

CORM2-2

# PAIN

## A DUNGEONS & DRAGONS® *LIVING FORGOTTEN REALMS* ADVENTURE

BY PIERRE VAN ROODEN

REVIEWED BY ANDREW SCHNEIDER AND PIETER SLEIJPEN

PLAYTESTED BY JACQUELINE ANTONELLI, RYAN CANNON, ALAN MILLS,  
PAUL MOORE, RT MORA, GEOFFREY PINCUS~BRIMBLE, ROBERT HAMBLY,  
PAUL QUINN, COREY LUXFORD, STEPHEN DANIELS, ALLAN GREENFIELD,  
CRIS FULLER, TRISTRAN KING

A killer stalks the night in the port city of Marsember, hunting down those with ties to the Haldoneir family, while the Agony drug continues to be a blight on Cormyrian society. Can the PCs figure out the killer's motive and stop them before the situation worsens? A *Living Forgotten Realms* adventure set in Cormyr for characters levels 11-14. A *Living Forgotten Realms* adventure set in Cormyr for characters levels 11-14. Part of the *Pain and Suffering* major quest, which starts/continues in *DRAG2-1 Discomfort* (level 11-14) and concludes in *DALE2-2 Agony* (level 14-17).

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

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## 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](http://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](http://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 11 - 14. 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

Marsember is a port city of Cormyr built on an archipelago of islands set in the marsh between the capital of Suzail and the prison city Wheloon.

The Haldoneir family is one of the lesser noble families with influence in this city. The Haldoneirs have a long history of debauchery and depravation, though they've managed to hide most of their darker dealings from the Crown.

Part of the Haldoneir's influence comes from trade. They have the ear of the Spice Lords in Marsember (a group of merchants dealing in various spices, including illegal ones according to rumor), and take a fair share of money from trade both legal and illicit.

Oruthian Haldoneir, one of the family's most influential members, has recently stepped into a deal with a small cadre of shadar-kai. Oruthian believes the shadar-kai are agents of Netheril. The agents have asked him to aid in a plot to destabilize the region by distributing a highly addictive drug that decreases a person's resistance against magical compulsions. In exchange for his aid in distributing the drug, the shadar-kai have promised him wealth, information, and influence - a place among the higher powers once their shadovar masters lay claim to Cormyr.

Initially, this plan went smoothly, and the Haldoneirs made a fair profit. Then things went downhill. People associated with the Haldoneirs were found murdered. Some of these were involved with the Haldoneir's illicit activities - others were innocent merchants or craftsmen. The Haldoneirs are still trying to find out - discretely - who the attacker is.

Several months ago the drug production was uncovered by adventurers and stopped (in *DALE1-7 Arts* and *DRAG1-7 Crafts*). A fair amount of drugs were stored in a Marsember warehouse, but Oruthian suddenly received orders to ship what remained to New Velar in the Dalelands.

He shipped the wares - labeled as building supplies - using Satrat Fowler, a merchant who trades with the Dales. As the adventure starts, Sartrat has just been found dead in the warehouse that held the Agony drug.

Oruthian is becoming convinced the attacker is out to get him, and that the murderer is getting closer.

The killer is someone with a legitimate score to settle with the Haldoneirs, especially Oruthian. The killer has been grievously wronged by Oruthian, but has no way to get to him directly, and now focuses on associates. Some of the murdered are innocent, but the killer is blind to this. He sees all who work for the Haldoneirs as involved in the house's nefarious plots.

## DM'S INTRODUCTION

In this adventure, the killer could be one of three people. Check if any of the players is replaying this adventure, and if so, have them secretly write down who

the killer was. You can then choose one of the remaining candidates, or roll a die to select one. All of these characters appear in the adventure. Those who are not the killer provide information linking the Haldoneir family with the Agony drug cartel.

**The following are candidates for the killer:**

- **Odeyar Sunscapes**, a dragonborn cleric of Amaunator who cares for the victims of the Agony drug.
- **Privana Lilagon**, an eladrin bard, whose husband was murdered by the Haldoneir family.
- **Swordcaptain Welm Bannister** is a former member of the Purple Dragon Knights, now disgraced due to the manipulation of the Haldoneirs.

**Important:** The key element of this adventure is the moral choice provided to the party before the finale. Do they stop a vigilante at all costs because he or she is breaking the rule of law? Or do they change their minds once they realize that Oruthian is connected with the drug cartel?

To create this dramatic effect, make sure the party both realizes that this is a choice and that it feels like a difficult choice. The DM must make the PCs aware between the contrast of the evil of Oruthian (though remember he hides it well) and the injustice done to the vigilante on one side, and the innocence of many of the vigilante's victims on the other.

**Former adventures:** This adventure is part of a cross-regional series of adventures dealing with the Agony drug.

The drug was introduced in the low heroic adventure arc, *DALE1-7 Arts* and *DRAG1-7 Crafts*.

A major quest around the Agony cartel started in *DRAG2-1 Discomfort*. The conclusion of this arc is in *DALE2-2 Agony*.

Each of these adventures references the Agony drug. Some NPCs in this adventure may also have appeared or been referenced in former adventures.

- **Lord Magranet Prio** has been referenced in *CORM1-1 The Black Knight of Arabel*, *CORM1-2 Gangs of Wheloon*, and *CORM1-4 All The King's Men*. In those adventures, she has been represented by intermediates (including, in *CORM1-1*, by a male agent who pretended to be her).
- **Oruthian Haldoneir** was mentioned in *DALE1-7 Arts* as the benefactor of a school.

- **Deskryr Thanterim** appears as the PCs' hirer in *CORE1-1 Inheritance*.

## PLAYER'S INTRODUCTION

The players have arrived in Marsember and are relaxing before looking into their current investigation into the cartel or looking for work. Read or paraphrase the following:

*The weather in Marsember would be called nice, if it weren't for the oppressive humidity that surrounds even the best days in the city. The King's Tower can be seen in the distance to the northwest, its walls smooth and its countenance impressive.*

**If the PC played DRAG2-1 Discomfort:** Some of the PCs may be on the trail of the Agony drug cartel. Those characters have followed a clue provided by Tarun Haethmur of Westgate to the Marsember merchant Sartrat Fowler, who is associated with the Haldoneir family.

Read or paraphrase the following:

*Your investigation into the drug cartel of the Dragon Coast has led you here, seeking out a merchant named Sartrat Fowler because of information you discovered in Westgate.*

*Inquiries indicate he is at one of his warehouses on Spaer isle.*

**If the PC did not play DRAG2-1 Discomfort:** Lord Magranet Prio, Regent of Special Affairs, has been sent information from the Haldoneirs that a number of their friends and associates have been murdered over the past year. While the occasional killing has been known to occur in Marsember, this is a pattern and the Haldoneirs would like it investigated discreetly.

This is why Lord Prio seeks adventurers to look into the matter, rather than employ the Purple Dragon Knights or the War Wizards. This start assumes the PCs are taking a rest in the old Oak inn (adjust if they seek residence elsewhere):

*The Old Oak inn and tavern is known for serving excellent wines, and business is booming today. A bespectacled woman has to squeeze herself through the crowd to get to you.*

*She nods at you as she reaches the table. She wears a gray tabard with the heraldry of Marsember, marking her as a city official.*

The woman is Telure Ambrur, assistant to Lord Prio. She greets the PCs by name, introduces herself, and apologizes for the abruptness of her visit.

***“Lord Prio has heard of your arrival in Marsember, and wishes to speak to you about an urgent matter regarding a series of... incidents.***

***Unfortunately, this morning there was a new... incident, and the lord is attending to the problem right now, unable to approach you directly. We hope you will join us at the Fowler warehouse on Spaer isle immediately.”***

Telure does not explain further (it is not her place), but can lead the PCs to the warehouse if they accept the request.

# ENCOUNTER 1: MURDER IN THE WAREHOUSE

## SETUP

### Important NPCs:

**Lord Exalted Magranet Prio**, female human, regent of Special Affairs (Bluff +22, Insight + 20).

**Telure Ambrur**, female human noble, assistant to Lord Prio.

*You have arrived at Spaer isle, a small island accessible by a single bridge. The isle is crammed with warehouses, old and new - some built so close together that you have to squeeze to get through the interlaying alleys.*

*A sizable crowd is standing outside one of the older warehouses, trying to look inside. Two Purple Dragon knights hold them at bay.*

The crowd is made up of locals who customers of The Drowning Flagon inn. Their meal was interrupted by shouts of murder when a dockworker found Sartrat dead in his warehouse. A drawn curtain prevents people from looking inside.

If the PCs arrive with Telure, the soldiers let them in. Otherwise, one of the knights halts the PCs and Telure comes forward to ask the PCs' business with Sartrat. Realizing the PCs' potential, she then allows the PCs to enter. She orders them to stick with her and refrain from touching anything.

*The warehouse looks mostly empty. One wall still holds a number of wine barrels, but the rest seems to have been cleared out.*

*Next to the barrels lies the body of a man in rich clothes, his hands clamped to his throat.*

*An older woman in chain armor, with a purple cloak and a staff, steps out of the shadows, looking at you and your escort with a guarded curiosity.*

*"Milady?" Telure asks. "I believe these people may be of service to us."*

See Appendix 2 on information on Lord Prio. PCs may be surprised to learn that Lord Prio is a woman, especially if they think they've already met the lord.

Lord Prio has heard of the PCs through their reputation (they may have worked for her, i.e. in CORM1-1, CORM1-2, and CORM1-4) and welcomes them by name. Whether she has sent Telure to find them or whether they have just arrived hardly matters.

She hopes the PCs can aid her with this sensitive investigation.

If PCs were on the trail of the drugs, she first inquires after the PCs business with Sartrat. She is not surprised to find out that Sartrat may have been involved with the drug trade - it strengthens her suspicions that the murders and the drugs are related.

Once she determines the PCs have honest intentions, she asks them directly if they want to aid her with the recent troubles and to do so with discretion.

If the PCs accept, she then relates the following over the course of conversation:

- The man is Sartrat Fowler, a low-profile merchant, who traded with the Dalelands.
- He is one in a series of murders in the city.
- The murders happened over the past three weeks.
- They occurred shortly after the rise of a new drug in the city. Lord Prio does not know if the two events are related.
- The drug is referred to as 'Agony', due to the incredibly painful withdrawal symptoms.
- The other murders were two more merchants, a young nobleman, a mercenary guard, a moneylender, and a ship's mate.
- Several victims had a tie to the Haldoneir family. It was this connection that convinced Lord Prio to look into these murders, though she does not know if it is significant.
- Lord Prio believes she needs new blood to look into this, since city bureaucracy has slowed down the investigation. (In truth, Lord Prio does not trust her own people - she believes Welm Bannister's claim of corruption in her order. Lord Prio is well versed in her job though, and only a DC 32 Insight check reveals that she is holding something back regarding her need for adventurers)
- She can pay the adventurers 1200/2200 gp each if they find the killer.
- The PCs do not get any official powers - they are not part of the guard and do not represent the law. However, Telure can arrange for specific grants, such as the right to search a specific property, or to arrest a specific person. They have to visit her at Starwater Keep to arrange such a grant, but Telure can draw these up fairly quick.

Lord Prio gives the PCs basic information to start with. Give the players Handout 1.

## ENCOUNTER 2: INVESTIGATION

### SKILL CHALLENGE LEVEL 12/14, COMPLEXITY 4 (2800/4000 XP)

#### SETUP

##### Important NPCs:

**Odeyar Sunscale**, male dragonborn cleric of Amaunator.

**Privana Lilagon**, female eladrin bard.

**Welm Bannister**, male human fighter.

**Oruthian Haldoneir**, male human noble.

**Rethate Haethmur**, female human merchant.

**Delthrin the Deadmaster**, male spellscarred human necromancer.

**Deskry Thanterim**, male human merchant.

This skill challenge is divided in scenes that the PCs may visit in order to both locate the vigilante, and discover the true face behind the Agony drug cartel.

The skill challenge can be interrupted early by Encounter 3, whenever it makes sense dramatically, though most likely in Scene 9. In Encounter 3, the party comes across the cartel's thugs, who believe the party is working with the vigilante.

#### SKILL CHALLENGE: INVESTIGATION

**Goal:** The skill challenge determines whether the PCs learn who the vigilante is and whether the PCs discover the truth about Oruthian Haldoneir, so they can bargain with the vigilante and let justice prevail.

**Complexity:** 4 (achieve the goal before earning 3 failures, see below)

**Primary Skills:** Varies

**Other Skills:** Varies

**Victory:** The PCs find information on the vigilante and the Agony cartel before the confrontation with Oruthian Haldoneir takes place. This allows them to face the vigilante before that confrontation.

**Defeat:** The PCs are slowed down in finding information on the vigilante, and have to rush to get to the confrontation with Oruthian Haldoneir.

The investigation is dynamic. The number of successes the PCs make is less important than the progress - some PCs may succeed on this challenge with less than 8 successes, some may need more - the story should be the driving force. Therefore, take the following into account:

**Use only the scenes you need:** You do not need all the scenes in this encounter - select the most logical and appropriate scenes based on the party's choices. This prevents the encounter from drawing out and facilitates replay.

**Track failures, not successes:** It is only necessary to track failures. If the PCs accrue 3 or more failures, the investigation has either sufficiently slowed them down or suffered from bad luck that they are at a disadvantage. This is an abstract way to measure how successful the PCs are compared to the Agony cartel (who are trying to track down the vigilante themselves). You can choose to remove a failure (instead of earning a success) if the PCs are exceptionally successful or find a way to speed up their investigation (but be careful when you do that!).

Only skills that would give a success can give a failure. A skill check can give more than 1 failure if PCs retry and continue to fail.

If the PCs accrue 3 failures and have no idea yet where to go, you can run Scene 10 to bring them to Encounter 3.

**Using 'automatic' information:** Appendix 1 and 2 contain background information on NPCs and organizations. The Streetwise DCs there are mostly as an aid to judge how rare information is. Since it is not part of the skill challenge, consider ignoring skill checks for this information and giving the background information when PCs inquire.

**Confronting the vigilante:** The PCs have a few moments where they can meet the killer. It is possible they have suspicions at the time, but that is not enough to have the person arrested.

If there is a confrontation, the killer tries to flee or turn the PCs against Oruthian. Either way leads to Encounter 3 (when chasing or following the killer), and from there, Encounter 4.

If it somehow comes to an early fight, use Encounter 4 for the killer's statistics, but improvise terrain. The PCs may run into Encounter 3 after defeating the killer - the drug cartel still wants them silenced.

**Divination Rituals:** The three suspects are shielded from divination, so divination rituals (ie. Hand of Fate) fail when they target Odeyar, Privana, or Welm.

Odeyar shields himself. Rethate Haethmur paid for Privana's protection (Privana doesn't know). An ally, the necromancer Esmael Rentgem, has performed Welm's. Those who are not the killer shield themselves because they fear retribution from the Haldoneirs.

## SCENE 1: THE CRIME SCENE

The PCs have a short while to investigate the body before Delthrin's lackeys come to claim it:

*Telure indicates the merchant's body.*

*"The body is undisturbed," she says. "If you wish to examine him, you should be quick. He is bound to be collected soon."*

Telure explains that all dead in Marsember fall to Delthrin the Deadmaster, and that he is quick to collect. See Delthrin's entry in Appendix 2.

### INVESTIGATING THE BODY

What the PCs discover differs for each killer. In all cases, Sartrat's face appears to be blue and his hands are clasped on his neck, indicating he suffocated to death. His breath smells of alcohol, as he is a heavy drinker.

#### Heal DC 16/18 (1 success, 1 maximum)

The PC notices the following depending on who was the killer:

**Odeyar Sunscale:** Sartrat's throat is swollen and he choked to death - an indication of an extreme allergic reaction or poison.

**Privana Lilagon:** There is a small puncture in Sartrat's neck. The puncture is from a blowgun dart (the dart itself was taken). A green discoloring indicates a poison was injected.

**Welm Bannister:** Sartrat was strangled by a garrote. However, stiffness in his joints indicates he was paralyzed while he was strangled.

A successful Heal check opens the following skills:

#### If Odeyar Sunscale is the killer:

##### Dungeoneering DC 21/23 (1 success, 1 maximum)

The constriction is an effect of eating or drinking something laced with constrictor beetle larvae - tiny insects that eat at and irritate the victim's esophagus and throat. A DC 21/23 Perception check finds a splatter of liquid on the floor - a cheap whisky, indeed laced with larvae. The container cannot be found.

#### If Privana Lilagon is the killer:

##### Nature DC 21/23 (1 success, 1 maximum)

The effects and discoloration seem to indicate a poison called *leythlyn*.

#### If Welm Bannister is the killer:

##### Arcana DC 21/23 (1 success, 1 maximum)

The garrote contained a paralyzing poison. The poison left a faint aura, indicating it was created with necrotic magic.

### SEARCHING THE WAREHOUSE

A quick search of the warehouse turns up a hatch in the roof that has been pried open.

#### Perception DC 16/18 (no successes)

Tracks in the floor's grime indicate that a fair number of crates had been moved from the place quite recently. One broken crate, empty and discarded, is in the back. It contains the sign of the Six Coffers Market Priakos. This trading organization has offices all over Faerûn. Sartrat was an independent merchant, but he must have done business with them. The Priakos has offices in Marsember, and a local noble, Oruthian Haldoneir, is a financier of the Priakos.

#### Perception DC 21/23 (1 success, 1 maximum)

While the crate was cleared out, at the bottom are several fine shards of a broken container. The shards are stained with a dark black paste.

The paste is not poisonous, but does leave a numb feeling on fingertips if touched (and if swallowed numbs the tongue, making people drawl their speech).

The PCs lack more time to investigate. If a PC starts a ritual, or asks whether they can perform one, Telure stops them. There are rules that govern the use of rituals on the dead, and they are... complex.

Once the PCs have done their initial search, Delthrin's servants arrive to claim the body:

*The crowd near the doors parts. Three gaunt creatures enter the warehouse. They wear dark blue robes. Their skin is pale and heavily tattooed.*

*The figure in front, a woman with bright eyes and crooked teeth, signals the others to halt. She inclines her head to Telure.*

*"We come to take the dead."*

The three gaunt creatures (obvious undead, a DC 20 Religion check identifies them as blasphemers) are in the employ of Delthrin the Deadmaster (see Appendix 2 and Scene 4). The one on front is Lanaleya, Delthrin's chief lieutenant.

Telure turns the body over to the blasphemers. They place the body, wrapped in cloth, on a stretcher and take it to Blackpillars, Delthrin's residence.

Telure explains that to investigate the body further, they need to speak to Delthrin.

From here, PCs can:

- Question the locales (Scene 2)
- Visit Blackpillars (Scene 4)
- Inquire about Oruthian Haldoneir (Scene 5)
- Find an alchemist to identify the poison or the found paste (Scene 6)

#### TROUBLESHOOTING

Delthrin the Deadmaster and his servitors do not have a malignant role in this adventure. Ensure the PCs know that while he is not a pleasant man, he is bound by honor and magic to serve the city. Similarly, the city is bound to respect the ancient geas as well. The authorities, let alone the locals, are not particular comfortable about it, but have long ago accepted it. Lord Prio stops any PC from using violence against the man.

If PCs are still reluctant or unwilling to work with them, they can also approach the Temple of Aumanathor to do the negotiations for them. Otherwise steer them to another scene, such as the alchemist or Deskyr Thanterim. It is quite possible PCs find enough clues without Delthrin's aid.

## SCENE 2: LOCAL RUMORS

The PCs can investigate local rumors. The most logical place to start is the Drowning Flagon (the closest inn).

A simple inquiry there reveals the following:

- Sartrat was in heavy debts, bad at turning a profit, and a heavy drinker.
- Heul, a half-orc dockworker who worked for Sartrat, found the body.
- Heul cried alarm, but ran off before the guards got there. He is not yet questioned.
- Heul can generally be found in the Old Oak, a cheap inn on the mainland part of town.
- Inquiries regarding the Agony drug yield what the PCs already knew (see Handout 1).
- See Appendix 3 for information that can be gathered on the other murders.

See Scene 5 if PCs are looking for info on the Haldoneirs.

### THE DRUGS TRAIL

PCs may desire to search out who sells the drugs, especially if they establish that Sartrat's warehouse contained it.

It quickly becomes apparent that the remaining sellers are wary of adventurers, preferring to prey on the common folk. The PCs can find the area of town where the drugs are sold, but sellers avoid them unless the searching PCs disguise themselves. If the PCs cannot employ magic, they need to resort to skill.

**Bluff or Stealth DC 16/18** (group check, all PCs participating need to succeed; 1 success, 1 maximum)

The PC either convincingly disguises himself or manages to remain unnoticed, and can approach a seller of the Agony drug.

Once approached, a PC can keep up the ruse and buy a package while inquiring, or corner the seller. A package sells for 5 gp. A seller carries 1d4 packages at a time.

The seller can relate the following:

- He does not know where the drugs come from.
- Originally, another group distributed the drugs. This group was from out of town, and consisted mostly of humans, many of them scarred. The drugs were distributed on the street.
- There must have been a place where the drugs were mixed, but no lab was ever found.
- A week ago, the drug distributions stopped. The drug is getting scarce and as a result the price

went up. The group that distributed it has vanished.

- Nobody has yet managed to recreate the drug.
- A few merchants were known to 'deal' in the drug, or at least its components. One of them, Ioen Maak, was murdered some time ago. Rumor has it that Sartrat Fowler was also involved. Both had ties to the Six Coffers Market Priakos.

It is unadvised that PCs use the drug. If they consume it anyway, treat the drug as if the PC contracted the mindfire disease, with the exception that as long as the PC uses Agony at regular intervals, the mechanical effects are temporarily reduced to those of the initial effect (see below).

The rituals Delay Affliction, Cure Disease, and Remove Affliction work as normal.

Anyone who has ever been addicted to Agony and then cured suffers a permanent -5 penalty on all the Endurance checks against any future exposure to the drug.

### Agony (level 16 disease)

*This drug addles the mind, causing delusions of grandeur. Withdrawal symptoms of the drug are incredibly painful.*

**Attack:** Automatic when consumed

**Endurance:** improve DC 25, maintain DC 20, worsen DC 19 or lower.

	The target is cured.	
<b>Initial Effect</b>	The target gains vulnerable 10 psychic until cured.	<>
	Each time the target becomes bloodied, it become dazed and takes ongoing 10 psychic damage. If the target takes Agony, the mechanic effects are reduced to the initial effect for 24 hours, but he cannot improve on an Endurance check that day.	<>
<b>Final State</b>	The target is dazed. If the target takes Agony, the mechanic effects are reduced to the initial effect for 12 hours.	

### TALKING TO HEUL

Heul can indeed be found at the Old Oak. He is not in a mood to talk, figuring he will get blamed for the murder anyway.

**Bluff, Diplomacy or Intimidate DC 16/18** (1 success, 1 maximum)

Heul gives the PC a glare, then beckons the innkeeper (a huge bald man names Egar), and says, “I think we have a dunker”.

*The innkeeper grins, and moments later brings out a stained tall glass and a large, copper can. He pours a dark, brownish liquid in the glass that gives off a rancid smell.*

*“Blood Mull”, Heul says, indicating the liquid. “So show me you are of proper Oak material. You drink that and not throw up... and I’ll tell you what you want to know.”*

To get answers, the PC has to drink the Mull - a soured wine mixed with various liquors (whatever remains in a bottle goes into the Blood Mull).

**Endurance or Thievery DC 21/23** (1 success, 1 maximum)

The PC manages to drink the Mull and not throw up, or pretends to drink but tips most in his shirt. Heul and the Old Oak clientele are impressed, and Heul answers the PCs questions. He knows the following:

- Sartrat hired Heul and some others to haul several large crates a few days go. They were put on the *Sword of Arabel*, a ship bound for the Dalelands. Sartrat said the crates contained pottery.
- During the loading, Welm Bannister - a former Purple Dragon - showed up. He was looking for a fight or something.
- He and the dockworkers got in a scuffle, and during that one of the crates broke. Welm took one look at the contents and then ran off.
- The crate didn’t contain pottery. Instead, it was filled with clay jars. One jar broke, and the guy who got it on his hands had to sit down for a while. Heul guesses it was poison or something.
- Heul put the stuff in a new crate and shoved the old crate in the back of the warehouse. He didn’t tell Sartrat about the mishap.
- Yesterday evening, Odeyar Sunscale, a priest of Amaunator, came up to him, furious because he had worked on the shipment. Heul promised to speak to Sartrat about it.
- He went to see Sartrat at his warehouse this morning. He didn’t see anyone in the neighborhood that early, except for Privana Lilagon, a dancing girl from the Masked Merfolk, who he guesses was returning from a tryst.

- He waited outside for an hour, but Sartrat didn’t come, so he decided to go inside. That is when he found Sartrat’s body.
- He panicked after finding him and ran off, figuring he would be blamed.
- If Odeyar is the killer: he found a flask next to the body. He thoughtlessly picked it up. He later tossed the flask in a canal.

If the PC fails, he throws up the contents, making Heul and the Old Oak clients burst out in laughter (if he fails a Thievery check, he is caught and gets another drink, for which Thievery cannot be used). Once Heul stops laughing, he suggests the PCs talk to **Welm Bannister, Odeyar Sunscapes, or Privana Lilagon**. He does not disclose why.

Privana and Welm can often be found at the Masked Merfolk (Scene 3). Information on Welm may also be found at Starwater Keep (Scene 8).

Odeyar Sunscapes can be found at Morning Mist Hall (Scene 7).

Appendix 1 lists information PCs can safely gather about Welm, Odeyar, and Privana through Streetwise.

### SCENE 3: THE MASKED MERFOLK

The PCs can meet Privana at the Masked Merfolk, and can inquire after Welm here.

The Masked Merfolk is a club, which opens early in the evening and stays open till sunrise. Its sign shows two masked merfolk embracing each other.

*The Merfolk is a crowded place, but when you arrive the dance floor is mostly empty,*

*The center of attention is a stunning eladrin woman, who plays a lute as she sings a mournful dirge. The patrons have all paused eating their meals and are captivated by her performance.*

*The steward that leads you to your table shakes his head. "A sad girl, our Privana."*

The dirge is a sad song about two fated lovers - when one dies to a murderous blade, the other slowly wastes away over her grief, until finally her heart breaks and she joins her lover in Arvandor.

When the characters ask the steward what he means with his comment he explains that Privana's husband died tragically some years ago.

**Asking around:** The PCs have the following opportunities to uncover information in the Merfolk:

Appendix 1 lists information PCs can safely gather about Welm, Odeyar, and Privana through Streetwise.

**Diplomacy or Streetwise DC 16/18** (1 success, 2 maximum)

More skillful inquiries (Streetwise) or direct questions to Privana or the Merfolk staff (Diplomacy) yield the following regarding Welm:

- Welm caused some consternation earlier when he said the Haldoneir family paid members of the Purple Dragons to arrange their affairs. The suggestion of corruption in the order lost him a lot of respect.

Regarding Privana:

- Her husband was a merchant who was killed years ago in High Dale. Privana believes it was the Haldoneir family who killed him.

#### TALKING TO PRIVANA

PCs may engage Privana in conversation. If they don't approach her, she comes to them. She heard that they investigate the murders, and she is either interested to hear if the PCs have anything on her nemesis, Haldoneir, or (if she is the killer) what they know about her.

**Bluff or Diplomacy DC 16/18** (1 success, 1 maximum)

Privana reveals that Oruthian Haldoneir is an evil man. She knows for a fact that his family was behind the death of her husband - and many others. Haldoneir is doing well these days, and she is certain he has a stake in the drug situation.

With a DC 21/23 Diplomacy check Privana admits that her 'facts' are really just rumors - obtained from Rethate Haetmur. She - or Rethate - do not have any solid evidence.

**Insight DC 21/23** (1 success, 1 maximum)

The PCs detect that Privana is a bit too interested in the investigation. If confronted with this, she admits that she hates Haldoneir. She hopes the PCs uncover what an evil man he is and bring him to justice.

If Privana is the killer, the PC detects that she is a bit nervous, and a bit evasive in her own answers. If called on that, she simply says that everyone has secrets.

If asked where she was last night, Privana says she stayed at the mansion of Rethate Haetmur to talk 'politics'. She went home early in the morning. This is true. If Privana is the killer, she killed Sartrat on her way home.

#### THE RAGING DRAGONBORN

Once the PCs have asked most questions, or when they plan to leave, a dragonborn starts making trouble.

*With a fierce growl, a dragonborn rises up from his seat. Other patrons look startled and surprised as he grabs the table in front of him in both hands and flips it over with a savage yell.*

Next, the dragonborn starts forward to grab a human man sitting there, with the intention to throttle him.

PCs can interfere as follows:

**Acrobatics DC 16/18** (1 success, 1 maximum)

Leap forward to interpose oneself between the dragonborn and the man. This breaks the dragonborn's grip, who then attempts a swing at the PC. The swing is easily dodged, and after a few more swings, the dragonborn collapses.

**Athletics DC 16/18** (1 success, 1 maximum)

The PC pries the dragonborn's hands from his human victim. He struggles briefly before he collapses on the floor.

If the PCs do not interfere, count that as a failure for the skill challenge. If the dragonborn is not stopped, he throttles the man until his victim is almost blue, then suddenly lets go and collapses.

*The dragonborn starts to shake and his mouth begins to foam. He falls to the floor, convulsing and foaming, until he finally lies still.*

The PCs can examine the dragonborn. It is easy to discern that he is dead. Additional information can be obtained:

**Heal or Nature DC 15** (1 success, 1 maximum)

The dragonborn was affected by a drug. If PCs have seen it before, they recognize the Agony drug.

Dragonborn require less water than humans or elves, so the Agony drug is more potent for them.

Privana comes over to examine the body and sniffs the breath of the dead dragonborn, expressing disgust at another lost soul to the Agony drug. Make it clear that this situation intensely angers her. She remarks that someone needs to pay for this.

## SCENE 4: BLACKPILLARS

In order to have a ritual cast on or concerning Satrap, the PCs need to obtain Delthrin's permission - and either cast it in his presence or have it done by the one other temple Delthrin allows to use this magic on the merchant: the temple of Amaunator.

Blackpillars is a collection of interconnected tallhouses and buildings. It stands near the city walls, and has connections to the catacombs below the city.

The dead are brought to the Blackpillars Mausoleum, a building connected through a long gallery to the central tallhouse.

Delthrin is normally not so easy to speak with. He is reclusive, and hardly ever sees others. He will see the PCs, however - he has his own interests, as he suspects one of his apprentices may have been embroiled in the drug war (true: one of his apprentices, Esmael Rentgem, has illegally supplied Welm with information and necrotic poisons, and cast a ritual to shield him from divination magic).

***The rooms of Blackpillars are lavishly decorated, with thick carpets, expensive darkwood furniture, fine crystal and beautiful tapestries.***

***Somehow, though, despite the roaring fireplace and the great windows, the place is dark, gloomy, and above all, cold.***

***A pale man with white hair stares out of the window as you are brought in.***

***"The city is alive," he says, before he turns to face you, "Alive with intrigue, alive with tension, and with excitement. Ironic, then, that it is to the dead that people turn for answers. So... how can I be of assistance?"***

The old man is Delthrin the Deadmaster. He is interested to hear what the PCs know.

### QUESTIONING DELTHRIN

Delthrin does not have much to share for the PCs. He has no knowledge of who committed the murders. He is quite willing to tell them what happened to the other murder victims (see Appendix 3 for what he can share).

If questioned on the necrotic poison used by Welm, he states that he has nothing to do with it. A DC 27 Insight check reveals that he is not exactly forthcoming (Delthrin suspects Esmael Rentgem), but Delthrin doesn't really care if the PCs 'catch' him on lying. He has no intention of letting PCs interfere with his private matters. He suggests they look for people who would employ such a person, rather than make it.

He is not easily persuaded to let the PCs take Sartrat's body or to use rituals on the body:

***"As it is, I have a request by Morning Mist Hall to deliver the body for consecration and burial. The priest is waiting below. After Gelindo, I do not wish to anger Morning Mist Hall further.***

***So, if you wish to question the body, that should be done here and now, so that any information gleaned from it will also be mine."***

Gelindo Reyms is one murder victim Delthrin 'kept'. He animated Gelindo, turning him into a skilled, intelligent undead manservant. See below under 'questioning Gelindo' if PCs ask about him.

### CASTING RITUALS

The PCs can choose to cast any divination ritual on Sartrat at Blackpillars, as long as Delthrin is present. He makes it clear that no rituals can be performed upon the body without his permission once it leaves Blackpillars. He also does not allow Sartrat to be raised unless the priests asks him for it, in which case he grants permission for that spell to be cast at Morning Mist Hall.

Delthrin can even perform a ritual if the PCs desire, as long as the PCs provide the components.

His cold aura is quite menacing during these rituals - whether the PCs cast it or he does. For each ritual cast, any PC present must make an Endurance check:

**Endurance DC 16/18** (0 success, 1 maximum)

Any PC that fails the check loses a healing surge.

The effects of some sample rituals are noted below.

#### Last Sight Vision:

This ritual conveys the following:

If **Odeyar** is the killer:

***Sartrat is at the warehouse. He takes a flask that lies discarded on a nearby barrel. He looks at it curiously, and sniffs it. He then takes a swig. Almost immediately, he grasps his throat, and slowly collapses. The flask clatters on the floor.***

If **Privana** is the killer:

***Sartrat is in the warehouse. He looks up, spying a slender dark shape among the crates. He calls out, but then is hit in the throat by something tiny. He collapses as he struggles to pull out a poisoned dart.***

If **Welm** is the killer:

**Sartrat is in the warehouse. A shadow falls over him. Before he can turn, a garrote is slipped over his head. He paralyzes as the cord cuts into his flesh, and then is strangled to death.**

The PC who gets the vision may notice a vital clue:

**Perception DC 21/23 (1 success)**

If **Odeyar** is the killer: the flask sports the symbol of Amaunator.

If **Privana** is the killer: the shape is obviously a slender woman.

If **Welm** is the killer: the shadow outline is that of a large and bulky human man.

**Raise Dead:** This ritual fails without expending components, as Delthrin only allows the Temple of Amaunator to cast that ritual. If the PCs are willing to pay for the raising of Sartrat, the temple is willing and able to cast the ritual once the body is transferred to them. See for Speak with Dead for any answers to questions PCs may have for Sartrat once he is raised.

**Speak with Dead:** The following can be obtained by questioning Sartrat:

- Sartrat had received a request some weeks ago to lend his warehouse for storing crates. The crates were property of the Six Coffers Market Priakos, a mostly Sembian trading cartel. He was told the crates concerned Amnian pottery and garden ornaments.
- The contact for the Priakos was a man named Laundae Ethari. He didn't know him well, having only met him in the evenings at the Masked Merfolk. (PCs who played DALE1-3 *Master and Servant* recognize the name. Laundae Ethari is a vampire, who is indeed tied to the Six Coffers Market Priakos. He works for a darker force, a woman named Mirabeta Selkirk).
- A few days ago, he got told that the crates needed to be shipped immediately. That order did not come from Ethari, who had already left town, but from Oruthian Haldoneir. Oruthian is known to have a bit of influence in the Priakos.
- He had Heul and his people clear out the warehouse.
- He had a run in with several people after that: Welm Bannister, a former Dragon Knight, accosted him - obviously drunk - claiming the cargo contained drugs. Privana Lilagon, a singer at the Merfolk, was furious that he worked for Haldoneir, and accused him of joining forces with evil. Odeyar Sunscapes, a priest of

Amaunator, was angry as well, blaming him for furthering the blight on the town. None of this made sense to him.

- Heul then told him there was something 'wrong' with the cargo. He asked him to meet at the warehouse so he could show him.
- Sartrat arrived early that day. He inspected the warehouse.
- If **Odeyar** is the killer: The workmen had apparently left a flask at the site. He took a drink from it to steady his nerves - he couldn't resist. He then suddenly couldn't breathe, and suffocated.
- If **Privana** is the killer: He spied someone in the upper walkway of the warehouse. He called out, thinking it was Heul, but then was shot with a poisoned dart.
- If **Welm** is the killer: he was grabbed from behind when a cord was slipped around his neck. He suddenly couldn't move, and then was strangled.
- He didn't see his killer.

#### QUESTIONING GELINDO

PCs may wish to know what happened to Gelindo. Delthrin informs them that Gelindo has become part of his household staff. His talents made him suitable for Delthrin's experiments on creating intelligent undead servants.

Gelindo is now a blaspheme, a construct created from dead tissue. Delthrin's blasphemers are unique in that they are mostly created from a single body. His blasphemers recall much - though not everything - of their former lives. Delthrin is willing to call in Gelindo if the PCs wish to question him, but warns them that it may be hard to get the answers they seek.

**Gelindo is a pale young man, who turns out to be stunningly handsome, even in death.**

**Delthrin looks at him with affection. "A wonderful work," he muses. "Perfect. Well... almost perfect. Gelindo, these are my guests."**

**The young man turns to you and bows gracefully. His hands come to the front of his chest, and his fingers move in a strange pattern.**

**"An unfortunate effect of his death," Delthrin says. "Gelindo lost his voice. He can only communicate through thieves cant."**

The PCs can question Gelindo, but Delthrin offers no way to communicate with Gelindo, who cannot speak and lost the ability to write. Telepathy, should the PCs have access to it, works.

Otherwise, PCs either need a Comprehend Language ritual to understand Gelindo, or they need to make a Thievery check after every question to understand the answer:

**Thievery DC 16/18 (0 success)**

With a successful check a PC understands one answer. On a failed check the answer is unclear.

Gelindo can relate the following:

- He used to be a dancer and escort at the Masked Merfolk.
- He is originally from Sundabar. He has no family in town, and very few friends.
- On the night he was murdered, Gelindo was coming home from a party held by Oruthian Haldoneir.
- Gelindo was often in attendance to those parties, where he entertained the lords and ladies.
- If **Odeyar** is the attacker: Something heavy leaped on him. He was pushed to the ground and then strangled to death. The one strangling him had tough hands with sharp nails.
- If **Privana** is the attacker: He felt a sharp pain in his neck. When he reached up, he found a small dart. Before he lost consciousness, he saw the faint outline of a slim figure.
- If **Welm** is the attacker: Someone grabbed him from behind with a garrote. The person was heavy and strong, and smelled of alcohol.

**HANDING OVER THE BODY**

Once the PCs are done with Sartrat, or if they decline to use rituals, the body is turned over to the temple of Amaunator.

The priest coming to collect the body is Odeyar Sunscapes. It obviously vexes the priest that he is dependent on the necromancer's graces to be able to grant the man a proper burial.

If the PCs pay for it, he is prepared to have a Raise Dead ritual cast once the body is at the temple. He asks Delthrin - with gritting teeth - for permission, and the necromancer grants it.

**WELM: QUESTIONING ESMAEL RENTGEM**

It is possible that PCs uncover that Esmael was the person who created the poison for Welm. To find her, they need to succeed in the following:

**Streetwise DC 21/23 (on a specific question regarding the poison, 1 success, 1 maximum)**

Jag Threefinger, a shady rogue, reveals Esmael Rentgem as a person crafty with poisons. He also knows Esmael accidentally partook of the Agony drug. It took her quite some effort to get rid of the addiction AND keep that from Delthrin, her master. Esmael vowed to take down the drug cartel, and apparently, she knew someone who could.

It is easy to uncover that Esmael is an apprentice of Delthrin. Delthrin, however, does not let the PCs speak to her and asks them to come back another day. If the PCs want to speak to her, they need to approach her with stealth.

**Stealth DC 21/23 (1 success, 1 maximum)**

The PCs locate Esmael Rentgem and corner her before she gets away. They have to either shadow her as she gets out of Blackpillars to buy spell components on the market, or they have to infiltrate Blackpillars Hall and locate her office.

Once they find Esmael, they can confront her.

**Intimidate DC 21/23 (1 success, 1 maximum)**

Esmael admits that she brewed the poison. She created it for Welm Bannister. She does not know what Welm was planning with it, but Welm was going against the drug cartel, and that was good enough for her.

On a failure, Esmael simply refuses to admit she brewed the poison. She says that the PCs should focus their investigation on the Agony drug cartel if they want to catch the killer.

## SCENE 5: ABOUT ORUTHIAN HALDONEIR

The PCs try to determine Oruthian Haldoneir's link to Sartrat and the vigilante.

See Appendix 2 on general information regarding the Haldoneirs.

### Streetwise DC 21/23 (1 success, 1 maximum)

Two people may know more about Oruthian Haldoneir: Rethate Haethmur, who is a fierce rival of the Haldoneirs, and Deskyr Thanterim, a merchant who courts Neleen Haldoneir.

If the PCs fail this check, they still find this information - it just takes them much longer.

### VISITING THE HALDONEIRS

Talking to Oruthian or any other Haldoneir is not possible in this adventure until Encounter 4 - the Haldoneirs have no desire to talk to the PCs and avoid them.

If somehow confronted, they call the guards to have the PCs removed. They deny involvement and blame it on rivals (such as the Haethmurs) or anarchists.

### VISITING THE SIX COFFERS MARKET PRIAKOS

The Priakos operates from Stormwinds Towers, property from the Illeon family, who handle most of the Priakos business in Marsember.

The young and inexperienced Alban Illeon is willing to speak to the PCs if they visit the estate:

- Alban is galled to hear that someone apparently tries to implicate them.
- He assures the PCs that the Priakos does not deal in illicit goods - but that he will have a look through the books (which brings up nothing).
- Alban assures the PCs that the cargo stored in Sartrat's warehouses was pottery and sandstone ornaments - the latter was meant for a construction site in New Velar and was shipped off in haste as it was late.
- If the crates contained something else, then someone must have switched them.
- A man named Laundae Ethari actually dealt with the order. Ethari is a Sembian from the Priakos' head offices in Selgaunt. He returned there a few days ago. Alban only saw him once, and thought he was quite friendly and sincere.

### VISITING RETHATE HAETHMUR

Rethate Haethmur hates the Haldoneirs. The feud between her family and them has been going on for decades.

She is smart enough to not enter illegal affairs herself. Instead, she has carefully groomed someone else to do the killing for her, feeding Welm, Privana, and Odeyar information that lead to the inevitable conclusion that Haldoneir is behind the Agony drug.

Even Rethate does not know who the real killer is, though she knows it is one of these three.

Rethate is eager to speak to the PCs. She knows she can find another way to expose Haldoneir. She is prepared to sacrifice her pawn, though she has grown very fond and sympathetic to Privana - so much that she secretly paid a wizard to cast a ritual that wards the girl from divination magic.

Rethate resides in a tallhouse at the edge of the waterfront (a relatively new district). She can tell the PCs the following:

- She believes Sartrat Fowler was used by the Six Coffers Market Priakos for their dirty jobs: smuggling drugs.
- The Priakos is a Sembian cartel, which she believes is infiltrated to the top with Sharrans. Their connection to Oruthian Haldoneir only confirms her suspicion.
- The Haldoneir family is scum. They are corrupt, evil-hearted, degenerate aristocrats and enemies of the Crown. Her own family does not care much for Obarskys, but the Haldoneirs want them to go down.
- The PCs should focus their attention to the drug cartel, rather than the murders.

Rethate can also reveal information regarding the murder victims. See Appendix 3 for what she knows.

During the conversations, PCs may notice Rethate's subterfuge:

### Insight DC 21/23 (1 success, 1 maximum)

Rethate actually seems pleased with the happenings. She is overeager to implicate Haldoneir, and she seems to know far more than she tells.

Once the PCs realize she is holding something back, they can pressure her into admitting her own role in the story:

### Intimidate DC 16/18 (1 success, 1 maximum)

Rethate admits that she has feeding this information to Welm Bannister and Odeyar Sunscapes with the goal to turn them on Oruthian Haldoneir and expose him. Her efforts may have been a bit too successful, leading to a string of attacks that she didn't intend. She blames Oruthian Haldoneir, and is blind to her own responsibility.

If the PC made DC 21/23 (or ask her directly about Privana), she also admits steering Privana Lilagon that way.

There is little the PCs can do against Rethate. Lord Prio, when informed, resolves to keep an eye on the family, but otherwise does not act against her.

#### VISITING DESKYR THANTERIM

PCs who played *CORE1-1 Inheritance* have met Deskyr Thanterim before, and may even have helped him re-establish part of his fortunes, formerly lost to the Shades.

Those who know him are automatically granted an audience. Otherwise, they need to use their skills to arrange one:

#### History DC 16/18 (1 success, 1 maximum)

The PCs manages to use his knowledge of the established order and noble houses to quickly arrange for a meeting, though the 'established channels'.

Failure means that the audience is granted, but it takes more time and draws attention due to its clumsy handling.

Deskyr Thanterim is quite willing to help the PCs with their investigation. He has, through his relationship with Neleen, become aware that the Haldoneirs are connected to some of the murder victims. He knows the family does not like to let that out, but is willing to share his knowledge with the PCs if they promise to be discrete.

See Appendix 3 for what Deskyr knows about the various victims.

Deskyr arranged, at the request of Lord Prio, an apartment for Welm Bannister after he was disgraced. He only reveals this if the PCs ask about Welm Bannister. He does not know why Lord Prio asked this.

More importantly, Deskyr paid (using Neleen's money) for the raise of Fallela Hold. Fallela has not been out in public since; she stays in a guest room at Deskyr's mansion. He is willing to get her for the PCs.

**Questioning Fallela:** Fallela did not see her attacker. She was caught off guard, working late in her shop.

- If **Odeyar** is the attacker: Someone strong grabbed her and pressed a foul cloth to her nose that stunned her. She could hear a voice muttering what seemed like a prayer before her neck was broken.
- If **Privana** is the attacker: She thought she heard a shrill note, like a song, moments before she was paralyzed. She was stabbed in her heart from behind while held motionless.

- If **Welm** is the attacker: She was grabbed from behind with a garrote and strangled to death. She saw a flash of purple cloth, from a robe or cloak, before she died.

## SCENE 6: THE ALCHEMIST

PCs may wish to identify the poison used to kill Sartrat, or to find out more regarding the Agony drug using the paste they found in Scene 1.

The best known alchemist in Marsember is the gnome Felgrain Orisman, importer of exotic quaffs and philters (medicinal concoctions). He has a shop, *Orisman's Apothecary*, on a side street of Fendrol's Way.

*A loud bell sounds when you enter the shop.*

*An old withered gnome leans over a desk, rolling leaves into pellets and dropping them in a bottle.*

*He's doing it on feel, since the milky orbs that make up his eyes are sightless.*

*He lifts his head, his eyes unseeing.*

*"Customers, hmmm?" he says in a rasping voice. "What can I serve you with?"*

Felgrain is an apothecary, and knows a lot about poisons. He deals in some of them - some poisons are used as ingredients for philters - and also keeps a tab on who trades in poisons and with whom.

Felgrain is as blind as a bat, and hard of hearing. The latter he sometimes plays up - his idea of fun in what makes up a fairly lonely life. Talking to Felgrain can be a lesson in patience.

If the PCs bring an item coated in poison, or an accurate description (which has to be brought slowly, repeatedly, and loudly), Felgrain thinks long and carefully for he mumbles:

*"Hmmm.. Hmmm, yes, yes. I see. I see. Yes, I think I can help you. Now... Hmmm... where is that darn book?"*

*He starts rummaging blindly on the shelves behind the counter.*

*"Hmmm. Must have left it on the shelves. Get if for me, will ya? Big red book. Top shelf, I think."*

**Perception DC 16/18** (1 success, 1 maximum)

The PC locates the book, which Felgrain identifies as "Encyclopedia Medicinae". It is a big red book with a red leather bindings.

If the PCs fail the check, they identify the wrong book ("Secrets of the Wee Fey", a book on creating fairy dust).

Both books are on top shelves, wedged between several boxes and bottles, and several feet out of reach.

There is a rickety ladder that can barely hold weight (stepping on the bottom ladder snaps it off). How

Felgrain ever got the book there is a mystery. It is obvious that Felgrain doesn't feel like answering any other questions until the PCs bring it to him.

Getting the book can be down in a variety of ways.

**Acrobatics DC 16/18** (1 success, 1 maximum)

The PC climbs and balances on chairs, shelves and other not-very-stable furniture to get to the book. Once he gets there, he can use Athletics try to dislodge it. Failure means the PC falls, taking a shelf of various bottles and boxed own.

**Athletics DC 16/18** (1 success, 1 maximum)

The PC unwedge the book. Failure means the book comes loose - but so does the PCs, being him down and taking a shelf or two with him.

**Magic** (no successes)

Certain magical powers or rituals may summon or manipulate the book. The *mage hand* power is not strong enough to unwedge the book though.

Most materials in the section where the book is are not very valuable - not more valuable than the book, anyway. Still, should the PCs knock over a shelf, Felgrain throws up his hands and moans about his misfortune as if the PCs half-wrecked the place. If the PCs bring the wrong book, Felgrain instantly identifies it, groans, and then sends them to get the right one.

Once Felgrain has the proper book, he puts it on the shelf behind him and says.

*"Right. Now... What was it you wanted to know?"*

Now he had his fun, Felgrain is quick to deliver the PCs with any knowledge he had on the subjects they put before him. Provided the PCs either bring the paste or poison, or know to give an accurate description, he tells the following:

- **On the paste:** The paste is a dark mix of mashed kilaki leaves in strange oil. The leaves are known to enhance people's senses, not numb them. The oil is what causes the wooziness of those who touch it. Felgrain believes that the oil is made up of illithid brain fluids. That means - according to his research - that it is likely a base for producing Agony. To create actual drug, an additional alchemical process is needed.
- **On the Agony drug:** Felgrain studied the drug, having obtained a sample through contacts. He has determined that the drug gives a false feeling of confidence and security. It is

incredibly addictive, and those who wish to stop suffer incredible pain. The drug also lowers a person's resistance against charms. The cause of both the addictiveness and the susceptibility to charms is due to the presence of illithid mind fluids in the drug. Felgrain feels quite smug that he discovered this, as it is hard to detect.

- **On the poison found:** The PCs either need to bring a sample or a description. Felgrain questions them on some specifics, before he gives his suspicions:
- **Odeyar:** Constrictor beetles - or red scavenger beetles - are dangerous when swallowed, but are otherwise harmless. Healers often use them to clean open wounds. Morning Mist Hall uses the beetles, for instance.
- **Privana:** The effects and discoloration seem to indicate a poison called *leythlyn*. In less concentrated doses and digested, it's often taken by fey as a hallucinogenic and sleep aid. Concentrated, a minor amount can kill you. Because it can be used for medical purposes, Felgrain does stock it. He sold a sample of it only a few weeks ago. The customer had a nondescript voice - possibly a disguise - but spoke elven without accent, and he felt small hands when he gave the concoction.
- **Welm:** This sounds like a poison called *wraitgrip*. It is created through necromantic rites, so Felgrain doesn't deal in it. The reason he believes it is this poison is that someone bought up a stock of leaves Felgrain had his eyes on. The stems of these leaves are used in the poison's production. The buyer was, apparently, a burly man with a purple cloak, who smelled like he drank too much. Felgrain believes a knowledgeable necromancer would be needed to create the poison. The buyer likely has had access to such a person.

## SCENE 7: MORNING MIST HALL

The PCs may go here either to investigate the victims of the drug, or once Delthrin frees Sartrat's body to the temple.

*The tall, slender tower of Morning Mist Hall seems to be made up of alternative tiles of stone and yellow-tinted stained glass, and the sun's light through the tower illuminates the courtyard and nearby buildings with a bright, cheerful golden aura. A number of people seem to be using this area for relaxation, walking about the courtyard in calm conversations or sitting on the grass contemplating their day.*

Morning Mist Hall is the temple of Amaunator, lawful good god of the sun. Its high priest is Morninglord Mernis Calnwel. His second is Odeyar Sunscapes, a dargonborn.

The Hall has nine other priests and acolytes, and several supporters that offer their services here. One hall of the temple is set up as an infirmary, where those who suffer the withdrawal symptoms of the drug are brought and nursed back into health.

When the party enters the Hall, they find themselves in one of a number of worship areas.

**If the PCs come here on their own**, a large, golden-scaled dragonborn is at the pulpit and a number of worshippers, human and dragonborn alike, are listening intently to his fiery sermon.

Some samples of his sermons are:

*You see the Morninglord as a placid, calm, and loving god, but know this, that he has a burning side, as ferocious as the sun, to those who worship evil.*

*And the great evil today is out in our streets. You have seen its work: this drug that claims or loved ones! It is the work of darkness!*

*And turn not to the nobles to protect us! Likes as Haldoneir will not aid us - they prey on us and enjoy our weakness. No, true true worshippers of The Keeper rise up, and fight this evil, and all who associate with it!*

*Strike down evil at its heart! Those that traffics in this disease will not be mourned! They will suffer forever in the Wall of the Faithless, enduring eternal torture for their crimes!*

The priest is Odeyar Sunscale, who has come to interpret some of the doctrine of Amaunator to believe that the greater good is worth doing small evils. His claim, that drug dealers end up in the Wall of the Faithless is false - the wall only takes those who worship no deity.

**If the PCs come with Odeyar to bring Sartrat's body** (see Scene 4), the lesser priests take the body to prepare it for viewing. They put the body on a slab in an alcove off to the side of the chapel for a day for mourners to visit. If the characters come here later in the day, they find the body covered in a thin layer of some kind of embalming wax.

### TALKING WITH ODEYAR

Some basic background on Odeyar is in appendix 1.

It is quickly apparent that Odeyar is very passionate about aiding his patients and ridding the town of the Agony drug.

**Bluff or Diplomacy DC 16/18** (1 success, 1 maximum)

Odeyar claims that Oruthian Haldoneir has been sponsoring the agents that traffic the drug. He is convinced that the man is the mastermind of it all. He has no evidence, but a woman confessed this knowledge to him during a service. He does not know who the woman was, as she wore a veil and he didn't ask, but he believes she was quite rich and knew her way around the nobles (the woman was Rethate Haethmur).

He recalls Sartrat at a lost soul, who was getting on the wrong path. He heard from Welm Bannister that Sartrat's warehouse held alchemical components that he thought were the basics for the drug. Odeyar confronted Heul, the foreman, and his reaction strengthened his suspicions that Haldoneir was involved, as the crates were from the Six Coffe Market Priakos, in which Haldoneir has a stake.

**Insight DC 16/18** (0 success, 1 maximum)

Odeyar is agitated. He obviously is not much concerned about the deaths, as he sees them as righteous retribution.

If Odeyar is the killer, the PC also detects that Odeyar is quick to anger and suspicious of everyone - nearly paranoid. He is obviously under a lot of stress. This also allows use of the Heal skill.

**Heal DC 21/23** (after a successful insight, 1 success, 1 maximum)

Odeyar's eyes are slightly dilated. He seems ill, though he denies this. On a DC 21/23 Diplomacy Odeyar allows a PC to examine him further. A second

heal check confirms that Odeyar is not well, and identifies the cause from indirect contamination by the drug.

Odeyar refuses to believe this. If the PCs bring it to the attention of the other clerics, high priest Mernis Calnwel orders Odeyar to stop his work, and take a few days rest to recuperate. Odeyar then reluctantly retreats.

#### **INVESTIGATING THE SICK**

If the PCs wish to investigate the sick, a priest leads them to the infirmary.

#### **Heal DC 15 (no successes)**

The PC can identify the effects of the drug. See Scene 2 for a full description.

The various patients know nothing of the murders. New patients can tell that the drug has been getting much more expensive, and that word on the street is that the drug is running out.

#### **CONSTRUCTOR BEETLES**

The temple uses constrictor (or red scavengers) beetles to clean wounds. A young priestess is willing to show them to the PCs.

However, when she arrives at the terrarium where the beetles are normally kept, it is clear that there are no larvae left - someone took them.

There is no trace of who took the larvae - anyone could have snuck into the room where the terrarium stood.

## SCENE 8: STARWATER KEEP

Marsember has a garrison of over 2,100 Purple Dragon Knights, and a handful of war wizards. The Purple Dragon Knights headquarters is Starwater Keep in the eastern part of the city.

PCs most likely go here to find information on Welm Bannister. The basic rumors on Welm can be found in Appendix I. Asking around here can quickly make the PCs unpopular. Most consider Welm a traitor, and do not like to talk about him. People asking sensitive questions are not appreciated.

### **Streetwise DC 21/23** (1 success, 1 maximum)

A young Purple Dragon reveals that the evidence against Welm was rather thin. Lots of people were getting frustrated with Welm and he isn't sure if they were all that fair to him. If they want a true account, they have to talk to the Lionar Nori Dalvel. This allows the PCs to track Nori down and ask her questions, though they have to get her to open up first.

### **Diplomacy DC 16/18** (1 success, 1 maximum)

Nori reveals the following:

- The evidence against Welm was not convincing. Welm was not known to use drugs and never had drugs on him - the only drugs found were in his house.
- The Dragons doing the search were no friends of Welm. In fact, he had openly chastised them for dealing with the Haldoneirs.
- Welm thought the Haldoneirs were paying some of the Purple Dragons to pave the way for his deals, causing problems for opponents and aiding friends.
- He claimed the Haldoneirs dealt in illicit goods, but that proof had gone 'missing'. The insinuations upset a lot of Purple Dragons.
- She doesn't know if Welm is right or paranoid, but is convinced he is innocent.
- Aside from Sartrat, one of the other victim's names also came up some time ago in connection with Haldoneir. She does not recall which one, but maybe there is a connection?
- She suggests the PCs speak to either Rethate Haethmur or Deskyr Thanterim if they wish to know more about the Haldoneirs. Rethate hates the Haldoneirs, while Deskyr is courting Neleen Haldoneir.

Starwater Keep is also where the PCs can get a warrant to search a house (i.e. if they suspect someone, see Scene 9), or speak to Lord Prio or Telure Ambrur.

Neither have much to add to the PCs unless they get stuck (see Scene 10), or when the PCs wish to confirm the Haldoneirs' connection to the murder victims.

## SCENE 9: HOUSE SEARCH

At some point, the PCs may want to confront the person they suspect to be the vigilante - or get more evidence on them. Telure can arrange for them permission to search the subjects house.

**Odeyar** normally resides at Morning Mist hall, but also owns a small home. It is on Tarnsar Lane, near the main bridge connecting Gauntan Isle with the mainland, only a few blocks from Morning Mist Hall. This area has been expanded, and the canals that fell dry here were built over with shops and new residences, creating a network of buildings, stairways, and bridges.

**Privana** lives on Stormrock Isle, on Fendrol's Way. Her small apartment above a barbershop looks out over Lyrithorn (the villa of the Illance nobles of Marsember). The canals here are deeper and still hold water.

**Welm** originally resided at Starwater Keep, but when he was disgraced, Deskyr Thanterim (at the request of Lord Prio) arranged for an apartment where he could stay. His place is on Fishgut Rock, on Hamarhantus Lane. The canals around Fishgut Rock are now used for grazing.

If the PCs took some time investigating before they move for the vigilante's house, run Encounter 3 when they arrive. If they were relatively fast, run Encounter 3 after the PCs leave the house.

**Entering:** Nobody is home when the PCs arrive. They can easily break open the door, or pick the lock.

Once inside, they can search the premises. Note that if PCs fail a check, they eventually manage to find the confessions and decipher them. It does take them longer.

### ODEYAR SUNSCALES RESIDENCE

Odeyar has written down his acts in prayers, though he warded them with a warding ritual.

#### **Perception DC 21/23** (1 success, 1 maximum)

The PCs find a collection of notes, written on vellum, in a scroll case hidden in a hollow wooden statuette of Amaunator. The notes seem to contain prayers.

#### **Religion DC 26/28** (1 success, 1 maximum)

The PCs detect the wards, and manage to dispel them before reading the texts. Failure means the reader takes 10 ongoing radiant damage (save ends), and the prayers are partly burned.

It is a list of prayers, asking Amaunator for forgiveness to the necessary deaths dealt by Odeyar to the 'criminals'.

It ends with a prayer asking for forgiveness for the death Odeyar is to bring to Oruthian Haldoneir, at the Cloven bridge market that evening.

### PRIVANA LILAGON RESIDENCE

Privana used a minor kiira, a lore gem, to record her doings, a testimony to her dead husband.

#### **Perception DC 21/23** (1 success, 1 maximum)

The PCs find a small gem. It is in a stone urn, which otherwise contains only ashes.

#### **Arcana DC 26/28** (1 success, 1 maximum)

The PCs recognize the lore gem, and manage to activate it and look inside. If the PC fails the check, he gets the information, but takes 10 ongoing psychic damage until he manages to pull the lore gem off his head (save ends).

The testimony shows Privana, in tears, telling her deeds to an invisible spectator (her husband).

She finally reassures her husband that she will deal with Oruthian Haldoneir that night, having set up a confrontation at the Cloven bridge market.

### WELM BANNISTER'S RESIDENCE

Welm kept a diary, with notes on his victims. It is locked in a small chest.

#### **Perception DC 21/23** (1 success, 1 maximum)

The PCs find a small box under a loose floorboard.

#### **Thievery DC 26/28** (1 success, 1 maximum)

The PCs manage to open the lock of the chest without setting off the trap. If the trap is triggered, an acid vial bursts. It deals 10 ongoing acid damage (save ends) to the person opening it and burns part of the papers.

The notes are in diary form, detailing the deaths dealt by Welm. He regrets the acts, but deems them necessary to stop the corruption of Haldoneir.

The last entry describes his intention to finally face Oruthian Haldoneir at the Cloven bridge market that evening.

**Evidence against Haldoneir:** No version of the killer has any solid proof against Haldoneir. He or she exhibits frustration in their confessions at not being able to find any evidence, and is convinced corruption among the Purple Dragons is the reason.

## SCENE 10: HAPPENSTANCE

Only use this scene if the PCs can't figure things out and have already achieved 3 failures.

Telure arrives, asking for an update. If the PCs have not yet identified the killer among the three most likely vigilantes, Telure suggests they search the premises of each of them - send the PCs to scene 9. They only find something of interest at the killer's residence.

If PCs do not even have the three suspects figured out, Telure asks them questions until she has them mention these names - if all else fails, she provides the names herself, drawing on knowledge she gathered. This should obviously be done as a last resort.

## ENDING THE ENCOUNTER

The encounter ends when the PCs find evidence of the killer's identity.

If they accrued 3 failures in the process (on any skill that could give a success), they have spent too much time in their investigation - and the killer has a head start.

**Success:** The PCs know what the killer is planning, and manage to get to Cloven Bridge market (Encounter 4) in time to prevent unnecessary bloodshed.

**Failure:** The killer has a head start, and the confrontation with Haldoneir has started when the PCs finally arrive.

## EXPERIENCE POINTS

The PCs gain 560/800 experience points each for tracking down the killer in time, half if they failed the challenge.

## TREASURE

There is no treasure in this encounter.

## ENCOUNTER 3: THE CARTEL STRIKES BACK

ENCOUNTER LEVEL 10/12 (2700/3800 XP)

### SETUP

This encounter includes the following creatures at low tier:

- 1 crushing wave hierophant (level 12)
- 2 human murderers
- 2 Thuranni assassins

This encounter includes the following creatures at the high tier:

- 1 crushing wave hierophant (level 14)
- 2 human murderers (level 12)
- 2 Thuranni assassins (level 12)

This encounter happens either when the PCs investigate the vigilante's house, or when stuck in their investigation.

The vigilante's house is in one of residential districts of Marsember, built up or around a series of islands and bridges. Scene 9 describes the actual location of each house.

**After Scene 9 in Encounter 2:** The PCs start next to the vigilante's house. The cartel members start on the other side of the bridge.

The cartel arrives on the scene when the PCs leave the house. The thugs assume the PCs are in league with the vigilante (after all, the PCs have been investigating in their affairs as well). They immediately attack.

*Several people approach over the bridge, weapons in hand.*

*"Dark and empty!", one of them curses. "they got here first! They must have warned [him/her!], but this won't be in vain! Let's offer them to the Willing Whip!"*

**Before or at the start of Scene 9 in Encounter 2:** The cartel members start next to the vigilante's house. The PCs start on the other side of the bridge.

The party hears the sound of battle ahead in the city (Scene 10 in Encounter 2). The cartel has set up an ambush for the vigilante, and he or she has sprung the trap.

The mercenaries cornered the vigilante, but underestimated their quarry - when the PCs arrive, he

or she has just fled, escaping across the rooftops or jumping off the bridge into the water/canals below, depending on the vigilante. The PCs arrive to see the frustrated cartel members gazing after their quarry. Seeing the PCs, they vent their frustration on them.

*The sound of combat dies out, but is followed by a large splash. Up ahead, several people crowd around near a house whose door is broken open.*

*"Dark and empty!", one of them curses. "You incompetent fools! [He/She] got away!"*

*He turns about in rage when he spots you.*

*"Ah! All is not lost! There are his/her cronies! Let's offer them to the Willing Whip!"*

The "Willing Whip" is a title for Loviatar, the evil goddess of pain and suffering (common knowledge).

### FEATURES OF THE AREA

**Illumination:** The streetlamps shed dim light throughout the area.

**White spaces:** The terrain in between the walkways varies depending on the killer.

**Odeyar:** The white space is shops and apartment buildings whose roofs rise to the indicated height.

**Privana:** The white space is a cascading series of watery channels at the indicated depth. The channels are 5' deep. They provide cover, require a DC 10 Athletics check to swim, and reduce falling damage by 1d10. It is possible to swim under the surrounding bridges (wide stairs and narrow walkways).

**Welm:** The white spaces are former canals that fell dry and are now used for crazing cattle, at the indicated depth. It is possible to walk under the surrounding bridges (wide stairs and narrow walkways).

**Narrow Stairs:** The narrow stairs are difficult terrain. If the white spaces are water or grazing land, they lead up from there. If there are buildings, the stairs are dead ends, leading to lower-level apartments.

**Narrow Walkways:** The 5-foot wide walkways are small bridges.

**Wide Stairs:** The wide stairs represent an arched bridge. They are difficult terrain.

### TACTICS

The cartel members fight together to the best of their abilities. If the fight takes place in an area of canals they attempt to bull rush melee fighters off the bridges and isolate ranged attackers. If the fight takes place in the residential area, they take advantage of cover and attempt to surround the PCs by circling the party or climbing the buildings.

The assassins immediately go for concealment and the hierophant moves the murderers as close as possible. He then continues to move them to allow them to get extra attacks.

**The Purple Dragons:** After five rounds, the Purple Dragons, headed by lionar Nori Dalvel, arrive to end the fight. Any assassins still standing attempt to flee and are quickly pursued.

## SCALING THE ENCOUNTER

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

**Four PCs:** Remove one human murderer.

**Six PCs:** Add one human murderer.

## ENDING THE ENCOUNTER

The Purple Dragons arrive quickly if they have not already. Lionar Nori Dalvel asks for an explanation from the PCs, but having been informed that the PCs work for Lord Prio, is quick to believe them, and does not push if the PCs refuse to reveal more. She sends her knights to round up the cartel members, and informs the PCs they are free to go - for now.

If the PCs defeat the thugs, they may interrogate the cartel members, which may help them to confirm who the vigilante is. The members know the name of the vigilante. They assume the PCs are associates with him or her.

Initially, the members pretend to be 'bounty hunters'. A DC 16/18 Insight check reveals that as a lie. Searching the members reveals a few packages with a whip symbol - empty Agony drug parcels.

A DC 16/18 Intimidate check has the members admit a man, who wished to be anonymous, tipped them with the name of the vigilante. The assassin followed the tip-bearer home, which lead to one of the mansion houses of the Haldoneirs. The assassin doesn't know who the tip-bearer really was (a servant of Oruthian Haldoneir).

If the PCs have not yet done Scene 9, this would be the moment to find out where the vigilante went (the house broken into is the vigilante's). The cartel members didn't search it yet.

If the PCs inform Nori Dalvel of the upcoming confrontation, she tells the PCs to go ahead, as they are much faster. She meanwhile informs Lord Prio, and follows shortly after with her knights, arriving in Encounter 4 once that fight ends.

## EXPERIENCE POINTS

The PCs gain 540/760 experience points each for successfully defeating the cartel ambush.

## TREASURE

There is no treasure in this encounter.

## ENCOUNTER 3: THE CARTEL STRIKES BACK STATISTICS (LOW LEVEL)

Human Murderer	Level 10 Brute
Medium natural humanoid, human	XP 500
<b>Initiative</b> +8 <b>Senses Perception</b> +6	
<b>HP</b> 128; <b>Bloodied</b> 64	
<b>AC</b> 22; <b>Fortitude</b> 22, <b>Reflex</b> 19, <b>Will</b> 17	
<b>Speed</b> 6	
m <b>Battleaxe</b> (standard; at-will) ♦ <b>Weapon</b>	
+13 vs. AC; 2d10 + 6 damage and the target is slowed until the end of the murderer's next turn.	
M <b>Executioner's Swing</b> (standard; at-will) ♦ <b>Weapon</b>	
Slowed creatures only; +13 vs. AC; 3d10 + 6 damage.	
C <b>Deadly Arc</b> (standard; encounter) ♦ <b>Weapon</b>	
Close burst 1; +11 vs. Reflex; 2d10 + 6 damage, ongoing 5 damage (save ends), and the target is slowed until the end of the murderer's next turn.	
<b>Alignment</b> Evil <b>Languages</b> Common	
<b>Skills</b> Intimidate +9, Stealth +13	
<b>Str</b> 22 (+11) <b>Dex</b> 17 (+8) <b>Wis</b> 12 (+6)	
<b>Con</b> 18 (+9) <b>Int</b> 10 (+5) <b>Cha</b> 8 (+4)	
<b>Equipment</b> 3 days rations, waterskin, battleaxe, hide armor	

Crushing Wave Hierophant (level 12)	Level 12 Artillery (Leader)
Medium elemental humanoid (aquatic, water)	XP 700
<b>Initiative</b> +10 <b>Senses Perception</b> +9	
<b>HP</b> 96; <b>Bloodied</b> 48	
<b>AC</b> 24; <b>Fortitude</b> 24, <b>Reflex</b> 24, <b>Will</b> 25	
<b>Saving Throws</b> +2 against ongoing damage	
<b>Speed</b> 6, swim 6	
m <b>Hammer</b> (standard; at-will) ♦ <b>Weapon</b>	
+19 vs. AC; 1d8 + 7 damage.	
r <b>Force Hammer</b> (standard; at-will) ♦ <b>Force</b>	
Ranged 20; +19 vs. AC; 2d6 + 7 force damage, and the Crushing Wave hierophant slides the target 2 squares.	
C <b>Tide of War</b> (minor 1/round; at-will)	
Close burst 10; targets one or two allies; the target shifts 2 squares. If the target ends this move adjacent to at least one enemy, it can make a melee basic attack against one of those enemies as a free action.	
A <b>Phantom Rain</b> (standard; recharge 5-6) ♦ <b>Force, Lightning</b>	
Area burst 2 within 20; +17 vs. Reflex; 2d8 + 6 force and lightning damage, and the target is slowed until the end of the Crushing Wave hierophant's next turn.	
<b>Swift Current</b> (move; encounter)	
The Crushing Wave hierophant shifts 6 squares. During this move, the hierophant can move across liquid and through enemies' spaces, ignoring difficult terrain and hazardous terrain effects. It takes no penalties for squeezing during this movement.	
<b>Alignment</b> Evil <b>Languages</b> Common, Primordial	
<b>Skills</b> Arcana +13, Religion +13	
<b>Str</b> 11 (+6) <b>Dex</b> 18 (+10) <b>Wis</b> 17 (+9)	
<b>Con</b> 18 (+10) <b>Int</b> 15 (+8) <b>Cha</b> 21 (+11)	
<b>Equipment</b> hammer, chainmail	

Thuranni Assassin	Level 10 Lurker
Medium fey humanoid, elf	XP 500
<b>Initiative</b> +15 <b>Senses Perception</b> +14; darkvision	
<b>HP</b> 78; <b>Bloodied</b> 39	
<b>AC</b> 24; <b>Fortitude</b> 20, <b>Reflex</b> 23, <b>Will</b> 21	
<b>Speed</b> 6	
m <b>Dagger</b> (standard; at-will) ♦ <b>Weapon</b>	
+13 vs. AC; 1d4 + 7 damage.	
r <b>Crossbow</b> (standard; at-will) ♦ <b>Weapon</b>	
Ranged 15/30; +15 vs. AC; 1d8 + 5 damage.	
R <b>Shadowblind</b> (standard; recharge 5-6)	
Ranged 10; +11 vs. Will; 2d6 + 5 damage and the target is blinded (save ends).	
<b>Cloak of Shadows</b> (standard; at-will)	
The Thuranni assassin gains total concealment from all creatures until it hits with an attack.	
<b>Combat Advantage</b>	
A Thuranni assassin deals 2d8 extra damage on attacks against any creature granting combat advantage to it.	
<b>Mark of Shadow</b>	
When a Thuranni assassin misses with an attack while hidden, it remains hidden.	
<b>Elven Accuracy</b> (free; encounter)	
A Thuranni assassin can reroll an attack roll and must use the second roll.	
<b>Wild Step</b>	
A Thuranni assassin ignores difficult terrain when it shifts.	
<b>Alignment</b> Unaligned <b>Languages</b> Common, Elven	
<b>Skills</b> Acrobatics +16, Bluff +13, Stealth +16, Thievery +16	
<b>Str</b> 16 (+8) <b>Dex</b> 22 (+11) <b>Wis</b> 18 (+9)	
<b>Con</b> 12 (+6) <b>Int</b> 12 (+6) <b>Cha</b> 16 (+8)	
<b>Equipment</b> crossbow with 20 bolts, dagger x 2, leather armor	

## ENCOUNTER 3: THE CARTEL STRIKES BACK STATISTICS (HIGH LEVEL)

Human Murderer (level 12)	Level 12 Brute
Medium natural humanoid, human	XP 500
<b>Initiative</b> +9 <b>Senses Perception</b> +7	
<b>HP</b> 148; <b>Bloodied</b> 74	
<b>AC</b> 24; <b>Fortitude</b> 24, <b>Reflex</b> 21, <b>Will</b> 19	
<b>Speed</b> 6	
m <b>Battleaxe</b> (standard; at-will) ♦ <b>Weapon</b>	
+15 vs. AC; 2d10 + 7 damage and the target is slowed until the end of the murderer's next turn.	
M <b>Executioner's Swing</b> (standard; at-will) ♦ <b>Weapon</b>	
Slowed creatures only; +15 vs. AC; 3d10 + 7 damage.	
C <b>Deadly Arc</b> (standard; encounter) ♦ <b>Weapon</b>	
Close burst 1; +13 vs. Reflex; 2d10 + 7 damage, ongoing 5 damage (save ends), and the target is slowed until the end of the murderer's next turn.	
<b>Alignment</b> Evil <b>Languages</b> Common	
<b>Skills</b> Intimidate +10, Stealth +14	
<b>Str</b> 22 (+12) <b>Dex</b> 17 (+9) <b>Wis</b> 12 (+7)	
<b>Con</b> 18 (+10) <b>Int</b> 10 (+6) <b>Cha</b> 8 (+5)	
<b>Equipment</b> 3 days rations, waterskin, battleaxe, hide armor	

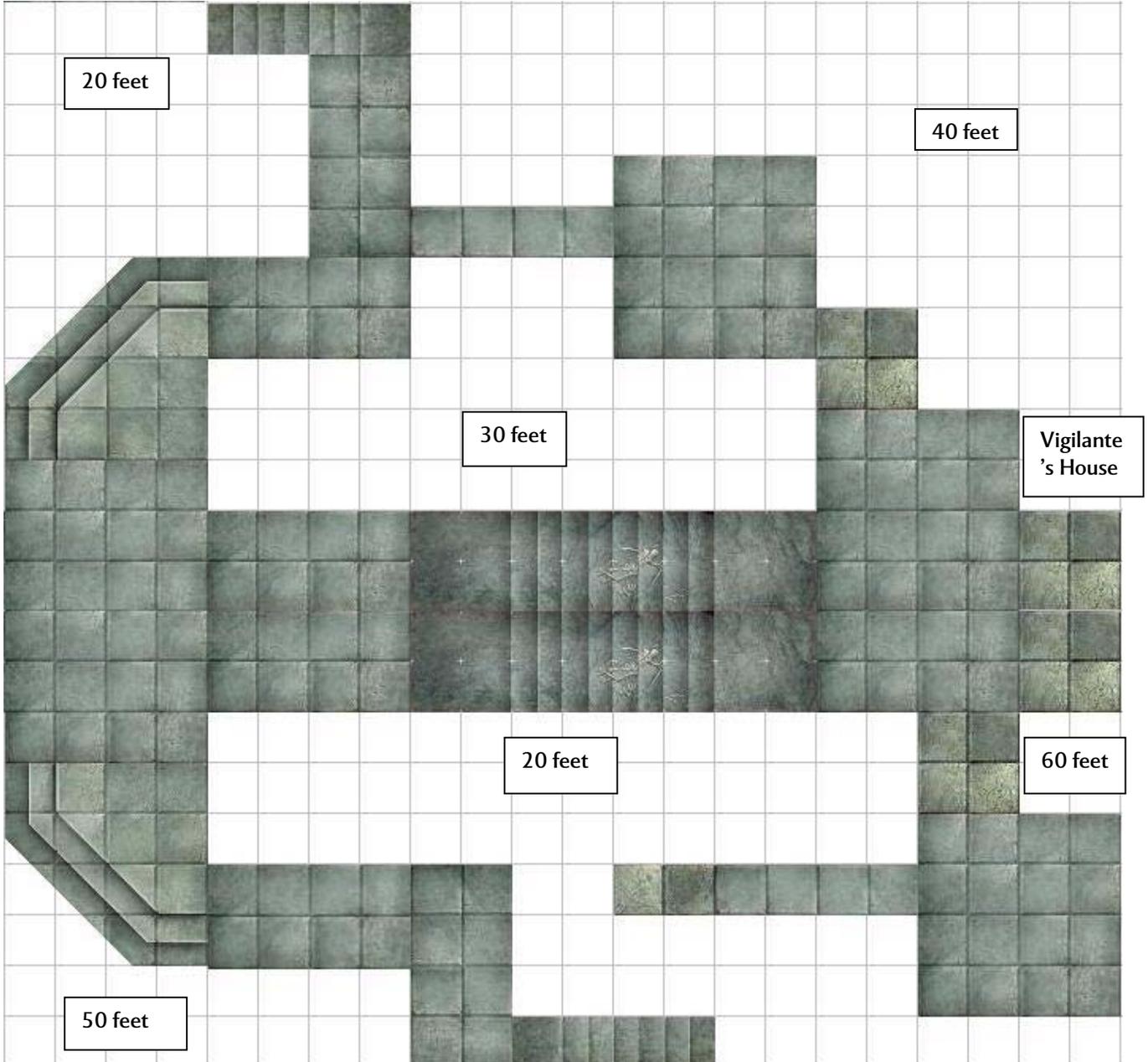
Crushing Wave Hierophant (level 14)	Level 14 Artillery (Leader)
Medium elemental humanoid (aquatic, water)	XP 1000
<b>Initiative</b> +11 <b>Senses Perception</b> +10	
<b>HP</b> 108; <b>Bloodied</b> 59	
<b>AC</b> 26; <b>Fortitude</b> 26, <b>Reflex</b> 26, <b>Will</b> 27	
<b>Saving Throws</b> +2 against ongoing damage	
<b>Speed</b> 6, swim 6	
m <b>Hammer</b> (standard; at-will) ♦ <b>Weapon</b>	
+21 vs. AC; 1d8 + 8 damage.	
r <b>Force Hammer</b> (standard; at-will) ♦ <b>Force</b>	
Ranged 20; +21 vs. AC; 2d6 + 8 force damage, and the Crushing Wave hierophant slides the target 2 squares.	
C <b>Tide of War</b> (minor 1/round; at-will)	
Close burst 10; targets one or two allies; the target shifts 2 squares. If the target ends this move adjacent to at least one enemy, it can make a melee basic attack against one of those enemies as a free action.	
A <b>Phantom Rain</b> (standard; recharge 5-6) ♦ <b>Force, Lightning</b>	
Area burst 2 within 20; +19 vs. Reflex; 2d8 + 7 force and lightning damage, and the target is slowed until the end of the Crushing Wave hierophant's next turn.	
<b>Swift Current</b> (move; encounter)	
The Crushing Wave hierophant shifts 6 squares. During this move, the hierophant can move across liquid and through enemies' spaces, ignoring difficult terrain and hazardous terrain effects. It takes no penalties for squeezing during this movement.	
<b>Alignment</b> Evil <b>Languages</b> Common, Primordial	
<b>Skills</b> Arcana +14, Religion +14	
<b>Str</b> 11 (+7) <b>Dex</b> 18 (+11) <b>Wis</b> 17 (+10)	
<b>Con</b> 18 (+11) <b>Int</b> 15 (+9) <b>Cha</b> 21 (+12)	
<b>Equipment</b> hammer, chainmail	

Thuranni Assassin (level 12)	Level 12 Lurker
Medium fey humanoid, elf	XP 500
<b>Initiative</b> +16 <b>Senses Perception</b> +15; darkvision	
<b>HP</b> 90; <b>Bloodied</b> 45	
<b>AC</b> 26; <b>Fortitude</b> 22, <b>Reflex</b> 25, <b>Will</b> 23	
<b>Speed</b> 6	
m <b>Dagger</b> (standard; at-will) ♦ <b>Weapon</b>	
+15 vs. AC; 1d4 + 8 damage.	
r <b>Crossbow</b> (standard; at-will) ♦ <b>Weapon</b>	
Ranged 15/30; +17 vs. AC; 1d8 + 6 damage.	
R <b>Shadowblind</b> (standard; recharge 5-6)	
Ranged 10; +13 vs. Will; 2d6 + 6 damage and the target is blinded (save ends).	
<b>Cloak of Shadows</b> (standard; at-will)	
The Thuranni assassin gains total concealment from all creatures until it hits with an attack.	
<b>Combat Advantage</b>	
A Thuranni assassin deals 2d8 extra damage on attacks against any creature granting combat advantage to it.	
<b>Mark of Shadow</b>	
When a Thuranni assassin misses with an attack while hidden, it remains hidden.	
<b>Elven Accuracy</b> (free; encounter)	
A Thuranni assassin can reroll an attack roll and must use the second roll.	
<b>Wild Step</b>	
A Thuranni assassin ignores difficult terrain when it shifts.	
<b>Alignment</b> Unaligned <b>Languages</b> Common, Elven	
<b>Skills</b> Acrobatics +17, Bluff +14, Stealth +17, Thievery +17	
<b>Str</b> 16 (+9) <b>Dex</b> 22 (+12) <b>Wis</b> 18 (+10)	
<b>Con</b> 12 (+7) <b>Int</b> 12 (+7) <b>Cha</b> 16 (+9)	
<b>Equipment</b> crossbow with 20 bolts, dagger x 2, leather armor	

# ENCOUNTER 3: THE CARTEL STRIKES BACK MAP

## TILE SETS NEEDED

Hidden Crypts x2



## ENCOUNTER 4: CONFRONTATION

### ENCOUNTER LEVEL 14/16 (5000/7200 XP)

#### SETUP

This encounter includes the following creatures at the low tier depending on the identity of the vigilante:

Odeyar (Encounter 4A):

- 1 couatl star serpent (level 13)
- 2 deva zealots
- 1 shantaira (Odeyar Sunscapes)

Privana (Encounter 4B):

- 1 wretched stench ghoul
- 1 anefsina, the black petal (Privana Lilagon)
- 2 oblivion wraiths

Welm (Encounter 4C):

- 1 human gladiator (Welm Bannister)
- 2 minotaur battle shamans
- 2 minotaur cabalists

In all cases:

- 1 Oruthian (O)
- 8 Haldoneir guards (G)

This encounter includes the following creatures at the high tier depending on the identity of the vigilante:

Odeyar (Encounter 4A):

- 1 couatl star serpent
- 2 deva zealots (level 16)
- 1 shantaira (Odeyar Sunscapes, level 14)

Privana (Encounter 4B):

- 1 wretched stench ghoul (level 14)
- 1 anefsina, the black petal (Privana Lilagon, level 15)
- 2 oblivion wraiths (level 16)

Welm (Encounter 4C):

- 1 human gladiator (Welm Bannister, level 16)
- 2 minotaur battle shamans (level 14)
- 2 minotaur cabalists (level 15)

In all cases:

- 1 Oruthian (O)
- 8 Haldoneir guards (G)

Cloven Bridge is a meeting point for several causeways which connect several large islands still surrounded by the Sea of Fallen Stars: Spraystone Isle, Artoprann Isle, and the more recent, man-made, Chalanther Isle (named after a local heroine). A thriving night market exists here, as merchants can unload their wares directly from the water below.

Oruthian has come to Cloven Bridge this evening to oversee Haldoneir interests.

As the adventurers enter the area, read:

*The market is bustling with activity as shoppers browse wares hauled directly from incoming ships below. Oruthian Haldoneir, surrounded by a number of stern personal guards, is slowly moving through the crowd, speaking with the merchants.*

If the PCs succeeded on Encounter 2, they have time to identify the vigilante among the crowd (DC 20 Perception) and have a few urgent words before he attacks. Here is where the PCs must decide whether they side with the vigilante or attempt to bring him to justice. The PCs can also abstain from aiding one side or the other, in which case Oruthian is killed and the vigilante escapes into the night.

**If the PCs attack the vigilante** (or defend Oruthian), events unfold differently depending on the identity of the vigilante:

**Odeyar:** Odeyar has convinced a pair of deva zealots and a couatl to ensure justice is served. He begins in the center of the eastern bridge. He throws off his cloak and accuses Oruthian of his crimes. The devas reveal themselves in the center of the northern and western bridges respectively, while the couatl emerges from beneath the southern bridge.

**Privana:** Privana has animated her dead husband and summoned a pair of oblivion wraiths to serve her. Privana attacks without warning. She begins 5 squares from the circle of guards. The wretched stench ghoul climbs from the under the bridge nearest Oruthian, while the oblivion wraiths rise through the bridge adjacent to Oruthian. Privana sings a lament to her husband while fighting.

**Welm:** Welm has employed a group of minotaurs as muscle for this operation. He calls out Oruthian from the center of the northern bridge while his minotaurs (one of each type) block the center of the east and west bridges.

**If the PCs side with the vigilante**, Oruthian breaks a magical bauble in his hands, releasing vile energy that transforms his guards into powerful servants (devouring

any extra guards to fuel the transformation). Use the appropriate vigilante's statistics for Oruthian and his transformed guards. Feel free to describe the guards as vile, corrupted creatures to differentiate them from the vigilante's henchman.

## FEATURES OF THE AREA

**Illumination:** Torches provide bright light in the central square. The rest of the map is filled with dim moonlight.

**The Crowd:** The vigilante's attack panics the crowd of shoppers in the night market. Until the end of the first round of combat, all terrain in the square and on the bridges is difficult as bystanders flee the scene. Area and close burst attacks that do not target "enemies only" during the first round of combat injure or kill a bystander for every empty square in the area of attack.

**Oruthian (O):** If the PCs attack the vigilante, Oruthian is no fighter. He takes cover from the fighting at the end of the first round. He has 100 hit points and 2 healing surges. He is automatically hit if targeted by an attack.

**Oruthian's Bodyguards (G):** If the PCs attack the vigilante, Oruthian's bodyguards are loyal but not up to the challenge against their master. They act immediately after Oruthian and have a speed of 6. At the end of their turn, they automatically deal 6 damage to one adjacent enemy at the end of their turn, and are automatically killed if targeted by an attack. They are not affected by damaging auras. If confronted with Privana and her wraiths they flee.

**Market Stalls:** The small alcoves are market stalls. Creatures in a market stall have cover from all non-adjacent attacks.

**Market Stall Roofs:** The market stalls are covered in sturdy wooden roofs 5 feet high. A character can climb onto a stall with a DC 15 Athletics check.

**Bridges:** The bridges leading away from the night market are 40 feet above the water. Falling from a bridge deals 3d10 damage and the creature lands in the water below. The northern, eastern, and western bridges lead to other islands. The southern bridge is actually a pier, and ends at the edge of the map.

**Wooden Platforms:** These platforms each hold a crane used to lift goods from ships in the waters below. A character can swing between platforms with a DC 15 Athletics check. Characters in the water can climb the crane rope back to the night market from any square adjacent to a platform.

**Vigilante:** If the PCs attack Oruthian, the vigilante is driven but no match for Oruthian's guards. He acts at the end of the round, has a speed of 6, and deals 6

damage to adjacent enemies at the end of his turn. He has 100 hit points and 2 healing surges.

**Crane:** A character on top of a platform can operate the crane with a move action, raising or lowering the rope and anything, including another character, attached to it.

**Stairs:** The stairs represent a ladder that reaches all the way to the water. Characters can climb the ladder at full speed with no check.

**White Space:** The white space represents the water 40 feet below.

## TACTICS

Use the tactics as appropriate for the vigilante:

**Odeyar:** Odeyar and his servants fight together to the best of their abilities. Odeyar attempts to divide the battlefield with *wall of fire*, catching as many PCs as possible within its area while isolating one or two for him to deal with personally. The couatl attempts to use *righteous coils* to drag the PCs into the *wall of fire* or drop them off the bridge. The devas move constantly, provoking as many attacks of opportunity as possible while triggering their *radiant retribution*. They make use of the wooden platforms to swing around obstacles and get at ranged strikers and controllers.

**Privana:** Privana and her undead fight as individuals, she overwhelmed by grief, they by hunger for the living. They prefer to target divine PCs (ignoring defender marks to do so), recognizing the threat they pose to undeath. The oblivion wraiths do **not** attack civilians, and only attack the guards in self-defense. Privana does not want the city to be overrun with undead.

**Welm:** Welm and his mercenaries fight as a tight-knit team, with himself and the cabalist in front and the battle shamans in back. The battle shamans attempt to get as many people as possible to attack the same striker or leader in order to force the party to concentrate on defense not offence.

## SCALING THE ENCOUNTER

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

### Four PCs:

- Odeyar: Remove one deva zealot.
- Privana: Remove one oblivion wraith.
- Welm: Remove one minotaur cabalist.

### Six PCs:

- Odeyar: Add one deva zealot.
- Privana: Add one oblivion wraith
- Welm: Add one minotaur cabalist.

## ENDING THE ENCOUNTER

The Purple Dragons, led by lionar Nori Dalvel, arrive once the conflict is over. They take everyone in custody - including the vigilante and Oruthian Haldoneir. Continue with Encounter 5.

## EXPERIENCE POINTS

The PCs gain 1000/1440 experience points each for completing this encounter.

## TREASURE

There is no treasure in this encounter.

## ENCOUNTER 4A: CONFRONTING ODEYAR STATISTICS (LOW LEVEL)

<b>Shantaira (Odeyar Sunscapes)</b>		<b>Level 12 Elite Controller</b>	
Medium aberrant humanoid		XP 1400	
<b>Initiative</b> +8	<b>Senses</b> Perception +10; darkvision		
<b>HP</b> 240; <b>Bloodied</b> 120			
<b>AC</b> 28; <b>Fortitude</b> 24, <b>Reflex</b> 27, <b>Will</b> 26			
<b>Saving Throws</b> +2; +7 against charm effects			
<b>Speed</b> 6			
<b>Action Points</b> 1			
m <b>Fire Staff</b> (standard; at-will) ♦ <b>Weapon</b>			
+17 vs. AC; 1d8 damage plus 1d8 fire damage, and ongoing 5 fire damage (save ends).			
M <b>Fire Smite</b> (standard; at-will) ♦ <b>Weapon</b>			
+17 vs. AC; 1d8 damage plus 1d8 fire damage, and ongoing 5 fire damage. Shantaira makes a secondary attack. <i>Secondary Attack:</i> targets two enemies within 5 squares of the original target; +15 vs. Reflex; 1d8 fire damage, and ongoing 5 fire damage.			
R <b>Flame Lance</b> (standard; at-will) ♦ <b>Fire</b>			
Ranged 10; +16 vs. Reflex; 2d10 + 6 fire damage, and the target is dazed (save ends).			
C <b>Fire Shroud</b> (standard; recharge 4-6) ♦ <b>Fire</b>			
Close burst 3; +16 vs. Fortitude; 1d8 + 6 fire damage, and ongoing 5 fire damage (save ends).			
A <b>Wall of Fire</b> (standard; sustain minor; encounter) ♦ <b>Conjuration, Fire</b>			
Area wall 8 (4 high) within 10; a wall of fire appears, blocking line of sight and rendering its space heavily obscured. It lasts until the end of Shantaira next turn. Any creature that starts its turn adjacent to the wall takes 1d6 + 5 fire damage. Entering the wall's space costs 3 extra squares of movement. If a creature moves into the wall's space or starts its turn there, that creature takes 3d6 + 5 fire damage.			
Fey Step (move; encounter) ♦ <b>Teleportation</b>			
Shantaira can teleport 5 squares.			
<b>Alignment</b> Unaligned		<b>Languages</b> Common, Deep Speech, Elven	
<b>Skills</b> Arcana +19			
<b>Str</b> 10 (+6)	<b>Dex</b> 14 (+8)	<b>Wis</b> 8 (+5)	
<b>Con</b> 16 (+9)	<b>Int</b> 22 (+12)	<b>Cha</b> 18 (+10)	
<b>Equipment</b> robes, implement, staff			

<b>Deva Zealot</b>		<b>Level 14 Skirmisher</b>	
Medium immortal humanoid		XP 1000	
<b>Initiative</b> +15	<b>Senses</b> Perception +15		
<b>HP</b> 135; <b>Bloodied</b> 67			
<b>AC</b> 28; <b>Fortitude</b> 25, <b>Reflex</b> 27, <b>Will</b> 25; +1 to all defenses against bloodied enemies			
<b>Resist</b> 10 necrotic, 10 radiant			
<b>Speed</b> 6			
m <b>Falchion</b> (standard; at-will) ♦ <b>Radiant, Weapon</b>			
+19 vs. AC; 4d4 + 5 damage (crit 8d4 + 21) plus 1d6 radiant damage.			
<b>Path of Virtue</b> (standard; encounter)			
The deva zealot shifts half its speed and makes one falchion attack against each enemy within reach during the move.			
<b>Dazzling Soul</b> (minor; recharge 4-6)			
The deva zealot gains concealment until the start of its next turn, and any other square within 6 squares of the zealot is illuminated by bright light. Any square within 12 squares of the zealot is illuminated by dim light.			
<b>Radiant Retribution</b> (free, when an enemy hits the deva zealot on the deva zealot's turn; at will) ♦ <b>Radiant</b>			
The triggering enemy takes half the attack's damage as radiant damage.			
<b>Memory of a Thousand Lifetimes</b> (free, when the deva zealot make an			

attack roll, a skill check, or an ability check and dislikes the result; encounter)		
The zealot adds 1d6 to the triggering roll.		
<b>Skirmish</b> ♦ <b>Radiant</b>		
If a deva zealot ends its move at least 4 squares from the square where it started the move, its attacks deal 1d6 extra radiant damage until the start of its next turn.		
<b>Alignment</b> Unaligned		<b>Languages</b> Common
<b>Skills</b> Acrobatics +18, Religion +16, Stealth +18		
<b>Str</b> 20 (+12)	<b>Dex</b> 22 (+13)	<b>Wis</b> 16 (+10)
<b>Con</b> 15 (+9)	<b>Int</b> 14 (+9)	<b>Cha</b> 20 (+12)
<b>Equipment</b> falchion, leather armor		

<b>Couatl Star Serpent (level 13)</b>		<b>Level 13 Elite Controller (Leader)</b>	
Large immortal magical beast (reptile)		XP 1600	
<b>Initiative</b> +10	<b>Senses</b> Perception +17; low-light vision		
<b>HP</b> 254; <b>Bloodied</b> 127			
<b>AC</b> 27; <b>Fortitude</b> 25, <b>Reflex</b> 25, <b>Will</b> 26			
<b>Saving Throws</b> +2			
<b>Speed</b> 6, fly 8 (hover)			
<b>Action Points</b> 1			
m <b>Bite</b> (standard; at-will) ♦ <b>Poison, Radiant</b>			
Reach 2; +18 vs. AC; 1d6 + 4 poison and radiant damage, and the target takes 5 ongoing poison and radiant damage and is slowed (save ends both).			
M <b>Couatl Radiance</b> (standard; encounter) ♦ <b>Fire, Healing, Radiant</b>			
The couatl star serpent gains insubstantial and phasing until the end of its turn, and moves 8 squares. The star serpent can move through enemies' spaces. If the star serpent moves through an ally's space, that ally regains 15 hit points and can spend a healing surge. If it passes through an enemy's space, the couatl makes an attack against that enemy; +17 vs. Will; 1d6 + 4 fire and radiant damage, and ongoing 10 fire and radiant damage (save ends). The star serpent can attack a target only once with each use of this power.			
M <b>Righteous Coils</b> (minor 1/round; at-will)			
Reach 2; +17 vs. Fortitude; 1d6 + 4 damage, and the target is grabbed. A creature grabbed by the couatl star serpent grants combat advantage to the star serpent, and the star serpent can move the grabbed creature without needing to make a Strength attack.			
M <b>Constrict</b> (minor 1/round; at-will)			
Reach 2; targets a creature grabbed by the couatl star serpent; +17 vs. Fortitude; 2d6 + 5 damage, and the target is dazed until the end of the couatl's next turn.			
C <b>Purifying Scream</b> (standard; encounter) ♦ <b>Psychic</b>			
Close burst 5; targets enemies; +16 vs. Will; 1d10 + 6 psychic damage, and the target is dazed (save ends). If the target is taking ongoing fire, poison, or radiant damage, it is also stunned until the end of the couatl star serpent's next turn.			
<b>Radiant Absorption</b> ♦ <b>Radiant</b>			
If a couatl star serpent takes radiant damage, its attacks deal 5 extra radiant damage until the end of its next turn.			
<b>Twist Free</b>			
A couatl star serpent makes saving throws against immobilized and restrained conditions at the start of its turn as well as at the end of its turn. In addition, a star serpent can make saving throws against immobilized and restrained conditions that do not allow saving throws and would normally end at the end of its turn or at the end of an enemy's turn.			
<b>Alignment</b> Unaligned		<b>Languages</b> Supernal	
<b>Skills</b> Arcana +16, Diplomacy +16, Insight +17			
<b>Str</b> 20 (+11)	<b>Dex</b> 18 (+10)	<b>Wis</b> 22 (+12)	
<b>Con</b> 15 (+8)	<b>Int</b> 20 (+11)	<b>Cha</b> 20 (+11)	

## ENCOUNTER 4A: CONFRONTING ODEYAR STATISTICS (HIGH LEVEL)

<b>Shantaira (level 14, Odeyar Sunscales) Level 14 Elite Controller</b>	
Medium aberrant humanoid	XP 2000
<b>Initiative</b> +9 <b>Senses Perception</b> +10; darkvision	
<b>HP</b> 272; <b>Bloodied</b> 136	
<b>AC</b> 30; <b>Fortitude</b> 26, <b>Reflex</b> 29, <b>Will</b> 28	
<b>Saving Throws</b> +2; +7 against charm effects	
<b>Speed</b> 6	
<b>Action Points</b> 1	
m <b>Fire Staff</b> (standard; at-will) ♦ <b>Weapon</b>	
+19 vs. AC; 1d8 + 1 damage plus 1d8 fire damage, and ongoing 5 fire damage (save ends).	
M <b>Fire Smite</b> (standard; at-will) ♦ <b>Weapon</b>	
+19 vs. AC; 1d8 + 1 damage plus 1d8 fire damage, and ongoing 5 fire damage. Shantaira makes a secondary attack. <i>Secondary Attack:</i> targets two enemies within 5 squares of the original target; +17 vs. Reflex; 1d8 + 1 fire damage, and ongoing 5 fire damage.	
R <b>Flame Lance</b> (standard; at-will) ♦ <b>Fire</b>	
Ranged 10; +18 vs. Reflex; 2d10 + 7 fire damage, and the target is dazed (save ends).	
C <b>Fire Shroud</b> (standard; recharge 4–6) ♦ <b>Fire</b>	
Close burst 3; +18 vs. Fortitude; 1d8 + 6 fire damage, and ongoing 5 fire damage (save ends).	
A <b>Wall of Fire</b> (standard; sustain minor; encounter) ♦ <b>Conjuration, Fire</b>	
Area wall 8 (4 high) within 10; a wall of fire appears, blocking line of sight and rendering its space heavily obscured. It lasts until the end of Shantaira next turn. Any creature that starts its turn adjacent to the wall takes 1d6 + 6 fire damage. Entering the wall's space costs 3 extra squares of movement. If a creature moves into the wall's space or starts its turn there, that creature takes 3d6 + 6 fire damage.	
<b>Fey Step</b> (move; encounter) ♦ <b>Teleportation</b>	
Shantaira can teleport 5 squares.	
<b>Alignment</b> Unaligned	<b>Languages</b> Common, Deep Speech, Elven
<b>Skills</b> Arcana +20	
<b>Str</b> 10 (+7)	<b>Dex</b> 14 (+9)
<b>Con</b> 16 (+10)	<b>Int</b> 22 (+13)
	<b>Wis</b> 8 (+6)
	<b>Cha</b> 18 (+11)
<b>Equipment</b> robes, implement, staff	

<b>Deva Zealot (level 16) Level 16 Skirmisher</b>	
Medium immortal humanoid	XP 1400
<b>Initiative</b> +16 <b>Senses Perception</b> +16	
<b>HP</b> 151; <b>Bloodied</b> 75	
<b>AC</b> 30; <b>Fortitude</b> 27, <b>Reflex</b> 29, <b>Will</b> 27; +1 to all defenses against bloodied enemies	
<b>Resist</b> 10 necrotic, 10 radiant	
<b>Speed</b> 6	
m <b>Falchion</b> (standard; at-will) ♦ <b>Radiant, Weapon</b>	
+21 vs. AC; 4d4 + 6 damage (crit 8d4 + 22) plus 1d6 radiant damage.	
<b>Path of Virtue</b> (standard; encounter)	
The deva zealot shifts half its speed and makes one falchion attack against each enemy within reach during the move.	
<b>Dazzling Soul</b> (minor; recharge 4–6)	
The deva zealot gains concealment until the start of its next turn, and any other square within 6 squares of the zealot is illuminated by bright light. Any square within 12 squares of the zealot is illuminated by dim light.	
<b>Radiant Retribution</b> (free, when an enemy hits the deva zealot on the deva zealot's turn; at will) ♦ <b>Radiant</b>	
The triggering enemy takes half the attack's damage as radiant damage.	

<b>Memory of a Thousand Lifetimes</b> (free, when the deva zealot makes an attack roll, a skill check, or an ability check and dislikes the result; encounter)	
The zealot adds 1d6 to the triggering roll.	
<b>Skirmish</b> ♦ <b>Radiant</b>	
If a deva zealot ends its move at least 4 squares from the square where it started the move, its attacks deal 1d6 extra radiant damage until the start of its next turn.	
<b>Alignment</b> Unaligned	<b>Languages</b> Common
<b>Skills</b> Acrobatics +19, Religion +17, Stealth +19	
<b>Str</b> 20 (+13)	<b>Dex</b> 22 (+14)
<b>Con</b> 15 (+10)	<b>Int</b> 14 (+10)
	<b>Wis</b> 16 (+11)
	<b>Cha</b> 20 (+13)
<b>Equipment</b> falchion, leather armor	

<b>Couatl Star Serpent Level 15 Elite Controller (Leader)</b>	
Large immortal magical beast (reptile)	XP 2400
<b>Initiative</b> +11 <b>Senses Perception</b> +18; low-light vision	
<b>HP</b> 286; <b>Bloodied</b> 143	
<b>AC</b> 29; <b>Fortitude</b> 27, <b>Reflex</b> 27, <b>Will</b> 28	
<b>Saving Throws</b> +2	
<b>Speed</b> 6, fly 8 (hover)	
<b>Action Points</b> 1	
m <b>Bite</b> (standard; at-will) ♦ <b>Poison, Radiant</b>	
Reach 2; +20 vs. AC; 1d6 + 5 poison and radiant damage, and the target takes 5 ongoing poison and radiant damage and is slowed (save ends both).	
M <b>Couatl Radiance</b> (standard; encounter) ♦ <b>Fire, Healing, Radiant</b>	
The couatl star serpent gains insubstantial and phasing until the end of its turn, and moves 8 squares. The star serpent can move through enemies' spaces. If the star serpent moves through an ally's space, that ally regains 15 hit points and can spend a healing surge. If it passes through an enemy's space, the couatl makes an attack against that enemy; +19 vs. Will; 1d6 + 5 fire and radiant damage, and ongoing 10 fire and radiant damage (save ends). The star serpent can attack a target only once with each use of this power.	
M <b>Righteous Coils</b> (minor 1/round; at-will)	
Reach 2; +19 vs. Fortitude; 1d6 + 5 damage, and the target is grabbed. A creature grabbed by the couatl star serpent grants combat advantage to the star serpent, and the star serpent can move the grabbed creature without needing to make a Strength attack.	
M <b>Constrict</b> (minor 1/round; at-will)	
Reach 2; targets a creature grabbed by the couatl star serpent; +19 vs. Fortitude; 2d6 + 5 damage, and the target is dazed until the end of the couatl's next turn.	
C <b>Purifying Scream</b> (standard; encounter) ♦ <b>Psychic</b>	
Close burst 5; targets enemies; +18 vs. Will; 1d10 + 6 psychic damage, and the target is dazed (save ends). If the target is taking ongoing fire, poison, or radiant damage, it is also stunned until the end of the couatl star serpent's next turn.	
<b>Radiant Absorption</b> ♦ <b>Radiant</b>	
If a couatl star serpent takes radiant damage, its attacks deal 5 extra radiant damage until the end of its next turn.	
<b>Twist Free</b>	
A couatl star serpent makes saving throws against immobilized and restrained conditions at the start of its turn as well as at the end of its turn. In addition, a star serpent can make saving throws against immobilized and restrained conditions that do not allow saving throws and would normally end at the end of its turn or at the end of an enemy's turn.	
<b>Alignment</b> Unaligned	<b>Languages</b> Supernal
<b>Skills</b> Arcana +17, Diplomacy +17, Insight +18	
<b>Str</b> 20 (+12)	<b>Dex</b> 18 (+11)
<b>Con</b> 15 (+9)	<b>Int</b> 20 (+12)
	<b>Wis</b> 22 (+13)
	<b>Cha</b> 20 (+12)

## ENCOUNTER 4B: CONFRONTING PRIVANA STATISTICS (LOW LEVEL)

<b>Anefsina (Privana Lilagon)</b>		<b>Level 13 Elite Controller</b>	
Medium natural humanoid		XP 1600	
<b>Initiative</b> +7	<b>Senses</b> Perception +7		
<b>HP</b> 252; <b>Bloodied</b> 126			
<b>AC</b> 29; <b>Fortitude</b> 26, <b>Reflex</b> 28, <b>Will</b> 27			
<b>Saving Throws</b> +2			
<b>Speed</b> 6			
<b>Action Points</b> 1			
m <b>Dagger</b> (standard; at-will) ♦ <b>Weapon</b>			
+22 vs. AC; 1d4 + 6 damage.			
r <b>Slashing Darkness</b> (standard; at-will) ♦ <b>Necrotic</b>			
Ranged 5; targets two enemies within range; +20 vs. Reflex; 2d6 + 9 necrotic damage.			
R <b>Cold Ray</b> (standard; at-will) ♦ <b>Cold</b>			
Ranged 10; +20 vs. Reflex; 2d6 + 9 cold damage, and the target is slowed (save ends).			
R <b>Life Trap</b> (standard; encounter) ♦ <b>Healing, Necrotic</b>			
Ranged 5; +20 vs. Fortitude; 3d10 + 9 necrotic damage, the target is stunned until the end of Anefsina's next turn, and Anefsina regains 15 hit points.			
R <b>Shackles of Death</b> (standard; recharge 5-6) ♦ <b>Necrotic</b>			
Ranged 10; targets two enemies within range; +20 vs. Fortitude; 2d8 + 9 necrotic damage, and the target takes ongoing 10 necrotic damage (save ends). While taking this ongoing damage, the target cannot spend healing surges.			
C <b>Blackfire</b> (standard; recharge 5-6) ♦ <b>Fire, Necrotic</b>			
Close blast 5; +20 vs. Reflex; 2d8 + 12 necrotic damage, and the target takes ongoing 10 fire damage (save ends).			
<b>Shadow Step</b> (move; encounter) ♦ <b>Teleportation</b>			
Anefsina teleports up to 5 squares.			
<b>Alignment</b> Evil	<b>Languages</b> Aybssal, Common		
<b>Skills</b> Arcana +16, History +16, Insight +12			
<b>Str</b> 11 (+6)	<b>Dex</b> 12 (+7)	<b>Wis</b> 13 (+7)	
<b>Con</b> 14 (+8)	<b>Int</b> 20 (+11)	<b>Cha</b> 18 (+10)	
<b>Equipment</b> robes, dagger, potion of healing, symbol of power			

<b>Wretched Stench Ghoul</b>		<b>Level 12 Elite Soldier</b>	
Medium natural humanoid (undead)		XP 1400	
<b>Initiative</b> +13	<b>Senses</b> Perception +8 ; darkvision		
<b>Nauseating Stench</b> aura 4; any living creature within the aura takes a -2 penalty to attack rolls, skill checks, and ability checks.			
<b>HP</b> 240; <b>Bloodied</b> 120			
<b>AC</b> 29; <b>Fortitude</b> 24, <b>Reflex</b> 25, <b>Will</b> 22			
<b>Immune</b> disease, poison; <b>Resist</b> 10 necrotic; <b>Vulnerable</b> 5 radiant			
<b>Saving Throws</b> +2			
<b>Speed</b> 8, climb 4			
<b>Action Points</b> 1			
m <b>Claw</b> (standard; at-will)			
+19 vs. AC; 2d6 + 7 damage, and the target is immobilized (save ends).			
M <b>Ghoulish Bite</b> (minor 1/round; at-will)			
Targets a dazed, immobilized, or stunned creature; +19 vs. AC; 1d10 + 8 damage, and if the target is immobilized, it is instead dazed (save ends), or if the target is dazed, it is instead stunned (save ends).			
<b>Alignment</b> Chaotic Evil		<b>Languages</b> Common	
<b>Skills</b> Athletics +15, Stealth +16			
<b>Str</b> 19 (+10)	<b>Dex</b> 21 (+11)	<b>Wis</b> 14 (+8)	
<b>Con</b> 16 (+9)	<b>Int</b> 16 (+9)	<b>Cha</b> 12 (+7)	

<b>Oblivion Wraith</b>		<b>Level 14 Brute</b>	
Large shadow humanoid (undead)		XP 1000	
<b>Initiative</b> +13	<b>Senses</b> Perception +7; darkvision		
<b>Nihil</b> aura 2; any enemy that starts its turn within the aura takes 10 necrotic damage and cannot spend a healing surge until the start of its next turn.			
<b>HP</b> 116; <b>Bloodied</b> 58			
<b>Regeneration</b> 10 (if an oblivion wraith takes radiant damage, regeneration doesn't function until the end of its next turn)			
<b>AC</b> 26; <b>Fortitude</b> 25, <b>Reflex</b> 27, <b>Will</b> 24			
<b>Immune</b> disease, poison; <b>Resist</b> 15 necrotic, insubstantial			
<b>Speed</b> fly 6 (hover); phasing			
m <b>Nihil Strike</b> (standard; at-will) ♦ <b>Necrotic</b>			
+15 vs. Reflex; 2d8 + 7 necrotic damage, and the oblivion wraith is invisible to the target until the end of the oblivion wraith's next turn.			
M <b>Obliviate</b> (standard; recharge 4-6) ♦ <b>Necrotic</b>			
+15 vs. Reflex; 2d8 + 4 necrotic damage, and the target takes ongoing 15 necrotic damage and a -2 penalty to saving throws (save ends both).			
C <b>Death Blast</b> (when reduced to 0 hit points) ♦ <b>Necrotic</b>			
Close blast 3; targets enemies; +15 vs. Fortitude; 2d8 + 7 necrotic damage, and the target loses two healing surges. Miss: Half damage, and the target loses a healing surge.			
<b>Shadow Glide</b> (move; encounter)			
The oblivion wraith shifts up to 6 squares.			
<b>Spawn Wraith</b>			
Any humanoid killed by an oblivion wraith rises as a free-willed oblivion wraith at the start of its creator's next turn, appearing in the space where it died (or in the nearest unoccupied space). Raising the slain creature (using the Raise Dead ritual) does not destroy the spawned wraith.			
<b>Alignment</b> Chaotic Evil		<b>Languages</b> Common	
<b>Skills</b> Stealth +18			
<b>Str</b> 20 (+12)	<b>Dex</b> 23 (+13)	<b>Wis</b> 10 (+7)	
<b>Con</b> 16 (+10)	<b>Int</b> 10 (+7)	<b>Cha</b> 18 (+11)	

# ENCOUNTER 4B: CONFRONTING PRIVANA STATISTICS (HIGH LEVEL)

Anefsina (level 15, Privana Lilagon) Level 15 Elite Controller	
Medium natural humanoid XP 2400	
Initiative +8	Senses Perception +8
HP 284; Bloodied 142	
AC 31; Fortitude 28, Reflex 30, Will 29	
Saving Throws +2	
Speed 6	
Action Points 1	
m <b>Dagger</b> (standard; at-will) ♦ <b>Weapon</b> +24 vs. AC; 1d4 + 7 damage.	
r <b>Slashing Darkness</b> (standard; at-will) ♦ <b>Necrotic</b> Ranged 5; targets two enemies within range; +22 vs. Reflex; 2d6 + 10 necrotic damage.	
R <b>Cold Ray</b> (standard; at-will) ♦ <b>Cold</b> Ranged 10; +22 vs. Reflex; 2d6 + 10 cold damage, and the target is slowed (save ends).	
R <b>Life Trap</b> (standard; encounter) ♦ <b>Healing, Necrotic</b> Ranged 5; +22 vs. Fortitude; 3d10 + 10 necrotic damage, the target is stunned until the end of Anefsina's next turn, and Anefsina regains 15 hit points.	
R <b>Shackles of Death</b> (standard; recharge 5-6) ♦ <b>Necrotic</b> Ranged 10; targets two enemies within range; +22 vs. Fortitude; 2d8 + 10 necrotic damage, and the target takes ongoing 10 necrotic damage (save ends). While taking this ongoing damage, the target cannot spend healing surges.	
C <b>Blackfire</b> (standard; recharge 5-6) ♦ <b>Fire, Necrotic</b> Close blast 5; +22 vs. Reflex; 2d8 + 13 necrotic damage, and the target takes ongoing 10 fire damage (save ends).	
<b>Shadow Step</b> (move; encounter) ♦ <b>Teleportation</b> Anefsina teleports up to 5 squares.	
Alignment Evil	Languages Abyssal, Common
Skills Arcana +17, History +17, Insight +13	
Str 11 (+7)	Dex 12 (+8) Wis 13 (+8)
Con 14 (+9)	Int 20 (+12) Cha 18 (+11)
Equipment robes, dagger, potion of healing, symbol of power	

Wretched Stench Ghoul (level 14) Level 14 Elite Soldier	
Medium natural humanoid (undead) XP 2000	
Initiative +13	Senses Perception +8 ; darkvision
Nauseating Stench aura 4; any living creature within the aura takes a -2 penalty to attack rolls, skill checks, and ability checks.	
HP 272; Bloodied 136	
AC 31; Fortitude 26, Reflex 27, Will 24	
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant	
Saving Throws +2	
Speed 8, climb 4	
Action Points 1	
m <b>Claw</b> (standard; at-will) +21 vs. AC; 2d6 + 8 damage, and the target is immobilized (save ends).	
M <b>Ghoulish Bite</b> (minor 1/round; at-will) Targets a dazed, immobilized, or stunned creature; +21 vs. AC; 1d10 + 9 damage, and if the target is immobilized, it is instead dazed (save ends), or if the target is dazed, it is instead stunned (save ends).	
Alignment Chaotic Evil	Languages Common
Skills Athletics +16, Stealth +17	
Str 19 (+11)	Dex 21 (+12) Wis 14 (+9)
Con 16 (+10)	Int 16 (+10) Cha 12 (+8)

Oblivion Wraith (level 16) Level 16 Brute	
Large shadow humanoid (undead) XP 2800	
Initiative +14	Senses Perception +8; darkvision
Nihil aura 2; any enemy that starts its turn within the aura takes 10 necrotic damage and cannot spend a healing surge until the start of its next turn.	
HP 136; Bloodied 68	
Regeneration 10 (if an oblivion wraith takes radiant damage, regeneration doesn't function until the end of its next turn)	
AC 28; Fortitude 27, Reflex 29, Will 26	
Immune disease, poison; Resist 15 necrotic, insubstantial	
Speed fly 6 (hover); phasing	
m <b>Nihil Strike</b> (standard; at-will) ♦ <b>Necrotic</b> +17 vs. Reflex; 2d8 + 8 necrotic damage, and the oblivion wraith is invisible to the target until the end of the oblivion wraith's next turn.	
M <b>Obliviate</b> (standard; recharge 4-6) ♦ <b>Necrotic</b> +17 vs. Reflex; 2d8 + 6 necrotic damage, and the target takes ongoing 15 necrotic damage and a -2 penalty to saving throws (save ends both).	
C <b>Death Blast</b> (when reduced to 0 hit points) ♦ <b>Necrotic</b> Close blast 3; targets enemies; +17 vs. Fortitude; 2d8 + 8 necrotic damage, and the target loses two healing surges. Miss: Half damage, and the target loses a healing surge.	
<b>Shadow Glide</b> (move; encounter) The oblivion wraith shifts up to 6 squares.	
<b>Spawn Wraith</b> Any humanoid killed by an oblivion wraith rises as a free-willed oblivion wraith at the start of its creator's next turn, appearing in the space where it died (or in the nearest unoccupied space). Raising the slain creature (using the Raise Dead ritual) does not destroy the spawned wraith.	
Alignment Chaotic Evil	Languages Common
Skills Stealth +19	
Str 20 (+13)	Dex 23 (+14) Wis 10 (+8)
Con 16 (+11)	Int 10 (+8) Cha 18 (+12)

## ENCOUNTER 4C: CONFRONTING WELM STATISTICS (LOW LEVEL)

<b>Human Gladiator (Welm Bannister) Level 14 Elite Soldier</b>	
Medium natural humanoid, human XP 2000	
<b>Initiative</b> +12	<b>Senses Perception</b> +9
<b>Fighting Focus</b> aura 1; each enemy that starts its turn within the aura is marked until the start of its next turn.	
<b>HP</b> 276; <b>Bloodied</b> 138	
<b>AC</b> 30; <b>Fortitude</b> 26, <b>Reflex</b> 26, <b>Will</b> 24	
<b>Saving Throws</b> +2	
<b>Speed</b> 6	
<b>Action Points</b> 1	
m <b>Gladius</b> (standard; at-will) ♦ <b>Weapon</b>	
+21 vs. AC; 2d8 + 6 damage.	
M <b>Knock to the Dirt</b> (minor; encounter)	
+19 vs. Fortitude; the target is knocked prone.	
M <b>Well Placed Kick</b> (minor; recharge 5-6)	
+19 vs. Reflex; the target is dazed and slowed (save ends both).	
M <b>Sand in the Eyes</b> (minor; encounter)	
+19 vs. Fortitude; the target is blinded (save ends).	
C <b>Gladius Display</b> (standard; at-will) ♦ <b>Weapon</b>	
Close burst 1; targets enemies; +19 vs. Reflex; 2d8 + 6 damage.	
<b>Alignment</b> Unaligned	<b>Languages</b> Common
<b>Skills</b> Acrobatics +15, Athletics +18	
<b>Str</b> 22 (+13)	<b>Dex</b> 16 (+10) <b>Wis</b> 14 (+9)
<b>Con</b> 18 (+11)	<b>Int</b> 12 (+8) <b>Cha</b> 17 (+10)
<b>Equipment</b> gladius (short sword), light shield, scale armor	

<b>Minotaur Battle Shaman Level 12 Artillery</b>	
Medium elemental humanoid XP 700	
<b>Initiative</b> +9	<b>Senses Perception</b> +17
<b>Spirit of Health</b> aura 5; allies that start their turn in the aura gain 5 temporary hit points.	
<b>HP</b> 94; <b>Bloodied</b> 47	
<b>AC</b> 24; <b>Fortitude</b> 24, <b>Reflex</b> 26, <b>Will</b> 24	
<b>Speed</b> 6	
m <b>Primal Punch</b> (standard; at-will)	
+19 vs. AC; 2d4 + 5 damage, and shaman shifts 1 square.	
r <b>Primal Bolt</b> (standard; at-will) ♦ <b>Healing</b>	
Ranged 20; +17 vs. Reflex; 1d8 + 5 damage, and the shaman regains 5 hit points.	
A <b>Spirit of Nature's Rage</b> (standard; at-will)	
Area burst 2 within 20; enemies only; +17 vs. Will; 3d6 + 5 damage, and the target slides 2 squares and makes an immediate basic attack against the nearest ally it can reach.	
<b>Ferocity</b> (when reduced to 0 hit points)	
The minotaur makes a melee basic attack.	
<b>Alignment</b> Any	<b>Languages</b> Common
<b>Skills</b> Intimidate +14, Nature +17, Religion +12	
<b>Str</b> 18 (+10)	<b>Dex</b> 16 (+9) <b>Wis</b> 23 (+12)
<b>Con</b> 16 (+9)	<b>Int</b> 13 (+7) <b>Cha</b> 16 (+9)

<b>Minotaur Cabalist Level 13 Controller (Leader)</b>	
Medium natural humanoid XP 800	
<b>Initiative</b> +7	<b>Senses Perception</b> +16
<b>Baphomet's Boon</b> aura 10; allies who start their turns in the aura gain a +2 bonus to attack rolls when charging.	
<b>HP</b> 129; <b>Bloodied</b> 64	
<b>AC</b> 27; <b>Fortitude</b> 29, <b>Reflex</b> 24, <b>Will</b> 26	
<b>Speed</b> 6	
m <b>Great Cursed Mace</b> (standard; at-will) ♦ <b>Necrotic, Weapon</b>	
+15 vs. AC; 1d10 + 6 damage plus 1d6 necrotic damage.	
M <b>Goring Charge</b> (standard; at-will)	
The minotaur cabalist makes a charge attack; +16 vs. AC; 2d6 + 6 damage, and the target is knocked prone.	
R <b>Call Out the Beast</b> (standard; at-will)	
Ranged 10; one bloodied ally in range makes a melee attack against one enemy within its reach.	
R <b>Horns of Force</b>	
Ranged 5; +18 vs. AC; 1d8+3 force damage, and the target is pushed 2 squares.	
<b>Ferocity</b> (when reduced to 0 hit points)	
The minotaur cabalist makes a melee basic attack.	
<b>Alignment</b> Chaotic Evil	<b>Languages</b> Abyssal, Common
<b>Skills</b> Dungeoneering +14, Intimidate +14, Nature +16, Religion +12	
<b>Str</b> 22 (+12)	<b>Dex</b> 12 (+7) <b>Wis</b> 17 (+9)
<b>Con</b> 17 (+9)	<b>Int</b> 13 (+7) <b>Cha</b> 16 (+9)
<b>Equipment</b> robes, mace	

## ENCOUNTER 4C: CONFRONTING WELM STATISTICS (HIGH LEVEL)

Human Gladiator (level 16, Welm Bannister)	Level 16 Elite Soldier
Medium natural humanoid, human	
XP 2800	
<b>Initiative</b> +13 <b>Senses Perception</b> +10	
<b>Fighting Focus</b> aura 1; each enemy that starts its turn within the aura is marked until the start of its next turn.	
<b>HP</b> 308; <b>Bloodied</b> 154	
<b>AC</b> 32; <b>Fortitude</b> 28, <b>Reflex</b> 28, <b>Will</b> 26	
<b>Saving Throws</b> +2	
<b>Speed</b> 6	
<b>Action Points</b> 1	
m <b>Gladius</b> (standard; at-will) ♦ <b>Weapon</b>	
+23 vs. AC; 2d8 + 7 damage.	
M <b>Knock to the Dirt</b> (minor; encounter)	
+21 vs. Fortitude; the target is knocked prone.	
M <b>Well Placed Kick</b> (minor; recharge 5 6)	
+21 vs. Reflex; the target is dazed and slowed (save ends both).	
M <b>Sand in the Eyes</b> (minor; encounter)	
+21 vs. Fortitude; the target is blinded (save ends).	
C <b>Gladius Display</b> (standard; at-will) ♦ <b>Weapon</b>	
Close burst 1; targets enemies; +21 vs. Reflex; 2d8 + 7 damage.	
<b>Alignment</b> Unaligned <b>Languages</b> Common	
<b>Skills</b> Acrobatics +16, Athletics +19	
<b>Str</b> 22 (+14)	<b>Dex</b> 16 (+11) <b>Wis</b> 14 (+10)
<b>Con</b> 18 (+12)	<b>Int</b> 12 (+9) <b>Cha</b> 17 (+11)
<b>Equipment</b> gladius (short sword), light shield, scale armor	

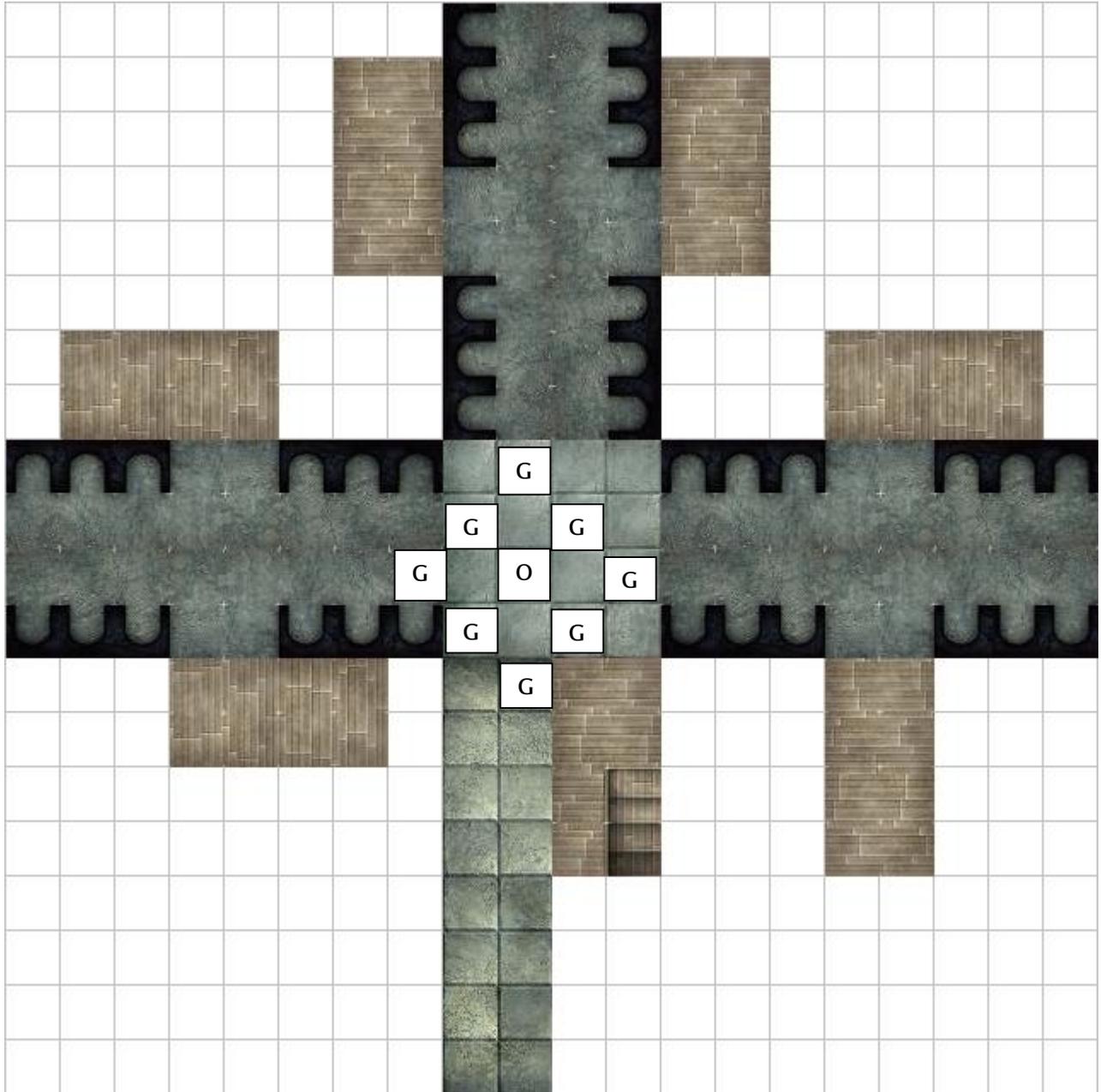
Minotaur Battle Shaman (level 14)	Level 14 Artillery
Medium elemental humanoid	
XP 1000	
<b>Initiative</b> +10 <b>Senses Perception</b> +18	
<b>Spirit of Health</b> aura 5; allies that start their turn in the aura gain 5 temporary hit points.	
<b>HP</b> 106; <b>Bloodied</b> 53	
<b>AC</b> 26; <b>Fortitude</b> 26, <b>Reflex</b> 28, <b>Will</b> 26	
<b>Speed</b> 6	
m <b>Primal Punch</b> (standard; at-will)	
+21 vs. AC; 2d4 + 6 damage, and shaman shifts 1 square.	
r <b>Primal Bolt</b> (standard; at-will) ♦ <b>Healing</b>	
Ranged 20; +19 vs. Reflex; 1d8 + 6 damage, and the shaman regains 5 hit points.	
A <b>Spirit of Nature's Rage</b> (standard; at-will)	
Area burst 2 within 20; enemies only; +19 vs. Will; 3d6 + 6 damage, and the target slides 2 squares and makes an immediate basic attack against the nearest ally it can reach.	
<b>Ferocity</b> (when reduced to 0 hit points)	
The minotaur makes a melee basic attack.	
<b>Alignment</b> Any <b>Languages</b> Common	
<b>Skills</b> Intimidate +15, Nature +18, Religion +13	
<b>Str</b> 18 (+11)	<b>Dex</b> 16 (+10) <b>Wis</b> 23 (+13)
<b>Con</b> 16 (+10)	<b>Int</b> 13 (+8) <b>Cha</b> 16 (+10)

Minotaur Cabalist (level 15)	Level 15 Controller (Leader)
Medium natural humanoid	
XP 1200	
<b>Initiative</b> +8 <b>Senses Perception</b> +17	
<b>Baphomet's Boon</b> aura 10; allies who start their turns in the aura gain a +2 bonus to attack rolls when charging.	
<b>HP</b> 145; <b>Bloodied</b> 72	
<b>AC</b> 29; <b>Fortitude</b> 31, <b>Reflex</b> 26, <b>Will</b> 28	
<b>Speed</b> 6	
m <b>Great Cursed Mace</b> (standard; at-will) ♦ <b>Necrotic, Weapon</b>	
+17 vs. AC; 1d10 + 7 damage plus 1d6 necrotic damage.	
M <b>Goring Charge</b> (standard; at-will)	
The minotaur cabalist makes a charge attack; +18 vs. AC; 2d6 + 7 damage, and the target is knocked prone.	
R <b>Call Out the Beast</b> (standard; at-will)	
Ranged 10; one bloodied ally in range makes a melee attack against one enemy within its reach.	
R <b>Horns of Force</b>	
Ranged 5; +20 vs. AC; 1d8 + 4 force damage, and the target is pushed 2 squares.	
<b>Ferocity</b> (when reduced to 0 hit points)	
The minotaur cabalist makes a melee basic attack.	
<b>Alignment</b> Chaotic Evil <b>Languages</b> Abyssal, Common	
<b>Skills</b> Dungeoneering +15, Intimidate +15, Nature +17, Religion +13	
<b>Str</b> 22 (+13)	<b>Dex</b> 12 (+8) <b>Wis</b> 17 (+10)
<b>Con</b> 17 (+10)	<b>Int</b> 13 (+8) <b>Cha</b> 16 (+10)
<b>Equipment</b> robes, mace	

# ENCOUNTER 4: THE CONFRONTATION (ALL) MAP

## TILE SETS NEEDED

Hidden Crypts x4



## ENCOUNTER 5: WRAP UP

### SETUP

#### Important NPCs:

**Lord Exalted Magranet Prio**, female human, regent of Special Affairs (Bluff +22, Insight + 20)

Lord Prio has any survivors of the conflict brought to Starwater Keep. Here, she takes the time to speak to every person in private - the vigilante, Haldoneir, and every PC. Delthrin is summoned if anyone died - and a ritual used to question the body. For PCs who died, she arranged permission to be raised at the temple of Amaunator (at the PCs' own cost).

Have each PC state their interpretation of events, paying attention to any PCs who accuse Oruthian Haldoneir from being involved with the drug cartel.

### ENDING THE ENCOUNTER

A few days after, when she has had her talks - and any PCs were raised, if needed - she summons the PCs again to inform them of her conclusion.

#### EXPERIENCE POINTS

If the PCs implicate Oruthian in the distribution of the Agony drug, they gain 140/200 experience points each.

#### TREASURE

Lord Prio offers the PCs the additional choice of a magic item from Starwater Keep's arsenal in recognition of their service. See the rewards summary for a selection of available items.

#### CONCLUDING THE ADVENTURE

**If the PCs sided with Oruthian and did not implicate him:** While the vigilante is captured, Oruthian Haldoneir's power remains unbroken. He is not connected to the Agony drug, and lord Prio has to abandon her investigation - though she orders her agents to keep an eye on the family, trying to limit their influence in Starwater Keep.

The vigilante, if not already dead, is executed for her/his crimes.

**If the PCs sided with Oruthian, but implicated him:** The involvement of Lord Haldoneir or the Priakos in the drug cartel cannot be proven, but rumors are soon flying all over town. The PCs testimonies unnerve enough people that Lord Prio can find some of the Haldoneir spies in Starwater Keep, and remove their influence.

If Welm Bannister is not the vigilante, Lord Prio clears his name. The vigilante is punished for his or her crimes (if not already dead), but Lord Prio seeks a lighter sentence (imprisonment in Wheloon).

The PCs earn **CORM17 Haldoneir Unmasked**.

**If the PCs sided with the vigilante:** While the involvement of Lord Haldoneir or the Priakos in the drug cartel cannot be proven, the PCs actions and testimonies (as well as Oruthian's callous treatment of his guards) has unnerved quite a few people, and Lord Prio's investigation uncovers dealings between Oruthian and some of the Purple Dragons- enough to remove the Haldoneir's influence in Starwater Keep.

The revelation also clears Welm Bannister's name. While the vigilante is punished for his or her crimes, Lord Prio seeks to advise a light sentence (imprisonment in Wheloon).

The PCs earn **CORM18 The Vigilante Redeemed**.

The PCs earn **CORM17 Haldoneir Unmasked**.

## 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 2: Investigation

560 / 800 XP

#### Encounter 3: The Cartel Strikes Back

540 / 760 XP

#### Encounter 4: The Confrontation

1000 / 1440 XP

#### Encounter 5: Wrap Up

140 / 200

#### Total Possible Experience

2240 / 3200 XP

#### Gold per PC

1200 / 2200 gp

(Encounter 1: 1200 / 2200 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:** *sending stones* (pair) (low-level version only) (level 11; PHB)

Found in Encounter 5

**Bundle B:** *feather boat* (level 14; PHB)

Found in Encounter 5

**Bundle C:** *helm of the eagle* (level 12; PHB)

Found in Encounter 5

**Bundle D:** *dimensional shackles* (high-level version only) (level 17; PHB)

Found in Encounter 5

**More Gold:** If a player doesn't want to select one of the bundles listed above for their character, they can choose to add 1300/2100 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. Give out the two awards associated with the NPCs who were not the vigilante.

#### CORM17 Haldoneir Unmasked

You revealed the involvement of members of the Haldoneir family in the Agony drug cartel, earning the personal gratitude of Lord Prio.

This story award continues or starts the PCs on the "Pain and Suffering" major quest, which continues in DRAG2-1 *Discomfort* and DALE2-2 *Agony*.

#### CORM18 The Vigilante Redeemed

You sided with the vigilante, and provided a means for them to redeem themselves. Check one of the following, depending on who the vigilante was:

[ ] **Purple Dragon Alliance:** The redeemed Sir Willem Bannister, and has earned the respect and trust of the Purple Dragon Knights of Marsember.

[ ] **Friend of the Morninglord:** The party has impressed and helped the followers of Amaunator, and are always welcome in Morning Mist Hall.

[ ] **A Bard's Bond:** Privana Lilagon of Marsember regrets the innocents she killed. Her charismatic persona may be helpful in further adventures.

## ADVENTURE QUESTIONS

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

**1. Did the adventurers implicate Oruthian in the Agony drug cartel?**

- a. Yes.
- b. They found out, but defended Oruthian.
- c. They never uncovered Oruthian's involvement.

# APPENDIX I: THE SUSPECTS

This section lists information the PCs can gather about the potential vigilantes in this scenario.

Information in this section serves as background. Some entries list a region and town. Where applicable, PCs from the region gain a +2 bonus on checks, while PCs from the town gain a +5 bonus. Streetwise checks for information do not count towards the successes of the skill challenge.

**Don't use skill checks** if PCs take the time to gather info on a certain subject - they should generally find all of the information below.

## WELM BANNISTER

**Region/Town:** Cormyr/Marsember

Welm a former member of the Purple Dragon Knights, made a connection between corrupt members of the order and the Haldoneirs. The family used their influence to have him implicated, and he got ousted of the order.

*Welm is a muscled but slightly overweight man, whose health has gone to waste. He has shaggy hair and an unkempt beard. He reeks of alcohol. He wears scale armor and a purple cloak.*

**Personality:** Welm is a person obsessed with laying low the Haldoneirs. With no one willing or able to help him, he started his own investigation. He is suspicious of everyone, bordering on paranoia. He seeks provocation in the smallest remarks, and is quick to get into a fight.

**If Welm is the vigilante:** Welm has become obsessed with catching Haldoneir, and turned to murder to advance his investigation, using skewed evidence to 'prove' a victims involvement to himself. He has managed to acquire the aid of various unscrupulous underground contacts. Each of these had family or friends that fell victim to the drug and are keen for vengeance. These contacts don't know who they are working with - and most wouldn't care even if they find out their 'ally' is a former law enforcer.

**Lore:** A character learns the following information about Welm with successful Streetwise checks:

**DC 12:** Welm Bannister used to be a Purple Dragon Knight, a swordcaptain, but was somehow disgraced and is currently unemployed.

**DC 15:** Welm was disgraced because of an apparent addiction to the Agony drug, and has been looking more and more disheveled and depressed to

anyone who has seen him. He has been seen less frequently recently.

**DC 17:** He was removed from the order based on drugs found at his residence. Welm claimed the drugs were planted there.

**DC 20:** Since his disgrace, Welm lives at a place on Fishgut Rock.

## PRIVANA LILAGON

Privana is an eladrin bard who sings and dances at the Masked Merfolk club.

*Privana is a stunning eladrin, a petite woman with long dark hair and light violet eyes. She looks gloomy, and hardly ever smiles.*

**Personality:** Privana can be charming, but is more often gloomy and downcast. She believes her husband was murdered by the Haldoneir family, and burns with a thirst for revenge. She does not normally like to talk about her past, but when she does she tells her tale with passion, often ending in a furious outburst regarding the Haldoneir family and how they ruined her life.

**If Privana is the vigilante:** Privana has long worked on her vengeance on Haldoneir, seeking for the one responsible to her husband's death. She has only just tracked down Oruthian, and decided to work her vengeance slowly. She has no qualms with killing innocents, feeling that her own innocence was destroyed long ago. Privana is a dirge singer, a bard who can invoke death magic with her songs, and call upon the spirits of the dead - including her husband - to aid her.

**Lore:** A character learns the following information about Privana with a successful History or Streetwise check:

**DC 12:** Privana is an eladrin bard, who recently arrived in Marsember. She sings and dances at the Masked Merfolk club.

**DC 15:** Privana's songs are sad and gloomy, dirges more than songs. Despite that, she is popular among the Masked Merfolk clientele.

**DC 18:** Among her patrons are Rethate Haethmur and Deskyr Thanterim.

**DC 20:** She lives on Stormrock Isle, above a barber shop.

## ODEYAR SUNSCALE

**Region/Town:** Cormyr/ Marsember

Odeyar Sunscale is a dragonborn cleric of Amaunator (good deity of the sun).

*Odeyar is a golden-scaled dragonborn. His scales gleam, giving him an almost radiant look. He wears simple clothes under a black robe displaying the sun of Amaunator.*

**Personality:** Odeyar is a passionate cleric who cares for those in his care. He is furious about the drug problems in the city, having seen many fall victim to its effects, and several personal friends lost to the drug. He would dearly like to see those responsible punished.

**If Odeyar is the vigilante:** The suffering Odeyar witnessed caused him to snap when confronted with a drug-trafficking thug. He lashed out and killed the man.

He has since taken up 'the cause'. He tracked the cartel to Oruthian Haldoneir and now seeks to undermine that man's operation.

He feels that the greater good is worth some sacrifices in the eyes of Amaunator. In truth, Odeyar is affected by second-hand exposition to Agony. As a dragonborn, he is more sensitive to the drug, and his healing work among the victims has exposed him to minor amounts (through sweat, blood, etc). He is slowly descending into madness.

**Lore:** A character learns the following information about Odeyar with a successful Streetwise check:

**DC 15:** Odeyar Sunscale is a cleric from Morningmist Hall, the temple devoted to Amaunator (lawful good god of the sun).

**DC 18:** Odeyar mostly works as a healer. He has aided several victims of the drug, working to get them to overcome the withdrawal symptoms.

**DC 20:** Odeyar lives at morning Mist hall, but has his own home on Gauntan isle, only a few blocks away from the temple.

**DC 25:** A few murder victims were followers of Amaunator. Odeyar claimed their bodies from Blackpillars for burial outside the Marsember catacombs. He had a conflict with Delthrin the Deadmaster, who did not release all of them.

## APPENDIX II: OTHER NPCs AND ORGANIZATIONS

This section lists information the PCs can gather about NPCs and organizations in this scenario.

Streetwise checks represent knowledge the PCs gained through interaction with locals prior to the scenario's start. Some entries list a region and town. Where applicable, PCs from the region gain a +2 bonus on checks, while PCs from the town gain a +5 bonus. These bonuses do not apply to checks when they are used in a Skill Challenge.

**Don't use checks** if PCs actually take time to gather info on a certain subject - they should generally find all of the information below.

### DELTHRIN 'THE DEADMASTER' EVERET

**Region/Town:** Cormyr/Marsember

Delthrin the Deadmaster is a reclusive necromancer, who serves the city of Marsember as the caretaker of the dead.

*Delthrin is a pale man with short white hair. He has a thin beard on his chin, but no moustache. He dresses in rich clothes, black with tones of gold or red. He looks middle-aged, though it is hard to determine what his exact age is.*

An unnatural chill constantly surrounds Delthrin. His touch is ice cold.

**Personality:** Delthrin is a patient man. He is very old - though he looks only middle-aged - and has learned patience over time. He displays a calm and almost distant demeanor, though in reality he seethes with frustration over his fate.

**Lore:** A character learns the following information about Delthrin with a successful History or Streetwise check:

**DC 15:** Delthrin is an exceptionally - some say, unnaturally - long-lived necromancer. Many people in Marsember recognize him as a defender of the city, an 'anti-hero' who has used his mastery of undead before to stave off invasions or save the city from other calamities.

**DC 17:** Delthrin locks himself in his home, Blackpillars, and hardly ever comes out. He has been seen only twice in the past three decades. The only person he has regular contact with is the heavily tattooed Lanaleya.

**DC 20:** According to Marsember law, all the dead in the city fall to him. Delthrin determines the fate of the dead - who can claim them, if any, and where they are

buried. No magic may be worked on the dead without his permission.

**DC 25:** There is little use in trying to go behind the necromancer's back - no magic works on the dead in Marsember unless Delthrin wills it to. Rituals worked on the dead simply fail (without expending components).

**DC 30:** The murder victims also fell to Delthrin. Delthrin released three bodies to the temple of Amaunator, but refused to free them all.

This infuriated Odeyar Sunscale, the priest who came to claim her.

**DC 35:** Delthrin has a peculiar contract with the city. Early in his life, he ran into a conflict with the then lord of Marsember. Only Delthrin's status as a hero prevented his timely execution. Instead, the necromancer was given a choice: a powerful geas would ensure his loyalty to the city. Unfortunately, the wording of the geas also proclaimed that 'he and all the dead would evermore serve Marsember' - and since that day, all dead fall to Delthrin.

**Special:** Delthrin has been spellscarred ever since the Spellplague hit Marsember and warped the geas that binds him. He uses magic to hide his scar, but a DC 20 Arcane check detects a faint glimmer in his eyes (and any other spellscarred creature can detect him).

Delthrin's spellscar causes him to drain life of anyone near him. He can control this effect, but only if he stays calm and focused enough to concentrate on it.

As a result of the effect, he has locked himself in the Mausoleum, and never comes out. Lanaleya, his rumored lover, is a spellstitched blaspheme.

### RETHATE HAETHMUR

**Region/Town:** Dragoncoast/Westgate

*Rethate has long red hair and dark, almost copperish skin. She has great brown eyes with heavy lashes. A small scar cuts in the side of her chin, near her cheek. Rethate dresses in a high-necked dress in earthen tones, with feathered cuffs and collar.*

A character learns the following information about Haethmur with a successful History or Streetwise check:

**DC 15:** The Haethmur is a merchant family whose main influence is in Teziir. Head of the family in Teziir is Aundemann III, a bearded fellow with a fierce and violent demeanor.

**DC 18:** The family has holdings in Marsember, Westgate, Proskur, and Urmlaspyr. They also hold land in the west, along the Sword coast, especially in Amn.

**DC 20:** Rethate Haethmur is representative of the family in Marsember. She has a husband and three children. Tarun Haethmur, her brother, runs business in Westgate.

**DC 22:** The family originated in Amn, but traveled west a few generations ago.

**DC 25:** The family has feud with the noble Cormyrean house of Haldoneir.

**DC 30:** The cause of the conflict is unknown. Most agree it started over a slight by matron mother Marustine Haethmur. Marustine was the one who decided on the family's move to the Dragoncoast, to start a new life after the death of her husband.

**DC 35:** Some say the two families have a blood tie, but both vehemently disagree. No Haethmur or Haldoneir would ever look favorably on each other.

## LORD EXALTED MAGRANET PRIO

**Region/Town:** Cormyr/Marsember

Lord Prio is king Foril's Regent of Special Affairs.

*'Lord' Prio is an older woman, with steel grey eyes and long grey hair pulled together at the back of her head in a complex woven tail.*

*She wears chain armor and a purple cloak, and wields a staff topped with a green crystal.*

**Personality:** The lady is a serious and taciturn person, apparently lacking any sense of humor. Experience as made her careful and cynical.

Unlike most Purple Dragons, Lord Prio believes Welm with regards to the Haldoneirs. However, without stronger evidence, she cannot take any direct action to aid him. As such, she hopes she can somehow use the PCs to expose Haldoneir.

**Lore:** A character learns the following information about Lord Prio with a successful History or Streetwise check:

**DC 20:** Lord Prio is a Knight Exalted, and king Foril Obarskyr's Regent of Special Affairs.

The lord is an alarphon, a member of the War Wizards who not only spy on the common folk, but the War Wizards themselves.

**DC 25:** As an alarphon, Lord Prio only answers to Ganrahast, though few are aware of this special status (the War Wizards have no apparent hierarchical structure).

**DC 30:** Few have ever seen Lord Prio, and those few that claim they have generally met an imposter who

works to shield the lord from inquiries (the Lord Prio the PCs spoke to in CORM1-1 was one of those). Even those that do know the lord personally can't always agree on what the regent looks like.

**DC 35:** Few people realize that the current lord is a lady. The title has been associated with the office for centuries, and never changes, regardless of the gender of the one holding it. Lord Prio prefers to keep herself as unknown as possible.

## LORD ORUTHIAN HALDONEIR

**Region/Town:** Cormyr/Marsember

*Oruthian is a handsome man, with wavy golden hair, sparkling blue eyes and a 'morning after' beard that make him look charming rather than unkempt.*

*He wears rich clothes in dark green and blues. He has several rings on his left hand, one of which is a signet ring.*

A character learns the following information about Oruthian Haldoneir with a successful History or Streetwise check:

**DC 12:** Haldoneir is a very old human family of Cormyr. The Haldoneirs have tended to be tall, slender, and strikingly handsome, and have always been associated with warfare; hardy and long-lived, but few in numbers due to battlefield losses.

**DC 15:** The family badge is called the *Wyrmdeth*, and shows the black silhouette of a fire-spitting dragon's head, severed by a sword.

**DC 18:** In recent days, the Haldoneirs are seen as fairly decadent. They are one of the more fervent opponents of the Obarskyrs. Oruthian Haldoneir is however seen as a bit of a philanthropist, putting money in schools, churches, and roadwork.

**DC 20:** The family own owns two large, five-storey townhomes close to Stargate keep. In Marsember, they increased their influence by financing the Spice Lords during the lowering of the Sea of Fallen Stars. They are not directly involved in trade, but obtained various concessions regarding trade, and now earn a good amount of money through them.

**DC 22:** The family originally came from Suzail, where they own a grand mansion named High Oronel. They also own the Wyrmdown estate near Immersea and Ormvraezel Keep in Sembia.

**DC 25:** While most people see Oruthian Haldoneir as a good man, there is no doubt that he is shrewd and ruthless. Those who dig deeper find many folk who have lost house and hold to the Haldoneirs.

## SIX COFFERS MARKET PRIAKOS (ORGANIZATION)

**Region/Town:** Sembia/Selgaunt

This organization is a trading cartel, whose headquarters are in Sembia, but which has offices all over the continent.

A character learns the following information about the Priakos with a successful Streetwise check:

**DC 15:** Originally formed by six prosperous merchants in widespread cities as a means of ensuring the proper flow of their goods, Six Coffers Market still controls a sizeable percentage of trade throughout Faerûn.

**DC 18:** The Priakos is still run by a selection of merchants - some of them unscrupulous, others are ignorant of any supposed 'shady' dealings in the Priakos.

**DC 20:** The current headquarters is in Selgaunt - formerly Berdusk. Regional centers of operation are Akanul, Iriaebor, Waterdeep, Marsember, Priapurl, and Silverymoon.

**DC 22:** The Six Coffers Market recently acquired influence in Scardale and Yhaunn, and is now the main trader in Sembia. It has contacts in but has not yet managed to establish themselves in Westgate.

**DC 25:** In Cormyr, they have the support of the Haldoneirs, a noble family.

**DC 30:** The Priakos shadier deals are said to involve smuggling of less appreciated wares. Of course, implications and proof are two different things, and most people who form the Priakos are genuinely honest (if greedy and calculating) traders. The Priakos is quick to remove any 'bad apples' in their midst - at least the ones that get exposed.

**DC 35:** A woman named Mirabeta Selkirk has influence over much of what happens in Sembia and the Dalelands, and some in Cormyr.

## DESKYR THANTERIM

**Region/Town:** Cormyr/ Marsember

Deskyr Thanterim is a merchant with contacts among the highborn in the city.

*Deskyr is a young man with short brown hair and a well-groomed beard. He wears expensive clothing, but lacks the custom jewelry except for a golden signet ring.*

A character learns the following information about Deskyr with a successful Streetwise check:

**DC 15:** Deskyr Thanterim is a merchant from Suzail. He is all that remains of his family, after his father died about a year ago.

**DC 18:** He is a great supporter of Tymora, good goddess of luck. He has sponsored the shrine in Marsember, hoping to establish a proper temple here.

**DC 20:** The Thanterims were originally merchant princes from Urmlaspyr in Sembia, closely associated with the temple of Tymora. They fled the city to Suzail during a rebellion against the Sharran oppression. They lost quite a fortune during their flight.

**DC 22:** Only recently, has Deskyr managed to retrieve the old family fortunes.

**DC 25:** Deskyr Thanterim is currently courting Neleen Haldoneir. He has bought his own tall house in town. Rumors suggest an engagement is announced soon.

## APPENDIX III: THE MURDERS

Below is information regarding the other murders with notes on how or from whom the information can be obtained. In most cases, the deaths were similar. A DC 15 Streetwise check yields the following:

- If **Odeyar** is the killer, the victim's necks were broken. In most cases, the victims were attacked from behind and stunned using an Agony overdose (poetic justice, according to Odeyar). Sartrat was instead poisoned.
- If **Privana** is the attacker, victims were killed with a dagger or dart that contains a fey poison that stops the heart. In some cases, Privana used a bardic song to aid her attack.
- If **Welm** is the attacker, the victims were strangled with a garrote. The garrote was in a few cases treated with a necrotic poison to ensure the attack would be deadly.

Individual NPCs may or may not know this information (use your own judgement).

The following is known of the individual victims:

### IOEUN MAAK

- **Streetwise DC 15:** Ioeun Maak was a merchant who trades indiscriminatingly, mostly from Westgate.
- Maak was a trader who worked for the Haldoneir family.
- **Delthrin the Deathmaster:** Maak's body was placed in the catacombs.
- **Rethate Haethmur:** Maak traded in illicit goods. His cargo also contained drugs, created in a lab in Westgate. She has no proof, but believes the Six Coffer Market Priakos ordered those goods (true; Maak suspected this, but was too scared to talk).

### BARG FAIRCOINS

- **Streetwise DC 15:** Barg Faircoins was a dwarven moneylender, and a worshipper of Waukeen.
- Faircoins handled the finances of the Haldoneirs for most enterprises in Marsember.
- **Delthrin the Deathmaster:** His body was claimed and interred by the Faircoins.
- **Rethate Haethmur:** Barg supposedly arranged the finances for the Six Coffer Market Priakos, including some of the more shady deals. She believes he also 'laundered' money earned through drug trade (true, though Barg was not

aware where the money he laundered came from).

### KRAL

- **Streetwise DC 20:** Karla was a burly woman, a ship's mate on board of the *Sword of Arabel*. The ship was quick to replace her, and left the harbor two days ago.
- Her body was found floating in the channels. It is possible she has already been dead for several days.
- **Heul (Scene 2):** Kral's ship, the *Sword of Arabel*, transported the cargo from Sartrat's warehouse.
- **Delthrin the Deathmaster:** Her body was handed over to the Temple of Amaunator.
- **Rethate Haethmur:** The *Sword of Arabel* was one of the ships used to smuggle drugs. She is sure the ship's mate knew what the ship's cargo was (true and false; but Karla never knew about the drugs).
- **Morning Mist Hall:** Karla was burned. The urn with her ashes was sent to her parents in Arabel.

### FALLELA HOLD

- **Streetwise DC 12:** Fallela Hold is a lady merchant who deals in fancy dresses and expensive jewelry.
- **Deskyr Thanterim:** Fallela was well known among the nobles. She was a personal friend of various people, including Neleen and Oruthian Haldoneir, and himself.
- **Delthrin the Deathmaster:** Her body was handed over to the Temple of Amaunator.
- **Rethate Haethmur:** Hold was high up in the society. I once heard her say she knew about Haldoneir's involvement in drugs trade, but she never took a step to stop it (false; Rethate misinterpreted a conversation she overheard).
- **Morning Mist Hall:** Fallela was raised. Lord Deskyr Thanterim paid for the ritual. See Scene 5 for questioning Fallela Hold.

### GELINDO REYMS

- **Streetwise DC 20:** Gelindo Reyms was a dancer who worked at the Masked Merfolk.
- **Delthrin the Deathmaster:** The Temple of Amaunator requested the body. However,

Delthrin refused it, since he had need of Gelindo's body. See Scene 4.

- **Rethate Haethmur:** Gelindo was often at Haldoneir's parties. She heard he arranged for 'spices' to elevate the mood (false; this is something Rethate made up).

#### SARTRAT FOWLER

- **Streetwise DC 15:** Sartrat Fowler was a low-profile merchant, who traded with the Dalelands.
- He was a nice enough guy, but lately in financial trouble. He took on any job to save his business.
- **Streetwise DC 20:** His warehouse was emptied two nights ago. Apparently he got paid well, since he bought several people a drink that evening.
- **Deskryr Thanterim:** Sartrat was an unsuccessful merchant and a drunk. Deskryr did not trade with him, but he recalls Oruthian inquired about him once.
- **Rethate Haethmur:** Sartrat Fowler was a dupe, a drinker and an easy victim for manipulation. It doesn't surprise her that the Six Coffers Market Priakos used him (true; Sartrat never realized this).

# HANDOUT 1: FACTSHEET

The following is a list of facts regarding the murders:

- The murders happened over the past three weeks.
- They occurred shortly after the rise of a new drug in the city.
- The drug is referred to as 'Agony', due to the incredibly painful withdrawal symptoms.
- A few petty criminals have been apprehended on the sale of the drug, but so far the drug trader's leaders have stayed out of shot and are unknown.
- The first victim was **Ioeun Maak**, a merchant.
- The second victim was **Barg Faircoins**, a dwarven moneylender.
- The third victim was a woman named **Krala**.
- The fourth victim was **Fallela Hold**, a merchant.
- The fifth victim was a man named **Gelindo Reyms**.
- The sixth and last victim was **Sartrat Fowler**.
- Several victims, at least Ioeun Maak, Barg Faircoins, and Fallela Hold, were business associates or friends of the Haldoneir noble family.

The following is a list of facts regarding the Agony drug:

- The drug appeared several months ago.
- It is a small package of dried black paste in an envelope. You crush it to powder then sniff it.
- It is supposed to give you great confidence and grant concentration. This has proven to be mostly a delusion.
- The drug causes people's moods to swing wildly.
- Those who stop experience wracking pains that can even kill.
- Some have said the Willing Whip (Loviatar, goddess of pain) is trading the drugs. The packages sport her symbol. Investigations have not made that conclusive yet.
- The Purple Dragons investigated the drug, but later one of the swordcaptains was implicated for trading in it himself
- Most victims who are forced to go cold are taken in by Morning Mist hall.
- The drug seems to get scarcer. Prices have been going up.

The adventurers do not have the right to arrest or detain a citizen. They can obtain the right to search a premises with the proper papers, which can be provide for an individual's residence through Telure Ambrur.