Wis** 16 (+14)
Con 16 (+14)	**Int** 3 (+7)	**Cha** 3 (+7)

Alignment unaligned   **Languages** –

Equipment scimitars x4

Note: Modified skeletal arcane guardian.

5+ Whitefire Burning Spirits (S)	Level 22 Minion
Medium immortal humanoid (devil)	XP 1,038
HP 1; a missed attack never damages a minion	**Initiative** +19
AC 36, **Fortitude** 34, **Reflex** 36, **Will** 32	**Perception** +14
Speed 7	Darkvision
Resist 20 fire, 30 radiant	

STANDARD ACTIONS

m **Burning Claw** (radiant) • **At-Will**

Attack: Melee 1 (one creature); +27 vs. AC

Hit: 15 radiant.

r **Whiteflame Bolt** (radiant) • **At-Will**

Attack: Ranged 10 (one creature); +25 vs. Reflex

Hit: 15 radiant.

TRIGGERED ACTIONS

R **Brilliant Alacrity** (radiant, teleportation) • **At-Will**

Trigger: When the whitefire burning spirit is missed by a fire or radiant attack.

Effect (Immediate Interrupt): The whitefire burning spirit teleports 7 squares. At the end of the movement, the burning spirit makes a *whiteflame bolt* attack against the creature that made the triggering attack.

Whitefire Burst (radiant) • **Encounter**

Trigger: When the whitefire burning spirits drops to 0 hit points.

Effect (Free Action): Close burst 2 (enemies in the burst); the target takes ongoing 10 radiant damage.

Str 16 (+14)	**Dex** 22 (+17)	**Wis** 16 (+14)
Con 20 (+16)	**Int** 10 (+11)	**Cha** 10 (+11)

Alignment evil   **Languages** Supernal

Note: Renamed whitefire burning devils, modified damage output.

1 Eidolon Portal (E)	Level 22 Controller (leader)
Large natural animate (construct)	XP 4,150
HP 204; **Bloodied** 102	**Initiative** +13
AC 37, **Fortitude** 35, **Reflex** 31, **Will** 32	**Perception** +14
Speed 5	
Immune disease, fear, sleep	

TRAITS

O **Fearless Followers** • **Aura** 5

Allies in the aura are immune to fear.

O **Burning Light** (radiant) • **Aura** 2

While the golem is bloodied, any creature that enters the aura or starts its turn there takes 10 radiant damage.

Portal Drain

While bloodied the eidolon it immediately switches into *hallowed stance* as a free action, gaining speed 0, immunity to forced movement of any kind (including teleportation). It takes 35 damage at the start of its turn which is not resisted because of its *hallowed stance*. Once not bloodied anymore it acts normally again.

STANDARD ACTIONS

m **Slam** • **At-Will**

Attack: Melee 2 (one creature); +27 vs. AC

Hit: 4d6 + 16 damage. A creature cannot leave through the portal (save ends).

Hallowed Stance (radiant) • **At-Will**

Effect: The eidolon assumes a meditative stance. Until the end of its next turn, the eidolon gains resist 20 to all damage, and all non-minion allies in its line of sight deal an extra 1d8 + 2 radiant damage on their melee attacks. Minion allies deal 3 extra radiant damage. If the eidolon moves, the effect ends.

MINOR ACTIONS

Release the Legion • **At-Will** 1/round

Effect: The eidolon portal summons 2 whitefire burning spirits. They appear within 5 squares of the eidolon. Roll initiative for the summoned spirit.

Heal the Legion (healing) • **At-Will** 1/round

Effect: The eidolon gives one non-minion ally within 20 squares 30 temporary hit points.

TRIGGERED ACTIONS

R **Divine Retribution** (radiant) • **At-Will**

Requirement: Hallowed stance must be active.

Trigger: An enemy attacks the eidolon.

Attack (Immediate Reaction): Range 20 (triggering enemy); +25 vs. Reflex

Hit: 4d6 + 16 radiant damage, and the target is blinded (save ends).

Miss: Half damage.

Special: The attack does not trigger opportunity attacks.

R **Vengeful Flame** (fire) • **At-Will** 1/round

Trigger: An enemy kills an ally of the eidolon within sight.

Attack (Free Action): Range 20 (triggering enemy); +25 vs. Reflex

Hit: 3d6 + 10 fire damage, and ongoing 15 fire damage (save ends).

Special: The attack does not trigger opportunity attacks.

Str 22 (+17)	**Dex** 14 (+13)	**Wis** 16 (+14)
Con 20 (+16)	**Int** 7 (+9)	**Cha** 11 (+11)

Alignment unaligned   **Languages** –

Note: Modified eidolon.

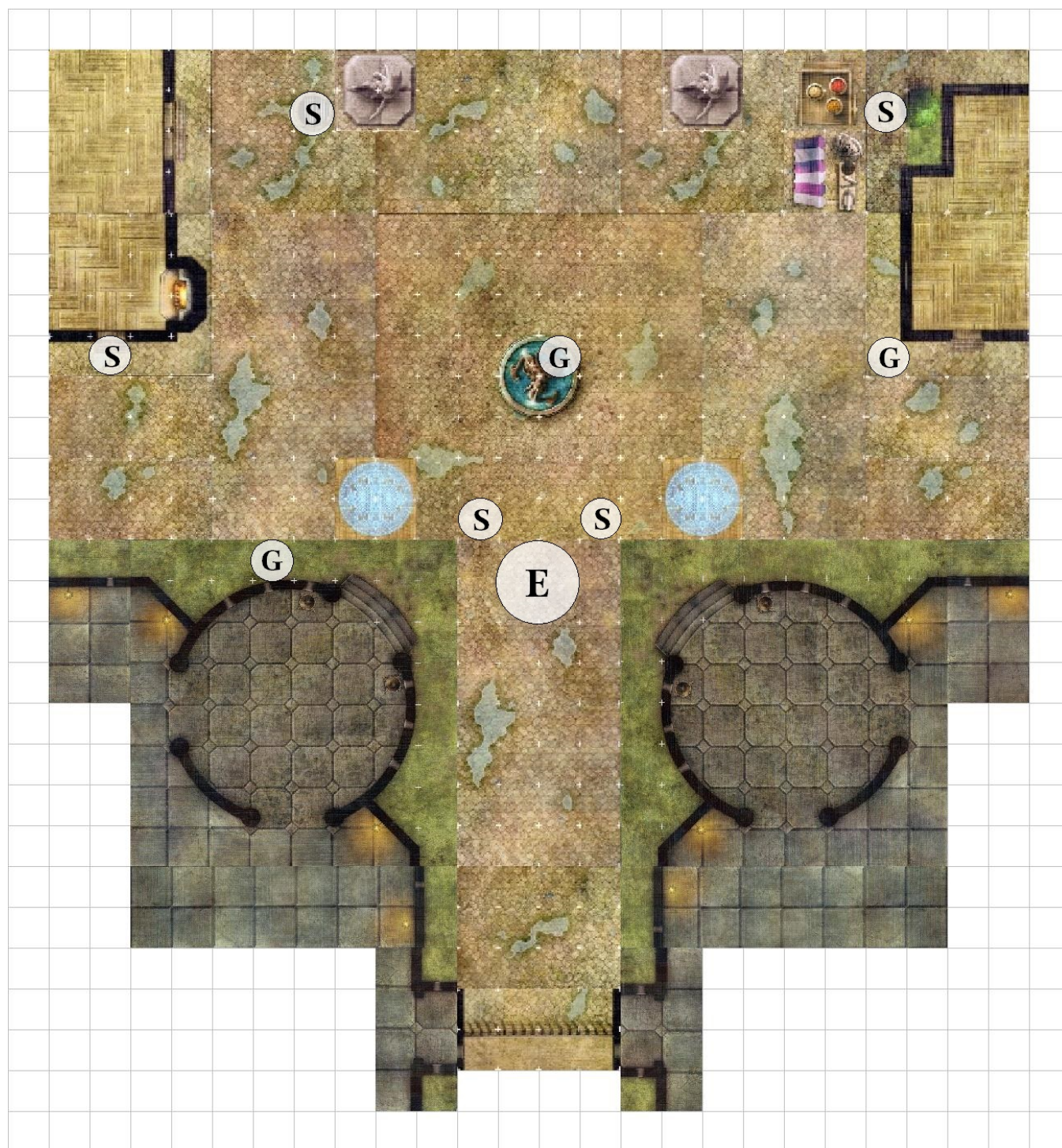**Eidolon Portal:** As per the skill challenge's description, the PC's actions might modify its abilities.

Encounter 6A: Breaking the Wall Map

E= eidolon portal; G = skeletal portal guardian; S = whitefire burning spirits
Note: The eidolon portal <u>cannot</u> leave the square in front of the gate.

Encounter 6B: Corrupted

Encounter Level 15/17/19/22/24

Creatures

This encounter includes the following creatures:
Vacacarian, dracolich (V)
10 whitefire burning spirits (S)

When Vacacarian becomes "bloodied":
1 incorporeal Vacacarian (V)
2 angels of vengeance (G)
+10 whitefire burning spirits (S)

Scaling the Encounter

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

Four PCs: Remove 5 whitefire burning spirits from the initial setup and one angel of vengeance from once Vacacarian becomes bloodied.

Six PCs: Add 30 / 40 / 50 / 60 / 80 hit points to both versions of Vacacarian and he has an additional instinctive reaction at initiative -10.

Setup

Remember to only run this encounter if the PCs choose the suicide mission and breached the barrier in Encounter 5 Scene 5B. After the PCs have breached the barrier surrounding High Hall, they can enter it.

The ruler of this domain can be found in the center of the High Hall, once the temple dedicated to Torm. At the end of the main corridor is the dome that was once the center of Torm's worship in Elturgard.

Little is left of this once sacred place. The beautiful frescos at the roof are tarnished, and a large hole allows the blue light from above to illuminate the room. It is not only rubble that covers the floor, but also countless bones, mostly human and reptialian, but there are even a few huge dragon bones. At some areas the bones form virtual walls. The altar in the center cannot be seen due to a blinding light, but it is surrounded by six huge dragon ribs.

A huge skeletal dragon with a blue crackling sun in its ribcage and cold flickering blue flames instead of eyes grins towards you. "Welcome, mortals. Pray do tell, what brings you here? Have you come to pay tribute to Vacacarian the Great?" it shrieks in a cold voice like deadly blizzard.

Vacacarian has no intent to let the PCs live, but he wants to gloat a bit. Stating how he used the *Heart of Light* to become a powerful lich inhabiting Tyrangal's body as his ultimate revenge. Of course, astute characters quickly realize he is just as much imprisoned here as they are. He is clearly insane, and something tells them becoming a dracolich was not his intent, let alone being imprisoned in this bleak place. Apparently he was not nearly as successful in manipulating the energies of Amaunator's artifact as he thinks he was. If confronted with this fact or otherwise taunted, he attacks, unwittingly creating the whitefire burning spirits in the process. Otherwise, he eventually gets bored and attacks anyway. He also attacks if any PC gets too close to him or the altar.

At first Vacacarian appears to be a typical dracolich with a heart and eyes made of blue radiant energy instead of the more traditional necrotic energies. This is the dracolich stat block. It is NOT an undead and it cannot be turned! It does not get bloodied. Instead, once it drops to 0 hit points, the dracolich collapses on itself. Vacacarian's soul escapes to become a vampiric mist. In mist form Vacacarian is bloodied. With the release of the radiant energy the angels of vengeance and new whitefire burning spirits are created. Read aloud or paraphrase the following when that happens:

Time slows for a moment. Air and light rush towards the dracolich's heart while its bones tumble to the floor with a rattling sound.

When the moment passes, there is a howl of palatable hatred and rage and a blinding burst of light. Vacacarian is gone, but the bone walls glow with a soft radiance, and the large dragon bones are even darker than before. The glowing field in the center is gone, revealing a raised stone platform, in its center a golden glowing heart touched to each of the six pillars with arcing crackling lines of radiant energy. Two large brutish angels each wielding a pair of long swords and new burning spirits stand were nothing stood before, grinning menacingly at you.

All conditions and effects are removed when Vacacarian polymorphs. The two forms are one creature, and share the same action point pool. The angels of vengeance and the whitefire burning spirits appear within 10 squares of where the dracolich was destroyed. The angels enter intiative after the turn Vacacarian was bloodied. The whitefire burning spirits keep their old initiative. See *death howl/death wave.*

Once incorporeal, Vacacarian's phylactery (which the experienced PCs immediately see and recognize as

laying on the altar) becomes vulnerable to destruction. To actually kill him the PCs need to bound his soul to the area and destroy the phylactery. See the skill challenge Destroying Vacacarian below.

Just before Vacacarian attacks, he remembers being the High Observer for just a few moments and begs the PCs to destroy what he is become before madness again overtakes him.

Important Note: At this time some of the terrain features also change. See Features of the Area for details.

SKILL CHALLENGE: DESTROYING VACACARIAN

Goal: Vacacarian turns incorporeal halfway through the fight. To destroy him permanently, the PCs need to bind him to the altar and destroy his phylactery.
Complexity: 2 (7 successes; with four PCs only 5 successes are required, with six PCs 9 successes are needed)
Primary Skills: Arcana, Athletics, Nature, Religion and Thievery.
Victory: Vacacarian can be permanently killed.
Defeat: As long as the PCs are not dead, they can keep trying until they succeed.

The PCs must destroy the six links between the pillars and the phylactery, either by destroying the pillars or the magic. When there are 4 PCs two pillars are somehow unconnected with the phylactery. When there are 6 PCs two extra arcs link it with the adjacent bone walls. Once the final link is destroyed, a single check is needed to force Vacacarian fully into the prison plane, making it possible to kill him (in other words: removing his *bound to the phylactery* trait).

Note: The destruction of a pillar deals radiant damage to Vacacarian, which in turn shuts down his *insubstantial* trait until the start of his next turn. PCs who lack fire or radiant attacks might want to time the skill checks for maximum effect. After all, even with Vacacarian tied to the altar and with the pillars destroyed they still need to actually kill the monster, and it is a lot easier to do so when he is not insubstantial.

Arcana, Athletics, Nature, Religion, or Thievery Moderate DC as a standard action, Hard DC as a minor action (1 success; 4, 6 or 8 maximum)
A character must be adjacent to the pillar and/or bone wall with the energy arc to affect it. A successful check destroys the link and deals AL radiant damage to Vacacarian. If a character beats the DC by 5 or more the PC can slide Vacacarian up to 4 squares. A failed check deals AL radiant damage to the character.

Arcana, Nature, or Religion Hard DC (1 success; 1 maximum)
The check can only be made as a standard action. A character must be on the altar to make the check. A successful check removes Vacacarian's *bound to the phylactery* trait in addition to dealing AL radiant damage. If the check is beaten by 5 or more Vacacarian is dazed (save ends) as well. A failed check deals AL radiant damage to the character.

FEATURES OF THE AREA

Illumination: The area is brightly light by the blue Companion directly above the High Halls.
Altar: At the start of the fight the altar is surrounded by a field of radiant energy that blocks line of effect and line of sight. It is 10 feet high blocking terrain.

As soon as Vacacarian changes into his mist form the field collapses, revealing a 5 feet high stone platform with in the middle the softly glowing *Heart of Light* (an artifact of Amaunator). The altar becomes healing ground, and a creature on the altar spending a healing surge regains an additional AL hit points. Until the ribs are destroyed the *Heart of Light* cannot be affected by the characters – see the skill challenge.

Ceiling: The domed ceiling of the High Hall is 60 feet high in the top.
Dragon Bones: They are difficult and hazardous terrain. At the start of the fight they are infused with necrotic energy. Any creature touching it takes 10 necrotic damage (maximum once per turn).

The effect worsens when Vacacarian becomes bloodied, turning into festering corruption. It has two effects, one for the living and one for the undead.
Whenever a living creature ends its turn in an area of festering corruption, it must make a saving throw. On a save, there is no effect. On a failed saving throw, the creature takes 10 necrotic damage and is slowed until the end of its next turn.
Whenever an undead creature ends its turn in an area of festering corruption, it gains a +2 bonus to attack rolls and speed until the end of its next turn.

Ribs: The six ribs around the altar are 2 square high pillars that are blocking terrain. They need to be destroyed before the PCs can destroy the phylactery on the altar – see the skill challenge above.
Walls: The walls are tightly packed bones, mostly human and reptillian, with the occasional dragon bone. They are 2 squares high, blocking terrain which provide cover as a wall. They can be climbed with a DC 15 Athletics check. The top is uneven and rough, counting as difficult terrain and any movement (even forced)

requires a DC Moderate Acrobatics check when entering a square to prevent falling prone in the new square. Creatures on top without climb speed grant combat advantage as if climbing.

TACTICS

Until Vacacarian is bloodied he is arrogant, boasting about how he fooled the world and how he will destroy the PCs as he destroyed the Order of Torm before. He fights intelligently, but can be goaded into foolish acts, especially when the PCs remind him of his failures and how he is stuck on the prison plane just as much as the adventurers are.

He uses the fact that he can charge without triggering opportunity attacks with *instinctive rampage* to his full advantage, trying to lure and then slide the PCs into the dragon bones without hitting them himself. He is a clumsy flyer, and prefers to be on the ground when fighting.

Once Vacacarian becomes bloodied, he starts focusing on the adventurers dealing with his phylactery. He moves around using the benefits of his *mist form* to his full advantage. At AL 12 to 16 when he can use *corrupting gaze*, he moves first before targeting a target most effective in the skill challenge. Otherwise he simply attacks as many creatures while moving to a position that gets as many opponents as possible in his aura.

The angels stick to the altar, focusing on their master's enemies that are dealing with the altar. The burning spirits get close to as many opponents as possible to hit as many as possible with *whitefire burst* when they die. They shoot other ranged attackers when possible. They are not above climbing the walls to shoot from the top to those below.

ENDING THE ENCOUNTER

With the destruction of Vacacarian the area starts to collapse, slowly at first, and then much faster. The angels and burning spirits, if not already destroyed, remain fighting for another 2 rounds before collapsing into nothingness. Proceed with the Conclusion when all creatures are destroyed.

Note that a character can still 'die' in this encounter even though the PC is technically dead already. First of all, that character is out of the combat as normal. Secondly, PCs who die during the fight are not raised for free as the others, and they have to pay the normal costs for the resurrection ritual.

MILESTONE

This encounter counts toward a milestone.

TREASURE

The death of Vacacarian releases the energy of the *Heart of Light*, infusing some of the items of the PCs. They find a set of *imposter's armor* +3 at AL 12, +4 at AL 14, 16 and 18 and +5 at AL 20. Alternatively a character can choose to improve one armor, weapon, implement, or neck item by 1 (e.g. from +2 to +3) to a maximum of +4.

Encounter 6B: Corrupted (Adventure Level 12)

Vacacarian, dracolich (V)	Level 13 Elite Controller
Huge immortal magical beast (dragon)	XP 1,600

HP 262; **Bloodied** 0 (special)   **Initiative** +10
AC 27, **Fortitude** 27, **Reflex** 25, **Will** 25   **Perception** +14
Speed 6, fly 8 (clumsy)   Darkvision
Immune disease, poison; **Resist** 10 radiant; **Vulnerable** 10 necrotic
Saving Throws +5; **Action Points** 2

TRAITS

Action Recover
Whenever Vacacarian ends its turn, any dazing, stunning, or dominating effect on it ends.

Instinctive Rampage
On an initiative of 10 + its initiative check, Vacacarian can use a free action to use *bite* or charge a target of his choice. Any movement due to the charge does not provoke opportunity attacks. Alternatively Vacacarian can remove one condition of its choice or stand up instead of making the attack.

STANDARD ACTIONS

m **Bite** (radiant) • **At-Will**
Attack: Melee 2 (one creature); +18 vs. AC
Hit: 2d10 + 10 damage, and ongoing 10 radiant damage (save ends).

M **Claw** • **At-Will**
Attack: Melee 2 (one creature); +18 vs. AC
Hit: 3d6 + 10 damage.
Effect: Vacacarian slides the target up to 2 squares.

C **Breath Weapon** (radiant) • **Recharge 5-6**
Attack: Close blast 5 (enemies in the blast); +16 vs. Reflex
Hit: 3d12 + 8 radiant damage, and the target is blinded (save ends).
Miss: Half damage.

MINOR ACTIONS

R **Mesmerizing Glance** (charm, psychic) • **At-Will** 1/round
Attack: Ranged 10 (one creature); +16 vs. Will
Effect: Vacacarian slides the target up to 2 squares.
Hit: The target is dominated (save ends) or makes an at-will attack against a target of Vacacarian's choice (target's choice).

TRIGGERED ACTIONS

C **Death Howl** (polymorph) • **At-Will**
Trigger: Vacacarian reaches 0 hit points.
Attack (Free Action): Close burst 5 (enemies in the burst); +16 vs. Fortitude
Hit: Vacacarian pushes the target up to 3 squares, and the target can't spend healing surges (save ends).
Effect: Vacacarian is taken out of play until the start of his next turn, when he reforms within 5 squares of his original space in his vampiric mist form. All conditions are removed. In addition two angels of vengeance 10 new whitefire burning spirits appear within 10 squares. The angels act immediately after the creature that bloodied Vacacarian. The whitefire burning spirits keep their old initiative.

Skills Arcana +14, Insight +14, Religion +14

Str 22 (+12)	**Dex** 19 (+10)	**Wis** 17 (+9)
Con 19 (+10)	**Int** 17 (+9)	**Cha** 18 (+10)

Alignment evil   **Languages** Common, Draconic

Note: Modified deathbringer dracolich. The undead keyword is missing on purpose to highlight the fact that it is not an ordinary dracolich! It cannot be turned.

Vacacarian, vampiric mist (V)	Level 13 Elite Controller
Large shadow animate (undead)	XP 1,600

HP 262; **Bloodied** 262 (special)   **Initiative** +10
AC 28, **Fortitude** 26, **Reflex** 25, **Will** 25   **Perception** +14
Speed 0, fly 5 (altitude limit 2, hover)   Darkvision
Immune disease; **Resist** 10 necrotic, 10 poison; **Vulnerable** 5 radiant
Saving Throws +5; **Action Points** up to 2

TRAITS

Action Recover
Whenever Vacacarian ends its turn, any dazing, stunning, or dominating effect on it ends.

O **Siphoning Presence** (necrotic, psychic) • **Aura** 1
Enemies can't spend healing surges in the aura. When an enemy ends its turn in the aura, it takes 10 necrotic and psychic damage, and Vacacarian gains 5 temporary hit points.

Insubstantial
Vacacarian takes half damage from any damage source, except those that deal fire, force, or radiant damage. When it takes fire or radiant damage, it loses this trait until the start of its next turn.

Mist Form
Vacacarian can move through openings of any size. It can also enter other creatures' space and end its turn there. Its movement does not trigger attacks of opportunity.

Instinctive Rampage
On an initiative of 10 + its initiative check, Vacacarian can use a free action to use *bite* or charge a target of his choice. Alternatively Vacacarian can remove one condition of its choice or stand up instead of making the attack.

Bound to the Phylactery
As long as the phylactery is not destroyed, when Vacacarian reaches 0 hit points he rises with 136 hit point at the start of its next turn.

STANDARD ACTIONS

m **Bite** (necrotic) • **At-Will**
Attack: Melee 1 (one creature); +16 vs. Fortitude
Hit: 3d6 + 11 necrotic damage, and Vacacarian slides the target up to 2 squares.

M **Frenzied Biting** (necrotic) • **At-Will**
Effect: Vacacarian uses *bite* twice. If both attacks hit the same target, the target can't spend healing surges (save ends).

R **Corrupting Gaze** (charm, gaze, psychic, necrotic) • **Recharge** when no creature is dominated by this power
Attack: Ranged 10 (one creature); +16 vs. Will
Hit: The target is dominated (save ends).
Aftereffect: The target takes 2d8 +12 necrotic and psychic damage.

C **Deathly Howl** (fear, psychic) • **Recharge 5-6**
Attack: Close burst 5 (creatures in the burst); +16 vs. Fortitude
Hit: 2d8 + 7 psychic damage, and the target is immobilized until the end of Vacacarian's next turn.

Skills Arcana +14, Insight +14, Religion +14

Str 22 (+12)	**Dex** 19 (+10)	**Wis** 17 (+9)
Con 19 (+10)	**Int** 17 (+9)	**Cha** 18 (+10)

Alignment evil   **Languages** Common, Draconic

Note: Modified vampiric mist corruptor.

2 Angels of Vengeance	Level 12 Brute
Large immortal humanoid (angel)	XP 700

HP 143; **Bloodied** 71 — **Initiative** +10
AC 24, **Fortitude** 26, **Reflex** 22, **Will** 26 — **Perception** +13
Speed 8, fly 12 (hover)
Immune fear; **Resist** 10 cold, 10 fire, 10 radiant

TRAITS

Cloak of Vengeance (cold, fire)
  While the angel is not bloodied, attack rolls against it take a -2 penalty, and any creature that hits the angel with a melee attack takes 5 cold and fire damage.

STANDARD ACTIONS

m **Longsword** (cold, fire, weapon) • **At-Will**
  Attack: Melee 2 (one creature); +17 vs. AC
  Hit: 3d8 + 10 cold and fire damage.

MINOR ACTIONS

Sign of Vengeance • **Encounter**
  Effect: Ranged sight (one creature). Until the end of the encounter, the angel can teleport adjacent to the target as a move action.

TRIGGERED ACTIONS

C **Coldfire Pillar Transformation** (cold, fire, polymorph) • **At-Will**
  Trigger: The angel is first bloodied.
  Effect (No Action): The angel becomes a 6-square-high pillar until the start of its next turn. While in this form, it is immune to all damage. When the effect ends, the angel makes the following attack.
  Attack: Close burst 2 (enemies in the burst); +15 vs. Reflex
  Hit: 2d8 + 6 cold and fire damage.

Skills Insight +18
Str 27 (+14)	**Dex** 18 (+10)	**Wis** 25 (+13)
Con 13 (+7)	**Int** 19 (+10)	**Cha** 26 (+14)
Alignment evil	**Languages** Supernal	
Equipment longsword x2

Note: Modified into a non-elite version.

10 Whitefire Burning Spirits (S)	Level 12 Minion
Medium immortal humanoid (devil)	XP 175

HP 1; a missed attack never damages a minion — **Initiative** +14
AC 26, **Fortitude** 24, **Reflex** 26, **Will** 22 — **Perception** +9
Speed 7 — Darkvision
Resist 15 fire, 20 radiant

STANDARD ACTIONS

m **Burning Claw** (radiant) • **At-Will**
  Attack: Melee 1 (one creature); +17 vs. AC
  Hit: 9 radiant.

r **Whiteflame Bolt** (radiant) • **At-Will**
  Attack: Ranged 10 (one creature); +15 vs. Reflex
  Hit: 9 radiant.

TRIGGERED ACTIONS

R **Brilliant Alacrity** (radiant, teleportation) • **At-Will**
  Trigger: When the whitefire burning spirit is missed by a fire or radiant attack.
  Effect (Immediate Interrupt): The whitefire burning spirit teleports 7 squares. At the end of the movement, the burning spirit makes a *whiteflame bolt* attack against the creature that made the triggering attack.

Whitefire Burst (radiant) • **Encounter**
  Trigger: When the whitefire burning spirits drops to 0 hit points.
  Effect (Free Action): Close burst 2 (enemies in the burst); the target takes ongoing 5 radiant damage (save ends).

Str 16 (+9)	**Dex** 22 (+12)	**Wis** 16 (+9)
Con 20 (+11)	**Int** 10 (+6)	**Cha** 10 (+6)
Alignment evil	**Languages** Supernal	

Note: Renamed whitefire burning devils, modified damage output.

ENCOUNTER 6B: CORRUPTED (ADVENTURE LEVEL 14)

Vacacarian, dracolich (V)	Level 15 Elite Controller
Huge immortal magical beast (dragon)	XP 2,400

HP 294; **Bloodied** 0 (special)   **Initiative** +11
AC 29, **Fortitude** 29, **Reflex** 27, **Will** 27   **Perception** +15
Speed 6, fly 8 (clumsy)   Darkvision
Immune disease, poison; **Resist** 10 radiant; **Vulnerable** 10 necrotic
Saving Throws +5; **Action Points** 2

TRAITS

Action Recover
> Whenever Vacacarian ends its turn, any dazing, stunning, or dominating effect on it ends.

Instinctive Rampage
> On an initiative of 10 + its initiative check, Vacacarian can use a free action to use *bite* or charge a target of his choice. Any movement due to the charge does not provoke opportunity attacks. Alternatively Vacacarian can remove one condition of its choice or stand up instead

OF MAKING THE ATTACK.STANDARD ACTIONS

m **Bite** (radiant) • **At-Will**
> *Attack:* Melee 2 (one creature); +20 vs. AC
> *Hit:* 2d10 + 12 damage, and ongoing 10 radiant damage (save ends).

M **Claw** • **At-Will**
> *Attack:* Melee 2 (one creature); +20 vs. AC
> *Hit:* 3d6 + 12 damage.
> *Effect:* Vacacarian slides the target up to 2 squares.

C **Breath Weapon** (radiant) • **Recharge** 5-6
> *Attack:* Close blast 5 (enemies in the blast); +18 vs. Reflex
> *Hit:* 3d12 + 9 radiant damage, and the target is blinded (save ends).
> *Miss:* Half damage.

MINOR ACTIONS

R **Mesmerizing Glance** (charm, psychic) • **At-Will** 1/round
> *Attack:* Ranged 10 (one creature); +18 vs. Will
> *Effect:* Vacacarian slides the target up to 2 squares.
> *Hit:* The target is dominated (save ends) or makes an at-will attack against a target of Vacacarian's choice (target's choice).

TRIGGERED ACTIONS

C **Death Howl** (polymorph) • **At-Will**
> *Trigger:* Vacacarian reaches 0 hit points.
> *Attack (No Action):* Close burst 5 (enemies in the burst); +18 vs. Fortitude
> *Hit:* Vacacarian pushes the target up to 3 squares, and the target can't spend healing surges (save ends).
> *Effect:* Vacacarian is taken out of play until the start of his next turn, when he reforms within 5 squares of his original space in his vampiric mist form. All conditions are removed. In addition two angels of vengeance 10 new whitefire burning spirits appear within 10 squares. The angels act immediately after the creature that bloodied Vacacarian. The whitefire burning spirits keep their old initiative.

Skills Arcana +15, Insight +15, Religion +15

Str 22 (+13)	**Dex** 19 (+11)	**Wis** 17 (+10)
Con 19 (+11)	**Int** 17 (+10)	**Cha** 18 (+11)

Alignment evil   **Languages** Common, Draconic

Note: Modified deathbringer dracolich. The undead keyword is missing on purpose to highlight the fact that it is not an ordinary dracolich! It cannot be turned.

Vacacarian, vampiric mist (V)	Level 15 Elite Controller
Large shadow animate (undead)	XP 2,400

HP 294; **Bloodied** 294 (special)   **Initiative** +11
AC 30, **Fortitude** 28, **Reflex** 27, **Will** 27   **Perception** +15
Speed 0, fly 5 (altitude limit 2, hover)   Darkvision
Immune disease; **Resist** 10 necrotic, 10 poison; **Vulnerable** 5 radiant
Saving Throws +5; **Action Points** up to 2

TRAITS

Action Recover
> Whenever Vacacarian ends its turn, any dazing, stunning, or dominating effect on it ends.

O **Siphoning Presence** (necrotic, psychic) • **Aura** 1
> Enemies can't spend healing surges in the aura. When an enemy ends its turn in the aura, it takes 10 necrotic and psychic damage, and Vacacarian gains 5 temporary hit points.

Insubstantial
> Vacacarian takes half damage from any damage source, except those that deal fire, force, or radiant damage. When it takes fire or radiant damage, it loses this trait until the start of its next turn.

Mist Form
> Vacacarian can move through openings of any size. It can also enter other creatures' space and end its turn there. Its movement does not trigger attacks of opportunity.

Instinctive Rampage
> On an initiative of 10 + its initiative check, Vacacarian can use a free action to use *bite* or charge a target of his choice. Alternatively Vacacarian can remove one condition of its choice or stand up instead of making the attack.

Bound to the Phylactery
> As long as the phylactery is not destroyed, when Vacacarian reaches 0 hit points he rises with 147 hit point at the start of its next turn.

STANDARD ACTIONS

m **Bite** (necrotic) • **At-Will**
> *Attack:* Melee 1 (one creature); +18 vs. Fortitude
> *Hit:* 3d6 + 13 necrotic damage, and Vacacarian slides the target up to 2 squares.

M **Frenzied Biting** (necrotic) • **At-Will**
> *Effect:* Vacacarian uses *bite* twice. If both attacks hit the same target, the target can't spend healing surges (save ends).

R **Corrupting Gaze** (charm, gaze, psychic, necrotic) • **Recharge** when no creature is dominated by this power
> *Attack:* Ranged 10 (one creature); +18 vs. Will
> *Hit:* The target is dominated (save ends).
> *Aftereffect:* The target takes 3d8 +11 necrotic and psychic damage.

C **Deathly Howl** (fear, psychic) • **Recharge** 5-6
> *Attack:* Close burst 5 (creatures in the burst); +18 vs. Fortitude
> *Hit:* 2d8 + 8 psychic damage, and the target is immobilized until the end of Vacacarian's next turn.

Skills Arcana +15, Insight +15, Religion +15

Str 22 (+13)	**Dex** 19 (+11)	**Wis** 17 (+10)
Con 19 (+11)	**Int** 17 (+10)	**Cha** 18 (+11)

Alignment evil   **Languages** Common, Draconic

Note: Modified vampiric mist corruptor.

2 Angels of Vengeance	Level 14 Brute
Large immortal humanoid (angel)	XP 1,000

HP 163; **Bloodied** 81	**Initiative** +11
AC 26, **Fortitude** 28, **Reflex** 24, **Will** 28	**Perception** +14
Speed 8, fly 12 (hover)	
Immune fear; **Resist** 10 cold, 10 fire, 10 radiant	

TRAITS

Cloak of Vengeance (cold, fire)
  While the angel is not bloodied, attack rolls against it take a -2 penalty, and any creature that hits the angel with a melee attack takes 5 cold and fire damage.

STANDARD ACTIONS

m **Longsword** (cold, fire, weapon) • At-Will
  Attack: Melee 2 (one creature); +19 vs. AC
  Hit: 3d8 + 12 cold and fire damage.

MINOR ACTIONS

Sign of Vengeance • Encounter
  Effect: Ranged sight (one creature). Until the end of the encounter, the angel can teleport adjacent to the target as a move action.

TRIGGERED ACTIONS

C **Coldfire Pillar Transformation** (cold, fire, polymorph) • At-Will
  Trigger: The angel is first bloodied.
  Effect (No Action): The angel becomes a 6-square-high pillar until the start of its next turn. While in this form, it is immune to all damage. When the effect ends, the angel makes the following attack.
  Attack: Close burst 2 (enemies in the burst); +17 vs. Reflex
  Hit: 2d8 + 7 cold and fire damage.

Skills Insight +19		
Str 27 (+15)	**Dex** 18 (+11)	**Wis** 25 (+14)
Con 13 (+8)	**Int** 19 (+11)	**Cha** 26 (+15)
Alignment evil	**Languages** Supernal	
Equipment longsword x2		

Note: Modified into a non-elite version.

10 Whitefire Burning Spirits (S)	Level 14 Minion
Medium immortal humanoid (devil)	XP 250

HP 1; a missed attack never damages a minion	**Initiative** +15
AC 28, **Fortitude** 26, **Reflex** 28, **Will** 24	**Perception** +10
Speed 7	Darkvision
Resist 15 fire, 20 radiant	

STANDARD ACTIONS

m **Burning Claw** (radiant) • At-Will
  Attack: Melee 1 (one creature); +19 vs. AC
  Hit: 10 radiant.

r **Whiteflame Bolt** (radiant) • At-Will
  Attack: Ranged 10 (one creature); +17 vs. Reflex
  Hit: 10 radiant.

TRIGGERED ACTIONS

R **Brilliant Alacrity** (radiant, teleportation) • At-Will
  Trigger: When the whitefire burning spirit is missed by a fire or radiant attack.
  Effect (Immediate Interrupt): The whitefire burning spirit teleports 7 squares. At the end of the movement, the burning spirit makes a *whiteflame bolt* attack against the creature that made the triggering attack.

Whitefire Burst (radiant) • Encounter
  Trigger: When the whitefire burning spirits drops to 0 hit points.
  Effect (Free Action): Close burst 2 (enemies in the burst); the target takes ongoing 5 radiant damage (save ends).

Str 16 (+10)	**Dex** 22 (+13)	**Wis** 16 (+10)
Con 20 (+12)	**Int** 10 (+7)	**Cha** 10 (+7)
Alignment evil	**Languages** Supernal	

Note: Renamed whitefire burning devils, modified damage output.

Encounter 6B: Corrupted (Adventure Level 16)

Vacacarian, dracolich (V) — Level 17 Elite Controller

Huge immortal magical beast (dragon) — XP 3,200

HP 326; **Bloodied** 0 (special) — **Initiative** +12
AC 31, **Fortitude** 31, **Reflex** 29, **Will** 29 — **Perception** +16
Speed 6, fly 8 (clumsy) — Darkvision
Immune disease, poison; **Resist** 10 radiant; **Vulnerable** 10 necrotic
Saving Throws +5; **Action Points** 2

TRAITS

Action Recover
Whenever Vacacarian ends its turn, any dazing, stunning, or dominating effect on it ends.

Instinctive Rampage
On an initiative of 10 + its initiative check, Vacacarian can use a free action to use *bite* or charge a target of his choice. Any movement due to the charge does not provoke opportunity attacks. Alternatively Vacacarian can remove one condition of its choice or stand up instead of making the attack.

STANDARD ACTIONS

m **Bite** (radiant) • At-Will
Attack: Melee 2 (one creature); +22 vs. AC
Hit: 2d10 + 14 damage, and ongoing 10 radiant damage (save ends).

M **Claw** • At-Will
Attack: Melee 2 (one creature); +22 vs. AC
Hit: 3d8 + 12 damage.
Effect: Vacacarian slides the target up to 2 squares.

C **Breath Weapon** (radiant) • Recharge 5-6
Attack: Close blast 5 (enemies in the blast); +20 vs. Reflex
Hit: 3d12 + 10 radiant damage, and the target is blinded (save ends).
Miss: Half damage.

MINOR ACTIONS

R **Mesmerizing Glance** (charm, psychic) • At-Will 1/round
Attack: Ranged 10 (one creature); +20 vs. Will
Effect: Vacacarian slides the target up to 2 squares.
Hit: The target is dominated (save ends) or makes an at-will attack against a target of Vacacarian's choice (target's choice).

TRIGGERED ACTIONS

C **Death Howl** (polymorph) • At-Will
Trigger: Vacacarian reaches 0 hit points.
Attack (No Action): Close burst 5 (enemies in the burst); +20 vs. Fortitude
Hit: Vacacarian pushes the target up to 3 squares, and the target can't spend healing surges (save ends).
Effect: Vacacarian is taken out of play until the start of his next turn, when he reforms within 5 squares of his original space in his vampiric mist form. All conditions are removed. In addition two angels of vengeance 10 new whitefire burning spirits appear within 10 squares. The angels act immediately after the creature that bloodied Vacacarian. The whitefire burning spirits keep their old initiative.

Skills Arcana +16, Insight +16, Religion +16
Str 22 (+14)   **Dex** 19 (+12)   **Wis** 17 (+11)
Con 19 (+12)   **Int** 17 (+11)   **Cha** 18 (+12)
Alignment evil   **Languages** Common, Draconic

Note: Modified deathbringer dracolich. The undead keyword is missing on purpose to highlight the fact that it is not an ordinary dracolich! It cannot be turned.

Vacacarian, vampiric mist (V) — Level 17 Elite Controller

Large shadow animate (undead) — XP 3,200

HP 326; **Bloodied** 326 (special) — **Initiative** +12
AC 32, **Fortitude** 30, **Reflex** 29, **Will** 29 — **Perception** +16
Speed 0, fly 5 (altitude limit 2, hover) — Darkvision
Immune disease; **Resist** 10 necrotic, 10 poison; **Vulnerable** 5 radiant
Saving Throws +5; **Action Points** up to 2

TRAITS

Action Recover
Whenever Vacacarian ends its turn, any dazing, stunning, or dominating effect on it ends.

O **Siphoning Presence** (necrotic, psychic) • Aura 1
Enemies can't spend healing surges in the aura. When an enemy ends its turn in the aura, it takes 10 necrotic and psychic damage, and Vacacarian gains 10 temporary hit points.

Insubstantial
Vacacarian takes half damage from any damage source, except those that deal fire, force, or radiant damage. When it takes fire or radiant damage, it loses this trait until the start of its next turn.

Mist Form
Vacacarian can move through openings of any size. It can also enter other creatures' space and end its turn there. Its movement does not trigger attacks of opportunity.

Instinctive Rampage
On an initiative of 10 + its initiative check, Vacacarian can use a free action to use *bite* or charge a target of his choice. Alternatively Vacacarian can remove one condition of its choice or stand up instead of making the attack.

Bound to the Phylactery
As long as the phylactery is not destroyed, when Vacacarian reaches 0 hit points he rises with 163 hit point at the start of its next turn.

STANDARD ACTIONS

m **Bite** (necrotic) • At-Will
Attack: Melee 1 (one creature); +20 vs. Fortitude
Hit: 3d8 + 12 necrotic damage, and Vacacarian slides the target up to 2 squares.

M **Frenzied Biting** (necrotic) • At-Will
Effect: Vacacarian uses *bite* twice. If both attacks hit the same target, the target can't spend healing surges (save ends).

R **Corrupting Gaze** (charm, gaze, psychic, necrotic) • Recharge when no creature is dominated by this power
Attack: Ranged 10 (one creature); +20 vs. Will
Hit: The target is dominated (save ends).
Aftereffect: The target takes 3d8 +12 necrotic and psychic damage.

C **Deathly Howl** (fear, psychic) • Recharge 5-6
Attack: Close burst 5 (creatures in the burst); +20 vs. Fortitude
Hit: 3d6 + 9 psychic damage, and the target is immobilized until the end of Vacacarian's next turn.

Skills Arcana +16, Insight +16, Religion +16
Str 22 (+14)   **Dex** 19 (+12)   **Wis** 17 (+11)
Con 19 (+12)   **Int** 17 (+11)   **Cha** 18 (+12)
Alignment evil   **Languages** Common, Draconic

Note: Modified vampiric mist corruptor.

Encounter 6B: Corrupted (Adventure Level 16 Cont.)

2 Angels of Vengeance	Level 16 Brute
Large immortal humanoid (angel)	XP 1,400

HP 183; **Bloodied** 91   **Initiative** +12
AC 28, **Fortitude** 30, **Reflex** 26, **Will** 30   **Perception** +15
Speed 8, fly 12 (hover)
Immune fear; **Resist** 10 cold, 10 fire, 10 radiant

TRAITS

Cloak of Vengeance (cold, fire)
    While the angel is not bloodied, attack rolls against it take a -2 penalty, and any creature that hits the angel with a melee attack takes 10 cold and fire damage.

STANDARD ACTIONS

m **Longsword** (cold, fire, weapon) • **At-Will**
    Attack: Melee 2 (one creature); +21 vs. AC
    Hit: 3d10 + 11 cold and fire damage.

MINOR ACTIONS

Sign of Vengeance • **Encounter**
    Effect: Ranged sight (one creature). Until the end of the encounter, the angel can teleport adjacent to the target as a move action.

TRIGGERED ACTIONS

C **Coldfire Pillar Transformation** (cold, fire, polymorph) • **At-Will**
    Trigger: The angel is first bloodied.
    Effect (No Action): The angel becomes a 6-square-high pillar until the start of its next turn. While in this form, it is immune to all damage. When the effect ends, the angel makes the following attack.
    Attack: Close burst 2 (enemies in the burst); +19 vs. Reflex
    Hit: 3d6 + 8 cold and fire damage.

Skills Insight +20

Str 27 (+16)	**Dex** 18 (+12)	**Wis** 25 (+15)
Con 13 (+9)	**Int** 19 (+12)	**Cha** 26 (+16)

Alignment evil   **Languages** Supernal
Equipment longsword x2

Note: Modified into a non-elite version.

10 Whitefire Burning Spirits (S)	Level 16 Minion
Medium immortal humanoid (devil)	XP 350

HP 1; a missed attack never damages a minion   **Initiative** +16
AC 30, **Fortitude** 28, **Reflex** 30, **Will** 26   **Perception** +11
Speed 7   Darkvision
Resist 15 fire, 20 radiant

STANDARD ACTIONS

m **Burning Claw** (radiant) • **At-Will**
    Attack: Melee 1 (one creature); +21 vs. AC
    Hit: 11 radiant.

r **Whiteflame Bolt** (radiant) • **At-Will**
    Attack: Ranged 10 (one creature); +19 vs. Reflex
    Hit: 11 radiant.

TRIGGERED ACTIONS

R **Brilliant Alacrity** (radiant, teleportation) • **At-Will**
    Trigger: When the whitefire burning spirit is missed by a fire or radiant attack.
    Effect (Immediate Interrupt): The whitefire burning spirit teleports 7 squares. At the end of the movement, the burning spirit makes a *whiteflame bolt* attack against the creature that made the triggering attack.

Whitefire Burst (radiant) • **Encounter**
    Trigger: When the whitefire burning spirits drops to 0 hit points.
    Effect (Free Action): Close burst 2 (enemies in the burst); the target takes ongoing 5 radiant damage (save ends).

Str 16 (+11)	**Dex** 22 (+14)	**Wis** 16 (+11)
Con 20 (+13)	**Int** 10 (+8)	**Cha** 10 (+8)

Alignment evil   **Languages** Supernal

Note: Renamed whitefire burning devils, modified damage output.

Encounter 6B: Corrupted (Adventure Level 18)

Vacacarian, dracolich doomlord (V) — Level 20 Elite Controller

Huge immortal magical beast (dragon)   XP 5,600

HP 388; **Bloodied** 0 (special)   **Initiative** +17
AC 34, **Fortitude** 33, **Reflex** 32, **Will** 30   **Perception** +20
Speed 8, fly 10 (clumsy)   Darkvision
Immune disease, poison; **Resist** 15 radiant; **Vulnerable** 15 necrotic
Saving Throws +5; **Action Points** 2

TRAITS

O Aura of Doom • Aura 3
Enemies cannot regain hit points or gain temporary hit points while in the aura.

Action Recover
Whenever Vacacarian ends its turn, any dazing, stunning, or dominating effect on it ends.

Instinctive Rampage
On an initiative of 10 + its initiative check, Vacacarian can use a free action to use *bite* or charge a target of his choice. Any movement due to the charge does not provoke opportunity attacks. Alternatively Vacacarian can remove one condition of its choice or stand up instead of making the attack.

STANDARD ACTIONS

m Bite (radiant) • **At-Will**
Attack: Melee 2 (one creature); +25 vs. AC
Hit: 3d8 + 15 damage, and ongoing 15 radiant damage (save ends).

M Claw • At-Will
Attack: Melee 2 (one creature); +25 vs. AC
Hit: 3d8 + 14 damage.
Effect: Vacacarian slides the target up to 2 squares.

C Breath Weapon (radiant) • **Recharge** 5-6
Attack: Close blast 5 (enemies in the blast); +23 vs. Reflex
Hit: 5d12 + 12 radiant damage, and the target is blinded (save ends).
Miss: Half damage, and the target is blinded until the end of its next turn.

MINOR ACTIONS

R Mesmerizing Glance (charm, psychic) • **At-Will** 1/round
Attack: Ranged 10 (one creature); +23 vs. Will
Effect: Vacacarian slides the target up to 2 squares.
Hit: The target is dominated (save ends) or makes an at-will attack against a target of Vacacarian's choice (target's choice).

TRIGGERED ACTIONS

C Death Wave (fear, polymorph, psychic) • **At-Will**
Trigger: Vacacarian reaches 0 hit points.
Attack (No Action): Close burst 2 (enemies in the burst); +23 vs. Will
Hit: 3d10 +12 psychic damage, and the target is pushed 3 squares and slowed (save ends).
Effect: Vacacarian is taken out of play until the start of his next turn, when he reforms within 5 squares of his original space in his death mist form. All conditions are removed. In addition two angels of vengeance 10 new whitefire burning spirits appear within 10 squares. The angels act immediately after the creature that bloodied Vacacarian. The whitefire burning spirits keep their old initiative.

Skills Arcana +19, Insight +19, Religion +19

Str 27 (+18)	**Dex** 24 (+17)	**Wis** 20 (+15)
Con 26 (+18)	**Int** 18 (+14)	**Cha** 17 (+13)

Alignment evil   **Languages** Common, Draconic

Note: Modified dracolich doomlord. The undead keyword is missing on purpose to highlight the fact that it is not an ordinary dracolich. It cannot be turned.

Vacacarian, crimson deathmist (V) — Level 20 Elite Controller

Huge shadow animate (undead)   XP 5,600

HP 388; **Bloodied** 388 (special)   **Initiative** +22
AC 36, **Fortitude** 32, **Reflex** 35, **Will** 31   **Perception** +20
Speed 0, fly 6 (altitude limit 3, hover)   Darkvision
Immune disease; **Resist** 10 necrotic, 10 poison; **Vulnerable** 10 radiant
Saving Throws +5; **Action Points** up to 2

TRAITS

Action Recover
Whenever Vacacarian ends its turn, any dazing, stunning, or dominating effect on it ends.

O Impending Doom (necrotic, psychic) • **Aura 2**
Enemies can't regain hit points in the aura. When an enemy ends its turn in the aura, it takes 10 necrotic and psychic damage, and Vacacarian gains 10 temporary hit points.

Insubstantial
Vacacarian takes half damage from any damage source, except those that deal fire, force, or radiant damage. When it takes fire or radiant damage, it loses this trait until the start of its next turn.

Mist Form
Vacacarian can move through openings of any size. It can also enter other creatures' space and end its turn there. Its movement does not trigger attacks of opportunity.

Instinctive Rampage
On an initiative of 10 + its initiative check, Vacacarian can use a free action to use *deathly grasp* or charge a target of his choice. Alternatively Vacacarian can remove one condition of its choice or stand up instead of making the attack.

Bound to the Phylactery
As long as the phylactery is not destroyed, when Vacacarian reaches 0 hit points he rises with 194 hit point at the start of its next turn.

STANDARD ACTIONS

m Deathly Grasp (necrotic, poison) • **At-Will**
Attack: Melee 2 (one creature); +23 vs. Fortitude
Hit: 3d8 + 15 necrotic and poison damage, and Vacacarian slides the target up to 3 squares.

M Demand Obedience (necrotic, psychic) • **At-Will**
Attack: Melee 2 (one or two creatures); +23 vs. Will
Hit: 4d8 + 11 necrotic and psychic damage. If the target uses an attack power that includes Vacacarian as a target before the end of Vacacarian's next turn, the target takes 10 necrotic and psychic damage.

C Terror Wave (fear, psychic) • **Recharge** 5-6
Attack: Close burst 2 (enemies in the burst); +23 vs. Will
Hit: 3d6 + 11 psychic damage, and the target is immobilized until the end of Vacacarian's next turn.

MINOR ACTIONS

C Hypnotic Daze (charm) • **At-Will** 1/round
Attack: Close burst 5 (one or two creatures in the burst); +23 vs. Will
Hit: Vacacarian slides the target up to 4 squares.

Skills Arcana +19, Insight +19, Religion +19

Str 17 (+13)	**Dex** 30 (+20)	**Wis** 20 (+15)
Con 26 (+18)	**Int** 18 (+14)	**Cha** 17 (+13)

Alignment evil   **Languages** Common, Draconic

Note: Modified crimson deathmist.

2 Angels of Vengeance	Level 19 Brute
Large immortal humanoid (angel)	XP 2,400

HP 213; **Bloodied** 106	**Initiative** +13
AC 31, **Fortitude** 33, **Reflex** 29, **Will** 33	**Perception** +16
Speed 8, fly 12 (hover)	
Immune fear; **Resist** 15 cold, 15 fire, 15 radiant	

TRAITS

Cloak of Vengeance (cold, fire)

While the angel is not bloodied, attack rolls against it take a -2 penalty, and any creature that hits the angel with a melee attack takes 10 cold and fire damage.

STANDARD ACTIONS

m **Longsword** (cold, fire, weapon) • **At-Will**

Attack: Melee 2 (one creature); +24 vs. AC

Hit: 4d10 + 12 cold and fire damage.

MINOR ACTIONS

Sign of Vengeance • **Encounter**

Effect: Ranged sight (one creature). Until the end of the encounter, the angel can teleport adjacent to the target as a move action.

TRIGGERED ACTIONS

C **Coldfire Pillar Transformation** (cold, fire, polymorph) • **At-Will**

Trigger: The angel is first bloodied.

Effect (No Action): The angel becomes a 6-square-high pillar until the start of its next turn. While in this form, it is immune to all damage. When the effect ends, the angel makes the following attack.

Attack: Close burst 2 (enemies in the burst); +22 vs. Reflex

Hit: 3d6 + 10 cold and fire damage.

Skills Insight +21		
Str 27 (+17)	**Dex** 18 (+13)	**Wis** 25 (+16)
Con 13 (+10)	**Int** 19 (+13)	**Cha** 26 (+17)
Alignment evil	**Languages** Supernal	
Equipment longsword x2		

Note: Modified into a non-elite version.

10 Whitefire Burning Spirits (S)	Level 19 Minion
Medium immortal humanoid (devil)	XP 600

HP 1; a missed attack never damages a minion	**Initiative** +17
AC 33, **Fortitude** 31, **Reflex** 33, **Will** 29	**Perception** +12
Speed 7	Darkvision
Resist 15 fire, 20 radiant	

STANDARD ACTIONS

m **Burning Claw** (radiant) • **At-Will**

Attack: Melee 1 (one creature); +24 vs. AC

Hit: 14 radiant.

r **Whiteflame Bolt** (radiant) • **At-Will**

Attack: Ranged 10 (one creature); +22 vs. Reflex

Hit: 14 radiant.

TRIGGERED ACTIONS

R **Brilliant Alacrity** (radiant, teleportation) • **At-Will**

Trigger: When the whitefire burning spirit is missed by a fire or radiant attack.

Effect (Immediate Interrupt): The whitefire burning spirit teleports 7 squares. At the end of the movement, the burning spirit makes a *whiteflame bolt* attack against the creature that made the triggering attack.

Whitefire Burst (radiant) • **Encounter**

Trigger: When the whitefire burning spirits drops to 0 hit points.

Effect (Free Action): Close burst 2 (enemies in the burst); the target takes ongoing 10 radiant damage (save ends).

Str 16 (+12)	**Dex** 22 (+15)	**Wis** 16 (+12)
Con 20 (+14)	**Int** 10 (+9)	**Cha** 10 (+9)
Alignment evil	**Languages** Supernal	

Note: Renamed whitefire burning devils, modified damage output.

Encounter 6B: Corrupted (Adventure Level 20)

Vacacarian, dracolich doomlord (V) — Level 22 Elite Controller

Huge immortal magical beast (dragon) — XP 8,300

HP 404; **Bloodied** 0 (special) — **Initiative** +18
AC 36, **Fortitude** 35, **Reflex** 34, **Will** 32 — **Perception** +21
Speed 8, fly 10 (clumsy) — Darkvision
Immune disease, poison; **Resist** 15 radiant; **Vulnerable** 15 necrotic
Saving Throws +5; **Action Points** 2

TRAITS

O Aura of Doom • Aura 3
Enemies cannot regain hit points or gain temporary hit points while in the aura.

Action Recover
Whenever Vacacarian ends its turn, any dazing, stunning, or dominating effect on it ends.

Instinctive Rampage
On an initiative of 10 + its initiative check, Vacacarian can use a free action to use *bite* or charge a target of his choice. Any movement due to the charge does not provoke opportunity attacks. Alternatively Vacacarian can remove one condition of its choice or stand up instead of making the attack.

STANDARD ACTIONS

m Bite (radiant) • At-Will
Attack: Melee 2 (one creature); +27 vs. AC
Hit: 4d6 + 16 damage, and ongoing 15 radiant damage (save ends).

M Claw • At-Will
Attack: Melee 2 (one creature); +27 vs. AC
Hit: 3d8 + 16 damage.
Effect: Vacacarian slides the target up to 2 squares.

C Breath Weapon (radiant) • Recharge 5-6
Attack: Close blast 5 (enemies in the blast); +25 vs. Reflex
Hit: 5d12 + 13 radiant damage, and the target is blinded (save ends).
Miss: Half damage, and the target is blinded until the end of its next turn.

MINOR ACTIONS

R Mesmerizing Glance (charm, psychic) • At-Will 1/round
Attack: Ranged 10 (one creature); +25 vs. Will
Effect: Vacacarian slides the target up to 2 squares.
Hit: The target is dominated (save ends) or makes an at-will attack against a target of Vacacarian's choice (target's choice).

TRIGGERED ACTIONS

C Terror Wave (fear, polymorph, psychic) • At-Will
Trigger: Vacacarian reaches 0 hit points.
Attack (No Action): Close burst 2 (enemies in the burst); +25 vs. Will
Hit: 3d10 +14 psychic damage, and the target is pushed 3 squares and slowed (save ends).
Effect: Vacacarian is taken out of play until the start of his next turn, when he reforms within 5 squares of his original space in his death mist form. All conditions are removed. In addition two angels of vengeance 10 new whitefire burning spirits appear within 10 squares. The angels act immediately after the creature that bloodied Vacacarian. The whitefire burning spirits keep their old initiative.

Skills Arcana +20, Insight +20, Religion +20
Str 27 (+19) — **Dex** 24 (+18) — **Wis** 20 (+16)
Con 26 (+19) — **Int** 18 (+15) — **Cha** 17 (+14)
Alignment evil — **Languages** Common, Draconic

Note: Modified dracolich doomlord. The undead keyword is missing on purpose to highlight the fact that it is not an ordinary dracolich! It cannot be turned.

Vacacarian, crimson deathmist (V) — Level 22 Elite Controller

Huge shadow animate (undead) — XP 8,300

HP 404; **Bloodied** 404 (special) — **Initiative** +23
AC 38, **Fortitude** 34, **Reflex** 37, **Will** 33 — **Perception** +21
Speed 0, fly 6 (altitude limit 3, hover) — Darkvision
Immune disease; **Resist** 15 necrotic, 15 poison; **Vulnerable** 15 radiant
Saving Throws +5; **Action Points** up to 2

TRAITS

Action Recover
Whenever Vacacarian ends its turn, any dazing, stunning, or dominating effect on it ends.

O Impending Doom (necrotic, psychic) • Aura 2
Enemies can't regain hit points in the aura. When an enemy ends its turn in the aura, it takes 15 necrotic and psychic damage, and Vacacarian gains 15 temporary hit points.

Insubstantial
Vacacarian takes half damage from any damage source, except those that deal fire, force, or radiant damage. When it takes fire or radiant damage, it loses this trait until the start of its next turn.

Mist Form
Vacacarian can move through openings of any size. It can also enter other creatures' space and end its turn there. Its movement does not trigger attacks of opportunity.

Instinctive Rampage
On an initiative of 10 + its initiative check, Vacacarian can use a free action to use *deathly grasp* or charge a target of his choice. Alternatively Vacacarian can remove one condition of its choice or stand up instead of making the attack.

Bound to the Phylactery
As long as the phylactery is not destroyed, when Vacacarian reaches 0 hit points he rises with 202 hit point at the start of its next turn.

STANDARD ACTIONS

m Deathly Grasp (necrotic, poison) • At-Will
Attack: Melee 2 (one creature); +25 vs. Fortitude
Hit: 4d6 + 16 necrotic and poison damage, and Vacacarian slides the target up to 3 squares.

M Demand Obedience (necrotic, psychic) • At-Will
Attack: Melee 2 (one or two creatures); +25 vs. Will
Hit: 4d8 + 13 necrotic and psychic damage. If the target uses an attack power that includes Vacacarian as a target before the end of Vacacarian's next turn, the target takes 20 necrotic and psychic damage.

C Terror Wave (fear, psychic) • Recharge 5-6
Attack: Close burst 2 (enemies in the burst); +25 vs. Will
Hit: 3d8 + 9 psychic damage, and the target is immobilized until the end of Vacacarian's next turn.

MINOR ACTIONS

C Hypnotic Daze (charm) • At-Will 1/round
Attack: Close burst 5 (one or two creatures in the burst); +25 vs. Will
Hit: Vacacarian slides the target up to 4 squares.

Skills Arcana +20, Insight +20, Religion +20
Str 17 (+14) — **Dex** 30 (+21) — **Wis** 20 (+16)
Con 26 (+19) — **Int** 18 (+15) — **Cha** 17 (+14)
Alignment evil — **Languages** Common, Draconic

Note: Modified crimson deathmist.

2 Angels of Vengeance	Level 21 Brute
Large immortal humanoid (angel)	XP 3,200

HP 233; **Bloodied** 116 — **Initiative** +14
AC 33, **Fortitude** 35, **Reflex** 31, **Will** 35 — **Perception** +17
Speed 8, fly 12 (hover)
Immune fear; **Resist** 15 cold, 15 fire, 15 radiant

TRAITS

Cloak of Vengeance (cold, fire)
While the angel is not bloodied, attack rolls against it take a -2 penalty, and any creature that hits the angel with a melee attack takes 10 cold and fire damage.

STANDARD ACTIONS

m **Longsword** (cold, fire, weapon) • **At-Will**
Attack: Melee 2 (one creature); +26 vs. AC
Hit: 4d10 + 14 cold and fire damage.

MINOR ACTIONS

Sign of Vengeance • **Encounter**
Effect: Ranged sight (one creature). Until the end of the encounter, the angel can teleport adjacent to the target as a move action.

TRIGGERED ACTIONS

C **Coldfire Pillar Transformation** (cold, fire, polymorph) • **At-Will**
Trigger: The angel is first bloodied.
Effect (No Action): The angel becomes a 6-square-high pillar until the start of its next turn. While in this form, it is immune to all damage. When the effect ends, the angel makes the following attack.
Attack: Close burst 2 (enemies in the burst); +24 vs. Reflex
Hit: 3d8 + 9 cold and fire damage.

Skills Insight +22
Str 27 (+18)	**Dex** 18 (+14)	**Wis** 25 (+17)
Con 13 (+11)	**Int** 19 (+14)	**Cha** 26 (+18)

Alignment evil — **Languages** Supernal
Equipment longsword x2

Note: Modified into a non-elite version.

10 Whitefire Burning Spirits (S)	Level 21 Minion
Medium immortal humanoid (devil)	XP 800

HP 1; a missed attack never damages a minion — **Initiative** +18
AC 35, **Fortitude** 33, **Reflex** 35, **Will** 31 — **Perception** +13
Speed 7 — Darkvision
Resist 15 fire, 20 radiant

STANDARD ACTIONS

m **Burning Claw** (radiant) • **At-Will**
Attack: Melee 1 (one creature); +26 vs. AC
Hit: 15 radiant.

r **Whiteflame Bolt** (radiant) • **At-Will**
Attack: Ranged 10 (one creature); +24 vs. Reflex
Hit: 15 radiant.

TRIGGERED ACTIONS

R **Brilliant Alacrity** (radiant, teleportation) • **At-Will**
Trigger: When the whitefire burning spirit is missed by a fire or radiant attack.
Effect (Immediate Interrupt): The whitefire burning spirit teleports 7 squares. At the end of the movement, the burning spirit makes a *whiteflame bolt* attack against the creature that made the triggering attack.

Whitefire Burst (radiant) • **Encounter**
Trigger: When the whitefire burning spirits drops to 0 hit points.
Effect (Free Action): Close burst 2 (enemies in the burst); the target takes ongoing 10 radiant damage (save ends).

Str 16 (+13)	**Dex** 22 (+16)	**Wis** 16 (+13)
Con 20 (+15)	**Int** 10 (+10)	**Cha** 10 (+10)

Alignment evil — **Languages** Supernal

Note: Renamed whitefire burning devils, modified damage output.

Encounter 6B: Corrupted Map

Tile Sets Used

Dragon Graveyard from *Fantastic Locations: Dragondown Grotto* or *Map Pack: Haunted Temples.*
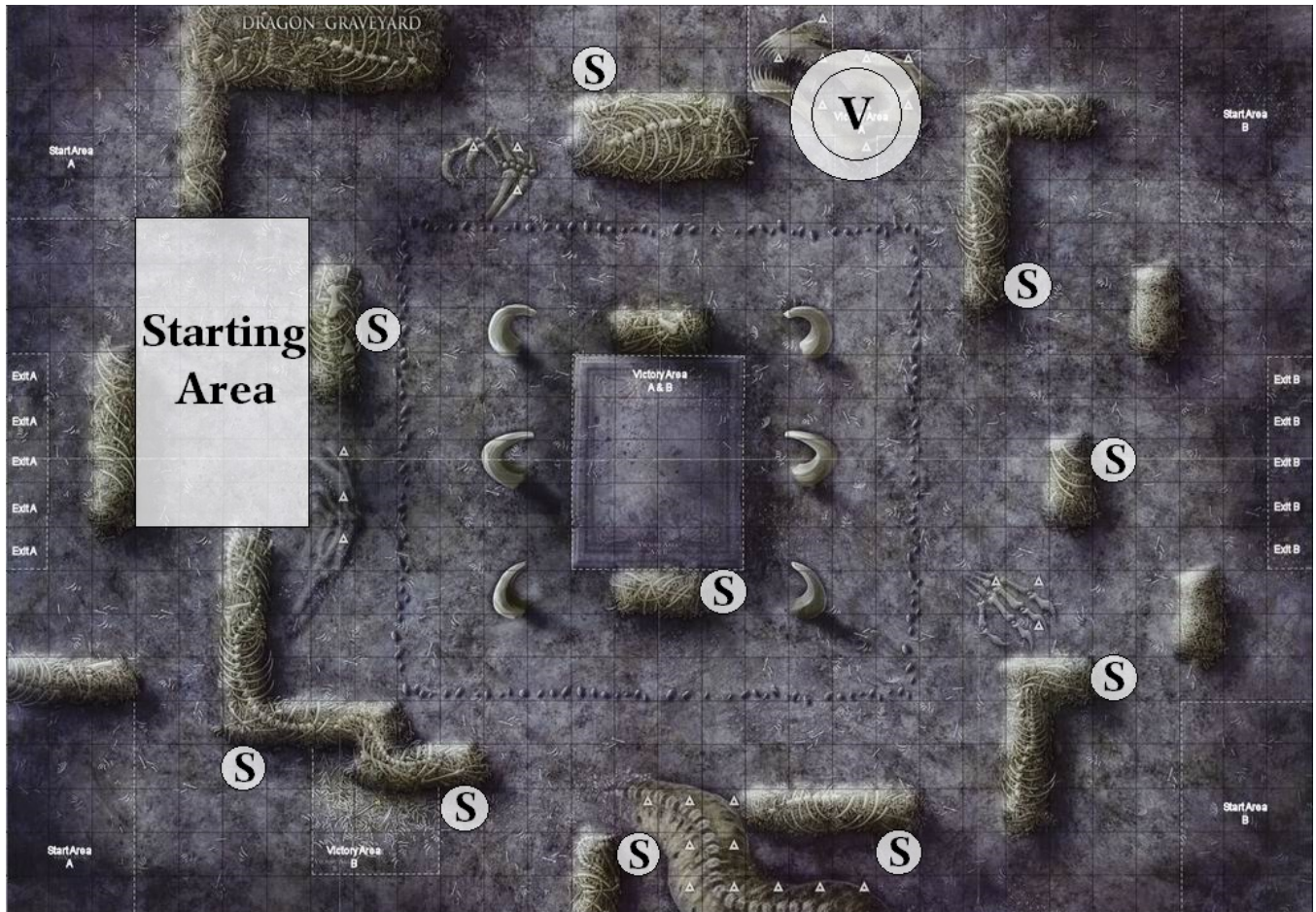
Concluding the Adventure

Depending on the choices the PCs made there are three possible conclusions. If the PCs choose to escape Elturel, proceed with Escaped. If they killed Vacacarian, go to Vacacarian Destroyed. Of course, failure is possible in which you should use the conclusion Lost instead. If they picked both paths (rescued the NPCs and faced Vacacarian) and succeeded, use Vacacarian Destroyed.

Escaped

Once all PCs have passed through the portal read aloud or paraphrase:

After a moment of vertigo, there is an immeaiate change in the surroundings. The warmth of a summer's eve, the light of the setting sun, the smell of dust, and the sight of bare ruins at your back and green in front are distinctly different from the nightmare plane you had been in moments before.

Around you the area is peaceful. There are no signs of the thunderstorm that deposited you into trouble earlier. There is no doubt, you are back in Faerûn.

The PCs are back in Faerûn where everything is as the characters left it. If Dumral and/or S'Sesshell were with the adventurers, there is no trace of them on this side of the portal. Hopefully their souls found the peace they were looking for.

Those infected with faceless hate likely want it removed before it becomes permanent. Novak knows the Remove Affliction ritual, but if he is not present and the PCs do not know the ritual they can return to Baldur's Gate as soon as possible.

The PCs could further explore the ruins, potentially recovering more items from the list. Any big items recovered in Encounter 2 are where they (or the NPCs) left it. Nothing special happens during the rest of the expedition, although they could recover more items. They cannot learn anything about the dangers of crossing over. It is certainly not something that is guaranteed to happen and studying the effects is going to take time.

After a couple of days a large group of yuan-ti soldiers approaches the place, forcing the expedition to leave the ruins preferably through a Linked Portal ritual to Baldur's Gate. Caring PCs would leave a clear warning sign of the danger of the prison plane, possibly actively approaching the yuan-ti (in which case the yuan-ti respect a truce and take the PCs' report into consideration).

In Baldur's Gate their report is received with some concern and people immediately start investigating the phenomenon. Warnings are immediately issued to travelers. Still, they thank the PCs for their hard work and agree that as far as threats go, a localized phenomenon in enemy-controlled ruins is a minor nuisance. There is also a certain sense of justice in Vacacarian's imprisonment. For now the adventure is over for the PCs.

Characters that used ADCP07 Fragment of the Monolith in Encounter 6A must void it. They gain **CORE101 Blue Fire Infusion**. If the characters rescued one or more of the NPCs, they gain **CORE102 Elturgard's Gratitude**. Scratch those parts that do not apply if the PCs did not rescue all of the NPCs. Regardless, the PCs get paid in full as agreed, including their share of the expedition, for their services. (This increases the total gp earned to the maximum gold per AL, instead of the initially offered amount of gold).

Vacacarian Destroyed

Once Vacacarian is destroyed read aloud or paraphrase:

With an earth shattering howl, Vacacarian's gaseous body collapses back into the twisted physical form of that of the High Observer. At the same time, the city around you evaporates, first into dark mist, and then into nothing.

You are on a featureless flat gray plain with a gray sky overhead. The area is featureless except for a large city around a tall crystal spire in the distance. Vacacarian lays moaning at your feet.

The PCs are obviously in the Fugue Plane, where everybody in Faerûn goes when they die. The city and the spire are the City of Judgment and the Crystal Spire, Kelemvor's place of residence. It is there that Kelemvor judges the False and the Faithless. It is here that the PCs either face judgment, need to wait for the servants of their deity to collect them, or wait until they are resurrected back on Faerûn. The *Heart of Light* is with the PCs, but is claimed by the servants of Amaunator later on (and it cannot be hidden and any devil or demon touching it here is instantly destroyed).

Allow the PCs some time to react before a group of sorrowsworn flys from the city in their direction. These servants of Kelemvor are flanking a single angel of justice wearing the symbol of Torm openly. The sorrowsworn take Vacacarian into custody to face his punishment as one of the False. The angel and one of the sorrowsworn are here to talk with the PCs. Kelemvor and Torm are aware of the characters'

sacrifice and they want to thank the PCs through their intermediaries. They also want to give the PCs a choice: retire to their just reward (with followers of Kelemvor, Torm, or those deities' allies expecting a high position amongst their petitioners), or return to life.

PCs who retire cannot be played anymore. They have accepted their fate and now serve their deity in a position of honor. Fateless and/or the False get forgiveness of a sort. Instead of the usual punishment they have to work for Kelemvor, their position depending on the severity of the crime. The PC gains the story award **CORE104 Just Reward** as a final story award.

Returning to life is easier said than done. The PCs' bodies were destroyed and their souls were tainted by their experience. Their bodies can be recreated, but will still be tainted. Faceless hate has infused it. The disease will not spread, but neither can it ever be cured. Resurrection is otherwise free, although the PCs do suffer resurrection penalty as normal. They are recreated in the ruins of Elturel shortly after their time of death. They have the opportunity to retrieve the items as discussed in Encounter 2.

PCs who opt to return to life gain **CORE103 Lost**. Characters that used ADCP07 Fragment of the Monolith in Encounter 6B must void it. They gain **CORE101 Blue Fire Infusion**. They gain **CORE102 Elturgard's Gratitude**, circle 'ultimate sacrifice' to highlight the fact that they faced and killed Vacacarian. The PCs also get paid in full as agreed, including their share of the expedition, for their services since the items were retrieved with the added bonus of a traitor facing justice (this increases the gp total to the maximum gold per AL, instead of the initially offered amount of gold).

Lost

Read aloud or paraphrase the following to those PCs who were left behind in the dark prison plane:

You are somewhere in the wilderness near the ruins of Elturel. You are definitely in Faerûn, although there is always going to be doubt. You remember little of the last few days, except darkness, chaos, despair and a bone chilling cold, that still has not left you completely. You will never feel fully warm again. How you got here you do not know, but somehow you got out.

The PC died and gains **CORE103 Lost**. Getting the character back to life follows the standard rules with one exception. If the PC opt the Charity of Friend option, they still gain **CORE103 Lost**, but no other non-xp rewards. If the PC pays for their own resurrection,

they gain the treasure bundles and story awards as normal. In case of a TPK or a similar large failure, they are unlikely to have gained any story awards (except potentially **CORE101 Blue Fire Infusion**). They do gain the money as agreed upon. Since it is unlikely they recovered any items or did anything to deserve a special reward, they only gain the agreed upon reward as details in Encounter 1 (1200 / 2000 / 4000 / 8000 / 12,000 gp per PC). If the items were retrieved, they gain the full amount of gold.

REWARDS SUMMARY

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

EXPERIENCE POINTS AND BASE GOLD

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

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

ADVENTURE LEVEL 12

Minimum Possible XP: 1280 XP per PC

Minor Objectives
Defeating the faceless fury: +140 XP
Breaching the barrier: +140 XP
Retrieving some of the items or rescuing some NPCs: +140 XP

Major Objective - Escaping Alive or Destroying Vacacarian: +700 XP

Maximum Possible XP: 2400 XP per PC

Base Gold per PC: 1600 gp

ADVENTURE LEVEL 14

Minimum Possible XP: 1800 XP per PC

Minor Objectives
Defeating the faceless fury: +200 XP
Breaching the barrier: +200 XP
Retrieving some of the items or rescuing some NPCs: +200 XP

Major Objective - Escaping Alive or Destroying Vacacarian: +1000 XP

Maximum Possible XP: 3400 XP per PC

Base Gold per PC: 2750 gp

ADVENTURE LEVEL 16

Minimum Possible XP: 2510 XP per PC

Minor Objectives
Defeating the faceless fury: +280 XP
Breaching the barrier: +280 XP
Retrieving some of the items or rescuing some NPCs: +280 XP

Major Objective - Escaping Alive or Destroying Vacacarian: +1400 XP

Maximum Possible XP: 4750 XP per PC

Base Gold per PC: 5500 gp

ADVENTURE LEVEL 18

Minimum Possible XP: 3600 XP per PC

Minor Objectives
Defeating the faceless fury: +400 XP
Breaching the barrier: +400 XP
Retrieving some of the items or rescuing some NPCs: +400 XP

Major Objective - Escaping Alive or Destroying Vacacarian: +2000 XP

Maximum Possible XP: 6800 XP per PC

Base Gold per PC: 11000 gp

ADVENTURE LEVEL 20

Minimum Possible XP: 5020 XP per PC

Minor Objectives
Defeating the faceless fury: +560 XP
Breaching the barrier: +560 XP
Retrieving some of the items or rescuing some NPCs: +560 XP

Major Objective - Escaping Alive or Destroying Vacacarian: +2800 XP

Maximum Possible XP: 9500 XP per PC

Base Gold per PC: 16500 gp

TREASURE

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

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

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

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

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

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

EACH PC SELECTS ONE OF THE FOLLOWING:

Note: Treasures C, D, E and I come at different item levels <u>based on the Adventure Level played</u> (not the PC's level). Treasure F is <u>only</u> available at AL 14 and up. Treasure G is <u>only</u> available at AL 16 and up. Treasure H is <u>only</u> available at AL 20.

Treasure A: *elemental prism* (level 16; *Dungeon Magazine 165*)
Found in Encounter 2 or Conclusion

Treasure B: *chameleon ring* (level 16; *Adventurer's Vault*)
Found in Encounter 2 or Conclusion

Treasure C: *armor of dark majesty +3/+4* (level 14 at AL 12-14, level 19 at AL 16-20; *Dragon Magazine 386*)
Found in Encounter 2 or Conclusion

Treasure D: *vigilant blade +3/+4* (level 14 at AL 12-14, level 19 at AL 16-20; *Dragon Magazine 381*)
Found in Encounter 2 or Conclusion

Treasure E: *necklace of prayer beads +3/+4* (level 15 at AL 12-16, level 20 at AL 18-20; *Mordenkainen's Magnificent Emporium*)
Found in Encounter 2 or Conclusion

AL 14 and up ONLY - Treasure F: *friendship bracelet* (level 18; *Dungeon Magazine 209*)
Found in Encounter 2 or Conclusion

AL 16 and up ONLY - Treasure G: *ring of circling fangs* (level 20; *Dungeon Magazine 181*)
Found in Encounter 2 or Conclusion

AL 20 ONLY - Treasure H: *circlet of the urbane* (level 23; *Dragon Magazine 371*)
Found in Encounter 2 or Conclusion

Treasure I: *imposter's armor +3/+4* (level 11 at AL 12, level 16 at AL 14-20; *Adventurer's Vault 1*)
Found in Encounter 6

Treasure J: a character can choose to improve one armor, weapon, implement, or neck item by 1 (e.g. from +2 to +3) to a maximum of +4.
Found in Encounter 6

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

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

Treasure Y (Consumable plus Gold): The character finds an *herbal poultice* plus additional gold. The player should write the consumable gained on their Adventure

Log. Consumable items obtained in this fashion do not take up found-item slots.

AL 12: *potion of vitality* (level 15) plus 0 gp
AL 14: *potion of vitality* (level 15) plus 750 gp
AL 16: *potion of vitality* (level 15) plus 2500 gp
AL 18: *potion of vitality* (level 15) plus 6000 gp
AL 20: *potion of vitality* (level 15) plus 10000 gp

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

AL 12: 1000 gp
AL 14: 1750 gp
AL 16: 3500 gp
AL 18: 7000 gp
AL 20: 11000 gp

STORY AWARDS

Award these if the PC completes the condition for the award in the adventure.

Characters that used **ADCP07 Fragment of the Monolith** must void it. They gain **CORE101 Blue Fire Infusion**. Characters who died, stayed behind in the prison plane, or choose to return to the living after defeating Vacacarian gain **CORE103 Lost**. As long as the PCs managed to rescue at least some NPCs, or destroyed Vacacarian, they gain **CORE102 Elturgard's Gratitude**. PCs who sacrificed their lives to kill Vacacarian and opted to retire gain **CORE104 Just Reward**.

CORE101 Blue Fire Infusion
*Requirement: You must void Story Award **ADCP07 Fragment of the Monolith** to gain the benefits of this Story Award.*
You shattered your fragment of the Spellplague monolith from the First Battle of Elturel in the prison plane of Vacacarian. While most of its magic was used, some of the energy infused a Common or Uncommon suit of magic armor, magic weapon, or neck slot item (not a Rare item) that you already possess. The item's rarity does not change. You do not spend any gold or a found-item slot. The powers imparted by this Story Award are in addition to all of the existing powers and properties of the chosen item. Other than its enhancement bonus, the chosen item cannot be further augmented by another Story Award. The magic imparted by this effect can also never be moved to another item through rituals or other means.

Armor: The infused item gains the power of *imposter's armor* in addition to its regular powers and properties. This power can be added to light armor, medium armor, or heavy armor.

Weapon: The infused item gains the power of a *dynamic weapon* in addition to its regular powers and properties.

Neck Slot: In addition to its regular powers, the infused item gains the property and power of a *hat of disguise*.

CORE102 Elturgard's Gratitude
You have proven your worth to the Elturgardan government in exile. The exact benefits of this Story Award depend on the number of NPCs that you rescued during the adventure. Strike through any benefit you did not earn.

Rescued 3 or fewer NPCs: You can buy one *potion of cure light wounds, cure moderate wounds,* or *cure critical wounds* for the normal market price at the start of any adventure.

Rescued 4 or more NPCs: In addition to the previous benefit, you are awarded a knighthood and the promise of a mansion in Eltugard once the country has been restored. This does not require you to change your faction allegiance or home nation to Elturgard.

You also gain the power to call upon Amaunator's blessing one time only as a free action. Treat this as an attack power. Close burst 5: creatures in the burst with the undead or shadow keyword take 5 / 10 / 15 radiant damage (Heroic / Paragon / Epic tier). Allies in the burst may spend a healing surge with a +3d6 / +4d6 / +5d6 bonus or make a saving throw with a +3 / +4 / +5 bonus. Strike through this section (only) when you use the power.

Ultimate Sacrifice: In addition to the above two rewards, you can call upon Amaunator's blessing twice.

CORE103 Lost
You are not entirely sure how, but you find yourself in the land of the living again. Somehow you escaped the prison of Vacacarian alive, but the ordeal has touched your soul. There is a seed of anger and hatred that was not there before and that leaves you on edge. You must make every opportunity attack that you can, and your allies provoke opportunity attacks from you as if they were your enemies (they are not otherwise considered your enemies). This effect can be temporarily suppressed for one adventure by a Remove Affliction or similar ritual cast against a DC equal to your character level + 5. By the start of the next adventure the effect has returned though.

CORE104 Just Reward
You gave your life to destroy an unspeakable evil. In recognition of this great and unselfish act, your deity offers you a position as an exarch in his or her service. If you accept, you must retire this character; unless specified otherwise on the title page of an adventure, you can never play this PC again. Pick a sphere of interest that fits your deity, and consider yourself an exarch with that portfolio.

If you played ten or more adventures with this PC before choosing this option, you can designate another PC under your control to be protected by a guardian angel (the spirit of your retired character). Once per adventure that character can reroll a saving throw and may choose the higher result from among the two rolls.

New Magic Items

Armor of Dark Majesty   Uncommon
Level: 14; +3; 21,000 gp
Level: 19; +4; 105,000 gp
Armor: Leather or hide
Enhancement Bonus: AC
Properties:
• You gain an item bonus to Bluff and Intimidate checks equal to this armor's enhancement bonus.
• You gain a +2 item bonus to all defenses against enemies under your Warlock's Curse.
Power • Daily (Minor Action): Place your Warlock's Curse on any enemy you can see, rather than the nearest enemy.
Reference: *Dragon Magazine 386*, page(s) 48.

Chameleon Ring   Uncommon
Ring Slot
Level: 16
Market Price: 45,000 gp
Property: Gain a +2 item bonus to Stealth checks. Gain a +4 item bonus instead if you have not moved since the start of your last turn.
Power • Daily (Minor Action): You do not require cover or concealment to make Stealth checks until the end of your next turn.
     If you've reached at least one milestone today, this power lasts until the end of the encounter.
Reference: *Adventurer's Vault*, page(s) 156.

Circlet of the Urbane   Uncommon
Head Slot
Level: 23
Market Price: 425,000 gp
Properties:
• You can reroll any Diplomacy, Insight, or Streetwise check but must keep the second result, even if it is worse.
• You gain a +2 item bonus to saving throws against charm, fear, illusion, and psychic effects.
Power • Daily (Free Action): *Trigger:* You are hit by an attack with the charm, fear, illusion, or psychic keyword.
     Effect: You take half damage from the triggering attack. If the attack has an effect that a saving throw can end, make a saving throw against the effect.
Reference: *Dragon Magazine 371*, page(s) 27.

Elemental Prism   Uncommon
Wondrous Item
Level: 16
Market Price: 45,000 gp
Power • Encounter (Free Action): Use this power when you make an attack that deals acid, cold, fire, lightning, poison, or thunder damage. Change all your attack's damage to a different type of your choice among those above. You gain resist 15 to your attack's original damage type until the end of your next turn.
Reference: *Dungeon Magazine 165*, page(s) 50.

Friendship Bracelet   Uncommon
Wondrous Item
Level: 18
Market Price: 85,000 gp
Property: Each of the bracelet's four pearls can be attuned to a different creature by coating the pearl in the creature's blood and leaving the bracelet under the stars for a night.
Utility Power (Teleportation) • Daily (Standard Action): *Effect:* You teleport one creature currently attuned to the bracelet to a space adjacent to you. The target must be willing to leave its current location and on the same plane as you.
Reference: *Dungeon Magazine 209*.

Imposter's Armor   Uncommon
Level: 11; +3; 9,000 gp
Level: 16; +4; 45,000 gp
Armor: Chain, scale or plate
Enhancement Bonus: AC
Power (Polymorph) • (Minor Action): You can transform this armor into a normal-looking set of clothes. While in clothes form, the armor does not provide an armor bonus, but neither does it impose an armor check penalty or speed reduction. You can add this armor's enhancement bonus to any Bluff check made to attempt to disguise your appearance. You can change this armor back into its true form as a minor action.
Reference: *Adventurer's Vault*, page(s) 46.

Necklace of Prayer Beads — Rare

Level: 15; +3; 25,000 gp
Level: 20; +4; 125,000 gp
Implement: Holy symbol
Enhancement Bonus: Attack rolls and damage rolls
Critical: +1d8 damage per plus
Utility Power • Encounter (Minor Action): *Effect:* Choose one of the following benefits.
• You and each ally within 5 squares of you can make a saving throw.
• Until the end of this turn, your healing powers restore the maximum number of hit points possible.
• Once before the end of your next turn, when you miss with a divine attack power, you can reroll the attack roll. You must use the second result.
Reference: *Mordenkainen's Magnificent Emporium*, page(s) 42.

Ring of Circling Fangs — Uncommon

Ring Slot
Level: 20
Market Price: 125,000 gp
Properties:
• While you are bloodied, you gain an aura of force daggers. Any adjacent creature that attacks you takes 10 force damage.
• As a minor action, you can cause the daggers to shed dim light to a radius of 5 squares. The light can be extinguished with a free action.
Power (Force) • Encounter (Standard Action): *Effect*: One creature within 3 squares of you takes 20 force damage.
Reference: *Dungeon Magazine 181*.

Vigilant Blade — Uncommon

Level: 14; +3; 21,000 gp
Level: 19; +4; 105,000 gp
Weapon: Heavy blade or light blade
Enhancement Bonus: attack rolls and damage rolls
Critical: +1d8 fire and radiant damage per plus
Property: Paladins and avengers can use this weapon as an implement for paladin or avenger powers and paladin or avenger paragon path powers.
Power • (Minor Action): The weapon casts bright light out to 4 squares until you end this effect as a minor action.
Power • Encounter (Immediate Reaction): *Trigger:* You use this power when an ally adjacent to you is attacked by an enemy adjacent to you.

Effect: You switch places with the ally, and the target grants combat advantage to you until the end of your next turn.
Reference: *Dragon Magazine 381*, page(s) 94.

New Rituals

Eagle's Flight

Component Cost: 400 gp
Market Price: 1000 gp
Key Skill: Nature
Level: 10   **Category:** Exploration
Time: 10 minutes   **Duration:** 12 hours

Up to eight giant eagle spirits appear to carry you and your allies. Each eagle can carry one Medium creature. The eagles have a fly speed and an overland flight speed determined by your Nature check.

Nature Check Result	Speed	Overland Flight
24 or lower	8	10
25–29	10	15
30–39	12	20
40 or higher	15	30

Creatures take a -4 penalty to attack rolls and defenses while carried by the eagles. The eagles can't attack or affect other creatures in any way. The eagles' defenses are equal to yours, and if an eagle is hit by an attack, it descends to a solid surface to drop off the creature it carries, then flies away. Eagles who have flown away during combat can be called back as a standard action outside combat.
     Reference: *Primal Power*, page(s) 157.

Shadow Passage

Component Cost: 135 gp
Market Price: 680 gp
Key Skill: Arcana or Religion (no check)
Level: 8   **Category:** Travel
Time: 10 minutes   **Duration:** Instantaneous

Use this ritual at a shadow crossing. When you perform this ritual, you shift yourself and up to eight allies from the world to a corresponding location in the Shadowfell, or from the Shadowfell to a corresponding location in the world. The shadow crossing need not be active for Shadow Passage to work.
     You remain in the Shadowfell until you leave by another means or you perform this ritual again at a shadow crossing.
 Special: Shadar-kai have a special connection to the Shadowfell. Consequently, a shadar-kai who has mastered this ritual or performs it from a scroll does not pay the component cost.
     Reference: *Manual of the Planes*, page(s) 151, *Dungeon Magazine 163*, page(s) 53.

Appendix 1: Factions of Elturgard

Dusk Talons

The Dusk Talons are a group of rogues and freedom fighters who were against the restrictive rule of the Order of Torm, and at the same time were conducting a shadow war against the Zhentarim. They desire freedom, having no issue with using some unconventional means to achieve it.

The few successes in the struggle with the Zhentarim, and their help against the criminal society in Baldur's Gate have gained them popularity amongst the refugees of Elturgard. The provide scouts and spies to the exiled government, having gained some begrudging respect from the Order, although debates about methodology are common and often heated.

Lion's Den

The Merchant's Guild in Elturgard seeks to bring prosperity to the region. They desire free trade and freedom of choice. They greatly fear that the destruction of Elugard allows the yuan-ti to disrupt trade in the region.

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

While the guild has means to bring prosperity to the region, some feel that only money motivates the guild. During the war, the guild master himself fell victim to corruption. However, the guild assures that this is a thing of the past and that they keep tabs on all of their members.

They mostly offer finances and mercenaries to the exiled government, occasionally even helping refugees deal with the material losses of the war.

Order of Torm

The Order of Torm has ruled Elturgard for the past decades, imposing order for the good of the populace. The Order is formed with a mix of paladins and other devotees of Torm, supported by the faith of Amaunator, and it desires a strict, orderly region devoted to the edicts of their god with allowances for other Good deities.

While they brought safety and stability, their rule was seen as too restrictive by some. Also, merchants felt hampered in their trade, but now that the yuan-ti rule Elturgard, the populace looks at them for aid.

The Order still leads in the Exiled Government, although they have been forced to share power with the Merchants and the Dusk Talons. The treachery of the High Observer and the corruption of their ranks have been a humbling experience, and as a result they have become more forgiving and accepting of others. They are a bit paranoid though when it comes to their leadership, having been betrayed for the second time in three years.

Shields of Kilgrave

The Shields of Kilgrave, a group of spellscarred paladins formerly of the Order of Torm, seek to help those touched by the Spellplague and prove themselves in the eyes of Torm. The Order expelled all plaguetouched members, taking their spellscars as a sign of the weakness of their faith and citing the danger of allowing those tainted by the uncontrollable spellplague energies amongst the populace.

In methods and goals, the Shields share much with the Order of Torm (having been former members). They are more forgiving and accepting though. Relations between the Order and the Shield are officially good, but there is strong sense of distrust towards the Shield both by the Order and the generic populace.

Appendix 2: NPCs of the Expedition

NPCs in Combat

There is a significant chance that one or more of the NPCs of the Expedition are present in one or more combats, especially if the PCs protect them while they escape. To simplify matters, treat the NPCs as special type of creature. They take a total defense action and have immediate action powers to avoid attacks. The major NPCs also each have an Encounter Power they can use. They spend time powering-up their ability, so the more time that passes, the more effective their power will be. On a PC's turn, as a free action, they can tell one of the major NPCs to use their power. (Note: You may want to write their Combat Effect on index cards that the PCs can flip over once their power is used.)

Major NPCs

Novak Markwood: Tall regal male human with short black hair and goatee, wears practical clothing (despising robes).

Position: Expedition leader, member of the Order of Torm.

Personality: Curious, organized, strong sense of justice.

Background: Novak was born and raised in Elturel under the protection of the Companion. He joined the military at an early age, but was send to train as a mage when his talent was discovered at a relatively late age. He was present during most of the major battles in the region, making quite a name as a military leader. If it were not for his many outspoken opinions against some of the more authoritarian measurements of the Order he would have had a much higher rank. It did protect him against the corruption that took place in the higher ranks.

Combat Effect: Wizard. Magic Missile (Encounter)

Novak concentrates, empowering himself to unleash a single burst of arcane energy.

Effect: Deal [5 times the round number] force damage to one target.

Iviss Nathee Brittlebolt: Short twitchy female gnome with short spiky black hair and weatherworn face, she wears leather and is armed with a short sword and a weird looking crossbow.

Position: Second in command, member of the Dusk Talons.

Personality: Talkative, nervous, charming.

Background: Iviss comes from a shoemakers family from Scornubel. Her father lost a fortune in a conflict with a group of traders, and the authorities offered little help. It taught her early in the life the hardships of poverty and that you should never count on others to help. She lost her whole family during the destruction of Scornubel and she still suffers nightmares from that night.

Combat Effect: Bard. Skilled at all Trades (Encounter)

Iviss prepares to assist with a skill at a key moment.

Effect: Add [the round number] to a skill check you just made.

Lorit: Tall, slender dark skinned female human with long braided black hair and an athletic build. She comes from the jungles of Chult and speaks with a heavy accent. She wears plate, and is armed with a bastard sword and shield. The symbol of Torm is clearly visible on the shield.

Position: Commander of the Guards, member of the Shields of Kilgrave.

Personality: Silent, grim, protective, stubborn.

Background: Lorit is silent about her past, but all know she is repenting for some unknown crime. She has made a name as a protector of the downtrodden and innocent. She was not present in Elturgard when it fell, busy on a quest for the Shields of Kilgrave (acquiring information on spellscars in Neverwinter). She feels guilty about that as well even though she knows she cannot be blamed for her absence.

Combat Effect: Paladin. Lay on Hands (Encounter)

Lorit prays for your well-being.

Effect: Heal your surge value plus [5 times the round number]. You do not need to spend a surge.

Thersos Heleidon: Chubby human male of average height with thinning short brown hair and broad nose. He wears expensive, although practical, clothes, expensive jewelry and he carries several well hidden daggers. He is surprisingly quick, especially for a man of his bulk.

> *Position:* Quartermaster, member of the Lion's Den.

> *Personality:* Charming, competitive, honest.

> *Background:* Thersos comes from a family of merchants. He had an easy life and he always has been looking for new challenges, preferring the negotiation table to the outdoor life or the battlefield. Still, he was never shy to get his hands dirty when necessary. He lived in Elturel and lost his wife and son during the fall of the city. His young daughter and parents now live in Baldur's Gate.

<u>*Combat Effect:*</u> Rogue. Sneak in the Attack (Encounter)

> *Thersos eyes the enemies, looking for a spot to slip in his dagger.*

> *Effect:* One target granting combat advantage that you hit with an attack takes [1d8 per round number] extra damage.

S'Sesshell:

<u>*Combat Effect:*</u> Yuan-Ti. Escape! (Encounter)

> *When the portal opens, S'Sesshell escapes, taking a few of your allies with him.*

> *Effect:* When the portal opens, S'Sesshell escapes. He attempts a Moderate DC Arcana check with a bonus equal to the AL to take additional targets of the PCs' choice with him.

Minor NPCs

Garth Drakwell: A male human with an insatiable curiosity and an excellent artist who is constantly making sketches. He is the cartographer of the group, and he is closely affiliated with the Lion's Den.

Mera Deiron: Short, bland female human with short black hair and a sun-tanned skin. She is a charming young woman with an honest interest in other people and a broad array of interest and knowledge. She is the sage of the expedition, cataloguing the trip and she is affiliated with the order of Torm.

Shandri Drakwell: A female human and priestess of Torm. She has no bedside manners and she is rather brisk. As the expedition's healer and priestess she is always open for spiritual debate, but she is not preachy. She is Garth's sister, has a spellscar and is a member of the Shields of Kilgrave.

Taeghen Moondown: A male moon elf (eladrin) who seems to be eternally distracted. He is the engineer of the expedition, and he is closely affiliated with the Dusk Talons.

Guards (15): The expedition is protected by fifteen well-trained disciplined mercenaries. They are mostly human, wearing hide and they are armed with long swords, shields and crossbows. They are caravan guards and as such they are not very specialized and can fulfill the role of infantry or scouting. They are skilled, but nowhere near the level of the PCs. They are likely to remain faceless grunts, but feel free to come up with names and personalities if such is necessary during the adventure.

> *Scaling:* If there are 5 PCs, remove 3 guards. If there are 4 PCs, remove 6 guards. (This means there are fewer NPCs to save in Encounter 6A.)

Horses (5): These are big draft horses used to carry the supplies. They are not trained for combat and flee at the first signs of trouble. If cornered they defend themselves, but not very effectively (at least not against the type of opponents the PCs face during this adventure). The intent of the expedition is to return through a Linked Portal and as such the group does not expect to carry any of the large objects they are looking for except to get them to the main camp.

You can use these cards to facilitate roleplaying and track the major NPC's powers.

Novak Markwood: Tall regal male human with short black hair and goatee, wears practical clothing (despising robes). *Personality:* Curious, organized, strong sense of justice. **Position:** Expedition leader, member of the Order of Torm. **Combat Effect:** Wizard. Magic Missile (Encounter) *Novak concentrates, empowering himself to unleash a single burst of arcane energy.* *Effect:* Deal [5 times the round number] force damage to one target.	**Lorit:** Tall, slender dark skinned female human with long braided black hair and an athletic build. She comes from the jungles of Chult and speaks with a heavy accent. She wears plate, and is armed with a bastard sword and shield. The symbol of Torm is clearly visible on the shield. *Personality:* Silent, grim, protective, stubborn. **Position:** Commander of the Guards, member of the Shields of Kilgrave. **Combat Effect:** Paladin. Lay on Hands (Encounter) *Lorit prays for your well-being.* *Effect:* Heal your surge value plus [5 times the round number]. You do not need to spend a surge.
Iviss Nathee Brittlebolt: Short twitchy female gnome with short spiky black hair and weatherworn face, she wears leather and is armed with a short sword and a weird looking crossbow. *Personality:* Talkative, nervous, charming. **Position:** Second in command, member of the Dusk Talons. **Combat Effect:** Paladin. Lay on Hands (Encounter) *Lorit prays for your well-being.* *Effect:* Heal your surge value plus [5 times the round number]. You do not need to spend a surge.	**Thersos Heleidon:** Chubby human male of average height with thinning short brown hair and broad nose. He wears expensive, although practical, clothes, expensive jewelry and he carries several well hidden daggers. He is surprisingly quick, especially for a man of his bulk. *Personality:* Charming, competitive, honest. **Position:** Quartermaster, member of the Lion's Den. **Combat Effect:** Rogue. Sneak in the Attack (Encounter) *Thersos eyes the enemies, looking for a spot to slip in his dagger.* *Effect:* One target granting combat advantage that you hit with an attack takes [1d8 per round number] extra damage.
S'Sesshell and Dumral **Combat Effect:** Yuan-Ti. Escape! (Encounter) *When the portal opens, S'Sesshell escapes, taking a few of your allies with him.* *Effect:* When the portal opens, S'Sesshell escapes. He attempts a Moderate DC Arcana check with a bonus equal to the AL to take additional targets of the PCs' choice with him.	**Minor NPCs** **Garth Drakwell:** The cartographer of the group, and he is closely affiliated with the Lion's Den. **Mera Deiron:** The sage of the expedition, cataloguing the trip and she is affiliated with the order of Torm. **Shandri Drakwell:** Garth's sister, who has a spellscar and is a member of the Shields of Kilgrave. **Taeghen Moondown:** The engineer of the expedition, and he is closely affiliated with the Dusk Talons. **Guards (15)** **Horses (5)**

APPENDIX 3: ELTURGARD

The following information was drawn from the *Forgotten Realms Campaign Guide* (pages 124-125) and can be used for reference and shared with players.

ELTURGARD

Elturgard was a theocracy ruled by those who were certain they walk the path of righteousness. The paladins of this land took pride in their moral clarity and pursuit of good.

Elturgard was dominated by a "second sun" that hovered eternally in the sky above the city of Elturel, making it a realm of endless daylight. Creatures of darkness could not abide even the sight of the city.

Unlike most countries, Elturgard had a state religion: Torm was revered in the temples that dot the landscape.

THE COMPANION

The second sun of Elturel, called the Companion (also known as Amaunator's Gift), was harmful to undead that came near the city of Elturel, and its sight was unpleasant to them anywhere in the region of Elturgard. It was corrupted by the Order of the Blue Fire and finally destroyed in a big explosion that blasted the whole city of Elturel into rubble as well.

SCORNUBEL

Scornubel was a sprawling city along the north shore of the River Chionthar, which flows east to west (to Elturel, Baldur's Gate and the Sea of Swords). At the eastern edge of the city, the River Reaching flows from out of the north and merges with the Chionthar. There is no bridge over the River Chionthar or the River Reaching in this vicinity.

It was destroyed in surge of madness that started the conquest of Elturgard by Najaran forces. While some attempts at rebuilding has been started, the destruction of Elturel and fall of Elturgard have seriously delayed any such efforts. It remain to seen whether the region will ever recover.

REACHING WOODS LORE

History DC 10: The Reaching Woods which lies to the east of Scornubel was once barricaded by the paladins. With the destruction of Elturgard its borders are once again open. The woods are filled with gnolls who worship demons and goblins.

Streetwise DC 15: Rumor has it that the gnolls have eaten, enslaved, or driven off all other humanoids in the woods.

NAJARA

Najara is one of the largest and most potent kingdoms in western Faerûn, though few are aware of that fact.

The land is littered with impressive ruins, including ancient serpentfolk strongholds, Netherese settlements abandoned for centuries, and the remnants of the collapsed human kingdom of Boareskyrr.

FOREST OF WYRMS

Snake-Infested Forest

Despite the underlying rocky terrain, the Forest of Wyrms is composed of great redwoods and thick pines that soar to staggering heights. All manner of serpents reside therein. Small communities of yuan-ti are common, and the place is home to several youthful green dragons, whose alliance with the yuan-ti is tenuous at best.

Several locations of interest lay in the forest, including Ss'thar'tiss'ssun, one of the most ancient ruins in Faerûn, and Thlohtzin, an old lich stronghold turned slave citadel by its new yuan-ti residents.

Although most steer clear of the ancient ruin, sinister human and tiefling slavers travel to Thlohtzin to sell their merchandise for ancient gold. The slaves are then reapportioned throughout Najara.

APPENDIX 4: FACELESS HATE

FACELESS HATE   LEVEL AL +2 DISEASE

Anger builds inside you. It is blinding rage that cannot be sated until everything around you is dead.

Stage 0: The target recovers from the disease.

Stage 1: While affected by stage 1, the target must make every opportunity attack that it can, and its allies provoke opportunity attacks from it as if they were its enemies (they are not otherwise considered its enemies).

Stage 2: While affected by stage 2, the target must make every opportunity attack that it can, and its allies provoke opportunity attacks from it as if they were its enemies (they are not otherwise considered its enemies). In addition, while the target is bloodied, it is blinded but has blindsight 5. If the target does not hit with an attack on its turn while bloodied, it takes 10 psychic damage at the end of its turn.

Stage 3: While affected by stage 3, the target's eyes and mouth vanish. The target is blinded but has blindsight 5. The target's alignment changes to evil if it wasn't evil already, and it treats all creatures as enemies. Finally, whenever the target starts its turn with at least one creature within 5 squares of it, the target must use its standard action on its turn to make an attack if possible.

Check: At the end of each extended rest, the target makes an Endurance check if it is at stage 1 or 2.

Lower than Easy DC: The stage of the disease increases by one.

Easy DC: No Change

Moderate DC: The stage of the disease decreases by one.

Source: *The Book of Vile Darkness*, page(s) 2-33.

Note that while within the ghostly domain of Elturel no creature can be cured of the disease. It can only get worse.

PCs with **ELTU28 Tarnished Holy Symbol** gain a +5 bonus on saving throws and skill checks when defending against this disease.

In the unlikely event that a PC reaches Stage 3 during the adventure, be sure to enforce the mechanics in a fun way. It is not intended that this stage of the disease will result in PCs fighting each other, especially outside of combat. Adjudicate the effects in a challenging, yet enjoyable, way.

APPENDIX 5: TUMBLER PUZZLE EXPLANATION AND SOLUTION

Solution for Tumbler Set #1 shown

Tumblers' tops line up even

Each tumbler should interlock with each other

The tumblers are placed on the key to match the key's profile.

5 2 6 11 9 12 4 8 1 10 3 7
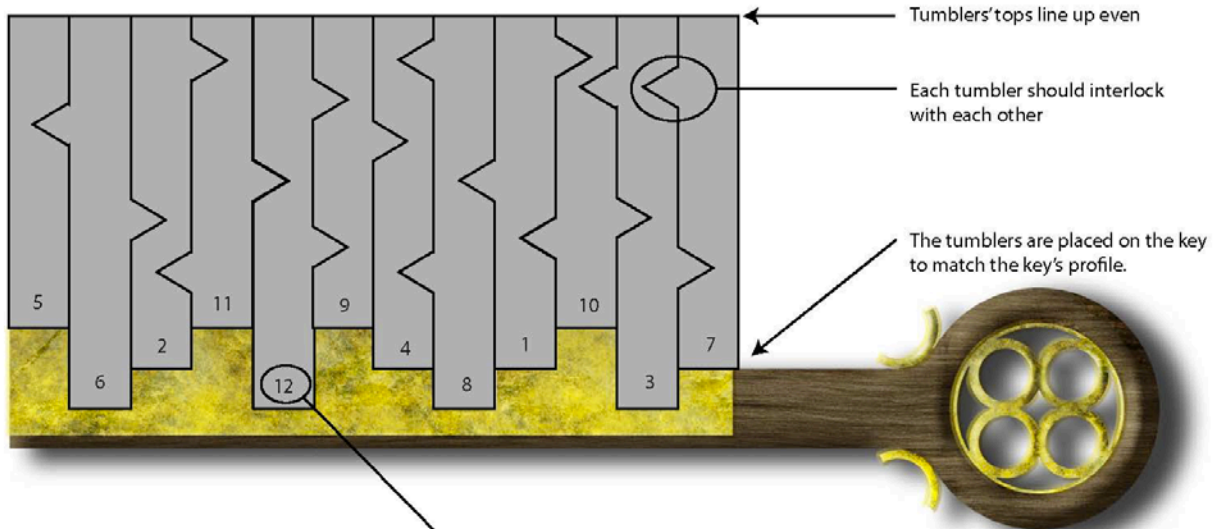
Skill Checks

Skill checks are triggered everytime 3 tumblers are placed upon the key. They may be placed in any order but as soon as 3 tumblers are placed upon the key, the PCs must perform a skill check. If the PCs fail a skill check, their current tumbler set is removed and replaced with a new tumbler set. **Please print and cut out all three sets as preparation for this puzzle!**

Each tumbler has a number. They must be placed in the correct sequence to interlock.

Tumbler Set #1 Solution: 5-6-2-11-12-9-4-8-1-10-3-7
Tumbler Set #2 Solution: 8-11-5-9-4-2-1-6-3-12-7-10
Tumbler Set #3 Solution: 6-10-2-4-12-1-8-7-11-3-9-5

TIP: Print the tumbler sets on thick paper stock to minimize curling and make handling them easier.

PLAYER'S HANDOUT 1: FATE OF ELTURGARD

1480 DR: A large army of monsters under command of (rogue) agents of the Order of Blue Fire invaded the city Elturel 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 Oberserver'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 Elturel 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 Elturel, 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 Elturgard as an independent nation. In reaction, the various warring factions within Elturgard 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: Elturel 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
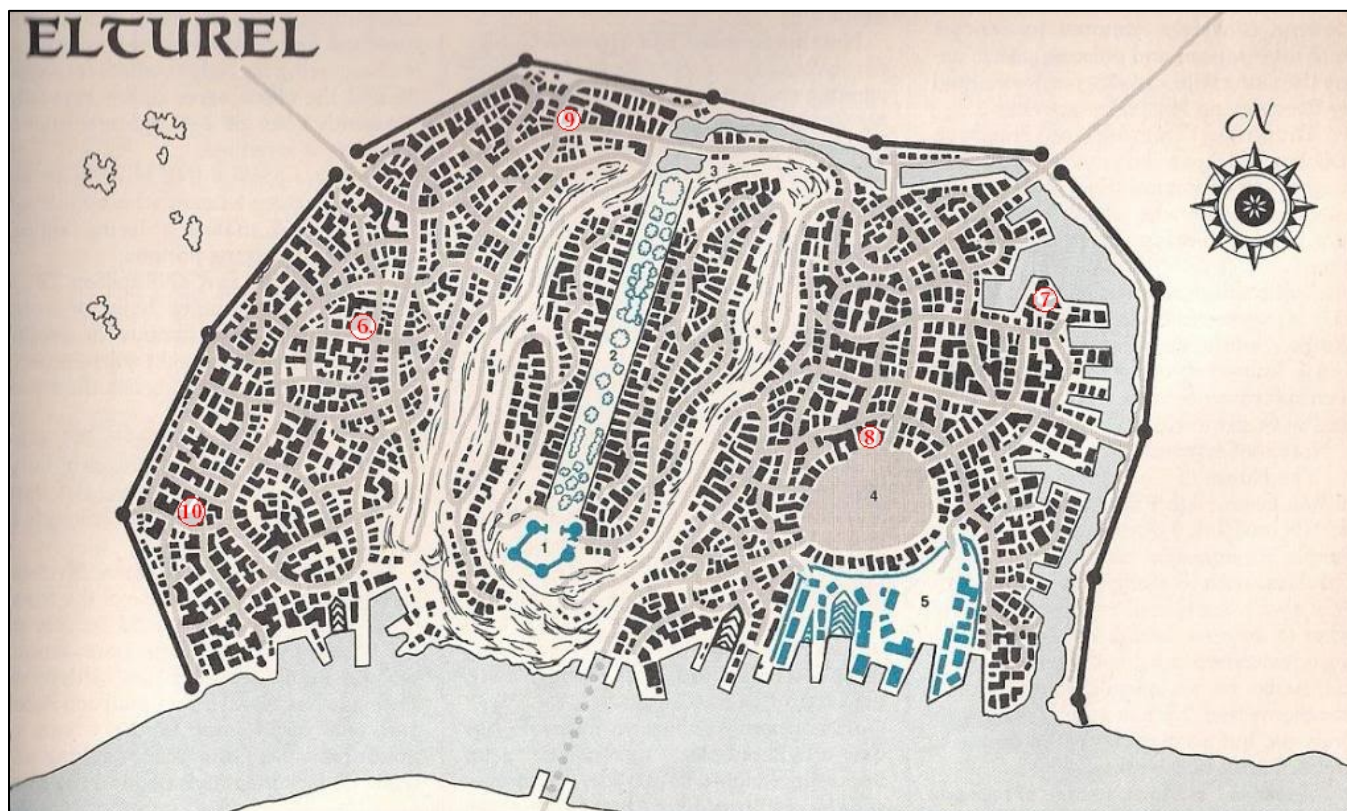
1. High Hall: Headquarters of the Order of Torm and home to the High Observer.
2. The Garden: Park that crowns the large hill in the center of Elturel.
3. Maiden's Leap: Falls that cascade to a small river that drains away to the Chionthar.
4. Shiarra's Market: The main market district of the city.
5. 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 a skill check.
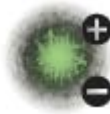
+ = success
- = failure

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: ⊟ = Straight	
on a 3 & 5: ⌐ = 90˚ turn	
on a 4 & 6: ⊞ = Intersection	

All path segments must connect with each other

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

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 & Theivery = 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.

4 PCs   5 PCs 6 PCs
☐☐☐☐ + ☐ + ☐

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.

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.

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!

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

- <u>Within 10 squares of the eidolon portal or an Eye of Vacacarian</u>: Arcana, Nature and Religion.
- <u>Adjacent to the eidolon portal or an Eye of Vacacarian</u>: Athletics or Thievery.
- The DC is <u>Hard</u> as a minor action and <u>Moderate</u> as a standard action.
- The portal is <u>open</u> 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 <u>cannot</u> 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 <u>cannot</u> 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:

- <u>4 and 5 eyes</u>: 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.
- <u>2 and 3 eyes</u>: 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.
- <u>1 eye</u>: 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 get lost, but you played with 4 to 5 players, pick d)?
   a. 0
   b. 1 to 3
   c. 4 to 5
   d. all

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

DUNGEONS & DRAGONS
LIVING FORGOTTEN REALMS

CORE5~7 BROKEN LIGHT

CORE101 Blue Fire Infusion

*Requirement: You must void Story Award **ADCP07 Fragment of the Monolith** to gain the benefits of this Story Award.*

You shattered your fragment of the Spellplague monolith from the First Battle of Elturel in the prison plane of Vacacarian. While most of its magic was used, some of the energy infused a Common or Uncommon suit of magic armor, magic weapon, or neck slot item (not a Rare item) that you already possess. The item's rarity does not change. You do not spend any gold or a found-item slot. The powers imparted by this Story Award are in addition to all of the existing powers and properties of the chosen item. Other than its enhancement bonus, the chosen item cannot be further augmented by another Story Award. The magic imparted by this effect can also never be moved to another item through rituals or other means.

> Armor: The infused item gains the power of *imposter's armor* in addition to its regular powers and properties. This power can be added to light armor, medium armor, or heavy armor.
> Weapon: The infused item gains the power of a *dynamic weapon* in addition to its regular powers and properties.
> Neck Slot: In addition to its regular powers, the infused item gains the property and power of a *hat of disguise*.

CORE102 Elturgard's Gratitude

You have proven your worth to the Elturgardan government in exile. The exact benefits of this Story Award depend on the number of NPCs that you rescued during the adventure. Strike through any benefit you did not earn.

Rescued 3 or fewer NPCs: You can buy <u>one</u> *potion of cure light wounds, cure moderate wounds,* or *cure critical wounds* for the normal market price at the start of any adventure.

Rescued 4 or more NPCs: In addition to the previous benefit, you are awarded a knighthood and the promise of an estate in Elturgard once the country has been restored. This does not require you to change your faction allegiance or home nation to Elturgard.

You also gain the power to call upon Amaunator's blessing one time only as a free action. Treat this as an attack power. Close burst 5: creatures in the burst with the undead or shadow keyword take 5 / 10 / 15 radiant damage (Heroic / Paragon / Epic tier). Allies in the burst may spend a healing surge with a +3d6 / +4d6 / +5d6 bonus or make a saving throw with a +3 / +4 / +5 bonus. Strike through this section (only) when you use the power.

Ultimate Sacrifice: In addition to the above two rewards, you can call upon Amaunator's blessing twice.

CORE103 Lost

You are not entirely sure how, but you find yourself in the land of the living again. Somehow you escaped the prison of Vacacarian alive, but the ordeal has touched your soul. There is a seed of anger and hatred that was not there before and that leaves you on edge. You must make every opportunity attack that you can, and your allies provoke opportunity attacks from you as if they were your enemies (they are not otherwise considered your enemies). This effect can be temporarily suppressed for one adventure by a Remove Affliction or similar ritual cast against a DC equal to your character level + 5. By the start of the next adventure the effect has returned though.

CORE104 Just Reward

You gave your life to destroy an unspeakable evil. In recognition of this great and unselfish act, your deity offers you a position as an exarch in his or her service. If you accept, you must retire this character; unless specified otherwise on the title page of an adventure, you can never play this PC again. Pick a sphere of interest that fits your deity, and consider yourself an exarch with that portfolio: _____

If you played ten or more adventures with this PC before choosing this option, you can designate another PC under your control to be protected by a guardian angel (the spirit of your retired character). Once per adventure that character can reroll a saving throw and may choose the higher result from among the two rolls.

DUNGEONS & DRAGONS®
SESSION TRACKING

Event Name: _____   Event Code: _____
(This number was given to the organizer when the event was scheduled)

Adventure Title: _____   Session Number: ____
(For administrative use only)

Date of Play: ☐☐ / ☐☐ / ☐☐   Start Time: ☐☐ : ☐☐   Give hour in military time standard (p.m. hours = hour +12). Don't record the exact minute the adventure played. Instead list the closest 30-minute interval the game was scheduled to start at (30 or 00).
Month   Day   Year   Hour   Minute

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

Player Name	WIN/DCI Number
1	☐☐☐☐☐☐ ☐☐☐☐☐☐
2	☐☐☐☐☐☐ ☐☐☐☐☐☐
3	☐☐☐☐☐☐ ☐☐☐☐☐☐
4	☐☐☐☐☐☐ ☐☐☐☐☐☐
5	☐☐☐☐☐☐ ☐☐☐☐☐☐
6	☐☐☐☐☐☐ ☐☐☐☐☐☐

DUNGEON MASTER
DM Name: _____
☐☐☐☐☐☐☐☐

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SESSION TRACKING

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Date of Play: ☐☐ / ☐☐ / ☐☐   Start Time: ☐☐ : ☐☐   Give hour in military time standard (p.m. hours = hour +12). Don't record the exact minute the adventure played. Instead list the closest 30-minute interval the game was scheduled to start at (30 or 00).
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4	☐☐☐☐☐☐ ☐☐☐☐☐☐
5	☐☐☐☐☐☐ ☐☐☐☐☐☐
6	☐☐☐☐☐☐ ☐☐☐☐☐☐

DUNGEON MASTER
DM Name: _____
☐☐☐☐☐☐☐☐

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