CORE5-2

A Radiance Faded

A Dungeons & Dragons® *Living Forgotten Realms* Adventure

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Many fear that a Thayan plague is killing livestock in Thesk as a precursor to a full-scale invasion. The true cause may be much simpler but much more deadly. A *Living Forgotten Realms* adventure set in Thesk and Rashemen for characters of the Paragon tier (levels 11-20). This adventure is an epilogue to the *Radiance Against Thay* series, which included CORE1-2 *Radiant Vessel of Thesk*, CORE1-6 *Incident at the Gorge of Gauros*, and CORE1-14 *What Storms May Come*.

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

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Preparing for Play

In order to play this adventure, you'll need copies of the D&D 4th Edition core rulebooks. These are the *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*, or the corresponding D&D Essentials products. Any other rules referenced in this adventure are 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 (levels 11-20). Heroic-tier and Epic-tier characters may not play this adventure. 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 all non-XP rewards for the

adventure (including gold, Story Awards, and the opportunity to select a Treasure). The PC cannot participate in the same adventure a second time.

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

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

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

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

Milestones

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

Lasting Effects

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

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

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

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

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

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

DCs by Adventure Level

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

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

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

Adventure Background

On an otherwise normal day in 1385 DR, the Year of Blue Fire, a woman named Sibbya Dermark was in labor with her seventh child, a daughter. At that exact moment, the Spellplague ripped through her home in Phsant. Sibbya died in childbirth, but the daughter was healthy and given her mother's name.

From the first, everyone knew the girl was special. She never caught any childhood illnesses. The fatally ill recovered in her presence. One evening, when a wraith from Thay came to wreak havoc ahead of yet another undead incursion, Sibbya's presence caused the creature to explode in a flash of white light.

For the first 22 years of the girl's life, the villagers treated her with great respect and awe, along with the understandable feeling of fear at her strange powers. Then Sibbya became pregnant. No one ever knew who the father was, and Sibbya never told, claiming there was no father.

Like her own mother, Sibbya gave birth to a healthy baby girl but died in childbirth. The baby, named Sibbya and adopted by relatives, showed the same powers exhibited by her mother—and the people of Phsant accepted her as their guardian and good-luck charm. After protecting the town and occasionally healing the sick as her mother had done, this Sibbya too became unexpectedly pregnant by an unknown partner, then died giving birth to a daughter, who herself possessed strange powers. And so the cycle continued, one generation after another of Sibbya Dermarks being born fatherless, raised by relatives, and accepted as a force of good and light by the families of her neighborhood outside of Phsant.

The current Sibbya is different, however. Five years ago she gave birth to a baby boy while being held captive by an orc mercenary band in the employ of Szass Tam. Although the mother and son were rescued, the boy showed no sign of his mother's gift, and Sibbya lost the gift as well. Veruud of the Urling, a Rashemi Old One, learned of Sibbya and her boy. Understanding the boy was still a capable vessel, and fearing his mother would not understand his motives, Veruud kidnapped the boy to take him to Rashemen, where a ritual could restore his radiance.

Thayan agents and undead forces intercepted them en route, taking them to a cave in the Gorge of Gauros to await transfer to Thayan laboratories for further study. Adventurers reached them and assisted with a ritual that restored the boy's radiance. Although the heroes were trapped, Szass Tam mysteriously freed the group, claiming to have learned enough for his fell purposes.

Veruud soon learned that Sibbya was not unique. More than a dozen vessels of radiant power lived in solitude throughout Rashemen and Thesk. With a servant of Szass Tam hunting these vessels, adventurers found a radiant artifact and then made an important decision: all of the power from both the artifact and the other radiant vessels would be infused into Sibbya's son.

With the decision made, the heroes destroyed a lich in service to Thay before it could carry out plans to destroy the radiance. Veruud hoped that the vessels would now be safe, and the boy would be a powerful force for good against the machinations of Thay's undead leader. The truth, however, is a different matter altogether.

DM's Introduction

The truth behind the radiant vessels is revealed during this adventure. Azrael, an angel of death who served the now-deceased death god Myrkul, attempted to supplant the new death god Kelemvor when the latter became the master of death. As punishment, Kelemvor splintered Azrael's essence, sending it down to act as harvesters of souls in the form of lesser angels of death.

The many splintered forms of Azrael performed their tasks as expected until the day the Spellplague tore through the lands of Thesk and Rashemen. In the wake of the magical cataclysm, the splintered angels of Azrael

were shunted into whichever mortals were closest at the time, infusing them with radiant and necrotic power.

When Veruud and some adventurers decided to perform the rituals that pushed all of this power into Sibbya's son, enough of Azrael reformed to give the angel of death back its conscious. Kelemvor realized that Azrael was regaining his power, and the god of death knew that only a radiant vessel could hold the angel of death while it reformed. Kelemvor sent an angel of his own to destroy all the vessels, including the one currently housing Azrael, to make sure his nemesis could not regain its former power.

It is important to keep in mind the interplay between these forces as the adventure progresses, especially in the last encounter. The PCs should know that the angel of Kelemvor is only trying to keep Azrael from reforming when she tries to destroy the vessels, including the boy Myrk.

Player's Introduction

Characters that have played CORE1-2 *Radiant Vessel of Thesk,* CORE1-6 *Incident at the Gorge of Gauros,* or CORE1-14 *What Storms May Come* should receive Handout 1. This describes their receiving a missive from Veruud of the Urling, possibly on Sibbya's behalf. Handout 2 tells what happened in the background of the series, as well as in the three previous adventures. You can provide this to players who ask for reminders. The same information is provided by Veruud in the adventure itself.

Characters that have played none of these adventures should hear the following:

You know that the lich-king of Thay, Szass Tam, has long had his empty gaze pointed greedily toward surrounding lands, particularly the nation of Thesk. When rumors reach the world at large that some strange malady has been killing livestock around Phsant, a major city in Thesk, most believe fell Thayan magic must be responsible. Even if this is a local problem, it could be part of a larger threat. Authorities fear the malady will spread, leaving famine in its wake.

A consortium of merchants offered you 200 [per PC] pieces of gold to travel to the farms south of the city of Phsant, where the first of the livestock deaths occurred. They want you to investigate the cause of the malady and ascertain if a larger threat could be behind the livestock deaths.

When the adventurers travel to the farms south of Thesk, continue with Encounter 1.

Encounter 1: Veruud of the Urling

Important NPC: Veruud, male human, Rashemen Old One

If the adventurers were given Handout 1, they can meet Veruud at the farm where some of the livestock deaths took place. He immediately explains the cause behind the deaths, and the action can move quickly to Encounter 2.

If the adventurers did not receive Handout 1, they do not know Veruud and must investigate a bit before meeting him and hearing the story of Sibbya, her son Myrk, and the radiant vessels.

If some of the characters played any of the previous adventures and others didn't, you can split them up. Give the handouts to the players who have played previous adventures, and take the characters who have not through the process of meeting Veruud and learning the backstory through him. Then bring in the characters who already know Veruud.

The read-aloud text that follows assumes the PCs do not know Veruud. Adjust the text as needed if the PCs know the Rashemi Old One.

The area where the livestock deaths started is a large swath of farmland to the south of the city of Phsant, one of the larger cities of Thesk. This area contains many farms, as well as concentrated areas of habitation for poor farmworkers. The area's population is mostly human, although many half-orcs live and work here. More than a few residents are even full-blooded orcs.

At the farm where the livestock death were first reported, operations continue uninterrupted. It is the beginning of the planting season, so the fields are teeming with workers.

Standing on the edge of a paddock filled with horses is an old Rashemi man. He stares into the distance, at nothing in particular, as if lost in thought.

The Rashemi is Veruud of the Urling, an Old One who serves the Witches of Rashemen, the ruling council of that northern nation. If the PCs were given Handout 1, they know this is Veruud. He approaches them and provides an explanation of the problems surrounding the boy Myrk and the other vessels.

If they do not know him, his presence should be enough to get the PCs to approach. If they do not, he approaches them before they can leave.

The old man continues staring into the distance but speaks in a voice ravaged by time. "I have been waiting for you. All of you. We have much to talk about."

The conversation can follow any course you (or the PCs) wish. Use these bullet points to guide that conversation. The points are divided based on previous adventures:

CORE1~2 The Radiant Vessel of Thesk

- On an otherwise normal day in 1385 DR, the Year of Blue Fire, a woman named Sibbya Dermark gave birth to a daughter. At that exact moment, the Spellplague ripped through Phsant. Sibbya died in childbirth, but the daughter was healthy and strong.
- The girl held a great radiant power within her, and she grew to the age of 22 before becoming pregnant, although the father was unknown. She died giving birth to a daughter, who also held a radiant power.
- This cycle continued until the current Sibbya Dermark gave birth to a baby boy who showed no sign of his mother's gift, and Sibbya herself lost the gift as well.
- The adventurers who helped her also battled orc mercenaries, where they encountered Bhral. A male orc, Bhral retired as an adventurer to start a new life with his human wife Fontin. Bhral and Fontin, who is a cousin of Sibbya, live with Sibbya and her son.

CORE1~6 Incident at the Gorge of Gauros

- Veruud of the Urling, a Rashemi Old One, learned of Sibbya and her boy. Understanding that the boy was still a capable vessel, and fearing his mother would not understand, Veruud kidnapped the boy to take him to Rashemen where a ritual could restore his radiance.
- Thayan agents and undead forces intercepted them, taking them to a cave in the Gorge of Gauros to await transfer to Thayan laboratories for further study. Adventurers reached them and assisted with a ritual that restored the boy's radiance.
- Mysteriously, they were all freed, presumably by Szass Tam, who claimed to have learned enough.

CORE1~14 What Storms May Come

- Veruud learned that Sibbya and her son were not the only radiant vessels. He traveled throughout Thesk and Rashemen, gathering many individuals who held the gift of radiance.
- It was decided by Veruud and a group of adventurers that all of the radiant power from the other vessels and an artifact of radiant power should be put into Sibbya's son, so that the powers of good would have a powerful tool against the darkness of Thay.
- This power was used to defeat a lich who was attempting to capture and experiment on all of the vessels.

What Has Happened Since

- Most of the vessels that were emptied by the ritual four years ago have been killed or have disappeared. Veruud fears that something or someone is killing them, even though they have no power anymore.
- As Sibbya's son has grown older with this intense radiant power within him, events have led Veruud to believe that something might not be right. The livestock deaths in the area are a result of the boy's fear. He accompanied his mother, who works as a farmhand, to her jobs. When the animals scared the boy, who is extremely nervous and fearful, they just dropped dead for no apparent reason.
- Fearing further problems, Sibbya gave up work to remain with her son, who at age 5 has decided that he wants to have the name Myrk. He said that in his dreams that is what he is called.

Ending the Encounter

Veruud asks the adventurers, if they truly want to help get to the bottom of the problems, to accompany him to meet Sibbya and Myrk. Veruud fears that whatever has been killing the other vessels may soon come for Myrk.

Milestone

This encounter counts toward a milestone. Since the PCs can take an extended rest as they travel to Tammar, this milestone doesn't matter unless the PCs arrive at the next encounter without taking an extended rest.

Treasure

If the adventurers ask for money for assisting Veruud, the Old One tells them that since he works on behalf of the leaders of Rashemen, he can authorize a reward if they successfully learn what is happening with Myrk and with the death of the former vessels.

He promises 300 gp per PC, but not until after the adventurers deal with the threat. After the threat is investigated, he can travel to Rashemen and secure payment.

Encounter 2: Myrk's Welcome

Important NPCs:
Veruud, male human, Rashemi Old One;
Myrk, male human, five-year-old vessel;
Sibbya, female human, Myrk's mother;
Fontin, female human, Sibbya's cousin;
Bhral, male half-orc, Fontin's husband.

Veruud leads the adventurers to the ramshackle home shared by Sibbya, Fontin, Bhral, and Myrk. The place is modest in the extreme, not well made with only three rooms. Veruud knocks and, upon hearing a deep voice call "Enter," leads the PCs into the house.

The ramshackle house is not well-built, like the other peasant housing in this area. A brawny half-orc approaches the door to see you in—his physique and demeanor show he is definitely a warrior. Behind him, sitting at a small table are two young woman, similar in both age and appearance. Hiding behind one of the women is a young boy, dark-haired and small. Fear plays across his face as his dark eyes stare at you all.

The half-orc is Bhral, and the younger woman with fairer features at the table is Fontin. Sibbya has darker features, and her son Myrk is even darker. All four inhabitants are tense until they see Veruud, but even then they only relax slightly. Myrk, however, is terrified at the sudden appearance of the adventurers. He knows that his life is in danger—and even the most normal of adventurers is terrifying to a small boy.

Allow a conversation between the adults to begin. Soon, though, Myrk's fear overwhelms him:

The house suddenly grows frigid. Myrk steps out from behind his mother and he points at your group. "They are evil, mother. They have darkness within them." The cold soaks into your skin, muscle, and bones, turning your nerves into red-hot wires of agony.

The PCs must make an Endurance check (Hard DC). On a success, the PC is immobilized. On a failure, the PC takes its bloodied value worth of necrotic and radiant damage and is dazed and immobilized. The conditions remain until Myrk can be cajoled into releasing the adventurers.

Once the power within Myrk reveals itself in this way, PCs might try to figure what is happening. They can learn this with either an Arcana or Religion check (Hard DC):

- The power coming from Myrk is both radiant and necrotic, and it is not being controlled by any sort of spell, psionic ability, or power that you know or understand.
- If there is a force within Myrk doing this, it must be very powerful and most likely divine in nature.

The PCs remain immobilized (or dazed and immobilized) until they can convince Myrk that they are not dangerous. They take no more physical damage unless they take actions which make the boy more scared than he already is:

- If any of the PCs move closer to the boy, either through forced movement or teleportation—or by somehow shaking off the immobilization—he attacks that PC. The Endurance check and damage are the same as before. The same happens if a PC turns invisible or otherwise disappears from sight, although in that case he attacks all the PCs.
- A PC can attempt a Diplomacy check (Moderate DC) to convince the boy the PCs are no threat. One PC can assist on this check. On a success, the power within Myrk releases the PCs, and he does not attack again unless provoked by threats or attacks. If the Diplomacy check is failed by more than 4 points, he attacks the primary PCs and the PC who assisted (another Endurance check).
- A PC can attempt a Bluff check (Moderate DC) to convince the boy the PCs are no threat. One PC can assist on this check. On a success, the power within Myrk releases the PCs and he does not attack again unless provoked with threats or attacks. If the Bluff check is failed by more than 4 points, he attacks the primary PCs and the PC who assisted (another Endurance check).
- A PC can attempt an Intimidate check (Hard DC and -5 to the check) to get the boy to stop. One PC can assist on this check. On a success, the power within Myrk releases the PCs, but the slightest hint of aggression from any of the PCs causes Myrk to attack again. If the Intimidate check fails by more than 4 points, Myrk attacks the primary PCs and the PC who assisted (another Endurance check).

Veruud's Tale

While the PCs are affected by Myrk's power, both Veruud and Sibbya try to talk to the boy, but he seems either unwilling or unable to listen to them. After the PCs successfully talk the lad out of fearing them, the

adults look at each other nervously. Finally, Veruud speaks:

"Now that you have seen how the boy's fear manifests, I don't need to describe the problem. He knows that the other vessels are being killed, and we fear what might happen if we let him out in public, or that this might get worse as he gets older."

Sibbya chimes in. "He is not an evil boy. He is just frightened, and nothing I say can help. He has bad dreams, and he knows that this power he carries might bring evil after him."

Veruud continues, telling the PCs that they heard the first reports of a death of a vessel about a month ago. The victim lived in the farthest reaches of Rashemen. Since then, deaths have been reported through Rashemen and Thesk, and the pattern indicates that whatever is causing the deaths is moving closer and closer to Phsant.

Veruud fears that if whatever is killing the vessels arrives in Phsant, the boy might be in danger. Or worse yet, whatever is inside of the boy might cause unknowable damage as he defends himself. Veruud knows that the closest living vessel between Thesk and the rest of the killings is an old human woman named Zal-Leah. She lives near Tammar, about a hundred miles northeast of Phsant along the Golden Way.

Veruud tells the PCs Zal-Leah has lived for what seems like forever in the same place. When she had the radiant power, those with diseases or afflictions would seek out Zal-Leah for healing or advice. She was the equivalent of Tammar's wise woman: a witch with strange powers who would help people in need. Since losing her radiant power, Zal-Leah still acts as an advisor or healer, but she relies on more mundane methods of helping rather than using any radiant powers.

Veruud wants the adventurers to travel to Zal-Leah's cottage in Tammar, make sure she is safe, and remain with her to see if anyone or anything threatens her. If the PCs can stop the threat there, then it might be easier to keep Myrk calm and look into helping him contain the power within him.

Ending the Encounter

Veruud provides directions to Zal-Leah's cottage near Tammar, as well as a description of the old woman. He asks them to remain there at least a ten-day to protect her, and if Veruud does not hear back from the PCs before the end of that ten-day, he plans to meet them in Tammar to discuss further plans.

Milestone

This encounter does not count toward a milestone.

Treasure

The PCs do not find any treasure in this encounter.

Encounter 3: Zal~Leah

Encounter Level 15/17/19/21/23

Creatures

This encounter includes the following creatures at AL 12:
1 night hag
2 abyssal ghouls
3 vampiric mist corruptors

This encounter includes the following creatures at AL 14:
1 night hag
3 abyssal ghouls
4 vampiric mist corruptors

This encounter includes the following creatures at AL 16:
1 night hag
3 abyssal ghouls
3 bodak death drinkers

This encounter includes the following creatures at AL 18:
1 night hag
4 abyssal ghouls
4 bodak death drinkers

This encounter includes the following creatures at AL 20:
1 night hag
4 abyssal ghouls
5 bodak death drinkers

Scaling the Encounter

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

Four PCs:

At AL 12/14, remove 2 vampiric mist corruptors.

At AL 16/18/20, remove 1 bodak death drinker.

Six PCs:

At all ALs add 1 abyssal ghoul.

Setup

The PCs arrive at Zal-Leah's cottage on the outskirts of Tammar. If they approach and peek in, they see a lone woman matching the Veruud's description of Zal-Leah. She is sitting by a fire chopping herbs. If they enter the cottage or knock, Zal-Leah tells the PCs to enter and put on a kettle for tea. She is an incredibly old human with thin, wispy gray hair and wrinkled, mottled flesh.

When the PCs arrive, read:

A modest cottage sits within a yard surrounded by a low stone wall. A shed and an outhouse, made from the same pine wood as the cottage and in equally poor repair, also set within the stone wall.

The interior of the windowless cottage is spartan, with only the fire within the corner fireplace providing light. A terribly elderly woman, matching the description provided by Veruud, sits at the table chopping herbs.

The woman is not the real Zal-Leah. She is a night hag using her *change shape* ability to take Zal-Leah's form. Her accomplices are hiding at the moment, waiting to appear and attack. Zal-Leah, however, is not dead. In fact, Szass Tam sent these creatures not to kill the old woman but to protect her. They await whatever is killing the vessels, as Szass Tam has learned that the vessels, even those currently empty of the radiant power, have the capability to contain the force of Azrael, the angel of death. Tam hopes to put that creature to use on his behalf.

The hag plays the part of Zal-Leah, talking to the PCs—acting hospitable while ensuring they are not responsible for the death of the vessels. She tries to subtly extract information from them, asking who sent them and what they know of the other deaths. Once it is apparent that they are no threat to Zal-Leah and are working for Veruud, she calls forth her allies to attack.

During the period where the fake Zal-Leah is talking with the PCs, an Insight check (Hard DC) can give the successful PC a sense that something is not right. This check should only be initiated by the PCs, and passive Insight does not reveal the ruse. As the DM, do not give the PCs any hints that Zal-Leah is anything other than who they think she is.

The real Zal-Leah has lived for over 100 years, is now nearing death with the loss of her radiant powers, and is not fearful of the prospect of mortality. She is kind to those weaker than her, but she has no compassion for fools or bullies. The hag does her best to match this persona.

Before she initiates an attack, the hag tries to put the PCs at a disadvantage. Playing the role of the feeble old crone, she asks the adventurers to perform a variety of tasks for her. Each of these tasks is meant to put a PC in an awkward position when combat starts. If you have a table of experienced gamers up for a challenge, you can even intimate (or outright lie) that they are in a skill challenge. This simulates the adventurers being truly

fooled by the hag when she asks them to perform odd tasks that put them into awkward or dangerous positions.

Below is a list of tasks the hag asks the PCs to perform, along with the disadvantage the adventurer is under when combat starts. Feel free to create your own, as long as they are only an inconvenience and not deadly on their own:

- The hag asks one PC to fix the seat in the outhouse. A PC who does this is shut into the outhouse by one of the monsters and must break down the door with an Athletics check (Easy DC) to escape, or do over 30 points of damage to a wall of the building. Even if the door is opened, the creature still tries to keep the PCs pinned in the outhouse.
- The hag asks another PC to climb down the well and get the bucket, which came loose from the rope. The well is 50 feet (10 squares) deep. When a PC reaches the bottom, a monster stands at the top of the well and tries to keep the PC trapped in the well, attacking when the PC attempts to escape.
- The hag asks a PC with arcane abilities to go to the shed and check to see if an old magical sword is in a pile among the other weapons and gardening implements. When the PCs enters the shed, he or she finds old tools but no swords. A monster tries to trap the PC in the shed, with the same results as the outhouse above.
- The hag asks a PC with some nature-based abilities to go into the garden and pick some herbs. This takes the adventurer farther away from his or her allies when the attack commences.
- The hag says that she thinks a possum may have built a nest in the chimney. She asks a burly PC to investigate. She damps down the fire to make it possible for the PC to look up the chimney without taking damage. However, she then throws a pitcher of oil into the fire while the PC is in there, which causes the flames to erupt. The PC suffers ongoing 10 fire damage (save ends).
- The hag asks a PC to climb up on the roof and repair a hole. She provides a hammer, nails, and wood shingles. The PC is attacked while balancing in an awkward position by one of the monsters. When the PC is attacked there, he or she must make an Acrobatics check (Hard DC) or fall off the 20-foot-high roof. A monster may also try to push/pull/slide a PC off as well.

Features of the Area

This area has a few important features.

Fireplace: A creature entering or starting its turn in the fireplace after the hag ignites it with oil takes 2d10 fire damage and 10 ongoing fire damage (save ends).

Well: The well is 50 feet deep, with 3 feet of water at the bottom. The walls can be climbed with an Athletics check (Moderate DC) and the rope can be climbed with an Easy DC. However, if a creature tries to climb the rope, another creature might take a standard action to untie the rope. Falling damage is 1d6 instead of 1d10 per 10 feet fallen because of the water.

Outhouse/Shed: With an Easy Athletics check, a creature can smash through the doors of these buildings as a standard action. Doing 30 points of physical damage to the walls allows a creature to break through as well.

Furniture: The furniture within the cottage and the tools in the shed act as difficult terrain.

Tactics

The tactics for the monsters are to get the PCs spread out in different areas so they cannot help each other and get attacked by at least one or two monsters. If one monster can pin a PC in the well or one of the buildings, the other monsters can gang up on a free PC elsewhere.

AL 12/14: At these levels, this combat might be very challenging. You might need to actively avoid using the synergy between the monsters. Also remember that the aura of the vampiric mist corruptors do not stack.

AL 16/18/20: Although the monsters should not work together if they are spread out to deal with the dispersed PCs, there is some possible synergy between the monsters. The abyssal ghouls can immobilize targets, which then allow the bodaks to use *vision of mortality* freely.

Ending the Encounter

If the PCs are overwhelmed by the monsters, the PCs are not killed. Instead, they are subdued and taken prisoner. However, when Rothene arrives at the start of the next encounter, she kills the monsters and whisks the PCs and Zal-Leah away to the Fugue Plane.

If the PCs are successful in defeating the monsters, they can search the cottage to find the real Zal-Leah bound and stashed under a bed in one of the side rooms. Zal-Leah can inform the PCs that she overheard the creatures conversing, and it seems as though they were waiting for someone to come and try to kill her. She isn't sure why these terrible creatures, probably in the

employ of Szass Tam, would want to protect her rather than kill her.

The PCs can take a short rest at this point, but it is not long before Rothene arrives, hurtling the events forward.

Milestone

This encounter counts toward a milestone.

Treasure

From underneath the floor beds in her bedroom Zah-Leah retrieves a *shield of aversion* and *gloves a missile snatching*. She offers them to the PCs in thanks for saving her from the creatures of Szass Tam. The gear was her late husbands.

The PCs find on the night hag the following treasure:

AL 12: gems worth 1000 gp per PC
AL 14: gems worth 2000 gp per PC
AL 16: gems worth 4000 gp per PC
AL 18: gems worth 8000 gp per PC
AL 20: gems worth 12000 gp per PC

Encounter 3: Zal~Leah (Adventure Level 12)

Night Hag **Level 14 Lurker**
Medium fey humanoid (shapechanger) XP 1000
HP 109; **Bloodied** 54 **Initiative** +15
AC 27, **Fortitude** 28, **Reflex** 26, **Will** 26 **Perception** +10
Speed 8 Darkvision

Traits

O **Shroud of Night** • **Aura** 10
Within the aura, bright light is dim light, and dim light is darkness.

Standard Actions

m **Claw** • **At-Will**
Attack: Melee 1 (one creature); +19 vs. AC
Hit: 1d6 + 6 damage. If the hag has combat advantage against the target, the target is also stunned (save ends).

M **Dream Haunting** • **At-Will**
Attack: Melee 1 (one stunned or unconscious creature); +18 vs. Will
Hit: 3d6 + 4 psychic damage, and the hag disappears into the target's mind. While in this state, the hag is removed from play and does nothing on subsequent turns but deal 3d6 + 4 psychic damage to the target (no attack roll required). When the target is no longer stunned or unconscious, or when the target dies, the hag reappears adjacent to the target and is insubstantial until the start of its next turn.

C **Wave of Sleep** • **Recharge** 5-6
Attack: Close blast 5 (creatures in the blast); +17 vs. Will
Hit: 1d8 + 3 psychic damage, and the target is dazed (save ends).
First Failed Save: The target is unconscious instead of dazed (save ends).

Minor Actions

Change Shape (polymorph) • **At-Will**
Effect: The hag alters its physical form to appear as a crone of any Medium humanoid race until it uses change shape again or until it drops to 0 hit points. To assume a specific individual's form, the hag must have seen that individual. Other creatures can make a DC 33 Insight check to discern that the form is a disguise.

Skills Arcana +14, Bluff +16, Intimidate +16, Stealth +16
Str 22 (+13) **Dex** 18 (+11) **Wis** 17 (+10)
Con 19 (+11) **Int** 14 (+9) **Cha** 18 (+11)
Alignment evil **Languages** Common, Elven

1-2 Abyssal Ghouls **Level 16 Skirmisher**
Medium elemental humanoid (undead) XP 1400
HP 156; **Bloodied** 78 **Initiative** +16
AC 30, **Fortitude** 30, **Reflex** 28, **Will** 25 **Perception** +10
Speed 8, climb 4 Darkvision
Immune disease, poison; **Resist** 10 necrotic

Traits

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

Hindering Light
Whenever the ghoul takes radiant damage, it cannot shift until the end of its next turn..

Standard Actions

m **Bite** • **At-Will**
Attack: Melee 1 (one creature); +20 vs. AC
Hit: 3d8 + 10 damage, plus 1d8 + 3 damage if the target is immobilized, restrained, stunned, or unconscious. In addition, the target is immobilized (save ends).

Triggered Actions

C **Dead Blood** • **Encounter**
Trigger: The ghoul drops to 0 hit points.
Effect (No Action): Close burst 1 (enemies in burst). Each target takes 10 necrotic damage.

Skills Stealth +19
Str 24 (+15) **Dex** 22 (+14) **Wis** 15 (+10)
Con 20 (+13) **Int** 16 (+11) **Cha** 10 (+8)
Alignment chaotic evil **Languages** Common

3-4 Vampiric Mist Corruptors **Level 11 Controller**
Medium shadow animate (undead) XP 600
HP 100; **Bloodied** 50 **Initiative** +9
AC 25, **Fortitude** 24, **Reflex** 23, **Will** 23 **Perception** +9
Speed 0, fly 5 (altitude limit 2) Darkvision
Immune disease; **Resist** 10 necrotic, 10 poison; **Vulnerable** 5 radiant

Traits

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 the mist gains 5 temporary hit points.

Insubstantial
The mist 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
The mist can move through openings of any size. It can also enter other creatures' spaces and end its turn there.

Standard Actions

m **Bite** (necrotic) • **At-Will**
Attack: Melee 1 (one creature); +14 vs. Fortitude
Hit: 3d6 + 9 necrotic damage, and the mist slides the target 2 squares.

R **Corrupting Gaze** (charm, gaze, psychic, necrotic) • **Recharge** when no creature is dominated by this power
Attack: Ranged 10 (one creature); +14 vs. Will
Hit: The target is dominated (save ends).
Aftereffect: The target takes 2d8 + 10 necrotic and psychic damage.

Triggered Actions

C **Deathly Howl** • **Encounter**
Trigger: The mist is first bloodied.
Attack (Free Action): Close burst 5 (enemies in the burst); +14 vs. Fortitude
Hit: The mist pushes the target up to 3 squares, and the target can't spend healing surges (save ends).

Str 7 (+3) **Dex** 18 (+9) **Wis** 19 (+9)
Con 20 (+10) **Int** 7 (+3) **Cha** 11 (+5)
Alignment evil **Languages** -

Encounter 3: Zal~Leah (Adventure Level 14)

Night Hag — **Level 14 Lurker**
Medium fey humanoid (shapechanger) — XP 1000
HP 109; **Bloodied** 54 — **Initiative** +15
AC 27, **Fortitude** 28, **Reflex** 26, **Will** 26 — **Perception** +10
Speed 8 — Darkvision

Traits

O **Shroud of Night** • **Aura** 10
Within the aura, bright light is dim light, and dim light is darkness.

Standard Actions

m **Claw** • **At-Will**
Attack: Melee 1 (one creature); +19 vs. AC
Hit: 1d6 + 6 damage. If the hag has combat advantage against the target, the target is also stunned (save ends).

M **Dream Haunting** • **At-Will**
Attack: Melee 1 (one stunned or unconscious creature); +18 vs. Will
Hit: 3d6 + 4 psychic damage, and the hag disappears into the target's mind. While in this state, the hag is removed from play and does nothing on subsequent turns but deal 3d6 + 4 psychic damage to the target (no attack roll required). When the target is no longer stunned or unconscious, or when the target dies, the hag reappears adjacent to the target and is insubstantial until the start of its next turn.

C **Wave of Sleep** • **Recharge** 5-6
Attack: Close blast 5 (creatures in the blast); +17 vs. Will
Hit: 1d8 + 3 psychic damage, and the target is dazed (save ends).
First Failed Save: The target is unconscious instead of dazed (save ends).

Minor Actions

Change Shape (polymorph) • **At-Will**
Effect: The hag alters its physical form to appear as a crone of any Medium humanoid race until it uses change shape again or until it drops to 0 hit points. To assume a specific individual's form, the hag must have seen that individual. Other creatures can make a DC 33 Insight check to discern that the form is a disguise.

Skills Arcana +14, Bluff +16, Intimidate +16, Stealth +16
Str 22 (+13) **Dex** 18 (+11) **Wis** 17 (+10)
Con 19 (+11) **Int** 14 (+9) **Cha** 18 (+11)
Alignment evil **Languages** Common, Elven

2-3 Abyssal Ghouls — **Level 16 Skirmisher**
Medium elemental humanoid (undead) — XP 1400
HP 156; **Bloodied** 78 — **Initiative** +16
AC 30, **Fortitude** 30, **Reflex** 28, **Will** 25 — **Perception** +10
Speed 8, climb 4 — Darkvision
Immune disease, poison; **Resist** 10 necrotic

Traits

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

Hindering Light
Whenever the ghoul takes radiant damage, it cannot shift until the end of its next turn..

Standard Actions

m **Bite** • **At-Will**
Attack: Melee 1 (one creature); +20 vs. AC
Hit: 3d8 + 10 damage, plus 1d8 + 3 damage if the target is immobilized, restrained, stunned, or unconscious. In addition, the target is immobilized (save ends).

Triggered Actions

C **Dead Blood** • **Encounter**
Trigger: The ghoul drops to 0 hit points.
Effect (No Action): 3Close burst 1 (enemies in burst). Each target takes 10 necrotic damage.

Skills Stealth +19
Str 24 (+15) **Dex** 22 (+14) **Wis** 15 (+10)
Con 20 (+13) **Int** 16 (+11) **Cha** 10 (+8)
Alignment chaotic evil **Languages** Common

4-5 Vampiric Mist Corruptors — **Level 11 Controller**
Medium shadow animate (undead) — XP 600
HP 100; **Bloodied** 50 — **Initiative** +9
AC 25, **Fortitude** 24, **Reflex** 23, **Will** 23 — **Perception** +9
Speed 0, fly 5 (altitude limit 2) — Darkvision
Immune disease; **Resist** 10 necrotic, 10 poison; **Vulnerable** 5 radiant

Traits

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 the mist gains 5 temporary hit points.

Insubstantial
The mist 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
The mist can move through openings of any size. It can also enter other creatures' spaces and end its turn there.

Standard Actions

m **Bite** (necrotic) • **At-Will**
Attack: Melee 1 (one creature); +14 vs. Fortitude
Hit: 3d6 + 9 necrotic damage, and the mist slides the target 2 squares.

R **Corrupting Gaze** (charm, gaze, psychic, necrotic) • **Recharge** when no creature is dominated by this power
Attack: Ranged 10 (one creature); +14 vs. Will
Hit: The target is dominated (save ends).
Aftereffect: The target takes 2d8 + 10 necrotic and psychic damage.

Triggered Actions

C **Deathly Howl** • **Encounter**
Trigger: The mist is first bloodied.
Attack (Free Action): Close burst 5 (enemies in the burst); +14 vs. Fortitude
Hit: The mist pushes the target up to 3 squares, and the target can't spend healing surges (save ends).

Str 7 (+3) **Dex** 18 (+9) **Wis** 19 (+9)
Con 20 (+10) **Int** 7 (+3) **Cha** 11 (+5)
Alignment evil **Languages** -

Encounter 3: Zal~Leah (Adventure Level 16)

Night Hag — **Level 16 Lurker**
Medium fey humanoid (shapechanger) — XP 1400
HP 121; **Bloodied** 60 — **Initiative** +16
AC 29, **Fortitude** 30, **Reflex** 28, **Will** 28 — **Perception** +11
Speed 8 — Darkvision

Traits

O **Shroud of Night** • **Aura** 10
Within the aura, bright light is dim light, and dim light is darkness.

Standard Actions

m **Claw** • **At-Will**
Attack: Melee 1 (one creature); +21 vs. AC
Hit: 1d6 + 8 damage. If the hag has combat advantage against the target, the target is also stunned (save ends).

M **Dream Haunting** • **At-Will**
Attack: Melee 1 (one stunned or unconscious creature); +20 vs. Will
Hit: 3d6 + 6 psychic damage, and the hag disappears into the target's mind. While in this state, the hag is removed from play and does nothing on subsequent turns but deal 3d6 + 6 psychic damage to the target (no attack roll required). When the target is no longer stunned or unconscious, or when the target dies, the hag reappears adjacent to the target and is insubstantial until the start of its next turn.

C **Wave of Sleep** • **Recharge** 5-6
Attack: Close blast 5 (creatures in the blast); +19 vs. Will
Hit: 1d8 + 5 psychic damage, and the target is dazed (save ends).
First Failed Save: The target is unconscious instead of dazed (save ends).

Minor Actions

Change Shape (polymorph) • **At-Will**
Effect: The hag alters its physical form to appear as a crone of any Medium humanoid race until it uses change shape again or until it drops to 0 hit points. To assume a specific individual's form, the hag must have seen that individual. Other creatures can make a DC 33 Insight check to discern that the form is a disguise.

Skills Arcana +15, Bluff +17, Intimidate +17, Stealth +17
Str 22 (+14) **Dex** 18 (+12) **Wis** 17 (+11)
Con 19 (+12) **Int** 14 (+10) **Cha** 18 (+12)
Alignment evil **Languages** Common, Elven

3-4 Abyssal Ghouls — **Level 16 Skirmisher**
Medium elemental humanoid (undead) — XP 1400
HP 156; **Bloodied** 78 — **Initiative** +16
AC 30, **Fortitude** 30, **Reflex** 28, **Will** 25 — **Perception** +10
Speed 8, climb 4 — Darkvision
Immune disease, poison; **Resist** 10 necrotic

Traits

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

Hindering Light
Whenever the ghoul takes radiant damage, it cannot shift until the end of its next turn..

Standard Actions

m **Bite** • **At-Will**
Attack: Melee 1 (one creature); +20 vs. AC
Hit: 3d8 + 10 damage, plus 1d8 + 3 damage if the target is immobilized, restrained, stunned, or unconscious. In addition, the target is immobilized (save ends).

Triggered Actions

C **Dead Blood** • **Encounter**
Trigger: The ghoul drops to 0 hit points.
Effect (No Action): 3Close burst 1 (enemies in burst). Each target takes 10 necrotic damage.

Skills Stealth +19
Str 24 (+15) **Dex** 22 (+14) **Wis** 15 (+10)
Con 20 (+13) **Int** 16 (+11) **Cha** 10 (+8)
Alignment chaotic evil **Languages** Common

2-3 Bodak Death Drinkers — **Level 18 Controller**
Medium shadow animate (undead) — XP 2000
HP 175; **Bloodied** 87 — **Initiative** +14
AC 32, **Fortitude** 31, **Reflex** 30, **Will** 31 — **Perception** +17
Speed 6 — Darkvision
Immune disease, poison; **Resist** 20 necrotic; **Vulnerable** 10 radiant

Traits

O **Agonizing Gaze** (necrotic, fear) • **Aura** 5
Any enemy that uses a radiant attack power while in the aura takes 10 necrotic damage.

Death Drinker
Whenever a living enemy within 5 squares of the bodak drops to 0 hit points or fewer, the bodak gains 10 temporary hit points.

Standard Actions

m **Death Touch** (necrotic) • **At-Will**
Attack: Melee 1 (one creature); +23 vs. AC
Hit: 3d8 + 13 necrotic damage, and the target is immobilized (save ends).
First Failed Save: The target is immobilized and weakened (save ends both).
Miss: The target is slowed until the end of its next turn.

R **Vision of Mortality** • **At-Will**
Attack: Ranged 10 (one immobilized or weakened creature); +21 vs. Fortitude
Hit: The target loses a healing surge and is stunned until the end of its next turn. It is no longer immobilized and weakened.

Str 22 (+15) **Dex** 21 (+14) **Wis** 16 (+12)
Con 23 (+15) **Int** 10 (+9) **Cha** 23 (+15)
Alignment evil **Languages** Common

Encounter 3: Zal~Leah (Adventure Level 18)

Advanced Night Hag — **Level 18 Lurker**
Medium fey humanoid (shapechanger) — XP 2000
HP 133; **Bloodied** 66 — **Initiative** +17
AC 31, **Fortitude** 32, **Reflex** 30, **Will** 30 — **Perception** +12
Speed 8 — Darkvision

Traits

O **Shroud of Night** • **Aura** 10
Within the aura, bright light is dim light, and dim light is darkness.

Standard Actions

m **Claw** • **At-Will**
Attack: Melee 1 (one creature); +23 vs. AC
Hit: 1d6 + 10 damage. If the hag has combat advantage against the target, the target is also stunned (save ends).

M **Dream Haunting** • **At-Will**
Attack: Melee 1 (one stunned or unconscious creature); +22 vs. Will
Hit: 3d6 + 8 psychic damage, and the hag disappears into the target's mind. While in this state, the hag is removed from play and does nothing on subsequent turns but deal 3d6 + 8 psychic damage to the target (no attack roll required). When the target is no longer stunned or unconscious, or when the target dies, the hag reappears adjacent to the target and is insubstantial until the start of its next turn.

C **Wave of Sleep** • **Recharge** 5-6
Attack: Close blast 5 (creatures in the blast); +21 vs. Will
Hit: 1d8 + 7 psychic damage, and the target is dazed (save ends).
First Failed Save: The target is unconscious instead of dazed (save ends).

Minor Actions

Change Shape (polymorph) • **At-Will**
Effect: The hag alters its physical form to appear as a crone of any Medium humanoid race until it uses change shape again or until it drops to 0 hit points. To assume a specific individual's form, the hag must have seen that individual. Other creatures can make a DC 33 Insight check to discern that the form is a disguise.

Skills Arcana +16, Bluff +18, Intimidate +18, Stealth +18
Str 22 (+15) **Dex** 18 (+13) **Wis** 17 (+12)
Con 19 (+13) **Int** 14 (+11) **Cha** 18 (+13)
Alignment evil **Languages** Common, Elven

4-5 Abyssal Ghouls — **Level 16 Skirmisher**
Medium elemental humanoid (undead) — XP 1400
HP 156; **Bloodied** 78 — **Initiative** +16
AC 30, **Fortitude** 30, **Reflex** 28, **Will** 25 — **Perception** +10
Speed 8, climb 4 — Darkvision
Immune disease, poison; **Resist** 10 necrotic

Traits

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

Hindering Light
Whenever the ghoul takes radiant damage, it cannot shift until the end of its next turn..

Standard Actions

m **Bite** • **At-Will**
Attack: Melee 1 (one creature); +20 vs. AC
Hit: 3d8 + 10 damage, plus 1d8 + 3 damage if the target is immobilized, restrained, stunned, or unconscious. In addition, the target is immobilized (save ends).

Triggered Actions

C **Dead Blood** • **Encounter**
Trigger: The ghoul drops to 0 hit points.
Effect (No Action): 3Close burst 1 (enemies in burst). Each target takes 10 necrotic damage.

Skills Stealth +19
Str 24 (+15) **Dex** 22 (+14) **Wis** 15 (+10)
Con 20 (+13) **Int** 16 (+11) **Cha** 10 (+8)
Alignment chaotic evil **Languages** Common

3-4 Bodak Death Drinkers — **Level 18 Controller**
Medium shadow animate (undead) — XP 2000
HP 175; **Bloodied** 87 — **Initiative** +14
AC 32, **Fortitude** 31, **Reflex** 30, **Will** 31 — **Perception** +17
Speed 6 — Darkvision
Immune disease, poison; **Resist** 20 necrotic; **Vulnerable** 10 radiant

Traits

O **Agonizing Gaze** (necrotic, fear) • **Aura** 5
Any enemy that uses a radiant attack power while in the aura takes 10 necrotic damage.

Death Drinker
Whenever a living enemy within 5 squares of the bodak drops to 0 hit points or fewer, the bodak gains 10 temporary hit points.

Standard Actions

m **Death Touch** (necrotic) • **At-Will**
Attack: Melee 1 (one creature); +23 vs. AC
Hit: 3d8 + 13 necrotic damage, and the target is immobilized (save ends).
First Failed Save: The target is immobilized and weakened (save ends both).
Miss: The target is slowed until the end of its next turn.

R **Vision of Mortality** • **At-Will**
Attack: Ranged 10 (one immobilized or weakened creature); +21 vs. Fortitude
Hit: The target loses a healing surge and is stunned until the end of its next turn. It is no longer immobilized and weakened.

Str 22 (+15) **Dex** 21 (+14) **Wis** 16 (+12)
Con 23 (+15) **Int** 10 (+9) **Cha** 23 (+15)
Alignment evil **Languages** Common

Encounter 3: Zal~Leah (Adventure Level 20)

Advanced Night Hag — **Level 20 Lurker**
Medium fey humanoid (shapechanger) — XP 2800
HP 145; **Bloodied** 72 — **Initiative** +18
AC 31, **Fortitude** 32, **Reflex** 30, **Will** 30 — **Perception** +13
Speed 8 — Darkvision

Traits

O **Shroud of Night** • **Aura** 10
Within the aura, bright light is dim light, and dim light is darkness.

Standard Actions

m **Claw** • **At-Will**
Attack: Melee 1 (one creature); +25 vs. AC
Hit: 2d6 + 8 damage. If the hag has combat advantage against the target, the target is also stunned (save ends).

M **Dream Haunting** • **At-Will**
Attack: Melee 1 (one stunned or unconscious creature); +22 vs. Will
Hit: 4d6 + 6 psychic damage, and the hag disappears into the target's mind. While in this state, the hag is removed from play and does nothing on subsequent turns but deal 4d6 + 6 psychic damage to the target (no attack roll required). When the target is no longer stunned or unconscious, or when the target dies, the hag reappears adjacent to the target and is insubstantial until the start of its next turn.

C **Wave of Sleep** • **Recharge** 5-6
Attack: Close blast 5 (creatures in the blast); +21 vs. Will
Hit: 2d8 + 5 psychic damage, and the target is dazed (save ends).
First Failed Save: The target is unconscious instead of dazed (save ends).

Minor Actions

Change Shape (polymorph) • **At-Will**
Effect: The hag alters its physical form to appear as a crone of any Medium humanoid race until it uses change shape again or until it drops to 0 hit points. To assume a specific individual's form, the hag must have seen that individual. Other creatures can make a DC 33 Insight check to discern that the form is a disguise.

Skills Arcana +17, Bluff +19, Intimidate +19, Stealth +19

Str 22 (+16)	**Dex** 18 (+14)	**Wis** 17 (+13)
Con 19 (+14)	**Int** 14 (+12)	**Cha** 18 (+14)

Alignment evil — **Languages** Common, Elven

4-5 Abyssal Ghouls — **Level 20 Skirmisher**
Medium elemental humanoid (undead) — XP 2800
HP 188; **Bloodied** 94 — **Initiative** +18
AC 34, **Fortitude** 34, **Reflex** 32, **Will** 29 — **Perception** +12
Speed 8, climb 4 — Darkvision
Immune disease, poison; **Resist** 10 necrotic

Traits

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

Hindering Light
Whenever the ghoul takes radiant damage, it cannot shift until the end of its next turn..

Standard Actions

m **Bite** • **At-Will**
Attack: Melee 1 (one creature); +24 vs. AC
Hit: 3d8 + 12 damage, plus 1d8 + 4 damage if the target is immobilized, restrained, stunned, or unconscious. In addition, the target is immobilized (save ends).

Triggered Actions

C **Dead Blood** • **Encounter**
Trigger: The ghoul drops to 0 hit points.
Effect (No Action): 3Close burst 1 (enemies in burst). Each target takes 15 necrotic damage.

Skills Stealth +21

Str 24 (+17)	**Dex** 22 (+16)	**Wis** 15 (+12)
Con 20 (+15)	**Int** 16 (+13)	**Cha** 10 (+10)

Alignment chaotic evil — **Languages** Common

4-5 Bodak Death Drinkers — **Level 18 Controller**
Medium shadow animate (undead) — XP 2000
HP 175; **Bloodied** 87 — **Initiative** +14
AC 32, **Fortitude** 31, **Reflex** 30, **Will** 31 — **Perception** +17
Speed 6 — Darkvision
Immune disease, poison; **Resist** 20 necrotic; **Vulnerable** 10 radiant

Traits

O **Agonizing Gaze** (necrotic, fear) • **Aura** 5
Any enemy that uses a radiant attack power while in the aura takes 10 necrotic damage.

Death Drinker
Whenever a living enemy within 5 squares of the bodak drops to 0 hit points or fewer, the bodak gains 10 temporary hit points.

Standard Actions

m **Death Touch** (necrotic) • **At-Will**
Attack: Melee 1 (one creature); +23 vs. AC
Hit: 3d8 + 13 necrotic damage, and the target is immobilized (save ends).
First Failed Save: The target is immobilized and weakened (save ends both).
Miss: The target is slowed until the end of its next turn.

R **Vision of Mortality** • **At-Will**
Attack: Ranged 10 (one immobilized or weakened creature); +21 vs. Fortitude
Hit: The target loses a healing surge and is stunned until the end of its next turn. It is no longer immobilized and weakened.

Str 22 (+15)	**Dex** 21 (+14)	**Wis** 16 (+12)
Con 23 (+15)	**Int** 10 (+9)	**Cha** 23 (+15)

Alignment evil — **Languages** Common

Encounter 3: Zal~Leah

This poster map appeared in the adventure *Reavers of Harkenwold* contained in the *DM's Kit* boxed set.
It is also available here: http://www.wizards.com/dnd/Article.aspx?x=dnd/4map/20101021

Reminder: Ignore the "characters start here" tag on the map. Monster and PC starting points are determined by the actions of the characters in this encounter before combat starts.

Encounter 4: A Fugue State

After the PCs defeat the night hag and her allies and rest for a few minutes, another of the former vessels arrives. This is Rothene, who has been possessed by an angel in service to Kelemvor, god of death. Kelemvor has tasked this angel to eliminate all of the vessels, including Myrk, since the god of death knows that a renegade angel of death is possessing the boy. Kelemvor's angel decides to send the PCs and Zal-Leah directly to the Fugue Plane, Kelemvor's home and the judging place of souls, to get them out of the way.

When the adventurers have completed Encounter 3 and are ready to continue, read:

As the dust settles from the battle, the real Zal-Leah insists that you drink some tea. As you rest, the voice of a woman calls from outside: "Zal-Leah, are you home?"

Zal-Leah answers, "Rothene? Is that you?" Zal-Leah turns to you and says quietly, "Rothene is another one of us, from Rashemen. I figured she was dead."

Allow the PCs to react however they wish. At this time, Rothene is simply a woman drawn to seek out the other vessels. She is unaware that an angel of Kelemvor controls her and is killing vessels.

Rothene is a middle-aged woman who was only a vessel for a few months before Veruud removed that ability from her and the other vessels to place it all inside Myrk. She is generally quiet and shy, seemingly confused and agitated by what is happening. After a few moments of conversation, where Rothene expresses concern at the deaths of the other vessels, a change overwhelms her.

In the blink of an eye, a change occurs within Rothene. Her brown eyes turn red, and a voice that is definitely not hers speaks: "I have seen your hearts. You would seek to protect the vessel of Azrael, and this I cannot allow. I do not seek your death but will send you to meet it. If judgment favors you, we may meet again."

A fog engulfs the area, enveloping everyone in a cold chill. Time slows. The world fades to gray, draining all the color away from you and your surroundings. As the ringing of the voice fades, Rothene dissipates. This gray world seems different in a terrible way.

When the PCs exit the house, they see only a gray wasteland stretching into a dark sky. They are definitely not in Thesk anymore. Although no light sources are evident, dim light is present that allows the PCs to make out details.

In the distance a crystal tower rises above the gray plain. This tower, and the other structures comprising the City of Judgment, are the only buildings in this part of the Fugue Plane. Once the last person leaves Zal-Leah's house, it too fades from existence. The only way off the Fugue Plane for the PCs can be found in the City of Judgment.

A Religion check (Easy DC) allows a PC to realize they are on the Fugue Plane, the home of Kelemvor, god of the dead. If they determine where they are, the PCs can make these subsequent checks to gain more information:

Arcana (Moderate DC): The structure in the distance is part of the City of Justice. This is where Kelemvor (or his assistants) make final judgments on souls, sending them off to their just rewards (or punishments). Devils in the City of Justice sometimes make deals with souls to get them out of their punishments. Certain devils know the secret ways into and out of the Fugue Plane.

Religion (Hard DC): The living are not welcome in the City of Justice, as the dead can use the living to escape. Jergal, Seneschal of the Dead in the city, is usually interested in keeping the living out of the Fugue Plane.

No rests can be taken on this plane (either short or long). If the PCs do not immediately set out for the City of Judgment, instead moving in a different direction or just staying in one place, call for the Endurance checks stated in Scene 1. Make it clear that certain death awaits unless something is done.

(**Note**: Any time a PC loses a healing surge but has no surges remaining, that PC loses one-quarter of his or her starting hit point value instead.)

Setup

This part of the adventure finds the PCs and Zal-Leah transported to the Fugue Plane. Their goal is to escape, but the real question of this encounter is what that escape might cost.

If the players have abilities which would allow them to plane shift or move between planes, remember that the Fugue Plane is Kelemvor's realm: when an agent of his sends someone to this plane only those with knowledge of the secret paths into and out of the Fugue Plane or those with Kelemvor's permission may leave. This place, where souls await judgment, is not easily escaped. (An Easy DC Arcane or Religion check could be used by the players to confirm this.)

The Fugue Plane and its inhabitants are colored in grayscale, except for living creatures there. Once the

PCs are on the Fugue Plane, find out how many healing surges and hit points they have remaining. To get across the feel of this place, describe those who retain more vitality as displaying more color, while those who are closer to death are faded.

Zal-Leah, as one of the vessels who hosted a piece of an angel of death, has adapted over the years to dealing with the powers of death and life. She tends to fade back and forth between color and gray. Mechanically she is immune to the life-draining power of this place and won't fade like the players.

The choices the players make during this encounter may gain them "lawless points." These points affect the final scene of this encounter, so make sure to mark them when appropriate and keep track of how many they've accumulated.

This encounter takes place over a series of scenes – and some may or may not occur depending on the choices the PCs make. The scenes are as follows:

Scene 1 - A Gray Walk
Leads to **Scene 2**

Scene 2 - The Wall of the Faithless
Leads to either **Scene 3 or 4**

Scene 3 - Armor at the Gates
Leads to **Scene 2 or 4**

Scene 4 - The Gray City
Leads to **Scene 5**

Scene 5 - Fate of the False
Leads to **Scene 6** or **Scene 7**

Scene 6 - The Devil's Deal

Scene 7 - The Seneschal of the Dead

Scene 1: A Gray Walk

Walking through the endless gray is taxing, and the scope of the expanse deceives the eye. The city first appeared to be no more than a few hours' journey, but with no sun or stars to mark the passage of time and no change in the vista, time is meaningless here. This endless nothing can drive even the most stalwart to despair. In this place, the surroundings sap your life.

Endurance (Hard DC) As the PCs move toward the walls, this place of death affects them. Each PC must attempt this check. Start with the PC with the least number of hit points and proceed individually:

- **Success**: The PC loses one healing surge.
- **Failure**: The PC loses three healing surges.
- **Special**: Anyone who succeeds at the Endurance check can attempt to cheer up or bolster the next person to attempt the check. This support can be through telling a joke, sharing a story of encouragement, or recounting some anecdote from their mutual past. If the PC does so, the character only loses no surges on a success and two surges on a failed check.

Zal-Leah Note: If any of the PCs show concern for Zal-Leah, she lets them know she feels better than she has in a long time. At your discretion, Zal-Leah can contribute to helping cheer up a PC if the party is getting low on surges.

Scene 2: The Walls of the Faithless

After travelling for what could have been hours or days, the spire finally grows larger and closer. You have reached the walls surrounding it.

A murmuring grows louder as you approach the walls: people chatting. A city sits in the gray waste beyond the wall. Finally, civilization after your long walk through nothing. The wall catches your eye again as you see movement along it. It takes you a moment to confirm what you thought you saw.

People are in the wall. They chat with each other, cry, argue, fight, and cajole - but they can't move because they <u>are</u> the bricks that make the structure—bricks of gray mortared into the wall by grayish-green fungus. The noise stops suddenly, and every single eye turns toward you. The absence of the noise is thunderous, but as your ears adjust, faint screams can be heard from behind the wall.

The PCs must gain entrance to the city to save themselves. They can walk around the city to find the gates, but one of the souls stuck in the wall calls out to them first:

"Hey there, you cutter. Think you can cut in line? You want to get into this here burg? Let me tell you, Mizo here can be of assistance."

Mizo can help the players get into the city, but it costs them dearly. Mizo proposes to have the wall help them into the city. Although the souls of the wall help the PCs over, they'll be trying to take some of the PCs' glorious life force, which allows the captured souls to escape their imprisonment in the wall.

Mizo doesn't tell the PCs about the cost, but he does tell them a giant armored servant of Death guards the

gate. Once the surrounding souls in the wall hear Mizo's proposition, they offer to help as well.

- **Insight (Moderate DC)** Success: The PC knows the denizens of the wall seem very eager to help them, almost too eager.

If anyone asks what cost they must pay to get over the wall, Mizo tells them there is no cost. He just wants to get back at the judge who cast him into the wall.

- **Insight (Moderate DC)** Success: A PC knows this is partly truthful but not all of it.

If pressed on his prevarication, Mizo tells the PCs that just a small taste of their life essence would allow him to escape from the wall, which he thinks is a fair trade.

If the PCs agree to the bargain, the souls in the wall arrange themselves to form rungs that the PCs can climb. Continue with this scene.

If the PCs refuse the deal, the only way into the city is through the Death Gate. Continue to Scene 3.

Climbing the Wall

Athletics/Acrobatics

Each PC must attempt an Athletics or Acrobatics check. Climbing the wall is easy but draining on the PCs' life force. The faster the PC can get over the wall, the less chance the souls within the wall have to draw away life. PCs cannot teleport, fly, or use other methods to avoid making the check. If a PC has the undead keyword, increase the DC by 4. It is much easier for the wall to rip the life force from the already dead due to their tenuous hold on their life energy.

- **Hard DC** Success: The PC doesn't lose a healing surge and no single wall occupant escapes.
- **Moderate DC** Success: The PC loses one healing surge and two occupants escape.
- **Easy DC** Success: The PC loses two healing surge and four wall occupants escape.
- **Failure**: The PC loses three healing surge and nine wall occupants' escape.
- **Special**: For each occupant who escaped the PCs gain one lawless point.

Zal-Leah Note: Zal-Leah takes her time getting over the wall but is immune to the effects. If a PC offers to help Zal-Leah over the wall, she thanks them as they do. This confers a +4 bonus to that PC's check, as being in such close proximity to Zal-Leah dampens the life-draining power of the souls in the wall.

Scene 3: The Death Gates

If the PCs do not enter the city over the wall in Scene 2, they must enter through the gate. The gatekeeper of the city of the dead is called Mortorum. Behind the gate rests a pile of gray metal armor, and nearby is a crank to open the gates of the City of Judgment. Once the PCs get near the dark gray metal gate, read:

A pile of gray metal rattles, shakes, and stands as it rebuilds itself into a nine-foot-tall suit of armor with two white burning pinpoints in its closed helm. The armored figure hefts an eight-foot longsword.

"I am Mortorum, guardian of the gates of Justice." Mortorum looks down upon you, noticing your color. The white eyelights grow larger, as if in surprise. "The living don't come here often."

Mortorum is surprised and curious to see living creatures at the gates of the City of Judgment. He asks the PCs why they are here, demanding politely that they state their business in the City of Judgment.

After they give their answer, he nods and hesitates. He continues after looking around for a moment to make sure no one is going to witness what he asks next. He leans closer and asks them what it's like to be alive, what specific foods taste like, and other innocuous questions that a creature who has never lived might ask a living creature.

Mortorum lets them into the city as long as they give an honest answer about their business in the city and answer his questions about what it is like to be alive. If they answer three of Mortorum's questions honestly, the guard tells them to go to the Crystal Spire, ask for Jergal, and tell him Mortorum sent them. He also gives them the tip that Jergal and Lord Kelemvor dislike those who interfere with the final judgment of the souls here.

If the PCs lie to Mortorum and he catches them (Easy Bluff check), he refuses to let them enter through the gate, which forces the PCs to return and accept Mizo's offer in Scene 2.

Make sure to note what the PCs stated their business was in the city. If they lie to Mortorum, he learns about it and tells Jergal. Rumor spreads quickly in the City of Judgment, and the devils quickly hear a group of the living put one over on Mortorum. The players gain 6 lawless points.

Scene 4: Now What?

The city is a tightly packed gray metropolis where the dead await their final judgments. Ask the PCs what they wish to do and how they wish to proceed. The PCs could gain information by talking to the inhabitants of the city.

The purpose of this scene is to make clear the two possible paths the PCs can take to escape the Fugue Plane and get back to the mortal world. One path is to go to the Crystal Spire and seek out Jergal, Seneschal of the Dead. The other is to make a deal with a devil who resides at a place within the city called Ob Mil.

Conversations the PCs can have with city residents reveal the following bits of information. Drop them into the conversations when possible. The list is in order of how the information should be given, but if the players ask a specific question, give the appropriate information. None of this information is necessary to finish the encounter, but it helps to flesh out what's going on with Myrk and the murdered vessels.

If you want to make PCs use skill checks to gain information, you can use **Diplomacy or Streetwise (Easy DC).**

- **Success**: They gain a piece of information
- **Failure**: They have a conversation which is interesting but not relevant.

Information List

- There are rumors of the destroyed angel of death Azrael, one of the lieutenants of a previous death god called Myrkul, trying to reconstitute himself after being destroyed during the Year of Blue Fire on one of the mortal worlds.
- Kelemvor is not keen on seeing this angel of the previous death god reconstituting himself.
- Azrael was once Myrkul's collector of souls. When Kelemvor took Myrkul's place, Azrael rebelled but failed. As punishment Kelemvor split Azrael into many lesser angels. Those lesser servants were on Faerun when the Spellplague struck and were thought destroyed.
- It was later learned that those lesser aspects of Azrael were not destroyed, but were forced into mortal forms during the Spellplague. When some ritual was used to force them all back into one mortal vessel, Azrael was reformed, but in a weakened state.
- An angel in service to Kelemvor was dispatched to eliminate the vessels that once held pieces of Azrael. Killing the vessels will cause Azrael to cease to exist.

Regardless of where the PCs decide to go when they enter the city, read or paraphrase the following as the PCs pass through the city:

As you walk through the gray city you notice angels flying here and there with purpose. Other gray souls wearing white tabards with a skeletal hand holding a scale zip around. A halfling sitting on the curb outside a building, which looks like a gray tavern, watches the commotion.

"They've been like that for a while now. Chatting up their priests more than I've ever seen. Lots of unrest in Death's servants these days, or nights…" He looks around for a moment. "I guess the day-night thing doesn't really work here. There was a joke in there. Whatever. The moment has passed."

The halfling is Plick Greenbottle. He's been dead for quite some time. His god always seems to forget him when they come to collect souls. He thinks it's because he stole money from Waukeen's collection box whenever he went to services.

Plick knows everything from the information list. He can direct them to Edmsat in the back alley as a great source of knowledge and connections, and he tells them the Gray Gargoyle is a good place to find things out.

The Gray Gargoyle

The tavern behind Plick is called the Gray Gargoyle. Packed with adventurers who've died but haven't realized it yet, the place is full of souls who pass the time with endless drinking, carousing, telling stories, and having a good time until their gods' servants arrive to bring them to their final reward.

The elf behind the bar (Firas Terzeya) looks bored, the servers looks bored, and the bouncer looks bored. In fact, everyone who's wearing the symbol of Kelemvor, the skeletal hand holding the scales of justice, looks bored. If asked why, their replies are something along the vein of "If you had to serve a bunch of adrenaline-packed thrill seekers for all of eternity, you'd eventually become bored too. You can only hear so many stories of dragons laid low and liches destroyed before it all just sounds the same."

None of the servers have much time for the PCs, the patrons ignore the PCs, but the elf barkeep Firas Terzeya can be engaged in conversation. He knows everything on the Information List. When he realizes that the PCs are mortal beings, he breaks out of his bored torpor and pays closer attention. If the PCs inquire about leaving the Fugue Plane, Firas tells them that only Kelemvor or his servant Jergal can allow creatures to leave. He follows that up by admitting that some of the more powerful creatures here are also rumored to know secret paths off the plane, but the cost is generally very high. If the PCs ask for more information, Firas tells them to talk to Edmsat the imp in the alley behind the tavern.

Back Alley Chat

In a back alley the PCs find an imp called Edmsat chatting up a dead priest of Shar named Viviar Eeves. Edmsat can let them know a devil called Og who hangs out at a place called Ob Mil. This devil knows some of the secret paths out of the Fugue Plane and back to the mortal world. This situation is perfect for dropping knowledge from the Information List into the conversation. While this exchange is going on, angels and servants of Kelemvor should fly overhead often.

Zal-Leah Note: Edmsat is very interested in Zal-Leah because she is a vessel. Her soul would be worth a lot to Jergal and Kelemvor, and the imp knows it. Edmsat tries to guide the PCs to go to Jergal and tell them that Edmsat sent them.

The Dead Sage

This scene can happen any time the PCs decide to gather information, be it in the Gray Gargoyle or while walking the streets of the City of Justice.

While you make inquiries, a wizened old man approaches. "You live and yet walk the streets with the souls of the dead. How is it you came to be here?"

This soul belonged to a sage named Heinrich. He knows he's dead, and he's curious to learn the PCs' stories. Very knowledgeable about the Fugue Plane, Heinrich knows everything on the Information List. He can tell the PCs that the only way out of the Fugue Plane is by the Kelemvor's blessing, his seneschal's power, or by making a deal with a devil who knows the secret paths in and out of the Fugue. One such devil can be found at Ob Mil, but he deals in true names.

Ending the Scene

This scene ends after the PCs decide which path to attempt to take in their efforts to escape the Fugue Plane. If they choose to seek out the devil in Ob Mil, they end up at Scene 6. If they seek Jergal at the Crystal Spire, they end up at Scene 7. However, no matter which path they choose, they first must go through Scene 5.

Scene 5: The Fate of the False

The following boxed text contains descriptions of torture. If you or your players are sensitive to such things, just say that an angelic being is torturing this soul without supplying the details.

The screams coming from a building to your right are particularly harsh, and the door is open. you see an angelic figure shove a spike through a gray-tinted man hanging from chains on the ceiling. After the angel puts a spike through the man, its hand lights up. The creature touches the man, and the wound heals around the spike. It has just put the tenth spike in.

The creature turns each of the spikes, one after another, eliciting more screams from the man. Once the angelic being has turned all ten, it pulls them out, all the while healing the wounds. Once it's got all ten out, it starts the process again.

"He shouldn't have turned on Cyric, but that's what the False get here." The voice comes from the right, where an imp sits on a wall.

This is Edmsat, the imp from the Back Alley Chat section of the previous scene. Edmsat can tell PCs this about the man:

He (Ril Locura) was once a servant of Cyric the Mad, but he turned on the mad god and chose to foil his plans. He never took up another faith, and in his madness continued to call upon Cyric's power to thwart that god's own plans. This odd relationship between a mad god and his equally insane servant means that Ril's soul is doomed: he is considered one of the False and will be tortured for eternity.

The PC can just walk by this and do nothing, or they can interfere and put a stop to the torment. No amount of bargaining with the angelic being cause it to stop. Only through threat or harm will the angelic being flee and leave Ril unguarded. If the angelic being is forced away, it tells Jergal what has happened.

Once freed, Ril is in turn angry with the PCs for freeing him and then thankful for them ending his torture. Edmsat suggests the PCs can release him, allowing him to escape from the city. Ril accepts this offer. If the PC's help Ril, they gain 5 lawless points.

From here, the PCs can continue to either Ob Mil (Scene 6) or the Crystal Spire (Scene 7).

Scene 6: The Devil's Deal

You could only pick out this nondescript gray building from the ones around it because of the scrawled "Ob Mil" written on the front door. Just more gray in the gray. Colorful wall hangings and carpets covering every surface assault your senses. The only thing gray here is you.

Lavish comfort surrounds you in cushions, foods, baubles, and other vices. A four-armed, red-skinned, two-legged, devilish creature with a long and thick purple tongue sticking from a small mouth eloquently

greets you. "I am Og, trafficker of souls and deal maker. I hear leaving this place is what you desire, and I can certainly assist you."

Anyone making an Arcana or Religion check (Hard DC) knows this creature is a logokron, a devil who gains its power by knowing the true name of its "customers."

Og deals in the true names of entities all over the multiverse, but he has made a home here is recent times. His deal is simple: if the PCs are willing to give up some of their true names, they'll be able to get back. While it might seem like a small price, the consequences might be unimaginably terrible. The PCs, even if they only make an Easy DC Arcana or Religion check, need to understand the potential consequences.

Your true name can give anyone power over you. They can make you do things, demand that they're done, or harm you in numerous ways. And a devil like Og might be able to do even more. After a true name is used once, it is forgotten by the entity that used it.

In this case, Og promises to provide escape from the Fugue Plane in exchange for having one use of each PC's true name. Og's deal is dependent on the lawless points the PC's have accumulated so far. More souls running around free from the wall means more opportunities to gain true names and make deals. Og likes a little bit of law-breaking. It's good for business.

- If the PCs have earned 7 lawless points or less, four PCs must provide their true names.
- If the PCs have earned 8 to 13 lawless points, three true names must be given to get back.
- If the PCs have earned 14 or more lawless points, two true names must be given to get back.

That's the best Og can do. He has quotas he needs to fill.

Zal-Leah Note: Og wants her name very badly. He'll take Zal-Leah's name as two names worth but Zal-Leah doesn't wish to give up her true name. In order to convince Zal-Leah to give up her name a PC only needs to make a **Diplomacy** check (Hard DC). If Zal-Leah is talked into giving up her true name, she cannot help PCs in the final encounter.

Scene 7: The Seneschal of the Dead

If the players go to the Crystal Tower, they meet Jergal, Seneschal of the Dead.

You are escorted by an angel with a scythe into the crystal tower of the God of the Dead. You were informed the seneschal Jergal is looking forward to speaking to you. The angel left you in a room with a clear crystal table and chairs. There are no refreshments.

The transparent doors swing open as a darkness you've just now noticed glides into the room. The darkness is a cloak; an ageless pale skull is visible within the robes. The figure settles, and the robes of darkness flow around it without wind to stir them.

"I am the Seneschal of the Dead, but you are living. You should not be here. I wish for you to leave this realm, as it is not my place to cause death—only to collect and catalog the dead. If you've not caused this realm much trouble, I will help you leave. If you have, I will not be the one to end your life. The Gray Waste will do that in short order. So now tell me mortals, what are you doing here?"

Jergal wants the PCs gone as quickly as possible. He isn't concerned with the trouble on the mortal plane as Kelemvor is with Azrael. He will actually comment that Azrael was inept at his soul collecting duties. Note that Jergal has a much more flexible attitude towards undead than Kelemvor. As long as the PCs didn't accumulate too many lawless points, Jergal eagerly sends them back to their home plane. However, if they collected too many lawless points, there is a problem:

Seven lawless points or less: Jergal sends them back.
Eight to thirteen lawless points: Jergal sends them back but insists that Zal-Leah remains.
Fourteen or more lawless points: Jergal refuses to help the PCs.

Undead Characters Note: Any undead characters are noted by Jergal. Creatures of undeath are an abomination to Kelemvor but Jergal is a bit more pragmatic. For each PC with the undead keyword add 1 lawless point to the total the party has gained

Zal-Leah Note: If the middle scenario above is called for, Jergal looks at Zal-Leah and tells the PCs his cost for sending them back is keeping the woman who's touched death. Zal-Leah is stunned for a moment, then accepts this fate. She's fascinated by this place, and if staying here would help save a young boy's life, she believes that would be fair.

If Jergal refuses to send the PCs back, they have no choice but to seek out Og at his residence in Ob Mil and barter their true names.

Ending the Encounter

You should be aware of two factors as the PCs leave the Fugue Plane and head back to the mortal world: how long did they take to return, and is Zal-Leah with them?

The latter question is easily answered. The former is as well: just note if the PCs only played either Scene 6 or Scene 7, or if they ended up playing both before getting back to the mortal world.

Milestone

This encounter counts toward a milestone.

Treasure

The PCs gain no treasure from this encounter.

Encounter 5: The Angels Within

Encounter Level 14/16/18/20/22

Creatures

This encounter includes the following creatures at all ALs.
Rothene, Angel of Kelemvor
Azrael, Angel of Death
Sibbya, Myrk, and Veruud
Zal-Leah (optional)

Scaling the Encounter

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

Four PCs:

At all ALs, it takes 6 successes to sever the bond between Myrk and Azrael. Remove the restrained effect from Rothene's *horn of judgment* power.

Six PCs:

At all ALs, it takes 10 successes to sever the bond between Myrk and Azrael.

Setup

If the PCs took part in either Scene 6 or Scene 7, but not both, read:

The gray haze that obscured your vision fades to reveal Zal-Leah's cottage. You stand in her garden. It is impossible to tell how much, if any, time has passed. However, you see Veruud, Sibbya, and Myrk standing in front of the cottage. The door opens, and it's Rothene who opens the door. She steps aside to let the three enter. As she closes the door, she looks in your direction. You can see the darkness in the endless depth of her eyes.

If the PCs took part in both Scene 6 and Scene 7, read:

The gray haze that obscured your vision fades to reveal Zal-Leah's cottage. You stand in her garden. It is impossible to tell how much, if any, time has passed. Before you are fully corporeal, the cottage explodes in a conflagration of radiant power. The cottage has been leveled. Veruud and Sibbya are flung amidst the wreckage, along with the body of the former vessel Rothene. A silver angel wielding a glowing mace carved to represent the scales of justice floats across from a cowled skeleton wielding a scythe. Myrk hovers a few inches off the ground next to the darker being, an aura of black energy enveloping and flowing between him and the cowled skeleton.

Special Considerations

The combat within this encounter could play out in a variety of ways, so you need to be cognizant of the motivations of the different creatures here.

- Azrael wants to reform into his full being and then escape into the world.
- Rothene has been instructed by Kelemvor to kill all the vessels and then return to the Fugue Plane. This includes both Myrk and Zal-Leah. However, once the bond has been separated between Myrk and Azrael, Rothene realizes that the vessels are no longer capable of hosting Azrael, so she might assist the PCs in fighting the angel of death.
- Zal-Leah, if she is with the PCs, wants to protect Myrk. Since she is also a vessel, she might be a target of Rothene before the bond breaks between Myrk and Azrael. After that, she might be useful to the PCs as a distraction to Azrael.
- The PCs may have different motivations, but the defeat of Azrael should unify them all.

The Explosion

If the PCs arrive early and see the group enter the house, they can act before the explosion (and may be inside the building during the explosion). If they arrive late, they witness the explosion before they can act.

The explosion occurs when Azrael emerges from Myrk with a release of energy that levels the house and changes the map, turning the cottage into difficult terrain. The principle participants in the battle, including the PCs, take no damage from the explosion because of their recent trip to the Fugue Plane.

After reading the boxed text, call for initiative and describe the scene. What the PCs see depends on whether the explosion has occurred yet.

If the explosion has not yet occurred, read the following. It assumes the PCs enter the house within two round of rolling initiative, which is when the explosion takes place:

Within the cottage, the final confrontation between the angel of Kelemvor and the death spirit possessing Myrk is playing itself out. The former vessel Rothene stands before Myrk, who stares up at her with a look of both fear and intense concentration. A silver angelic form

emerges from Rothene's body, as Rothene's body collapses. The silver angel wields a glowing mace carved to represent scales. A black shimmering glow envelops Myrk, and the glow begins to take the ***form of a cowled skeleton wielding a scythe. Veruud and Sibbya look on helplessly.***

Any PCs in the house when the explosion occurs are pushed 5 squares and knocked prone.

Severing the Bond

Newly returned from the Fugue Plane, the PCs can see and understand exactly what is happening:

- Azrael has gained his true form, although he is still drawing power from the boy. If the two are not separated quickly, the boy will perish. The PCs have four rounds if they arrived before the explosion, but two rounds if they arrived after the explosion. They are aware of this deadline.
- Rothene is focusing her attacks on the boy, but Azrael's power helps ward off those attacks.

During the small amount of time the PCs have to destroy the bond, 8 successes are required. Any attempt to sever the bond is a standard action, although the PC can attempt the act as a minor action by taking a -5 penalty to the check.

- **Arcana or Religion** (**Hard DC**) Success: The bond between Myrk and Azrael is weakened. Beating the DC by 10 or more counts as two successes.
- **Physical attacks made against the bond.** Certain amounts of damage against the bond count as 1 success, and the damage to weaken the bond must be done in a single attack. See the chart below:

Bond Defenses:
Level 12 - Defense: 25; 1 success per 15 points
Level 14 - Defense: 27; 1 success per 20 points
Level 16 - Defense: 29; 1 success per 20 points
Level 18 - Defense: 31; 1 success per 25 points
Level 20 - Defense: 33; 1 success per 30 points

Features of the Area

For this particular encounter the players have an immediate interrupt action any of them can use if they're standing next to Myrk to keep Rothene from attacking Myrk after the bond is separated. This information is duplicated on Optional Handout 3 .

Protect the Innocent Target
You fling yourself in front of the attack to protect the innocent from harm regardless of your own safety.
Immediate Reaction
Requirement: You must be adjacent to Myrk
Trigger: Myrk is the target of an attack.
Effect: You take a -5 to all your defenses and become the target of the attack.

The House: After the explosion, all the squares of the cottage become difficult terrain as the place is blown into splintered ruins.

Tactics

This combat plays out in three phases.
Phase 1: Rothene tries to kill Myrk.
- Event 1: The explosion of Myrk and the release of Azrael.

Phase 2: PCs attempt to sever the connection between Myrk and Azrael.
- Event 2: The bond between Myrk and Azrael is severed.

Phase 3: Defeat Azrael.

Phase 1: Rothene attacks Myrk. The first attack misses automatically, but after that the PCs must intercede by either taking the brunt of the attacks or by interfering. During this time, the PCs will probably be attacking Rothene and defending Myrk. If she hits Myrk three times, Myrk dies and Azrael escapes in the explosion of power. If the PCs are late, they are not around to witness this.

The Explosion: The map changes, the PCs are pushed away, and Sibbya and Veruud are knocked unconscious.

Phase 2: If the PCs arrived late, the combat begins at Phase 2. Myrk is bound to Azrael. Rothene turns her attention to Zal-Leah if she is still with the PCs, but otherwise continues to attack Myrk. (Rothene believes Azrael could inhabit Zal-Leah and wants to make that option unavailable.)

If Myrk is still alive, Azrael is temporarily bonded to Myrk, and the PCs have four rounds before Myrk is killed by the connection. (Two rounds if the PCs were late).

Severing the Bond: When the bond is severed, Phase 3 begins.

Phase 3: Azrael stays, needing time to reestablish the bond. Azrael might try to inhabit Zal-Leah but discovers it cannot because of the time Zal-Leah spent in the Fugue Plane. Finally, Azrael settles down to fighting the

PCs. Killing them is the only way to create enough time to reestablish the bond with Myrk.

While this battle may seem chaotic, Rothene, the angel of Kelemvor can be used as a wildcard to keep the story moving and keep the battle balanced. If the PCs are having too easy a time dealing with Azrael, Rothene can act as an impediment, forcing the PCs to attack her since she continues to attack Myrk and/or Zal-Leah.

On the other hand, Rothene can realize that once the bond between Azrael and Myrk is broken, the angel of death will not be able to inhabit any other mortal creature. Because of this, Rothene switches to attacking Azrael. Although Rothene should not be allowed to do much damage to Azrael, having Azrael distracted by Rothene might give the PCs a break to heal, get extra attacks, not get targeted by attacks, etc.

The PCs may do enough damage to kill Rothene's angel before the end of the encounter. If this happens, another angel appears at the end of the encounter to handle the taking of souls.

Ending the Encounter

This encounter could end several ways. If Myrk perishes from either the attacks of Rothene or Azrael, Zal-Leah offers to trade her soul for his. In this case, Rothene acquiesces, taking Zal-Leah with her back to the Fugue Plane, allowing Myrk to live a normal life without the burden of the radiant power.

Concluding the Adventure

When Azrael is defeated, read:

As the physical form of the angel of death is defeated, it swirls about you with an ear-splitting shriek. Within the black cloud, screaming skulls howl with final death throes of a million mortal voices. Gradually, the voices fade and the skulls dissipate, leaving nothing but the sound of a soft breeze across the plain.

After the battle Sibbya and Veruud pull themselves from the rubble. If Myrk is alive, they are beyond happy, thanking the PCs for all their help. The boy no longer wants to be called Myrk. Instead, he adopts the name of one of the PCs.

If Myrk is dead and Zal-Leah is present, the old woman offers to trade her soul for Myrk's. The angel of Kelemvor that was inside Rothene sees that none of the vessels are dangerous at this point, so she agrees to the trade.

If Zal-Leah is not present, Veruud makes the same offer, which is accepted. There are many tears shed as Veruud says good-bye. Myrk asks his mother if he can take the name Veruud.

Story Awards

If the PCs made a deal with the devil Og in the Fugue Plane, then give each PC who gave up their true name gains the Story Award *CORE96 Deal with a Devil.*

If Azrael was defeated, the PCs receive Story Award *CORE97 Asterisk in Death's Notebook*.

Treasure

When Azrael is destroyed, two diamonds fall from his form and a weapon appears.(For ALs 12,14, 16 & 18 this is a +3 *wind weapon* for AL20 it is a +4 *wind weapon*). The value of these gems depends on the AL:

AL 12: diamonds worth 300 gp per PC

AL 14: diamonds worth 450 gp per PC

AL 16: diamonds worth 1200 gp per PC

AL 18: diamonds worth 2700 gp per PC

AL 20: diamonds worth 4200 gp per PC

Encounter 5: The Angels Within (Adventure Level 12)

Azrael, Angel of Death — **Level 14 Solo Brute**
Large immortal humanoid (angel) — XP 5000
HP 540; **Bloodied** 270 — **Initiative** see *deathly timing*
AC 26, **Fortitude** 27, **Reflex** 25, **Will** 26 — **Perception** +16
Speed 8, fly 12 (hover) — Darkvision
Immune necrotic, radiant
Saving Throws +5, **Action Points** 2

Traits

Cloak of Mortality
While the angel is not bloodied, any creature that hits the angel with a melee attack takes 10 necrotic and radiant damage.

Action Recovery
Whenever the angel ends any of its turns, any dazing, stunning, or dominating effect on her ends.

Deathly Timing
The angel gets a full turn at initiative counts 30, 20, and 10. It cannot delay or ready actions. It can take no more than one immediate action after each of its turns.

Standard Actions

m **Scythe** • **At-Will**
Attack: Melee 3 (one creature); +19 vs. AC
Hit: 4d10 + 10 damage, and the target is immobilized (save ends).

C **Grim Reaping** • **Recharge 5 6**
Attack: Close burst 3 (enemies in burst); +17 vs. AC
Hit: 2d10 + 5 damage, and the target is dazed (save ends).
Miss: Half damage.

R **Marked for Death** • **Recharge** when no creature is weakened by this power
Attack: Ranged 20 (one creature); +17 vs. Will
Hit: 4d10 + 10 necrotic and radiant damage, and the target is weakened until the end of its next turn.

Minor Actions

M **Death's Hourglass** (polymorph) • **Recharge** when first bloodied
Attack: Melee 3 (one weakened creature); +17 vs. Fortitude
Hit: The target is stunned (save ends).
First Failed Save: The target falls to 0 hit points.

Str 22 (+13)	**Dex** 18 (+11)	**Wis** 16 (+10)
Con 23 (+13)	**Int** 18 (+11)	**Cha** 20 (+12)

Alignment chaotic evil — **Languages** Supernal

Rothene, Angel of Kelemvor — **Level 14 Elite Controller**
Large immortal humanoid (angel) — XP 2000
HP 280; **Bloodied** 140 — **Initiative** +10
AC 28, **Fortitude** 27, **Reflex** 25, **Will 26** — **Perception** +11
Speed 6, fly 10 (hover) — Darkvision
Resist 10 necrotic, 10 radiant **Saving Throws** +2, **Action Points** 1

Traits

Cloak of Righteousness
While the angel is not bloodied, an enemy adjacent to the angel takes a -2 penalty on attack rolls and saving throws.

Standard Actions

m **Mace of Justice** (radiant, necrotic) • **At-Will**
Attack: Melee 2 (one or two creatures); +19 vs. AC
Hit: 2d10 + 6 necrotic and radiant damage, and the target falls prone. The target is also blinded (save ends).

C **Light of Truth** (radiant, necrotic) • **At-Will**
Attack: Close burst 10 (one or two creatures in burst); +18 vs. Will
Hit: 2d10 + 6 necrotic and radiant damage, and the target cannot flank or take reactions (save ends).

C **Horn of Judgment** • **Recharge** when first bloodied
Attack: Close blast 5 (enemies in blast); +17 vs. Fortitude
Hit: 2d6+6 damage, and the target is pushed 5 squares and restrained (save ends).
Aftereffect: The target is slowed and cannot charge (save ends).

Triggered Actions

M **Bolt of Regret** • **At-Will**
Trigger: The angel is hit by an attack.
Attack (Immediate Interrupt): Close burst 10 (triggering enemy); +18 vs. Will
Hit: The target takes 15 points of damage, or the target can forgo making the attack and losing that action.

Str 18 (+11)	**Dex** 16 (+10)	**Wis** 19 (+11)
Con 21 (+12)	**Int** 13 (+8)	**Cha** 22 (+13)

Alignment unaligned — **Languages** Supernal

Encounter 5: The Angels Within (Adventure Level 14)

Azrael, Angel of Death — **Level 16 Solo Brute**
Large immortal humanoid (angel) — XP 7000

HP 624; **Bloodied** 312 — **Initiative** see *deathly timing*
AC 28, **Fortitude** 29, **Reflex** 27, **Will** 28 — **Perception** +17
Speed 8, fly 12 (hover) — Darkvision
Immune necrotic, radiant
Saving Throws +5, **Action Points** 2

Traits

Cloak of Mortality
While the angel is not bloodied, any creature that hits the angel with a melee attack takes 10 necrotic and radiant damage.

Action Recovery
Whenever the angel ends any of its turns, any dazing, stunning, or dominating effect on her ends.

Deathly Timing
The angel gets a full turn at initiative counts 30, 20, and 10. It cannot delay or ready actions. It can take no more than one immediate action after each of its turns.

Standard Actions

m **Scythe** • **At-Will**
Attack: Melee 3 (one creature); +21 vs. AC
Hit: 4d10 + 11 damage, and the target is immobilized (save ends).

C **Grim Reaping** • **Recharge 5 6**
Attack: Close burst 3 (enemies in burst); +19 vs. AC
Hit: 2d10 + 6 damage, and the target is dazed (save ends).
Miss: Half damage.

R **Marked for Death** • **Recharge** when no creature is weakened by this power
Attack: Ranged 20 (one creature); +19 vs. Will
Hit: 4d10 + 11 necrotic and radiant damage, and the target is weakened until the end of its next turn.

Minor Actions

M **Death's Hourglass** (polymorph) • **Recharge** when first bloodied
Attack: Melee 3 (one weakened creature); +19 vs. Fortitude
Hit: The target is stunned (save ends).
First Failed Save: The target falls to 0 hit points.

Str 22 (+14)	**Dex** 18 (+12)	**Wis** 16 (+11)
Con 23 (+14)	**Int** 18 (+12)	**Cha** 20 (+13)

Alignment chaotic evil — **Languages** Supernal

Rothene, Angel of Kelemvor — **Level 16 Elite Controller**
Large immortal humanoid (angel) — XP 2800

HP 312; **Bloodied** 156 — **Initiative** +11
AC 30, **Fortitude** 29, **Reflex** 27, **Will** 28 — **Perception** +12
Speed 6, fly 10 (hover) — Darkvision
Resist 10 necrotic, 10 radiant **Saving Throws** +2, **Action Points 1**

Traits

Cloak of Righteousness
While the angel is not bloodied, an enemy adjacent to the angel takes a -2 penalty on attack rolls and saving throws.

Standard Actions

m **Mace of Justice** (radiant, necrotic) • **At-Will**
Attack: Melee 2 (one or two creatures); +21 vs. AC
Hit: 2d10 + 7 necrotic and radiant damage, and the target falls prone. The target is also blinded (save ends).

C **Light of Truth** (radiant, necrotic) • **At-Will**
Attack: Close burst 10 (one or two creatures in burst); +20 vs. Will
Hit: 2d10 + 7 necrotic and radiant damage, and the target cannot flank or take reactions (save ends).

C **Horn of Judgment** • **Recharge** when first bloodied
Attack: Close blast 5 (enemies in blast); +19 vs. Fortitude
Hit: 2d6+7 damage, and the target is pushed 5 squares and restrained (save ends).
Aftereffect: The target is slowed and cannot charge (save ends).

Triggered Actions

M **Bolt of Regret** • **At-Will**
Trigger: The angel is hit by an attack.
Attack (Immediate Interrupt): Close burst 10 (triggering enemy); +19 vs. Will
Hit: The target takes 15 points of damage, or the target can forgo making the attack and losing that action.

Str 18 (+12)	**Dex** 16 (+11)	**Wis** 19 (+12)
Con 21 (+13)	**Int** 13 (+9)	**Cha** 22 (+14)

Alignment unaligned — **Languages** Supernal

Encounter 5: The Angels Within (Adventure Level 16)

Azrael, Angel of Death — **Level 18 Solo Brute**
Large immortal humanoid (angel) — XP 10000

HP 688; **Bloodied** 344 — **Initiative** see *deathly timing*
AC 30 **Fortitude** 29, **Reflex** 27, **Will** 28 — **Perception** +18
Speed 8, fly 12 (hover) — Darkvision
Immune necrotic, radiant
Saving Throws +5, **Action Points** 2

Traits

Cloak of Mortality
While the angel is not bloodied, any creature that hits the angel with a melee attack takes 10 necrotic and radiant damage.

Action Recovery
Whenever the angel ends any of its turns, any dazing, stunning, or dominating effect on her ends.

Deathly Timing
The angel gets a full turn at initiative counts 30, 20, and 10. It cannot delay or ready actions. It can take no more than one immediate action after each of its turns.

Standard Actions

m **Scythe** • **At-Will**
Attack: Melee 3 (one creature); +23 vs. AC
Hit: 4d10 + 12 damage, and the target is immobilized (save ends).

C **Grim Reaping** • **Recharge 5 6**
Attack: Close burst 3 (enemies in burst); +21 vs. AC
Hit: 2d10 + 8 damage, and the target is dazed (save ends).
Miss: Half damage.

R **Marked for Death** • **Recharge** when no creature is weakened by this power
Attack: Ranged 20 (one creature); +21 vs. Will
Hit: 4d10 + 12 necrotic and radiant damage, and the target is weakened until the end of its next turn.

Minor Actions

M **Death's Hourglass** (polymorph) • **Recharge** when first bloodied
Attack: Melee 3 (one weakened creature); +21 vs. Fortitude
Hit: The target is stunned (save ends).
First Failed Save: The target falls to 0 hit points.

Str 22 (+15)	**Dex** 18 (+13)	**Wis** 16 (+12)
Con 23 (+15)	**Int** 18 (+13)	**Cha** 20 (+14)

Alignment chaotic evil — **Languages** Supernal

Rothene, Angel of Kelemvor — **Level 18 Elite Controller**
Large immortal humanoid (angel) — XP 4000

HP 312; **Bloodied** 156 — **Initiative** +12
AC 32, **Fortitude** 31, **Reflex** 29, **Will** 30 — **Perception** +13
Speed 6, fly 10 (hover) — Darkvision
Resist 15 necrotic, 15 radiant **Saving Throws** +2, **Action Points 1**

Traits

Cloak of Righteousness
While the angel is not bloodied, an enemy adjacent to the angel takes a -2 penalty on attack rolls and saving throws.

Standard Actions

m **Mace of Justice** (radiant, necrotic) • **At-Will**
Attack: Melee 2 (one or two creatures); +23 vs. AC
Hit: 2d10 + 8 necrotic and radiant damage, and the target falls prone. The target is also blinded (save ends).

C **Light of Truth** (radiant, necrotic) • **At-Will**
Attack: Close burst 10 (one or two creatures in burst); +22 vs. Will
Hit: 2d10 + 8 necrotic and radiant damage, and the target cannot flank or take reactions (save ends).

C **Horn of Judgment** • **Recharge** when first bloodied
Attack: Close blast 5 (enemies in blast); +21 vs. Fortitude
Hit: 2d6+8 damage, and the target is pushed 5 squares and restrained (save ends).
Aftereffect: The target is slowed and cannot charge (save ends).

Triggered Actions

M **Bolt of Regret** • **At-Will**
Trigger: The angel is hit by an attack.
Attack (Immediate Interrupt): Close burst 10 (triggering enemy); +21 vs. Will
Hit: The target takes 15 points of damage, or the target can forgo making the attack and losing that action.

Str 18 (+13)	**Dex** 16 (+12)	**Wis** 19 (+13)
Con 21 (+14)	**Int** 13 (+10)	**Cha** 22 (+15)

Alignment unaligned — **Languages** Supernal

Encounter 5: The Angels Within (Adventure Level 18)

Azrael, Angel of Death — **Level 20 Solo Brute**
Large immortal humanoid (angel) — XP 14000

HP 752; **Bloodied** 376 — **Initiative** see *deathly timing*
AC 32, **Fortitude** 31, **Reflex** 29, **Will** 30 — **Perception** +19
Speed 8, fly 12 (hover) — Darkvision
Immune necrotic, radiant
Saving Throws +5, **Action Points** 2

Traits

Cloak of Mortality
While the angel is not bloodied, any creature that hits the angel with a melee attack takes 10 necrotic and radiant damage.

Action Recovery
Whenever the angel ends any of its turns, any dazing, stunning, or dominating effect on her ends.

Deathly Timing
The angel gets a full turn at initiative counts 30, 20, and 10. It cannot delay or ready actions. It can take no more than one immediate action after each of its turns.

Standard Actions

m **Scythe** • **At-Will**
Attack: Melee 3 (one creature); +25 vs. AC
Hit: 4d10 + 14 damage, and the target is immobilized (save ends).

C **Grim Reaping** • **Recharge 5 6**
Attack: Close burst 3 (enemies in burst); +23 vs. AC
Hit: 2d10 + 10 damage, and the target is dazed (save ends).
Miss: Half damage.

R **Marked for Death** • **Recharge** when no creature is weakened by this power
Attack: Ranged 20 (one creature); +23 vs. Will
Hit: 4d10 + 14 necrotic and radiant damage, and the target is weakened until the end of its next turn.

Minor Actions

M **Death's Hourglass** (polymorph) • **Recharge** when first bloodied
Attack: Melee 3 (one weakened creature); +23 vs. Fortitude
Hit: The target is stunned (save ends).
First Failed Save: The target falls to 0 hit points.

Str 22 (+16)	**Dex** 18 (+14)	**Wis** 16 (+13)
Con 23 (+16)	**Int** 18 (+14)	**Cha** 20 (+15)

Alignment chaotic evil — **Languages** Supernal

Rothene, Angel of Kelemvor — **Level 20 Elite Controller**
Large immortal humanoid (angel) — XP 5600

HP 376; **Bloodied** 188 — **Initiative** +13
AC 34, **Fortitude** 33, **Reflex** 31, **Will** 32 — **Perception** +14
Speed 6, fly 10 (hover) — Darkvision
Resist 15 necrotic, 15 radiant **Saving Throws** +2, **Action Points 1**

Traits

Cloak of Righteousness
While the angel is not bloodied, an enemy adjacent to the angel takes a -2 penalty on attack rolls and saving throws.

Standard Actions

m **Mace of Justice** (radiant, necrotic) • **At-Will**
Attack: Melee 2 (one or two creatures); +25 vs. AC
Hit: 2d10 + 10 necrotic and radiant damage, and the target falls prone. The target is also blinded (save ends).

C **Light of Truth** (radiant, necrotic) • **At-Will**
Attack: Close burst 10 (one or two creatures in burst); +24 vs. Will
Hit: 2d10 + 10 necrotic and radiant damage, and the target cannot flank or take reactions (save ends).

C **Horn of Judgment** • **Recharge** when first bloodied
Attack: Close blast 5 (enemies in blast); +23 vs. Fortitude
Hit: 2d6+10 damage, and the target is pushed 5 squares and restrained (save ends).
Aftereffect: The target is slowed and cannot charge (save ends).

Triggered Actions

M **Bolt of Regret** • **At-Will**
Trigger: The angel is hit by an attack.
Attack (Immediate Interrupt): Close burst 10 (triggering enemy); +23 vs. Will
Hit: The target takes 20 points of damage, or the target can forgo making the attack and losing that action.

Str 18 (+14)	**Dex** 16 (+13)	**Wis** 19 (+14)
Con 21 (+15)	**Int** 13 (+11)	**Cha** 22 (+16)

Alignment unaligned — **Languages** Supernal

Encounter 5: The Angels Within (Adventure Level 20)

Azrael, Angel of Death **Level 22 Solo Brute**
Large immortal humanoid (angel) XP 20750
HP 816; **Bloodied** 408 **Initiative** see *deathly timing*
AC 34, **Fortitude** 33, **Reflex** 31, **Will** 32 **Perception** +20
Speed 8, fly 12 (hover) Darkvision
Immune necrotic, radiant
Saving Throws +5, **Action Points** 2

Traits

Cloak of Mortality
While the angel is not bloodied, any creature that hits the angel with a melee attack takes 15 necrotic and radiant damage.

Action Recovery
Whenever the angel ends any of its turns, any dazing, stunning, or dominating effect on her ends.

Deathly Timing
The angel gets a full turn at initiative counts 30, 20, and 10. It cannot delay or ready actions. It can take no more than one immediate action after each of its turns.

Standard Actions

m **Scythe** • **At-Will**
Attack: Melee 3 (one creature); +27 vs. AC
Hit: 6d10 + 10 damage, and the target is immobilized (save ends).

C **Grim Reaping** • **Recharge 5 6**
Attack: Close burst 3 (enemies in burst); +25 vs. AC
Hit: 3d10 + 6 damage, and the target is dazed (save ends).
Miss: Half damage.

R **Marked for Death** • **Recharge** when no creature is weakened by this power
Attack: Ranged 20 (one creature); +25 vs. Will
Hit: 6d10 + 10 necrotic and radiant damage, and the target is weakened until the end of its next turn.

Minor Actions

M **Death's Hourglass** (polymorph) • **Recharge** when first bloodied
Attack: Melee 3 (one weakened creature); +25 vs. Fortitude
Hit: The target is stunned (save ends).
First Failed Save: The target falls to 0 hit points.

Str 22 (+17)	**Dex** 18 (+15)	**Wis** 16 (+14)
Con 23 (+17)	**Int** 18 (+15)	**Cha** 20 (+16)

Alignment chaotic evil **Languages** Supernal

Rothene, Angel of Kelemvor **Level 22 Elite Controller**
Large immortal humanoid (angel) XP 8300
HP 408; **Bloodied** 204 **Initiative** +14
AC 36, **Fortitude** 35, **Reflex** 33, **Will** 34 **Perception** +15
Speed 6, fly 10 (hover) Darkvision
Resist 15 necrotic, 15 radiant **Saving Throws** +2, **Action Points 1**

Traits

Cloak of Righteousness
While the angel is not bloodied, an enemy adjacent to the angel takes a -2 penalty on attack rolls and saving throws.

Standard Actions

m **Mace of Justice** (radiant, necrotic) • **At-Will**
Attack: Melee 2 (one or two creatures); +27 vs. AC
Hit: 3d10 + 6 necrotic and radiant damage, and the target falls prone. The target is also blinded (save ends).

C **Light of Truth** (radiant, necrotic) • **At-Will**
Attack: Close burst 10 (one or two creatures in burst); +26 vs. Will
Hit: 3d10 + 6 necrotic and radiant damage, and the target cannot flank or take reactions (save ends).

C **Horn of Judgment** • **Recharge** when first bloodied
Attack: Close blast 5 (enemies in blast); +25 vs. Fortitude
Hit: 3d6+8 damage, and the target is pushed 5 squares and restrained (save ends).
Aftereffect: The target is slowed and cannot charge (save ends).

Triggered Actions

M **Bolt of Retribution** • **At-Will**
Trigger: The angel is hit by an attack.
Attack (Immediate Interrupt): Close burst 10 (triggering enemy); +25 vs. Will
Hit: The target takes 25 points of damage, or the target can forgo making the attack and losing that action.

Str 18 (+15)	**Dex** 16 (+14)	**Wis** 19 (+15)
Con 21 (+16)	**Int** 13 (+12)	**Cha** 22 (+17)

Alignment unaligned **Languages** Supernal

Encounter 5: The Angels Within

This poster map appeared in the adventure *Reavers of Harkenwold* contained in the *DM's Kit* boxed set.
It is also available here: http://www.wizards.com/dnd/Article.aspx?x=dnd/4map/20101021

Reminder: Ignore the "characters start here" tag on the map. The PCs start the encounter in the garden. Once the explosion takes place, all of the squares of the cottage become difficult terrain.

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.

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.

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.

Minor Objective #1: Rescue Zal-Leah.

Minor Objective #2: Bring Zal-Leah safely out of the Fugue Plane.

Minor Objective #3: Save Myrk from being killed.

Major Objective: Destroy the angel Azrael.

Adventure Level 12

Minimum Possible XP: 1280
- Minor Objective #1 XP: 140
- Minor Objective #2 XP: 140
- Minor Objective #3 XP: 140
- Major Objective XP: 700

Maximum Possible XP: 2400
Base Gold per PC: 1600 gp

Adventure Level 14

Minimum Possible XP: 1800
- Minor Objective #1 XP: 200
- Minor Objective #2 XP: 200
- Minor Objective #3 XP: 200
- Major Objective XP: 1000

Maximum Possible XP: 3400
Base Gold per PC: 2750

Adventure Level 16

Minimum Possible XP: 2510
- Minor Objective #1 XP: 280
- Minor Objective #2 XP: 280
- Minor Objective #3 XP: 280
- Major Objective XP: 1400

Maximum Possible XP: 4750
Base Gold per PC: 5500

Adventure Level 18

Minimum Possible XP: 3600
- Minor Objective #1 XP: 400
- Minor Objective #2 XP: 400
- Minor Objective #3 XP: 400
- Major Objective XP: 2000

Maximum Possible XP: 6800
Base Gold per PC: 11000

Adventure Level 20

Minimum Possible XP: 5020
- Minor Objective #1 XP: 560
- Minor Objective #2 XP: 560
- Minor Objective #3 XP: 560
- Major Objective XP: 2800

Maximum Possible XP: 9500
Base Gold per PC: 16500

Treasure

Each PC receives treasure in the form of gold pieces (the "Base Gold" listed above) as well as the option to select from a list of Treasures. A Treasure may give the PC more gold, a magic item, or something else of value. Each player makes one and only one selection for their character; multiple players may choose the same Treasure. Some of the listed Treasures may not be available if the PCs did not complete the objective specified in the adventure to unlock that Treasure.

If a character buys or sells gear during the adventure (or pays for services, such as NPC ritual casting) add or subtract the amount from the base gold. If a player selects a Treasure that gives their character more gold, add that amount to that character's base gold award. It is possible and permissible for a character to spend more gold than he or she earns during an adventure, but characters may not spend gold that they do not have. For details on selling items, see the *Living Forgotten Realms Campaign Guide*.

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

Certain Treasures have a minimum adventure level listed. That Treasure is not available if the group played below the minimum adventure level. However, those who played at a higher adventure level can always choose from the lower-level options.

Each PC Selects One of the Following:

Treasure A: *+3 wind weapon* **(AL 12, 14 and 16);** *Mordenkainen's Magnificent Emporium*, page 32
Found in Encounter 5

Treasure B: *+4 wind weapon* (AL 16-20); *Mordenkainen's Magnificent Emporium, page 32*
Found in Encounter 5

Treasure C: *shield of aversion* (all ALs); *Mordenkainen's Magnificent Emporium, page 62*
Found in Encounter 3

Treasure D: *gloves of missile snaring* (all ALs); *Mordenkainen's Magnificent Emporium, page 65*
Found in Encounter 3

Treasure E (Choose an Item): The character finds a Common or Uncommon permanent magic item of the player's choice. This 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 F (More Gold): The character finds or is given coins, 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

Each PC who gave his or her true name to Og gains the Story Award *CORE96 Deal with a Devil.*

CORE96 Deal with a Devil

While trying to escape the Fugue Plane, you made a deal with the devil Og, and he now has your truename! Og (or anyone to whom Og sells your truename) can call on you for one favor of their choice. Such is the price of doing business with a devil.

At the start of each adventure, you are required to tell the DM that you have this Story Award. If the DM chooses to activate the power of your truename, a powerful NPC appearing in the adventure can automatically dominate you one time (save ends, but your saving throws against this effect suffer a -5 penalty, and you may not use any power or effect that automatically ends the dominated condition or "any condition that a save can end" to end this effect - you must succeed on a saving throw). No more than one PC's truename can be activated in this fashion per adventure, so if there are other characters at the table who also have this Story Award, the DM may only choose one of you (but does not have to reveal who until the appropriate time comes).

Once the power of your truename has been used to dominate you, void this Story Award.

If Azrael was defeated, all the PCs receive Story Award *CORE97 Asterisk in Death's Notebook*.

CORE97 Asterisk in Death's Notebook

For dealing with the nuisance of Azrael, the Angel of Death, Kelemvor has asked his exarch Jergal to make a special note by your name in the Book of the Dead.

Once time only, when you attempt a death saving throw, you may call on the power of Kelemvor to gain a +10 bonus to that saving throw. If the modified result of that death save is 20 or higher, treat it as if you had rolled a natural 20, but you can use up to 4 healing surges (instead of the 1 surge that you can normally spend when rolling a natural 20 on a death save).

Void this Story Award once you have used the power described above, whether you succeeded or failed on the modified death save.

New Magic Items

Wind Weapon Level 14+ Rare

You twist this weapon just so as you strike, calling forth gusts of wind to toss your enemies about.

Lvl 14 +3 21,000 gp

Lvl 19 +4 105,000 gp

Weapon: Any melee
Enhancement Bonus: Attack rolls and damage rolls
Critical: +1d8 damage per plus
Attack **Power ✦ Encounter** (**Move Action**)
Attack: Close blast 3 (enemies in the blast); the weapon's level + 3 vs. Fortitude
Hit: you slide the target 2 squares.
Utility **Power ✦ At-Will** (**Move Action**)
Effect: Close blast 5. (one ally in burst)You slide the target up to 2 squares.
Reference: *Mordenkainen's Magnificent Emporium, page 32*

Shield of Aversion Level 15 Uncommon

Even as your foe closes in to attack, you see its eyes cloud with uncertainty.

Lvl 15 25,000 gp

Arm Slot: Any shield
Property
You gain a +4 item bonus to all defenses against charge attacks.
Utility Power (**Charm**) **✦ Daily** (**Immediate Interrupt**)
Trigger: An enemy hits you with a melee attack while you are adjacent to another creature.
Effect: Choose a creature adjacent to you, other than the triggering enemy. The attack hits that creature instead of you.
Reference: *Mordenkainen's Magnificent Emporium*, page 62.

Gloves of Missile Snaring Level 15 Uncommon

Hands Slot 25,000 gp
Utility **Power ✦ Daily** (**Immediate Interrupt**)
Trigger: An enemy hits you with a ranged weapon attack.
Effect: You gain a +4 bonus to all defenses against the attack. If this bonus causes the attack to miss you, the enemy is hit by the attack instead.
Reference: *Mordenkainen's Magnificent Emporium*, page 65.

Handout 1: Veruud's Call to Action

You receive a message from Veruud of the Urling, on behalf of Sibbya Dermark, a former radiant vessel whose son has been infused with the radiant power of several vessels. The text of his note follows:

Dearest Friend,

I call upon you at the request of Sibbya Dermark, her son, and all who revel in the powers of life, light, and goodness. Since last you saw us, events have taken a dire turn. The decision to transfer all of the radiant power into the boy was, I still believe, the right one. However, the burden of containing such power is taking its toll on the young one. He has shown some disturbing behavior recently.

Perhaps more unsettling, though, is the news I have received recently that many of the former radiant vessels have been murdered, or have disappeared without a trace. I believe some unforeseen consequences of the decisions I have made are starting to surface. Your assistance is these matters would be most valuable. You can find me at the farmhouses to the south of the city of Phsant in Thesk. Please come quickly.

Warmest regards,

Veruud of the Urling

Handout 2: What Happened Before

Series Background

- On an otherwise normal day in 1385 DR, the Year of Blue Fire, a woman named Sibbya Dermark gave birth to a daughter. At that exact moment, the Spellplague ripped through Phsant. Sibbya died in childbirth, but the daughter was healthy and strong.
- The girl held a great radiant power within her, and she grew to the age of 22 before becoming pregnant, although the father was unknown. She died giving birth to a daughter, who also held a radiant power.

CORE1~2 The Radiant Vessel of Thesk

- This cycle continued until the current Sibbya Dermark gave birth to a baby boy who showed no sign of his mother's gift, and Sibbya herself lost the gift as well.
- The adventurers who helped her also battled orc mercenaries, where they encountered Bhral. A male orc, Bhral retired as an adventurer to start a new life with his human wife Fontin. Bhral and Fontin, who is a cousin of Sibbya, live with Sibbya and her son.

CORE1~6 Incident at the Gorge of Gauros

- Veruud of the Urling, a Rashemi Old One, learned of Sibbya and her boy. Understanding that the boy was still a capable vessel, and fearing his mother would not understand, Veruud kidnapped the boy to take him to Rashemen where a ritual could restore his radiance.
- Thayan agents and undead forces intercepted them, taking them to a cave in the Gorge of Gauros to await transfer to Thayan laboratories for further study. Adventurers reached them and assisted with a ritual that restored the boy's radiance.
- Mysteriously, they were all freed, presumably by Szass Tam, who claimed to have learned enough.

CORE1~14 What Storms May Come

- Veruud learned that Sibbya and her son were not the only radiant vessels. He traveled throughout Thesk and Rashemen, gathering many individuals who held the gift of radiance.
- It was decided by Veruud and a group of adventurers that all of the radiant power from the other vessels and an artifact of radiant power should be put into Sibbya's son, so that the powers of good would have a powerful tool against the darkness of Thay.
- This power was used to defeat a lich who was attempting to capture and experiment on all of the vessels.

Handout 3: Special power

Protect the Innocent Target

You fling yourself in front of the attack to protect the innocent from harm regardless of your own safety.
Immediate Reaction
Requirement: You must be adjacent to Myrk
Trigger: Myrk is the target of an attack.
Effect: You take a -5 to all your defenses and become the target of the attack.

Protect the Innocent Target

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Dungeons & Dragons
Living Forgotten Realms

Has Received Story Awards From:

CORE5~2 A Radiance Faded

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Void this Story Award once you have used the power described above, whether you succeeded or failed on the modified death save.

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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: ☐☐/☐☐/☐☐ (Month / Day / Year) Start Time: ☐☐:☐☐ (Hour / Minute)

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

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

	Player Name	WIN/DCI Number
1		
2		
3		
4		
5		
6		

DUNGEON MASTER

DM Name: _____

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