

MINI2-2

RAVENS UNDER THE MIDDAY SUN

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

BY GARY AFFELDT

REVIEWED BY GREG MARKS

PLAYTESTED BY TIM BAILEY, ELEANOR BROWN, RICHARD BROWN, ED
DEVANEY, ROBERT EDMINSTER, JACK HALL, MARK KNOBBE, DAVID N
KROLNIK, EVA ORTA, JOHN~ALAN PASCOE, BEN SIEKERT, ERIKS TERANIS,
PHIL TOBIN, DANIEL VAN GELDEREN, RENOUT VAN RIJN, RYDIA Q
VIEHLEHR, YOURIK DE VOOGD, SCOTT WARNER, JOE ZAJKOWSKI

The tale of the Ravens Bluff continues as a new generation of heroes finds themselves caught in the whirl of intrigue and menace only the City of Adventurers can provide. A *Living Forgotten Realms* adventure set in Ravens Bluff for characters levels 1-4. This adventure is the second part of the three-part *Return to Ravens Bluff* mini-campaign. It is recommended that you play the mini-campaign adventures in sequential order with the same character, but this is not required.

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

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of Wizards of the Coast. To learn more about the Game System License (GSL), please visit www.wizards.com/d20.

This is an official D&D[®] play document. To find out more about official D&D play and to learn more on how you can schedule and run DUNGEONS & DRAGONS game events of all sizes, visit our website at www.wizards.com/dnd, and click on "Events."

DUNGEONS & DRAGONS, D&D, RPGA, Wizards Play Network, *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual* are trademarks of Wizards of the Coast LLC in the US and other countries. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast LLC. This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental.

© 2010 Wizards of the Coast LLC

For rules questions specific to this document, visit www.wizards.com/customerservice.

Permission is granted to photocopy this document for personal use.

OFFICIAL D&D PLAY

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

To schedule a game for public play, you must be enrolled in the Wizards Play Network. Information on enrolling in the program can be found at www.wizards.com/wpn. If you are scheduling the game for private play, you do not need to be enrolled in the Wizards Play Network. The person who schedules the event, called the organizer, is in charge of making sure the event is scheduled before play, runs smoothly on the date scheduled, and gets reported back to Wizards in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the organizer is also the table DM. You don't have to be enrolled in the Wizards Play Network to DM this adventure if you are not the organizer.

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

To learn more about event scheduling and DM REWARDS, visit the D&D Events website at www.wizards.com/dnd and click on "Events."

PREPARING FOR PLAY

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

Throughout this adventure, text in bold italics provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text.

Along with this adventure, you'll find a session tracking sheet. If you're playing this adventure as part of an officially scheduled event, complete and turn in this sheet to your organizer directly after play.

READING MONSTER STAT BLOCKS

Most of the information should be easy to understand, as it mirrors the information presented in the *Monster Manual*. Attacks may have a letter next to them designating the type: M for melee, R for ranged, C for close, and A for area. A lower-case letter (used only in some melee and ranged attacks) denotes that the attack can be used as a basic attack.

IMPORTANT DM INFORMATION

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

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

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

- **You are empowered to make adjustments to the adventure and make decisions about how the group interacts with the world of this adventure.** This is especially important and applicable outside of combat encounters, but feel free to use the "scaling the encounter" advice (usually for adjusting to different-sized groups) to adjust combat encounters for groups that are having too easy or too hard of a time in an adventure.
- **Don't make the adventure too easy or too difficult for a group.** Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Give everyone a "chance to shine."
- **Be mindful of pacing, and keep the game session moving along appropriately.** Watch for stalling, as play loses momentum when this happens. At the same time, make sure that the players don't finish the adventure too early; provide them with a full play experience. *Living Forgotten Realms* adventures are designed to be played within 3.5 - 4 hours; try to be very aware

of running long or short. Adjust the pacing accordingly.

- **Give the players appropriate hints so they can make informed choices about how to interact with their environment.** Players should always know when enemies are affected by conditions and are bloodied. They should be given clues about how to interact with their surroundings so they can tackle skill challenges, combats, and puzzles without getting too frustrated over lack of information. This helps to encourage immersion in the adventure and gives players “little victories” for figuring out a good choice from a clue.

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

APPROPRIATE CHARACTER LEVELS

This adventure is designed for player characters (PCs) levels 1 - 4. Characters that fall outside of the level range may not participate in the adventure. Make certain to check the levels of the PCs before beginning play to ensure that they are the proper level.

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

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

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

FAILING TO DEFEAT AN ENCOUNTER

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

CHARACTER DEATH

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

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

MILESTONES

No matter if the characters succeed or fail in an encounter, they reach a milestone if it is the second encounter they've had since the start of the adventure or their last extended rest. **Encounters that do not give**

out experience points do not count for purposes of reaching a milestone. Make certain to mention this information to the players when applicable, as it gives each PC another action point and affects how some magic item powers are used.

LASTING EFFECTS

Sometimes a PC suffers a lasting effect that isn't easily resolved before the end of the adventure. The two most common lasting effects are the death penalty and diseases.

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

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

Other Lasting Effects: Other effects that last beyond the scope of the adventure should be resolved at the DM's discretion. Any effects that last for a specific period of time (that end after a certain number of days or a certain number of extended rests) should be resolved at the end of the adventure in which the effect was obtained (unless otherwise specified). Effects that use some sort of adventuring benchmark of unknown duration (such as milestones) should be recorded on the character's logsheet and tracked across adventures.

ADVENTURE BACKGROUND

Netheril agents, Sembian rebels and the Ravens Bluff government seek to obtain an artifact called the *Cup of Truth*. It is said anyone who drinks from it is forced to speak the truth.

In the previous adventure in this series, MINI2-1 *A Mourning of Ravens*, Netheril agents hired pirates to kidnap Anton Blacktree and was subsequently rescued by the PCs. Anton was framed for the murder of Sir Reginald Longbottle, a Raven Knight. The PCs undertook an investigation to clear Anton Blacktree's name and discovered that Netheril agents hiding in the Sembian embassy were responsible for the nefarious deeds. With this information uncovered, Anton's name was cleared.

At the end of MINI2-1, it was revealed the Blacktree family knew the artifact's location to be in the Mystran temple ruins and wanted it retrieved before others seeking it do so.

DM'S INTRODUCTION

Introduction: The PCs are asked by Anton Blacktree to enter the Mystran temple ruins and retrieve the Cup of Truth from a vault before the Netherese agents, the Sembian rebels or the Ravens Bluff city government does so. A trusted Blacktree family retainer, Rauric Rauricson is sent along to guide you to the vault and to open it with a token he was entrusted with.

Encounter 1: After making their way to the temple's lower levels, the PCs discover the vault's entrance which turns on the PCs.

Encounter 2: Entering the vault, the PCs take one of the doors exiting chamber and find themselves in a maze. The PCs must navigate their way through a maze, overcoming its challenges using teamwork.

Encounter 3: While traveling through the maze, the PCs travel down a corridor and enter into a chamber with fire pits and jagged black rocks. There the PCs confront magma creatures who are the vault's guardians.

Encounter 4: The PCs escape the maze and discover an elevator. Taking the elevator, the PCs are lifted into a chamber where they face the Cup of Truth's guardian, a frostwyrms, in a flame-filled room.

Encounter 5: The PCs return to Ravens Bluff and find Lady Charissa Blacktree missing. They undertake an investigation to discover her whereabouts and witness her kidnapping.

Conclusion: The PCs are tasked by Anton Blacktree to turn the Cup of Truth over to the kidnapers in return for Lady Blacktree.

PLAYER'S INTRODUCTION

Read or paraphrase the following to the players:

With the discovery that agents of Netheril were behind a nefarious plot to obtain an artifact known as the Cup of Truth, it was decided by the Blacktree family to retrieve it from the Mystran temple ruins where it has been since the Spellplague. Anton Blacktree, who was caught up in the plot, approaches you with a request to enter the ruins and return with the artifact before Netheril or anyone else finds it. For your assistance in the matter, he promises an appropriate monetary reward.

You along with a trusted Blacktree family retainer, Rauric Rauricson, who was sent along to guide you, are now making your way through the ruins to the magical vault's entrance where the artifact lies.

This is a good time for character introductions and to answer player questions. If the characters are concerned about their reward, Anton has promised to pay them 75/100 gp each.

For those players who have not played the previous adventure, MINI2-1 *A Mourning of Ravens*, you may relate the following (alternately any of the players who have played it can relate what happened at their specific tables):

- Sir Reginald Longbottle, a Raven Knight, was murdered because the Netheril agents thought he had information on an artifact called the *Cup of Truth* that refused to divulge.
- Anton Blacktree was framed for Longbottle's murder and arrested
- It was discovered that Netherese agents hiding in the Sembian Embassy were behind the plot and Anton Blacktree's name cleared
- Sembian rebels and the Ravens Bluff government are also interested in obtaining the artifact
- The Blacktree family revealed they do not possess the artifact, but know it lies in a magical vault inside the Mystran Temple ruins

Rauric Rauricson (human male) knows the following:

- Long ago in the past, Charles Blacktree and Lord Longbottle found the artifact on one of their adventures.
- Blacktree turned the artifact over to the temple of Mystra for research.
- Before the research was completed, the Spellplague rolled over Ravens Bluff and the temple imploded on itself; it now lies in ruins. No

one goes there because there are still bits of the Spellplague roiling around inside it.

- The Blacktree family wants the artifact recovered before the Netherese agents, the Sembian rebels or the Ravens Bluff government does so.
- He suspects Anton wants to prevent the artifact from getting into the wrong hands.
- The artifact is in the lower levels of the temple of Mystra in an elaborately protected vault.
- His family has long served the Blacktrees, and he has some small skill at arms.
- He has knowledge of how the Mystran temple was laid out before it fell into ruins.
- He is entrusted with a Mystran token that was given to the Blacktree family and he is using this to unlock the entrance to the vault.
- If the PCs strongly do not want Rauric to accompany them and wish instead to be trusted with the token he carries instead, a PC can use a favor with House Blacktree (story award MINI25) to take ownership of the token and leave Rauric behind.

The PCs may attempt to find out more information about the temple of Mystra. A visit to one of the local temples or a DC 15 History check reveals the following:

- The temple fell into ruins when the Spellplague occurred.
- It is rumored that elaborately protected vaults filled with exotic magic items can be found in the two lower levels of the temple. Of course, with the Spellplague, no one knows if they still exist.
- The lower levels also hold record archives and mundane supplies.
- The entire temple complex was warded against teleportation magic.
- The records archive, the library (above ground) and the roof had permanent fire purge spells on them.
- Constructs were extensively used as guards in the temple.

The PCs may purchase any legal items available to them before going inside. They find no one selling old Mystran holy symbols.

Once finished with character introductions and player questions, continue with Encounter 1.

TROUBLESHOOTING: RUNNING RAURIC

Rauric is a capable combatant and does not shirk from combat, however he should not take foolish chances or at any point steal the spotlight from the PCs. He exists as a plot device for the DM and can come to the aid of

characters in particular trouble; whether by marking an enemy or using the Heal skill to trigger a healing surge.

RUINS OF THE MYSTRAN TEMPLE AND THE SPELLPLAGUE

The extensive and still active pockets of Spellplague that burn the stones of the fallen Mystran temple cause this area to be generally avoid by all sane individuals. The walls literally drip with blue fire, and the floor ripples with the haze of the Spellplague.

At the beginning of each encounter in the ruins, each PC must attempt a saving throw. Those that succeed avoid being touched out by the rampant blue fire. Those that fail must roll on the following chart to determine the effect of their contamination. These effects end at the end of this adventure.

Roll 1d10

- 1: It Burns: take 1d4 points of damage that cannot be healed.
- 2: Mutation: Suffer a -1 penalty to your speed.
- 3: Sickened: take a -2 penalty to Acrobatics, Athletics, and Endurance skill checks.
- 4: Drained: lose a healing surge.
- 5: Weakened: take a -1 penalty to damage; all successful attacks still deal a minimum of 1 point.
- 6: Light Sensitive: suffer a -1 penalty to attack rolls in areas of bright light.
- 7: Random limb turns dark blue and rubbery; no game effect.
- 8: Covered in horrible weeping sores; no game effect.
- 9: Invigorated: regain one spent healing surge.
- 10: Plaguerage: gain a +1 bonus to damage.

PLAYER'S INTRODUCTION (LOW & HIGH LEVELS)

Rauric Rauricson	Level 1 Soldier
Medium natural humanoid (human)	XP -
Initiative +0	Senses Perception -1
HP 15; Bloodied 7; Healing Surges 1; Healing Surge Value 3	
AC 17; Fortitude 13; Reflex 10; Will 9	
Speed 5	
m Longsword (standard; at-will)	
+4 vs AC; 1d8 + 1 damage, and the target is marked until the end of Rauric's next turn or he marks a different target	
Alignment Unaligned	Languages Common
Skills Athletics +5, Heal +5	
Str 12 (+1)	Dex 10 (+0)
Con 13 (+1)	Int 8 (-1)
	Cha 10 (+0)
Equipment longsword, chainmail, light shield, Mystran token	

ENCOUNTER 1: HUNGRY

ENCOUNTER LEVEL 1/3 (500/750 XP)

SETUP

This encounter includes the following creatures at the low tier:

- 1 Ghoul (G)
- 4 Ghoul Minions (M)
- 2 Ghouls (Level 1) (R)

This encounter includes the following creatures at the high tier:

- 5 Ghouls (Level 1) (R)
- 1 Ghoul (Level 6) (G)

The PCs are standing before the unopened vault entrance when they are attacked by ghouls.

As the adventurers enter the area, read:

You delve into the temple ruins searching for the vault's entrance. With the help of Rauric, you make your way into the lower levels. You find a partially blocked secret passage and after some hard work, clear enough of the blockage for you to get into the vault's antechamber. The antechamber's walls and ceilings are fused and melted stone that occasionally flickers with a blue flame. Lying on the ground are the shattered remains of stone golems that once guarded the vault.

Three corridors leave this room, all of them turning after twenty feet and preventing you from seeing where they lead.

Give the PCs a chance to enter the room, perhaps to inspect the rubble of the destroyed golems. Once the PCs have begun to enter the room (at least one or two have moved past the door), the ghouls swarm around the corners of the other three corridors.

Ravenous undead pour into the room from all three corridors. The foul creatures gaze hungrily at you.

No one is surprised, roll initiative normally after the ghouls come into sight. A DC 15 Religion check reveals these are Ghouls:

- Describe the level 1 and minions as not as powerful as the normal variety being weakened by the temple's state due to the Spellplague.
- Describe the level 6 as a bit more powerful than the normal variety being strengthened by the temple's state due to the Spellplague.

A DC 15 Perception check reveals:

- The ghouls look "fresh", i.e., they have not been undead for long.
- They are wearing clothing that is typical of Sembia.
- One of the ghouls is still carrying a pouch and it appears to have something inside it.

FEATURES OF THE AREA

Illumination: Bright light (from PCs' light sources).

Rubble: Treat the rubble as difficult terrain costing 2 squares of movement.

TACTICS

- In the first round of combat, the ghouls spread out, using their claw attacks to immobilize as many PCs as they can. Their intent is to immobilize as many PCs as possible.
- On the second round of combat the ghouls attack the nearest immobilized PC and use their ghoulish bite on them in hopes of stunning them. Their intent is to stun as many PCs as possible.
- On the third round of combat the ghouls attack the nearest stunned PC and use their ghoulish bite on them in hopes of keeping them stunned. Their intent is to keep a PC stunned.
- The ghouls continue using these same tactics and fight to the death.

SCALING THE ENCOUNTER

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

Four PCs: Remove one Ghoul (Level 1).

Six PCs: Add one Ghoul (Level 1).

ENDING THE ENCOUNTER

The encounter ends when the ghouls are defeated.

If the PCs flee, the ghouls do not pursue outside of the map area. When the PCs return, the surviving ghouls have wandered off into the ruins are not here and do not attack again.

If the PCs capture and question a ghoul or if the PCs do not capture and question a ghoul, they find a diary on one the ghouls' bodies, revealing the following:

- They were operatives employed by Netheril sent to search the Mystran temple ruins and retrieve the *Cup of Truth*.
- They found several vaults and managed to open one of them.

- They also discovered one room filled with pits of fire and elemental creatures that throw balls of magma. They avoided this room and the creatures do not seem to leave it.
- They did not discover the Cup of Truth in this vault but instead found themselves trapped in a maze for a long time, perhaps weeks, eating those who died to survive.
- Many of the traps in the maze are described, though what the writer seems to describe seems to change from time to time, suggesting that the contents of the rooms magically vary. Still anyone spending at least a short rest studying the diary and succeeding in a DC 15 Arcana check gain a +1 to all skill checks during the skill challenge in Encounter 2.
- Once the survivors escaped, they found they were transformed into ghouls.
- The writer (or ghoul if interrogated) knows there are other Netheril agents looking for the Cup of Truth, but has no pertinent information about them.
- If captured, it begs the PCs to end its torment caused by its insatiable appetite.

If or when Rauric dies, the PCs can find the Mystran token on Rauric's body and use it as described to open the vault or repel some guardians. .

The PCs may take an extended rest after this encounter if they wish.

EXPERIENCE POINTS

The PCs receive 100/150 experience points each for defeating the ghouls.

If the PCs do not defeat the ghouls, they receive 50/75 experience points each.

This encounter counts towards a milestone.

TREASURE

There is no treasure in this encounter.

ENCOUNTER 1: HUNGRY STATISTICS (LOW LEVEL)

Ghoul (Minion)	Level 1 Minion Soldier	
Medium natural humanoid (undead)		
XP 25		
Initiative +5 Senses Perception -1		
HP 1; a missed attack never damages a minion.		
AC 17; Fortitude 14; Reflex 16; Will 13		
Immune disease; poison; Resist 10 necrotic; Vulnerable 5 radiant		
Speed 8; Climb 4		
m Claws (standard; at-will)		
+8 vs AC; 3 damage, and the target is immobilized (save ends)		
Alignment Chaotic Evil Languages Common		
Skills Stealth +8		
Str 12 (+1)	Dex 17 (+3)	Wis 9 (-1)
Con 13 (+1)	Int 8 (-1)	Cha 10 (+0)

Ghoul (Level 1)	Level 1 Soldier	
Medium natural humanoid (undead)		
XP 100		
Initiative +5 Senses Perception -1		
HP 29; Bloodied 14		
AC 17; Fortitude 14; Reflex 16; Will 13		
Immune disease; poison; Resist 10 necrotic; Vulnerable 5 radiant		
Speed 8; Climb 4		
m Claws (standard; at-will)		
+8 vs AC; 1d6 + 2 damage, and the target is immobilized (save ends)		
M Ghoulish Bite (standard; at-will)		
Target must be immobilized, stunned, or unconscious; +6 vs AC; 3d6 + 2 damage, and the target is stunned (save ends)		
Alignment Chaotic Evil Languages Common		
Skills Stealth +8		
Str 12 (+1)	Dex 17 (+3)	Wis 9 (-1)
Con 13 (+1)	Int 8 (-1)	Cha 10 (+0)

Ghoul	Level 5 Soldier	
Medium natural humanoid (undead)		
XP 200		
Initiative +8 Senses Perception +2		
HP 63; Bloodied 31		
AC 21; Fortitude 18; Reflex 20; Will 17		
Immune disease; poison; Resist 10 necrotic; Vulnerable 5 radiant		
Speed 8; Climb 4		
m Claws (standard; at-will)		
+12 vs AC; 1d6 + 4 damage, and the target is immobilized (save ends)		
M Ghoulish Bite (standard; at-will)		
Target must be immobilized, stunned, or unconscious; +10 vs AC; 3d6 + 3 damage, and the target is stunned (save ends)		
Alignment Chaotic Evil Languages Common		
Skills Stealth +11		
Str 14 (+4)	Dex 19 (+6)	Wis 11 (+2)
Con 15 (+4)	Int 10 (+2)	Cha 12 (+3)

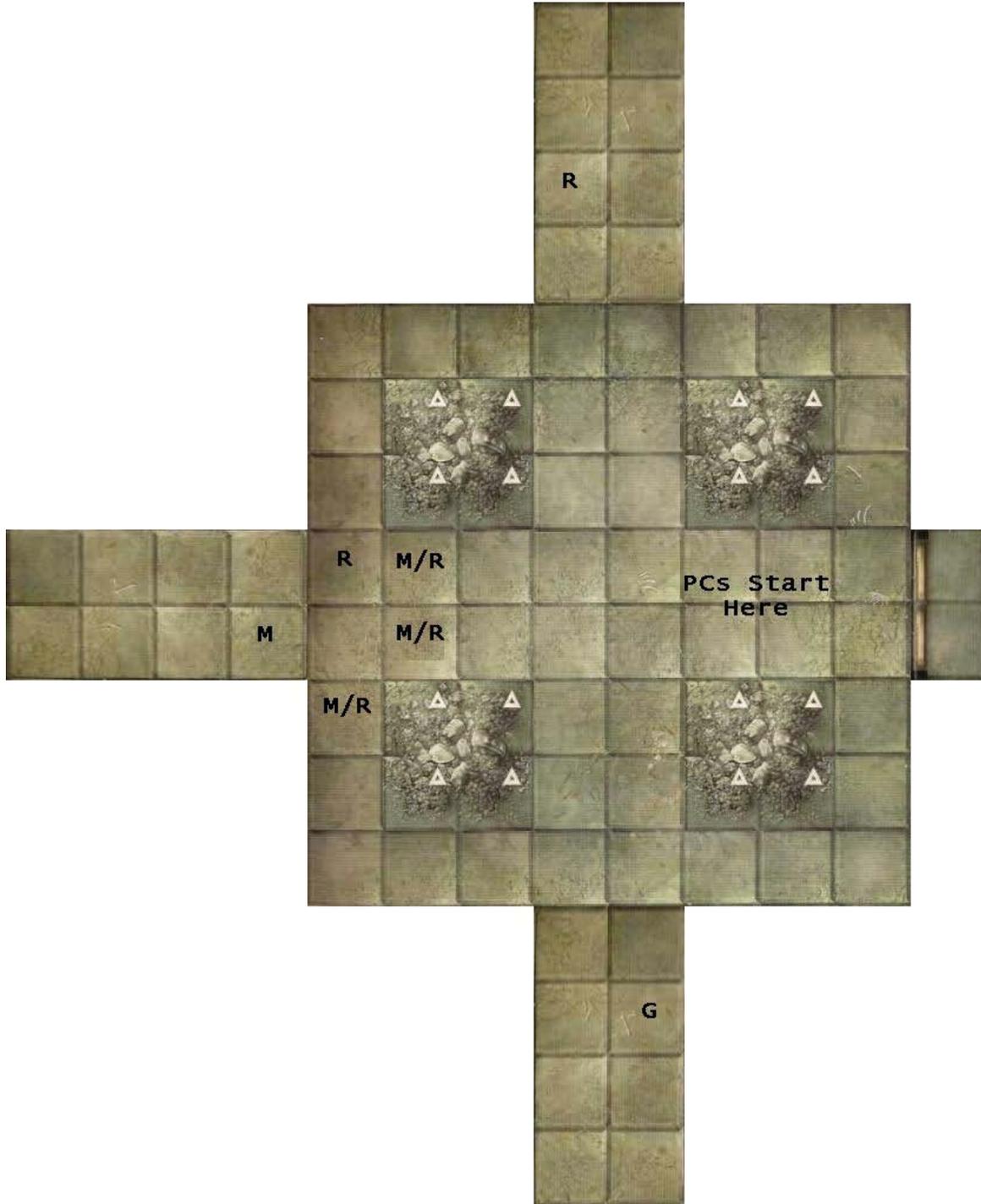
ENCOUNTER 1: HUNGRY STATISTICS (HIGH LEVEL)

Ghoul (Level 1)	Level 1 Soldier
Medium natural humanoid (undead)	
XP 100	
Initiative +5 Senses Perception -1	
HP 29; Bloodied 14	
AC 17; Fortitude 14; Reflex 16; Will 13	
Immune disease; poison; Resist 10 necrotic; Vulnerable 5 radiant	
Speed 8; Climb 4	
m Claws (standard; at-will)	
+8 vs AC; 1d6 + 2 damage, and the target is immobilized (save ends)	
M Ghoulish Bite (standard; at-will)	
Target must be immobilized, stunned, or unconscious; +6 vs AC; 3d6 + 2 damage, and the target is stunned (save ends)	
Alignment Chaotic Evil Languages Common	
Skills Stealth +8	
Str 12 (+1)	Dex 17 (+3)
Con 13 (+1)	Wis 9 (-1)
	Cha 10 (+0)
	Int 8 (-1)

Ghoul (Level 6)	Level 6 Soldier
Medium natural humanoid (undead)	
XP 250	
Initiative +10 Senses Perception +4	
HP 72; Bloodied 36	
AC 22; Fortitude 19; Reflex 21; Will 18	
Immune disease; poison; Resist 10 necrotic; Vulnerable 5 radiant	
Speed 8; Climb 4	
m Claws (standard; at-will)	
+13 vs AC; 1d6 + 4 damage, and the target is immobilized (save ends)	
M Ghoulish Bite (standard; at-will)	
Target must be immobilized, stunned, or unconscious; +11 vs AC; 3d6 + 3 damage, and the target is stunned (save ends)	
Alignment Chaotic Evil Languages Common	
Skills Stealth +13	
Str 15 (+5)	Dex 20 (+8)
Con 16 (+6)	Wis 12 (+4)
	Cha 13 (+4)
	Int 11 (+3)

ENCOUNTER 1: HUNGRY MAP

TILE SETS NEEDED
DU1 Halls of the Giant King



ENCOUNTER 2: MAZE

SKILL CHALLENGE LEVEL 2/4, COMPLEXITY 1 (125/175 XP)

SETUP

The skill challenge begins when the PCs open the door in the fire pit chamber and go through it. The PCs find themselves in a maze through which they must navigate using teamwork, i.e., group skill checks (with the exception of Scene 5). Between Scene 2 and Scene 3, the PCs stumble upon Encounter 3 and then come back to the skill challenge.

Beyond the door from the rubble filled chamber, lies a series of convoluted corridors. Traveling through them you find they are filled with hidden doors, passages that seem to open and close at random, illusions and a myriad of other tricks. Worse still are the traps that burn, crush or mutilate.

Finding your through this maze and overcoming these obstacles requires teamwork. Worse still, a wave of red mist filled with white-blue stars fills the corridor behind you and advances towards you, blocking off your ability to go back the way you came.

Many of the scenes in this skill challenge require group skill checks. Everyone rolls and if at least half the party makes the DC, the group succeeds (see DMG2 p.85-86 for more information). Assuming that Rauric is still alive, he generates neither successes nor failures during the skill challenge.

SKILL CHALLENGE: ESCAPE

Goal: The PCs are navigating their way through a maze while overcoming obstacles, traps and tricks.

Complexity: 1 (4 successes before 3 failures)

Primary Skills: Athletics, Diplomacy, Heal, Perception, Thievery

Secondary Skills: Acrobatics, Arcana, Dungeoneering, Endurance, Insight, Nature (these are secondary skills that can grant a +2 bonus the scene's primary skill check)

Victory: The PCs escape from the maze suffering little or no penalties.

Defeat: The PCs escape from the maze, only suffering the ill effects from each scene's failure result that they failed.

The following scenes are provided as examples. Feel free to customize them based on what the PCs do, and give hints to the PCs about what skills might be useful if they're having trouble deciding what to do.

You can run the scenes in any order, skipping over some scenes to others you think are more appropriate for your players. If you do skip around, make certain that after the second scene, you run Encounter 3 and then come back to the skill challenge.

The following general rules apply:

- A PC cannot assist any other PC's primary skill check.
- Up to two (2) PCs can assist another PC's secondary skill check.
- If a PC wants to use a skill that is not listed here and you think it is applicable, they need to make a DC 16/18 check with that skill to garner a success.
- Once the PCs succeed or fail the skill challenge, you do not have to run any remaining scenes and you can continue with the next encounter.
- Each scene has a secondary skill listed.
- The secondary skill check takes no action and provides no successes towards completing the skill challenge.
- All the PCs individually make the secondary skill check and if successful, it grants a +2 bonus to their individual skill check for the scene's primary skill.
- If the PCs fail the scene's group skill check, apply the scene's failure penalty.
- The red mist is part of the trapped maze and continues to slowly advance. Any PC that attempts to enter it is surrendered by the mist which poisons the body and befuddles the mind. The PC loses one healing surge from the mist. This is a poison effect, so PCs that are immune to poison are not affected by this damage. Regardless of poison resistance or immunity, the PC becomes lost and confused in the mist causing them to exit the mist back in the square they enter the mist from.
- The mist effectively forces the PCs to enter rooms that appear to be obviously trapped because if they don't, the slowly advancing mist will eventually catch up with them and kill them.

SCENE 1: SAND TRAP

The grinding noise behind you grabs your attention and you turn to watch as a stone barrier rapidly descends from the ceiling blocking your escape. Faint wisps of red mist seep through the crease where the door meets the floor. Sand cascades down from above and you can tell

you do not have long until the area you are contained in is completely filled with suffocating sand!

You notice the stone barrier has halted mere inches above the floor leaving enough space for you to barely get your hands under.

Athletics or Thievery DC 11/13 (group check, 1 success, 1 maximum)

This is the scene's primary skill. Using your physical strength, you lift the stone barrier high enough for others to crawl under the barrier and escape or you tamper with the mechanism to slow the flow of sand.

Endurance DC 11/13 (no action, no success, 1 maximum)

This is the scene's secondary skill. You push yourself beyond your physical limits to hold the stone barrier up for others to crawl under and escape despite the suffocating sand threatening you or hold your breath under the sand while your friends wiggle under the slab.

Failure: If the group skill check fails for this encounter, each PC that failed their individual skill check suffers a -2 penalty to any Strength, Dexterity or Constitution based skill checks in the next skill challenge scene. The penalty is due to exhaustion from their physical efforts to escape this deathtrap.

SCENE 2: WHIRLING BLADES OF DEATH

You are in the middle of the long corridor when an insidious trap activates. Wickedly sharp blades slash out at you from the walls while the floor beneath your feet slowly slides apart revealing a spike-filled pit.

Somehow you have to stop the blades while balancing precariously on what is left of the floor before you all fall onto the sharp spikes below.

Acrobatics DC 11/13 (no action, no success, 1 maximum)

This is the scene's secondary skill. Using your sense of balance you keep yourself on the remaining floor while disabling the trap.

Endurance or Thievery DC 11/13 (group check, 1 success, 1 maximum)

This is the scene's primary skill. You for your way through, enduring many cuts or using the tricks of the trade that you picked up during your adventuring career or other illicit activities, you set about stopping the trap.

Failure: If the group skill check fails for this encounter, each PC that failed their individual skill check loses 1 healing surge due to damage sustained in this scene.

After this scene, go to Encounter 3 and then return to Scene 3.

SCENE 3: INSIDIOUS POISON

A vile creature summoned to fight you doesn't attack, but rather explodes sending a wave of foul poison across the entire chamber enveloping all of you. You feel the poison coursing through your system. Others around you are also succumbing to the effect.

Your only hope is to determine what kind of poison this is and apply a remedy to stop its effects before it is too late.

Heal DC 11/13 (group check, 1 success, 1 maximum)

This is the scene's primary skill. Using your knowledge of the healing arts, you treat those affected by the poison and apply a remedy.

Nature DC 11/13 (no action, no success, 1 maximum)

This is the scene's secondary skill. You use your knowledge of herbalism and poisons, of how they work, what they do and how to treat them.

Failure: If the group skill check fails for this encounter, each PC that failed their individual skill check loses 1 healing surge due to damage sustained in this scene.

SCENE 4: LOST IN THE MAZE

Somewhere, somehow you made a mistake and now you are lost trying to find your way back to a place you recognize. Once you find that place, you know from there you can get your bearings and find your way out of this maze.

Dungeoneering DC 11/13 (no action, no success, 1 maximum)

This is the scene's secondary skill. Using your knowledge garnered from other adventurers and your own past experiences, you make a decision on which passage to take to get you back to a place you recognize.

Perception DC 11/13 (group check, 1 success, 1 maximum)

This is the scene's primary skill. Using your powers of observation, you discern the telltale signs of your passage, when you passed this way and how you got here.

Failure: If the group skill check fails for this encounter, each PC that failed their individual skill check suffers a -2 penalty to any Intelligence, Wisdom or Charisma

based skill checks in the next skill challenge scene. The penalty is due to their unfamiliarity of where they are located in maze and what obstacles they have missed or already overcome.

SCENE 5: EXPLOSIVE RUNES

A shimmering wall of magical energy forms behind you sealing off any escape as the rune-covered door before you flash a series of geometric designs. The flashing pauses for a moment and then repeats. Obviously a magical puzzle that needs to be solved before the door opens.

Alarmingly, a growing hum fills the air as the door vibrates with unseen and likely deadly energies.

The door has three rows of three symbols, with the last symbol of the last row missing. To pass this challenge, the PCs must solve the puzzle and trace the correct shape on the door. There is no primary skill for this scene, but the secondary skill can be used to give the PCs a hint. If the players take more than 10 minutes real time, they automatically fail and the door explodes.

Appendix 3 shows the puzzle and the solution to the puzzle. The rule for obtaining the third pattern in each row is to superimpose the first two patterns and eliminate any lines they have in common. Hence the pattern to be placed at the end of the third row is simply a square.

Rauric is no help with puzzles but is smart enough to realize that the party probably shouldn't attempt to batter the door down.

Arcana DC 15/17 (no action, no success, 1 maximum)

This is the scene's primary skill. Using your knowledge garnered from study, you make out the magical clues that help you answer the puzzle. The rule for obtaining the third pattern in each row seems to involve superimposing parts of the other two symbols.

Failure: If the group traces the wrong symbol on the door, it displays the message *"This is what it feels like to read explosive runes, and then it explodes."* Each PC loses 1 healing surge due to the concussive damage sustained as the door explodes.

SCENE 6: TEAMWORK

The maze continues to frustrate, confuse and befuddle you at every turn as its enchantments weigh a heavy burden upon your mind. You can tell tempers are fraying and soon the accusations will start. This is the time encourage others to do their best, to work together and to get the job done.

Diplomacy DC 11/13 (group check, 1 success, 1 maximum)

This is the scene's primary skill. Using your powers of persuasion, you encourage the others to persevere and calm their tempers.

Arcana or Insight DC 11/13 (no action, no success, 1 maximum)

This is the scene's secondary skill. Using your knowledge of the enchantments being used against you or your powers of intuition and insight, you discern those who are need encouragement or who need to be calmed.

Failure: If the group skill check fails for this encounter, each PC that failed loses 1 healing surge due to damage they sustain fighting each other.

ENDING THE ENCOUNTER

The PCs can take an extended rest before the next encounter if they wish. At the end of this encounter, go to Encounter 4.

Success: The PCs escape from the maze suffering little or no penalties.

Failure: The PCs escape from the maze, only suffering the ill effects from each scene's failure result that they failed.

EXPERIENCE POINTS

The PCs receive 25/35 experience points each. This encounter is a milestone.

TREASURE

There is no treasure found in this encounter.

ENCOUNTER 3: MAGMA

ENCOUNTER LEVEL 1/3 (500/750 XP)

SETUP

This encounter includes the following creatures at the low tier:

3 Magma Claws (Level 1) (C)

2 Magma Hurlers (Level 1) (H)

This encounter includes the following creatures at the high tier:

3 Magma Claws (Level 3) (C)

2 Magma Hurlers (Level 3) (H)

After the PCs open the vault entrance, they make their way down a corridor and enter into another chamber. The chamber is guarded by magma creatures that are bound to this place.

As the adventurers enter the area, read:

Beyond the blade filled room is a corridor that leads you into a chamber lit by five flame filled pits. A path goes around these pits and leads off to three other doors. The ground along the path's sides is heaps of jagged black rocks.

The flames flare brightly, sending out a suffocating wave of heat, as two magma creatures appear next to the pits furthest from you.

Encounter notes:

- The Magma Claws are hiding next to the three fire pits nearest the PCs' starting point (make a Stealth check for them; +5 at low, +6 at high, against the PCs passive Perception).
- Do not place the Magma Claws on the map until a PC detects them on their turn (likely via a passive Perception).
- A DC 15 Arcana check reveals these creatures are Magma Claws and Hurlers, but not as powerful as the normal ones.
- The magma creatures are magically bound to guard this place and they cannot leave the chamber.
- If a PC presents Rauric's token to the magma creatures and makes a DC 11/13 Arcana or Religion check (minor action), the magma creatures do not attack that PC for a round.

FEATURES OF THE AREA

Illumination: Bright light from the fire pits.

Door: The doors are locked (DC 20 Thievery; DC 25 Break; AC 5; Fort 10; Reflex 5; 40 hp). If opened, it leads to Encounter 3. If all the PCs flee through the door to escape the creatures, end this encounter and start Encounter 3.

Fire Pits: The fire pits are 2 squares deep.

- It is a DC 10 Athletics skill check and costs 2 squares of movement for each square to climb up or down the pit (4 squares total; the sides of the pit provide many excellent handholds).
- When a PC starts their turn adjacent to or in a pit, they take 1d6 fire damage. The magma creatures have resist 10 fire and unless something reduces or negates their resist, they take no damage.
- If a creature or PC is in the pit, line of sight and line of effect is blocked to them unless someone is adjacent to the pit. Area attacks properly placed negate the blockage to line of effect.

Jagged Black Rocks: Treat the jagged black rocks (the rubble tiles) as difficult terrain costing 2 squares of movement for each square. When a PC or magma creature moves into one of these squares:

- Make a successful DC 11/13 Acrobatics skill check or fall prone in the square they enter.
- If a creature falls prone, their movement action ends and they take 1d6 points of damage from the jagged rocks.
- Creatures in the jagged black rocks do not need another Acrobatics check to stand or to exit the area and only take damage for falling prone.

TACTICS

Magma Claws:

- On their first turn, they attempt to remain hidden if no PCs are near enough for them to move and attack with their Spew Lava, and they delay until a PC does so.
- If they are attacked before a PC comes near, such as by a ranged attack, they end their delay and move to attack the nearest PC.
- If a PC moves past them, they take an opportunity attack with their claws.
- Once they are no longer hidden, they do not attempt to hide again, but prefer to attack any PC they immobilize. Otherwise they attack the nearest PC.
- If possible, they immobilize a PC next to a fire pit.

Magma Hurlers:

- On their first turn, they attack using their Magma Ball, choosing as their target a PC that has the most other PCs adjacent to them.
- After they attack, they move into the pit to block the PCs line of sight and line of effect, forcing the PCs to move to them and giving a chance for the Magma Claws to intervene before a PC reaches them.
- On successive rounds they climb in or out (DC 10 Athletics) and attack.
- They prefer to attack PCs clustered together otherwise the nearest PC.

The Magma Hurlers and Claws fight to the death.

SCALING THE ENCOUNTER

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

Four PCs: Remove one Magma Claw.

Six PCs: Add one Magma Claw.

ENDING THE ENCOUNTER

The encounter ends when the Magma Hurlers and Claws are defeated or the PCs flee.

If the PCs flee, the creatures do not pursue outside of the map area (the chamber). When the PCs return, the surviving creatures are no longer there as the spell binding them here has failed.

If the PCs capture and question a Magma Hurler or Claw (they only speak Primordial):

- It was placed here to guard this chamber and let no one pass unless they bear the tri-flame mark.
- It does not know where any tri-flame marks are located.
- It does not know anything about the rest of the vault.

The PCs may take an extended rest after this encounter.

EXPERIENCE POINTS

The PCs receive 100/150 experience points each for defeating the creatures.

If the PCs do not defeat the creatures, they receive 50/75 experience points each.

This encounter counts toward a milestone. Likely the PCs receive an action point at this time.

TREASURE

There is no treasure in this encounter.

ENCOUNTER 3: MAGMA STATISTICS (LOW LEVEL)

Magma Hurler (Level 1)	Level 1 Artillery	
Medium elemental humanoid (earth, fire)	XP 100	
Initiative +5	Senses Perception +1	
HP 21; Bloodied 10		
AC 15; Fortitude 12; Reflex 14; Will 10		
Immune petrification; Resist 10 fire; Vulnerable cold (a magma hurler that takes cold damage is slowed until the end of its next turn)		
Speed 4		
m Slam (standard; at-will)		
+5 vs AC; 1d6 + 3 damage		
R Magma Ball (standard; at-will) • Fire		
Ranged 15; +4 vs Reflex; 1d6 + 5 fire damage. Miss: Creatures adjacent to the target take 1d6 fire damage		
Alignment Unaligned	Languages Primordial	
Skills Endurance +4		
Str 16 (+3)	Dex 20 (+5)	Wis 12 (+1)
Con 9 (-1)	Int 3 (-4)	Cha 6 (-2)

Magma Claw (Level 1)	Level 1 Brute	
Medium elemental magical beast (earth, fire)	XP 100	
Initiative +0	Senses Perception +4	
HP 32; Bloodied 16		
AC 13; Fortitude 13; Reflex 11; Will 10		
Immune petrification; Resist 10 fire; Vulnerable cold (a magma Claw that takes cold damage is slowed until the end of its next turn)		
Speed 4 (8 while charging)		
m Claw (standard; at-will) • Fire		
+4 vs AC; 1d6 + 3 damage plus 1d6 fire damage		
M Spew Lava (standard; at-will) • Fire		
+2 vs Reflex; the target takes ongoing 5 fire damage and is immobilized (save ends both)		
Alignment Unaligned	Languages Primordial	
Skills Endurance +6, Stealth +5		
Str 16 (+3)	Dex 10 (+0)	Wis 9 (-1)
Con 12 (+1)	Int 0 (-5)	Cha 4 (-3)

ENCOUNTER 3: MAGMA STATISTICS (HIGH LEVEL)

Magma Hurler (Level 3)	Level 3 Artillery	
Medium elemental humanoid (earth, fire)	XP 150	
Initiative +6	Senses Perception +2	
HP 34; Bloodied 17		
AC 17; Fortitude 14; Reflex 16; Will 12		
Immune petrification; Resist 10 fire; Vulnerable cold (a magma hurler that takes cold damage is slowed until the end of its next turn)		
Speed 4		
m Slam (standard; at-will)		
+7 vs AC; 1d6 + 3 damage		
R Magma Ball (standard; at-will) • Fire		
Ranged 15; +6 vs Reflex; 1d6 + 5 fire damage. Miss: Creatures adjacent to the target take 1d6 fire damage		
Alignment Unaligned	Languages Primordial	
Skills Endurance +6		
Str 17 (+4)	Dex 21 (+6)	Wis 13 (+2)
Con 10 (+1)	Int 4 (-2)	Cha 7 (-1)

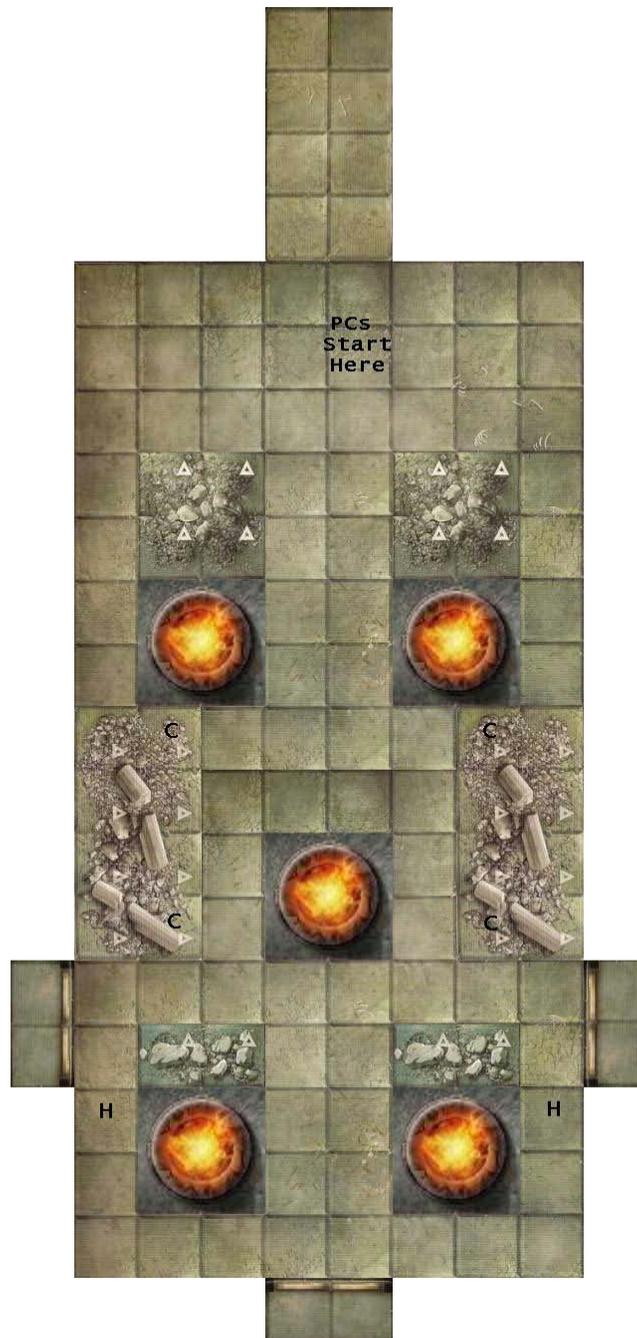
Magma Claw (Level 3)	Level 3 Brute	
Medium elemental magical beast (earth, fire)	XP 1150	
Initiative +1	Senses Perception +6	
HP 53; Bloodied 26		
AC 15; Fortitude 15; Reflex 13; Will 13		
Immune petrification; Resist 10 fire; Vulnerable cold (a magma Claw that takes cold damage is slowed until the end of its next turn)		
Speed 4 (8 while charging)		
m Claw (standard; at-will) • Fire		
+6 vs AC; 1d6 + 3 damage plus 1d6 fire damage		
M Spew Lava (standard; at-will) • Fire		
+4 vs Reflex; the target takes ongoing 5 fire damage and is immobilized (save ends both)		
Alignment Unaligned	Languages Primordial	
Skills Endurance +7, Stealth +6		
Str 17 (+4)	Dex 11 (+1)	Wis 10 (+1)
Con 13 (+2)	Int 1 (-4)	Cha 5 (-2)

ENCOUNTER 3: MAGMA MAP

TILE SETS NEEDED

DT2 Arcane Corridors (for the fire pits)

DU1 Halls of the Giant King



ENCOUNTER 4: FREEZE

ENCOUNTER LEVEL 3/5 (750/1025 XP)

SETUP

This encounter includes the following creatures at the low tier:

1 Young Frostwurm (Level 2) (start the creature in the middle of the northwest quadrant atop the letters NW)

This encounter includes the following creatures at the high tier:

1 Young Frostwurm (start the creature in the middle of the northwest quadrant atop the letters NW)

After escaping the maze, the PCs find an elevator at the exit. Taking the elevator, the PCs are lifted into this chamber. The elevator locks and the PCs cannot use it to leave the chamber until they open the treasure chest and re-activate it using the switch inside.

This encounter includes both a skill challenge and a creature.

- The creature appears at the end of the first round. Do not place it on the map until that point.
- The ceiling is 15 feet high and the Frostwurm cannot fly out of reach.
- The skill challenge is to open the chest and turn off the room's cold flames.
- Rauric's token does not work on the frostwurm, but feel free to allow a PC waste a minor action attempting to do so. A PC that tries the token realizes after using their minor action that it will not work and there is no reason to make another attempt.

As the adventurers enter the area, read:

The elevator you discovered at the maze's exit lifts you up into a large chamber with a floor covered in metal plates that have a hand-width size gap between them. The gaps between the metal plates glow bright blue and waves of cold emanate from them. A stone statue depicting a wizard holding a closed book in one hand and candelabra in their other hand is in each corner of the room.

In the center of the room lies a large enclosed metal chest with four keyholes. The chest is decorated with a symbol of seven stars arranged around a flame.

Have the players roll their PCs initiative at this point. Once finished, continue reading:

You watch as three of the four statues' candelabras flicker to life, burning for several heartbeats, before cold flames erupt from the gaps in the floor covering three quadrants of the room before dying down. The quadrant you are in is free of the flames and the candelabrum of the statue in your quadrant was unlit.

Three candelabras flicker to life again, with the unlit candelabrum in the neighboring quadrant and the one you are in lit.

At the end of the first round and after the cold flames erupt, a Frostwurm is summoned and appears. Read the following:

The flames erupt, chilling fiercely, and as they die a sinuous serpentine figure composed of blue fire appears hovering in mid-air, apparently summoned by the closed chest, which is now ablaze with arcane runes. With hostile intent, the serpent slithers through the air towards you with the space around you getting colder as it approaches.

Roll initiative for the Frostwurm and continue with the next round.

SKILL CHALLENGE: EXTINGUISH

Goal: Open the statues' books to get the key to open the treasure chest.

Complexity: 1 (4 successes before 3 failures)

Primary Skills: Athletics, Thievery

Other Skills: Dungeoneering

Victory: The keys to open the treasure chest are retrieved.

Defeat: The keys to open the treasure chest are not retrieved. When the encounter ends and assuming the PCs defeat the Frostwurm, the keys can be retrieved at the PCs' leisure.

Notes on the skill challenge:

- If a PC wants to use a skill that is not listed here and you think it is applicable, they need to make a DC 16/18 check with that skill to garner a success.
- Each scene has a secondary skill listed.
- The secondary skill check takes no action and provides no successes towards completing the skill challenge.
- Making a successful secondary skill check grants a +2 bonus to the primary skill check.
- Use Scene 1 if the PC uses Thievery as their primary skill.

- Use Scene 2 if the PC uses Athletics as their primary skill.

SCENE 1: BRAINS

A quick examination of the book reveals there are a series of hidden catches. Adjusting the catches correctly opens the book.

Dungeoneering DC 11/13 (no action, no success, no maximum)

This is the scene's secondary skill. Using your knowledge garnered from other adventurers and your own past experiences, you determine how to best open the stone book.

Thievery DC 11/13 (standard action, 1 success, no maximum)

This is the primary skill. Using the tricks of the trade, you deftly touch the hidden catches and open the stone book.

When the PC makes a successful Thievery skill check, read the following:

The book succumbs to your approach and now lies open. Inside there is a metal key.

It is a minor action to pick up the key.

SCENE 2: BRAWN

You can tell there are hidden catches that if adjusted correctly open the book. You have no patience for that and instead use a simple, direct approach known as brute force.

Athletics DC 11/13 (standard action, 1 success, no maximum)

This is the scene's primary skill. Using your physical strength, you pry or break open the stone book.

Dungeoneering DC 11/13 (no action, no success, no maximum)

This is the scene's secondary skill. Using your knowledge garnered from other adventurers and your own past experiences, you determine how to best open the stone book.

When the PC makes a successful Athletics skill check, read the following:

The book succumbs to your approach and now lies open. Inside there is a metal key.

It is a minor action to pick up the key.

FEATURES OF THE AREA

Illumination: Bright light (from the blue fire).

Elevator: The PCs start the encounter in this area (SE quadrant).

- When the cold flames in the quadrant occur, the elevator is also covered in flames (the flames are vented from the nearby gaps to cover the elevator).
- The elevator is inoperable until the treasure chest is opened and a switch inside is activated to turn it back on.

Statue: Treat the statues as blocking terrain.

- The books the statues are holding contain the four keys needed to open the treasure chest.
- Opening the books is part of the skill challenge listed above.
- The statues are also covered in blue flames when the quadrant they are in burns. A PC cannot climb a statue to avoid the flames. The blue flames do not damage the statues.

Treasure Chest: Treat the chest as difficult terrain costing 2 squares of movement.

- PCs may jump over it.
- The keys to open the locks are in the statues' books.
- Rauric's token does not open the locks.
- A DC 25 Thievery skill check opens one lock and all four locks must be opened to open the treasure chest.
- Alternately the PCs may attempt to break open the chest (AC 5; Fort 10; Ref 10; 100 hp).
- Opening the chest with the keys is a move action.
- There is a switch inside the treasure chest that turns the elevator back on (it is labeled). It is a standard action to activate the switch.
- There is another switch inside the treasure chest that turns the flames off (it is labeled). It is a standard action to activate the switch. When this switch is activated, it also ends the magic holding the frostwurm on this plane and it simply disappears.
- The corners of the chest are also covered in flames when the quadrant they are in burns. The blue flames do not damage the chest.
- There are nine similar-sized metal chests inside the larger chest, all unlocked. The treasure found

at the end of this encounter is contained in these chests.

Quadrants: The room is separated into quadrants by dark lines (NE=northeast, SE=southeast, SW=southwest, and NW=northwest).

- At the end of each round, three quadrants are covered in cold flames that come from the gaps between the metal plates.
- If there are any PCs in one of these three quadrants covered in flames, they take 2d6/3d6 cold damage.
- Any PC in the quadrant not covered in flames takes no cold damage.
- The Frostwyrms are immune to cold and unless something affects its immunity, it takes no damage from cold.
- At the end of turn 0 or as described in the read-aloud text above, there is no fire in the SE quadrant.
- At the end of turn 1, there is no cold fire in the SW quadrant.
- At the end of turn 2, there is no cold fire in the NW quadrant.
- At the end of turn 3, there is no cold fire in the NE quadrant.
- At the end of turn 4 and successive turns, the same cycle continues as listed for turn 0-3 (the order is SE, SW, NW, NE).
- To avoid the flames, the PCs move clockwise into the next quadrant.
- The flames go from floor to ceiling.
- Which candelabras are lit is the telltale sign indicating which quadrants are erupting into flame at the end of the next turn.

TACTICS

The Frostwyrms maximize the number of PCs it can place in its Body Freeze aura. It prefers to attack the PC who is trying to open the statue's book otherwise it attacks the nearest PC. When the creature becomes bloodied, its bite attack does more damage.

The Frostwyrms fight to the death.

SCALING THE ENCOUNTER

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

Four PCs: At low tier, subtract 46 hit points. At high tier, subtract 54 hit points.

Six PCs: At low tier, add 46 hit points. At high tier, add 54 hit points.

ENDING THE ENCOUNTER

The encounter ends when the Frostwyrms are defeated.

It is possible that the PCs defeat the skill challenge, re-activate the elevator, take the treasure and escape using the elevator. In this case, award full experience points.

If the PCs are defeated, another group of adventurers sent by the Blacktree family finds their bodies and can arrange for the raise dead ritual to be cast (assuming the player wants their PC raised and is willing to pay for it or use the Charity clause). This group also retrieves the *Cup of Truth* and gives it to the PCs after they are raised. Adjust Encounter 6 accordingly.

If the PCs somehow capture and attempt to interrogate the Frostwyrms, it cannot tell them anything as it does not have a language. If some means of communication that does not rely on speech is available, the creature only communicates its desire to freeze them all to death.

TROUBLESHOOTING: *CUP OF TRUTH*

This artifact, in its current state, leaves its possessor unable to lie. This aspect of the *Cup* can be emphasized – for both humorous and dramatic effect – throughout the adventure. For example, during a walk through the slums of the city, a street urchin might come up to a PC and ask, “Do you have a silver piece you could spare for a starving child?” Remind the PC that he must not lie.

If a PC knowingly lies while in possession of the *Cup*, the first instance results in the PC losing a healing surge and being wracked with pain (stunned and knocked prone [save ends]). The second instance means that the same thing happens, but the *Cup of Truth* also teleports itself away from the lying PC to the nearest PC. If that PC lies once, the same result occurs as in the first instance above. In the second instance, the *Cup* teleports far away from the party forever, hiding itself until a more worthy owner can find it. This leaves the PCs in a sticky situation. Cunning PCs might try to use this property to their advantage to trick the kidnappers. Let them do so if applicable, but don't forget the kidnappers are cunning and devious as well.

EXPERIENCE POINTS

The PCs receive 150/210 experience points each for defeating the Frostwyrms.

If the PCs do not defeat the Frostwyrms, they receive 75/105 experience points each.

This encounter is a milestone. Likely the PCs gain an action point.

TREASURE

The PCs find treasure in the treasure chest with the following items (treasure bundles) are found in the treasure chest:

- A single magic suit of armor from any legal play source with an item level equal to the PC's level plus 1 or less from any player legal source.
- A single magic neck slot item from any legal play source with an item level equal to the PC's level plus 1 or less from any player legal source.
- A single magic waist slot item from any legal play source with an item level equal to the PC's level plus 1 or less from any player legal source.
- *Friend's Gift*
- *Restful Bedroll*
- *Flagon of Ale Procurement*
- *Battle Standard of Honor*
- A book containing the alchemical formulas for *alchemist's frost*.
- In addition, the *Cup of Truth* and a stone tablet fragment (see Players' Handout 1) are found.

ENCOUNTER 4: FREEZE STATISTICS (LOW LEVEL)

Young Frostwyrms (Level 2)	Level 2 Solo Brute	
Large elemental magical beast (dragon, cold)	XP 625	
Initiative +1	Senses Perception +7; darkvision	
Body Freeze (Cold) aura 2; any creature that enters the aura or starts its turn within the aura takes 5 cold damage		
HP 232; Bloodied 116; see also <i>tumbling frost</i>		
AC 16; Fortitude 16; Reflex 15; Will 14		
Immune cold		
Saving Throws +5		
Speed 6 (hover)		
Action Points 2		
m Bite (standard; at-will) • Cold		
Reach 2; +5 vs. AC; 2d6 + 5 cold damage (when bloodied 2d6 + 7 cold damage)		
M Frostwyrms Fury (standard; at-will)		
The Frostwyrms makes two bite attacks. If both bites hit a single target, it makes a third bite attack against the same target.		
A Tumbling Frost (standard; recharges when first bloodied) • Cold, Teleport		
Close blast 5; +3 vs. Reflex; 3d6 + 3 cold damage, and the target takes ongoing 5 cold damage (save ends). Effect: The frostwyrms teleports to any open space adjacent to the border of the blast's area.		
Alignment Unaligned	Languages –	
Str 17 (+4)	Dex 9 (+0)	Wis 11 (+1)
Con 17 (+4)	Int 9 (+0)	Cha 7 (+0)

DM Note: The Young Frostwyrms is a Young Blazewyrms reskinned for cold instead of fire.

ENCOUNTER 4: FREEZE STATISTICS (HIGH LEVEL)

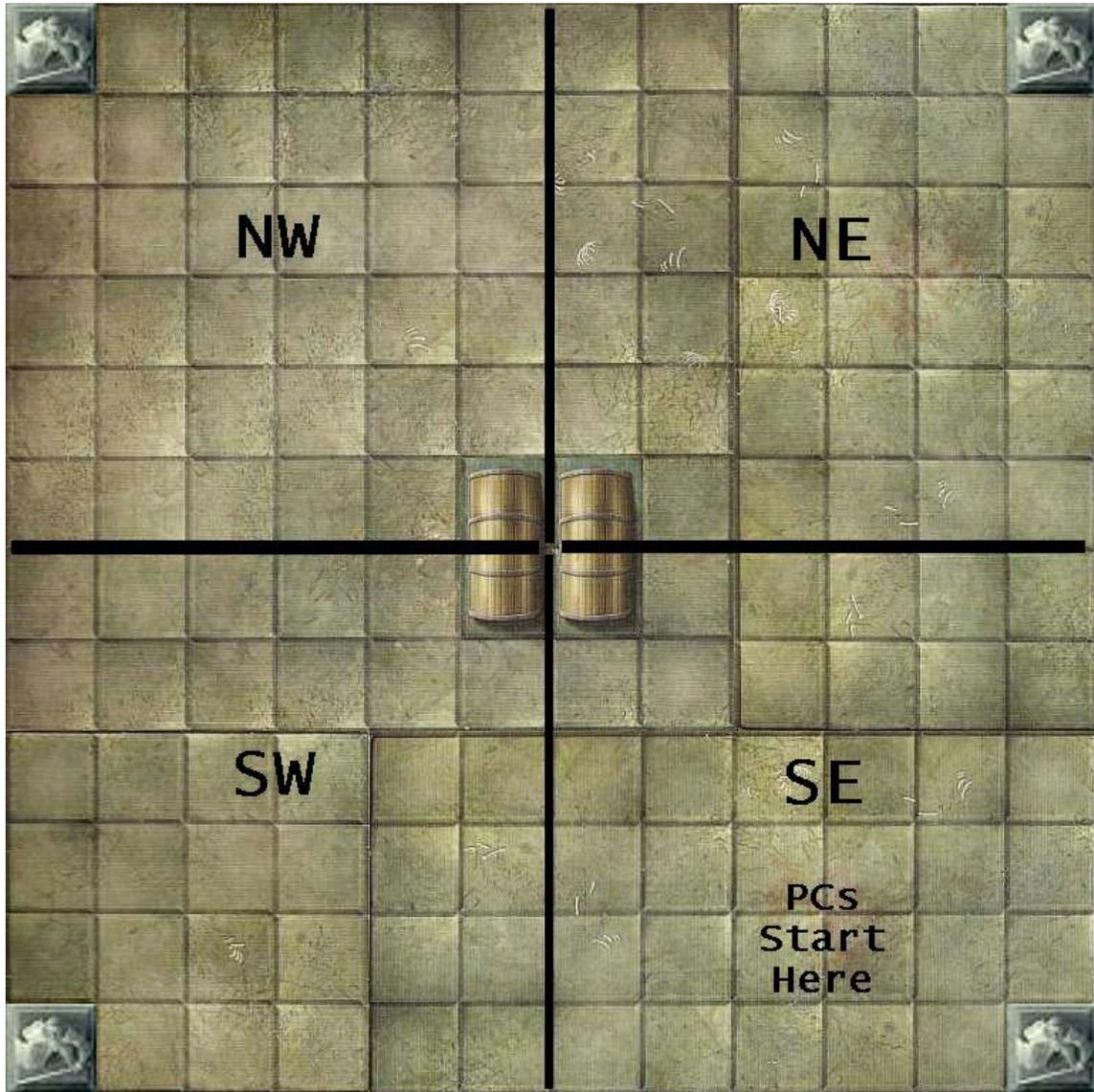
Young Frostwyrms (Level 4)	Level 4 Solo Brute	
Large elemental magical beast (dragon, cold)	XP 875	
Initiative +2	Senses Perception +8; darkvision	
Body Freeze (Cold) aura 2; any creature that enters the aura or starts its turn within the aura takes 5 cold damage		
HP 272; Bloodied 136; see also <i>tumbling frost</i>		
AC 18; Fortitude 18; Reflex 17; Will 16		
Immune cold		
Saving Throws +5		
Speed 6 (hover)		
Action Points 2		
m Bite (standard; at-will) • Cold		
Reach 2; +7 vs. AC; 2d6 + 5 cold damage (when bloodied 2d6 +9 cold damage)		
M Frostwyrms Fury (standard; at-will)		
The frostwyrms makes two bite attacks. If both bites hit a single target, it makes a third bite attack against the same target.		
A Tumbling Frost (standard; recharges when first bloodied) • Cold, Teleport		
Close blast 5; +5 vs. Reflex; 3d6 + 3 cold damage, and the target takes ongoing 5 cold damage (save ends). Effect: The frostwyrms teleports to any open space adjacent to the border of the blast's area.		
Alignment Unaligned	Languages –	
Str 18 (+6)	Dex 10 (+2)	Wis 12 (+3)
Con 18 (+6)	Int 10 (+1)	Cha 8 (+1)

DM Note: The Young Frostwyrms is a Young Blazewyrms reskinned for cold instead of fire.

ENCOUNTER 4: FREEZE MAP

TILE SETS NEEDED

DU1 Halls of the Giant Kings
DT1 Dungeon Tiles (for the statues)



ENCOUNTER 5: RETURN

SETUP

Anton Blacktree, Noble of Ravens Bluff, male human (Diplomacy +3, Intimidate +6)

Arvond the Navigator, male human (Bluff +7, Nature +10, Perception +12)

Captain Ivor Baroom, City Watch, male minotaur (Diplomacy, Insight, Intimidate)

Kiira Stoneshield, female shield dwarf, chamberlain to House Blacktree (+16 Insight)

Lady Silva Sinaran, Editor of the Ravens Bluff Trumpeter, noble, female moon elf (Eladrin) (History +31, Insight +21)

Reginald Longbottle Noble, Raven Knight, male human, (Bluff +4, Diplomacy +9, Insight +10)

The PCs return to the Blacktree family estate in Ravens Bluff with the *Cup of Truth* and discover Lady Charissa Blacktree is missing.

Returning to the Blacktree family estate you are quickly ushered into a sitting room where a distressed Anton Blacktree paces.

On seeing you, he proclaims, “My mother is missing and I fear the worse.”

He pauses a moment, “The artifact. Do you have it?”

If the PCs indicate they have the artifact, Anton Blacktree asks for it. If the PCs refuse to give the artifact to Anton Blacktree, he asks what the PCs intend to do with it. If the PCs make a plausible and logical case on why they should keep the artifact, Anton readily agrees. If the PCs do not make a plausible and logical case, feel free to withhold any and all Blacktree family favors.

In this encounter the PCs speak with NPCs throughout the city to discover the Lady Blacktree’s fate. Fill in with any necessary and appropriate details. Add skill checks where appropriate (suggested DC 6/8 for easy; 11/13 for moderate; 16/18 for hard). While the PCs begin with Anton Blacktree, they do not have to play through the other scenes in the order presented here, should they wish to skip over or seek out other NPCs.

If there is a time constraint, such as running at a convention, you may summarize the PCs investigation and go to the Scene 6: The Lady Is Found. Otherwise, feel free to role-play as much as you and the players desire and time allows.

SCENE 1: ANTON BLACKTREE

- Where was she last seen? *“She left early this morning with her carriage and her coachmen Korben. She said she was off to purchase material for a new gown. She was supposed to be back hours ago, but has not returned. Given the problems of late, I am understandable concerned.”*
- What do you think happened to her? *“She mentioned before she thought she was being followed lately and I suspect it was more of the same Netheril agents who tried to frame me for Longbottle’s murder. Perhaps they now seek revenge and have taken it out upon her. As I said, I fear the worse.”*
- Is there anyone who knows more? *“I spoke with Kiira Stoneshield, House Blacktree’s chamberlain, but she only said my mother was shopping. I was just about to go to the Watch when you arrived. You have already proven yourselves quite competent, perhaps you can help me locate my mother?”*
- What would you have us do? *“Please help me find my mother and bring her back to Blacktree manor safely.”*

From here, the PCs can visit whichever of the NPCs they deem appropriate, though there is a generally obvious path. Those NPCs that know something are presented below. The obvious choice to begin would be to speak with Chamberlin Stoneshield who is in the Blacktree house with them, but some PCs might wish to visit other NPCs they have met during this series.

SCENE 2: KIIRA STONESHIELD

- Do you know where Lady Blacktree went this morning? *“Lady Blacktree went shopping for material for a new gown. She should have been home hours ago, however so I am particularly concerned.”*
- Please tell us what Lady Blacktree is really doing? *“Do not speak to Master Blacktree about this, but Lady Blacktree went to meet with Sir Reginald Longbottle concerning the Cup of Truth. I believe she hoped to strike an accord with him and the Raven Knights to protect the artifact once it had been recovered.”*

SCENE 3: REGINALD LONGBOTTLE

- Did you meet and talk with Lady Blacktree? *“Yes, the Lady Blacktree did come by, expressing her regret over the unfortunate turn of events of the past few days.”*
- Did she talk to you about the Cup of Truth? *“Indeed, she did speak with me about the artifact. She made an inquiry about the Raven Knights ability to protect said artifact”*
- What did you tell her? *“I told her the Raven Knights and I would consider it an honor and privilege to protect such an artifact. I pledged that if it came under our protection, I would defend it with my life.”*
- Did she make an agreement with you? *“She did not, as the Blacktree’s did not yet have possession of the artifact and she did not want to make any agreement concerning its protection until it was firmly in their possession.”*
- Do you know where she went after meeting with you? *“The Lady Blacktree mentioned she was having tea with the Lady Silva Sinaran. Lady Sinaran is quite a historian having lived in Ravens Bluff for more than a hundred years and I am sure the Lady Blacktree wanted to find out more about the artifact.”*

In addition, Reginald asks the PCs to convince the Blacktrees to turn the artifact over to the Temple of Torm.

- Appeals to their sense of honor.
- Points out the long and storied history of the Raven Knights.

SCENE 4: LADY SILVA SINARAN

- Did you meet and talk with Lady Blacktree? *“Oh yes, Charissa did come by for tea and to chat.”*
- Did she talk to you about the Cup of Truth? *“She did bring that subject up, mentioning that brave adventurers were recovering it even as we spoke. Are you those brave adventurers? If you are, I would love to hear all about it. Your story could be on a broadsheet by tomorrow.”*
- What did she want to know about the Cup of Truth? *“Strangely not so much about its history, but more on advice on whom she should give it to so they may protect it. She feared her son Anton would try to be its protector and it would result in a terrible tragedy.”*
- What advice did you give her? *“I told her she should consider giving it the city itself or even the Raven Knights. She said she already talked*

to Reginald, but she would talk to the city. I suggested starting with Ivar. That’s Captain Ivor Baroom. A fine upstanding minotaur he is. He generally has Mayor Tasamber’s ear and would be helpful arranging the Cup’s turnover.”

In addition, Silva inquires about Cup of Truth and if they are considering giving it to someone other than the Blacktree family. If so, why? She is clearly angling to get as many details for an upcoming story as possible.

SCENE 5: CAPTAIN IVOR BAROOM

- Did you meet and talk with Lady Blacktree? *“Lady Blacktree did meet with me on a private matter.”*
- Did she talk to you about the Cup of Truth? *“She did not talk about the Cup of Truth directly. She indicated that House Blacktree may have possession of a magical object that would require protection from those who would misuse it. She thought the object would need far more protection than House Blacktree could offer. She asked me what kind of protections the city could offer.”*
- What did you tell her? *“I said the city has in the past protected magical objects and what those protections were. I would help her make such an arrangement when she so wished to do so. I think Mayor Delenathor Tasamber is an honorable man and will gladly lend the resources of the city to protect whatever item she had.”*
- Do you know where she went after meeting with you? *“Shopping for a new gown she said. As a precaution, I had her followed. She did go to a shop, but a man named Arvond met with her outside and they went into private house owned by House Taldavar. From what I know, they are still there. I can give you directions.”* (go to The Lady Is Found)

In addition, Ivor asks the PCs to convince the Blacktrees to turn the artifact over to the city of Ravens Bluff.

THE LADY IS FOUND

As you approach the house, in the distance you catch sight of a shadowy carriage pulled by spectral horses racing down the street. Lady Blacktree tries to claw out of the coach’s window before several grey-skinned tattooed humans drag her back inside. A black portal appears directly in front of the carriage when you first notice the coach and the horses rush through it before the portal disappears from view.

Assuming the PCs investigate the house, they find an unconscious but alive Arvond the Navigator and Lady Blacktree's coachman, Korben. The Lady's coach is parked in front of the house.

ARVOND THE NAVIGATOR

- What happened? *"I was waiting with Lady Blacktree and her coachman. We were attacked by Netherese agents after she arrived. Her coachman and I tried to stop them, but they overpowered us. They told us to tell Anton Blacktree if he wanted to see his mother alive again, he should hand over the artifact. When I asked about the details, the leader laughed and knocked both of us unconscious."*
- Why did you want to talk to Lady Blacktree? *"I talked to her about handing the artifact over to loyal Sembians who wish to regain their country from foul Netheril. I made my case, but she was hesitant and wanted to talk to one of the leaders. I agreed and sent word to one of them. We were waiting for her to arrive and meet with Lady Blacktree."*

In addition, Arvond asks the PCs to convince the Blacktrees to turn the artifact over to the Sembian rebels.

Korben was not present for the discussion. He only knows that he was attacked from behind, knocked unconscious, and woke up when the PCs arrived.

ENDING THE ENCOUNTER

The encounter ends when the PCs agree to deliver the artifact to the kidnappers.

EXPERIENCE POINTS

The PCs receive a story award for 25/15 experience points each.

TREASURE

If the PCs were successful in retrieving the Cup, Anton Blacktree pays them 75/100 gp each, as promised.

CONCLUDING THE ADVENTURE

A distraught Anton looks to you all, "I have no choice in this matter. You must deliver the Cup of Truth to the kidnappers for the safe return of Lady Charissa Blacktree."

Anton drops the recently delivered ransom note on a low table and collapses on a nearby chair, burying his face into his hands.

"Take the note and go now. Please save my mother."

The PCs receive the following quest rewards:

- **MINI26 The Quest for the Cup of Truth Continues:** PCs that successfully recover the Cup of Truth from the ruins of the temple of Mystra gain this story award.
- **MINI27 Touch of the Dead Goddess:** While any of the effects from the Spellplague fire in the ruins fade with time, any PC that was affected by it (by failing a saving throw while in the ruins) receives this story award.
- **MINI28 Shattered Tablet Fragment:** PCs that found the tablet fragment in Encounter 4 receive this story award.

The story comes to a conclusion in *MINI2-3 Raven Knights*.

REWARDS SUMMARY

At the conclusion of the adventure, the PCs earn experience points, treasure, and possibly story awards. All totals listed here are per PC. A number before the slash is the low-level value; after the slash is the high-level value.

EXPERIENCE POINTS

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

Encounter 1: Hungry
100 / 150 XP

Encounter 2: Maze
25 / 35 XP

Encounter 3: Magma
100 / 150 XP

Encounter 4: Freeze
150 / 210 XP

Minor Quest: Retrieve the Cup of Truth
25 / 15 XP

Total Possible Experience
400 / 560 XP

Gold per PC
75 / 100 gp
(Encounter 5: 75 / 100 gp)

TREASURE

Each PC receives treasure in the form of gold pieces as well as one share from a treasure bundle. The treasure bundle may give the PC more gold, a magic item, or something else of value. Each player makes one and only one selection for their character; players may choose the same treasure bundle. Note that it is possible (and likely) that some characters will not select a bundle for each session of play.

If characters buy or sell magic items or other gear during the adventure (or pay for services) add or subtract that amount from the total gold the PC receives at the end of the adventure. If a player selects an option that gives their character more gold, add that amount to that character's base gold award. It is possible and permissible for a character who spends more gold than

he or she earns to have a negative total for the adventure. PCs receive 20% of the item's market price when they sell any magic item or consumable. They receive 50% of the market price for ritual books and alchemical formulas.

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

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

EACH PC SELECTS ONE OF THE FOLLOWING BUNDLES:

Bundle A: A single magic suit of armor from any player-legal source with an item level less than or equal to the PC's level + 1.

Found in Encounter 4

Bundle B: A single magic neck slot item from any player-legal source with an item level less than or equal to the PC's level + 1.

Found in Encounter 4

Bundle C: A single magic waist slot item from any player-legal source with an item level less than or equal to the PC's level + 1.

Found in Encounter 4

Bundle D: *restful bedroll** (item level 1; AV)

Found in Encounter 4

Bundle E: *friend's gift* (item level 4; AV)

Found in Encounter 4

Bundle F: *flagon of ale procurement** (item level 5; *Dragon* 369)

Found in Encounter 4

Bundle G: *battle standard of honor** (item level 2; AV)

Found in Encounter 4

Bundle H: A book containing the alchemical formula for Alchemist's Frost (AV)

Found in Encounter 4

Consumable plus Gold: If a player doesn't want to select one of the bundles listed above for their character,

they can choose to add a *potion of resistance (fire, Level 4)* plus 10 / 35 gp to their rewards from this adventure. The player should write the consumable gained on their adventure log. That character (and only that character) then receives the consumable plus the listed amount of gold (if any) instead of any other treasure bundle. Consumable items obtained in this fashion do not take up found magic item slots.

More Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add 50 / 75 gp to their rewards from this adventure. That character (and only that character) receives more gold instead of any other treasure bundle.

STORY AWARDS

Award these if the PC completes the condition for the award in the adventure. Pass out certificates to the players for their story awards. The PCs may earn all three of the story awards in this adventure.

MINI26 *The Quest for the Cup of Truth Continues*

You have completed the second part of the three part Major Quest to recover the Cup of Truth and root out the corruption in Ravens Bluff.

MINI27 *Touch of the Dead Goddess*

You have braved the depths of the Spellplague-infested temple of Mystra below Ravens Bluff. While most of the effects of your time in that place have faded, one remains.

Anyone who successfully attempts to detect magic upon you using the Arcana skill sees wisps of red mist surrounding you and seven blue-white stars shining around your head.

MINI28 *Shattered Tablet Fragment*

You have recovered a fragment of an ancient stone tablet that is covered with strange writing. This fragment was located in the ruins of the temple of Mystra in Ravens Bluff.

NEW RULES

Battle Standard of Honor

Level 2

This blood-red banner weakens the resolve of those who fight against you.

Wondrous Item 520 gp

Power (Encounter ♦ Zone): Standard Action. When you plant the battle standard in your space or an adjacent square, it creates a zone of protective energy in a close burst 5. Enemies within the zone that are marked take a

-1 penalty to damage rolls against any creature other than the one that marked them.

This effect lasts until the end of the encounter or until the battle standard is removed from the ground. Any character in or adjacent to a battle standard's square can remove it from the ground as a standard action.

Flagon of Ale Procurement

Level 5

Sought by brewers and barflies, this ornate flagon is not one you take away from a dwarf—even to save his or her life.

Wondrous Item 1,000 gp

Property: You know the distance to the nearest alcoholic beverage.

Power (Daily): Minor Action. For five minutes, you know the direction and distance to the nearest source of water within 30 squares of you or the nearest alcoholic beverage within 60 squares of you. If you are a dwarf, you can instead learn the direction and distance to ingredients for alcoholic beverages within 60 squares of you.

Friend's Gift

Level 4

Your companion wears this crimson badge on its chest as a sign of friendship.

Lvl 4 840 gp

Item Slot: Companion

Property: Your companion regains an extra 5 hit points when it spends a healing surge or when you spend a healing surge to allow it to regain hit points.

Potion of Resistance

Level 4

The color and smell of this potion varies with the protection it provides.

Lvl 4 40 gp

Potion

Power (Consumable): Minor Action. Drink this potion and spend a healing surge. You do not gain hit points as normal. Instead, gain resist 5 to damage of a specific type until the end of the encounter. The damage type (acid, cold, fire, lightning, necrotic, poison, psychic, or thunder) is determined when the potion is created. Only one potion of resistance can be in effect on you at once.

Restful Bedroll

Level 1

An extended rest in this magic bedroll grants you extra vitality.

Wondrous Item 360 gp

Power (Daily): Standard Action. Use this power when you complete an extended rest in the *restful bedroll*. Gain 1d8 temporary hit points that last until you take another rest (short or extended).

ALCHEMICAL FORMULAE

Alchemist's Frost

Level: 1

Category: Volatile

Time: 30 minutes

Component Cost: See below

Market Price: 70 gp

Key Skill: Arcana or Thievery (no check)

Alchemist's frost is sealed in an insulated ceramic vial. When it shatters, the sudden exposure to air causes the alchemist's frost to expand and freeze.

Alchemist's Frost

Level 1

This ceramic flask explodes in an icy haze when it hits, crippling its target with numbing cold.

Lvl 1 20 gp

Alchemical Item

Power (Consumable ♦ Cold): Standard Action. Make an attack: Ranged 5/10; +4 vs. Reflex; on a hit, the target takes 1d10 cold damage and is slowed until the end of your next turn; on miss, the target takes half damage and is not slowed.

APPENDIX 1: RAVENS BLUFF

The following information, some of which is from the *Forgotten Realms Campaign Guide* and some of which is updated from the 1998 *The City of Ravens Bluff*, can be used for reference and shared with players.

VESPERIN

A young nation made from former independent city-states, Vesperin is a nexus for trade rumormongering and skullduggery. Commerce and corruption rule this land more surely than government. The capital city, Tantras, is very wealthy and the worship of Torm remains strong, helping to provide stability to the population. To the north, another large city, Calaunt, has recently become more vigilant about pirates and raiders although the Merchant Dukes are bribable. Ravens Bluff is the largest of the three cities and the friendliest to adventurers. Most of Vesperin is rolling farmland with some woods.

VESPERIN LORE

A character knows the following information with a successful skill check.

History DC 10: The region, once called the Vast, has seen an influx of immigrants, especially the city of Ravens Bluff. Many Sembian merchants relocated here in the face of Netheril's occupation of their homeland. A couple of decades ago, Netheril outlawed all such immigration. Sembians who tried anyway wound up dead.

Streetwise DC 10: Gold counts for more than blood here. Vesperin is a place for intrigue, double crossing, and conversing with those normally met as enemies on the battlefield. With Sembia under the thumb of Netheril, Vesperin has flourished. Here, neutrality is the rule.

RAVENS BLUFF

Ravens Bluff straddles the mouth of the Fire River on the eastern shore of the Dragon Reach, that most northerly arm of the Sea of Fallen Stars. Ravens Bluff stands just north of the Earthfast Mountains, on the site of the onetime dwarven city called Sarbreen (or The Realm of the Glimmering Swords).

Over the last hundred years, Ravens Bluff eclipsed Calaunt as the largest city, some 40,000 residents, in the region. Ravens Bluff is sweeter smelling than the tannery-scented Calaunt and less structured than Tantras, with its rigid economic, social and political class arrangements. As a result, most immigrants choose to settle here.

With the dramatic 50-foot fall of the level of the Sea of Fallen Stars due to the Spellplague, Ravens Bluff

temporarily suffered considerable economic and population loss. The city responded by extending its walls out from the old harbor, building new wharves and constructing new districts for immigrants, warehouses and shipping, almost beggaring the city, several noble families and many wealthy retired adventurers. Combined with impact from the death of three deities (Mystra, Tyr and Helm) and the loss of many powerful wizards, the former government was reduced in scope. The old, ruling Clerical Circle is gone, replaced with a mere custom of annual meetings between the temples. Major temples of Amaunator, Chauntea, Gond, Ilmater, Kelemvor, Oghma, Selune, Sune, Tempus, Torm, Tymora and Waukeen are found in the city.

Guilds typical to major cities represent crafts, professions and commerce. Unusual to Ravens Bluff are several orders of Knights: Golden Rooster, Griffon, Dove, Hawk, and Raven. Roughly two dozen hereditary noble families live in or near Ravens Bluff. The City Watch is tolerant of adventurers so long as damages are compensated. A mayor runs the city but receives advice from neighborhood-elected councilors and the noble families. The weekly city broadsheet is the Ravens Bluff Trumpeter.

RAVENS BLUFF LORE

A character knows the following information with a successful skill check.

Streetwise DC 10: The hereditary nobles include the Blacktree, Longbottle, Taldavar, and Sinaran families. Blacktree has the reputation of a history of adventuresome rogues and own a two thousand acre estate outside of the city and a townhouse in the city. Longbottle has the reputation of honorable service to the city either in government or in a Knightly order. They are less wealthy than most of the noble families. House Taldavar has the reputation of wise, humorless elders with extensive investments. They are rumored to have extensive holdings in Sembia. The Sinaran moon elf clan is the only nonhuman noble house. Lady Silva Sinaran is also unusual in that she serves as the editor of the Ravens Bluff Trumpeter and keeps her finger on the pulse of the city. Merchant House Raphiel was once noble, but has fallen on hard times. The daughter is reputed to be very beautiful and courted both Anton Blacktree and Reginald Longbottle.

APPENDIX 2: A KNIGHTLY CODE

The following information was derived from the 1998 *The City of Ravens Bluff*.

Every knight lives by a code; this is what separates knights from other armed warriors. While each knightly order is different and emphasize different elements, these principles are core for all, particularly as espoused by the orders in Ravens Bluff.

FAIR PLAY

- Never attack a defenseless foe.
- Do not use lethal force to end barroom brawls.
- Avoid lying or deception through silence.
- Keep promises to a fellow knight.
- Avoid cheating and torture.

NOBILITY

- Obey local laws
- Administer Justice and show Mercy.
- Protect the innocent while always maintaining self-control.
- Show respect to authority.
- Accept and acknowledge personal responsibility for your actions.

VALOR

- Exhibit courage in word and deed, defending the weak and innocent.
- Destroy evil in all its forms, crushing the monster that would steal our land and enslave our people.
- Fight with honor, avenging the wronged.
- Never abandon a friend, ally, or noble cause.

HONOR

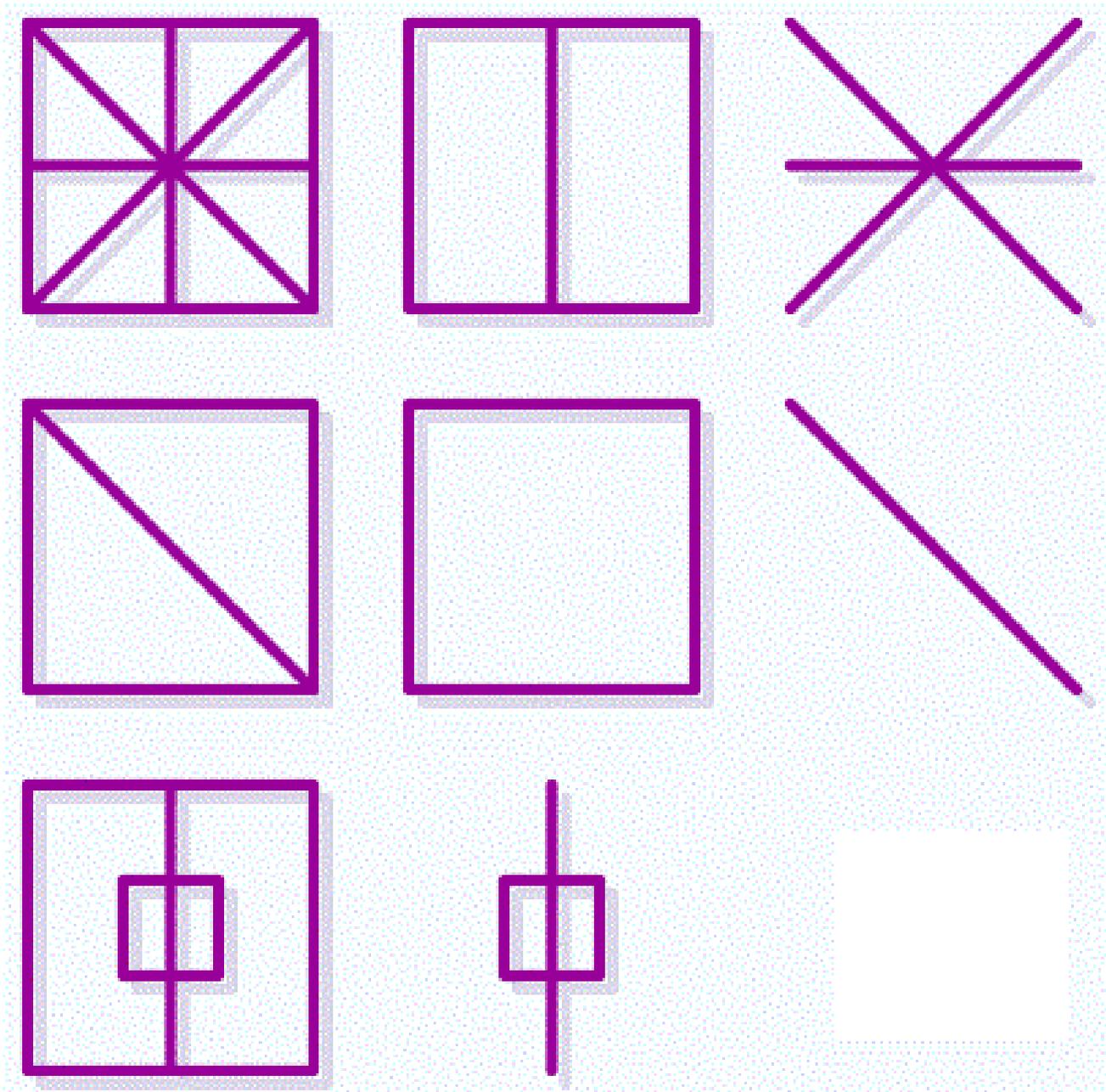
- Always keep your word or promise while maintaining your principles.
- Never betray your order, or a confidence or a comrade.
- Respect all life and freedom.
- Die with honor.

COURTESY & BENEVOLENCE

- Exhibit manners; always be polite and attentive.
- Be respectful to hosts, women, knights, the elderly, and all who are honorable.
- Be generous to the less fortunate.
- Seek personal glory, not monetary reward.
- Serve your realm and her people, not yourself.
- Set an example of right action to all people.

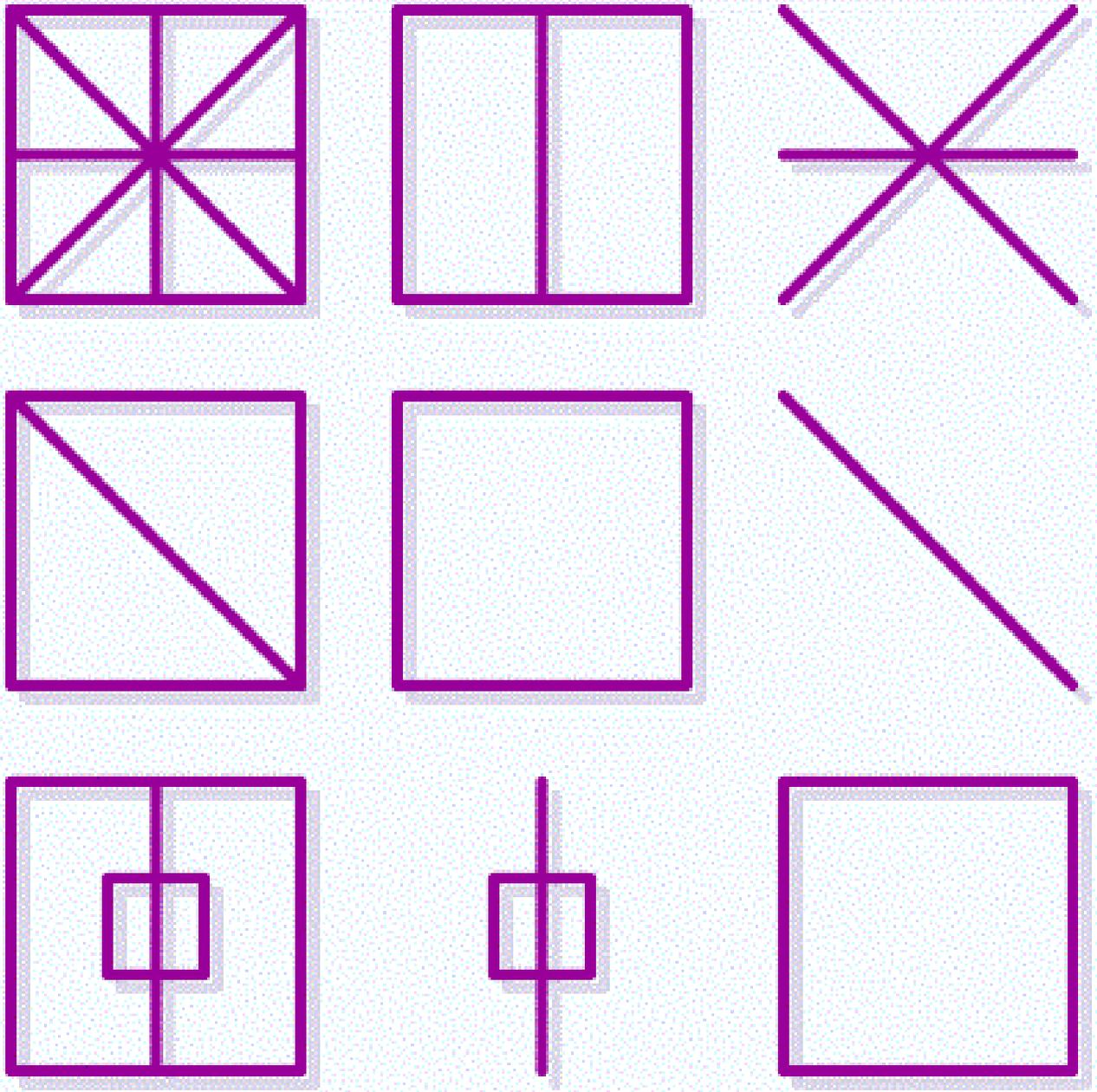
APPENDIX 3A: DOOR PUZZLE

This puzzle is found in Scene 5 of Encounter 2.



APPENDIX 3B: DOOR PUZZLE SOLUTION

This is the solution to the puzzle is found in Scene 5 of Encounter 2.



PLAYER HANDOUT 1: TABLET FRAGMENT



DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

(character name)

HAS RECEIVED STORY AWARDS FROM:
(cross out those not received)

MINI2-2 RAVENS UNDER THE MIDDAY SUN

MINI26 *The Quest for the Cup of Truth Continues*

You have completed the second part of the three part Major Quest to recover the Cup of Truth and root out the corruption in Ravens Bluff.

MINI27 *Touch of the Dead Goddess*

You have braved the depths of the Spellplague-infested temple of Mystra below Ravens Bluff. While most of the effects of your time in that place have faded, one remains.

Anyone who successfully attempts to detect magic upon you using the Arcana skill sees wisps of red mist surrounding you and seven blue-white stars shining around your head.

MINI28 *Shattered Tablet Fragment*

You have recovered a fragment of an ancient stone tablet that is covered with strange writing. This fragment was located in the ruins of the temple of Mystra in Ravens Bluff.

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

(character name)

HAS RECEIVED STORY AWARDS FROM:
(cross out those not received)

MINI2-2 RAVENS UNDER THE MIDDAY SUN

MINI26 *The Quest for the Cup of Truth Continues*

You have completed the second part of the three part Major Quest to recover the Cup of Truth and root out the corruption in Ravens Bluff.

MINI27 *Touch of the Dead Goddess*

You have braved the depths of the Spellplague-infested temple of Mystra below Ravens Bluff. While most of the effects of your time in that place have faded, one remains.

Anyone who successfully attempts to detect magic upon you using the Arcana skill sees wisps of red mist surrounding you and seven blue-white stars shining around your head.

MINI28 *Shattered Tablet Fragment*

You have recovered a fragment of an ancient stone tablet that is covered with strange writing. This fragment was located in the ruins of the temple of Mystra in Ravens Bluff.

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

(character name)

HAS RECEIVED STORY AWARDS FROM:
(cross out those not received)

MINI2-2 RAVENS UNDER THE MIDDAY SUN

MINI26 *The Quest for the Cup of Truth Continues*

You have completed the second part of the three part Major Quest to recover the Cup of Truth and root out the corruption in Ravens Bluff.

MINI27 *Touch of the Dead Goddess*

You have braved the depths of the Spellplague-infested temple of Mystra below Ravens Bluff. While most of the effects of your time in that place have faded, one remains.

Anyone who successfully attempts to detect magic upon you using the Arcana skill sees wisps of red mist surrounding you and seven blue-white stars shining around your head.

MINI28 *Shattered Tablet Fragment*

You have recovered a fragment of an ancient stone tablet that is covered with strange writing. This fragment was located in the ruins of the temple of Mystra in Ravens Bluff.

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	RPGA/DCI Number
1	<input type="text"/>
2	<input type="text"/>
3	<input type="text"/>
4	<input type="text"/>
5	<input type="text"/>
6	<input type="text"/>

DUNGEON MASTER

DM Name: _____

Dungeons & Dragons is a trademark of Wizards of the Coast LLC. © 2010 Wizards of the Coast LLC

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	RPGA/DCI Number
1	<input type="text"/>
2	<input type="text"/>
3	<input type="text"/>
4	<input type="text"/>
5	<input type="text"/>
6	<input type="text"/>

DUNGEON MASTER

DM Name: _____

Dungeons & Dragons is a trademark of Wizards of the Coast LLC. © 2010 Wizards of the Coast LLC