

BLINKING EYE OF FIRE

A DUNGEONS & DRAGONS® *LIVING
FORGOTTEN REALMS* ADVENTURE

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The second sun above Elturel blesses the land with never-ending light. But deep beneath the streets lurk things determined to see night fall. A *Living Forgotten Realms* adventure set in Elturgard for characters levels 11-14.

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

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

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

PREPARING FOR PLAY

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

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

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

READING MONSTER STAT BLOCKS

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

IMPORTANT DM INFORMATION

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

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

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

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

aware of running long or short. Adjust the pacing accordingly.

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

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

APPROPRIATE CHARACTER LEVELS

This adventure is designed for player characters (PCs) levels 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

Elturgard is a theocracy ruled by those who are certain they walk the path of righteousness. The paladins of this land take pride in their moral clarity and pursuit of good. Unlike most countries, Elturgard has a state religion: Torm is revered in the temples that dot the landscape, but worship of Amaunator is also common.

Elturgard is dominated by a "second sun" known as the Companion or sometimes Amaunator's Gift that hovers eternally in the sky above the city of Elturel, making this a realm of endless daylight. Creatures of darkness cannot abide even the sight of the city.

Deep beneath the streets of Elturel is a vast, subterranean maze. Those who trespass against the laws of Elturgard three times, or whose crimes are particularly heinous, are thrown into the Dungeon of the Inquisitor. The term "dungeon" is somewhat misleading, however: the natural caverns and tunnels beneath Elturel extend well beyond the patrolled, guarded prison area. Prisoners are often used on mining details and sometimes escape into the unexplored caverns, never to be seen again. The maze is filled with vicious creatures and natural hazards.

This adventure involves a collision between a group of zealous worshippers of Torm, a scholar who is interested in researching the true nature of the Companion, and the Dungeon of the Inquisitor.

The worshippers include Barachiel, a deva zealot, Mihael, a deva invoker, a hot-headed moon elf (eladrin) avenger named Voronwe, and a mute tiefling paladin named Loyalty. For twenty years they fought evil and rooted out corruption, side by side, as holy inquisitors of Torm.

Unknown to the others, the deva zealot Barachiel bound his spirit to the land of Elturgard so with each rebirth he would retain more memories of his past lives. Though his intentions were good, those memories were too much to bear, and slowly drove Barachiel insane. Now, instead of protecting the people of Elturgard, Barachiel has concluded that they are all corrupted beyond redemption and must be destroyed. For the past forty years, Barachiel has been a well-liked and respected councilor in Elturel, but beneath that cover lies a much more sinister truth. Barachiel has been secretly conducting magical research using life energies drained from prisoners abducted from the Dungeon of the Inquisitor. These abductees are held in a secret lair beyond the patrolled areas of the maze.

Barachiel became aware of the sun elf (eladrin) scholar Sikulis Meshyen's desire to conduct research

into altering the Companion to harm creatures other than undead. He decided to use that research to kill everyone in Elturel. Four weeks ago, Barachiel accused Sikulis of heresy and had him imprisoned for intending to conduct “dangerous magical experiments.” One week ago, Barachiel had Sikulis abducted, moved to the secret lair beyond the Dungeon of the Inquisitor, and tortured for his secrets.

Mihael, Voronwe, and Loyalty were unaware that their friend and mentor had fallen into madness. Fulfilling their duties, the trio had been searching for Sikulis as well as other missing prisoners from the Dungeon of the Inquisitor. They recently reported to Barachiel that they think someone within the church may be behind the disappearances. Mihael then disappeared in the maze, taken prisoner by Barachiel when he discovered the secret lair.

Barachiel went to Sikulis’s abandoned workshop to steal magical focuses for the final ritual to change the Companion. There, Loyalty confronted him. Barachiel fatally wounded Loyalty with a poisoned blade, and set a fire to hide the evidence. Loyalty survived the poison long enough to pass on a message, but the only part of her message that was understood was “The eye of fire, the blinking eye of fire.”

On hearing of Loyalty’s death, Voronwe understood “blinking eye of fire” to refer to a diadem Barachiel wore. Voronwe realized Barachiel must be up to some scheme involving the missing prisoner Sikulis Meshyen, and left to find the secret lair.

Tyrangal, a copper dragon in eladrin form, (reference: *The Edge of Chaos*, by Jak Koke, and *Edge of Chaos: Gregor’s Tangent*, from *Dungeon #172*) knows that Sikulis was imprisoned four weeks ago, and that he disappeared from the Dungeon of the Inquisitor a week ago. News of Loyalty’s death, and Voronwe’s grim journey alone into the depths of the Dungeon of the Inquisitor, has led Tyrangal to take action. She fears for Sikulis’s safety, and believes Sikulis’s knowledge will be essential to the defense of the city of Elturel against a growing threat that will soon emerge out of the plaguechanged land to the south. Tyrangal recruits the PCs to rescue Sikulis from whatever dangers he faces.

DM’S INTRODUCTION

The PCs are hired to find and rescue Sikulis. All that Tyrangal can tell the PCs is that Sikulis was held in the Dungeon of the Inquisitor, but he recently disappeared, and that there have been rumors of other disappearances. The PCs’ best option is to follow

Voronwe into the unexplored caverns. They must bluff or break through a minor dungeon guard post to enter the unpatrolled area of the maze. They then track Voronwe’s progress, fight Barachiel’s allies, and then defeat Barachiel himself in a final battle. The PCs may decide to kill Barachiel, to turn him in as a prisoner, or perhaps to change his evil ways.

The PCs should be under time pressure throughout the adventure due to the fear that Sikulis or others will die and bad things are happening fast. The DM is encouraged to use the following time tracking system to change the story outcome in the final encounter based upon how quickly the PCs get there.

IMPORTANT NOTE: TIME TRACKING

Once the PCs begin their explorations of the Dungeon of the Inquisitor, it is important for you to accurately track the amount of time that passes. Record all player (PC) chosen added expenditures of time beyond the norm. In a nutshell, you want to count the number of “extra” 5-minute blocks that the PCs use.

Examples include if the PCs take more than one short rest at the end of an encounter (don’t count the first short rest per encounter against their time), or cast rituals. Many rituals that the PCs are likely to want to use during the adventure, such as Water Breathing, require either 5 or 10 minutes to cast (depending if a scroll is used) and a short rest is always 5 minutes (but PCs often choose to take multiple consecutive short rests to make repeated use of encounter powers like Healing Word).

Total these additional expenditures of time. There is text in the conclusion that alters how many victims are still alive based upon how quick or slow the PCs were. Don’t bother tracking individual rounds of combat or similar minor events that would consume less than a minute; that is insignificant. You are just looking for a broad indicator of how quickly or slowly the PCs proceed through the dungeon.

THE COMPANION

The Companion (see page 124 in the *Forgotten Realms Campaign Guide*) is harmful to undead within Elturel. No game mechanics are provided for the Companion’s effects in the FRCG. Because of the possibility of undead PCs in LFR, the following rules are to be used for undead within the city limits. As no combat occurs on the streets of Elturel for this adventure, the impact should be for roleplaying purposes only.

The touch of the Companion's light is quite uncomfortable to undead creatures. Undead player characters suffer a -1 penalty to attack rolls, ability and skill checks, and damage rolls while fighting within the area of the Companion's influence. The light does not visibly burn or otherwise mark undead PCs, so they are still able to attend meetings, participate in the roleplaying, and so forth. This effect is less than what occurs to normal undead monsters.

PLAYER'S INTRODUCTION

Read or paraphrase the following to the players:

The call for adventurers to join a campaign to assess the threat of the plagueland in southern Elturgard has definitely not gone unanswered. The number of adventurers, both experienced and neophyte, who have come to Elturgard's capital city is astonishing. A sea of tents has appeared outside the city proper, and many have been forced to stay in surrounding towns while everyone waits for further instructions from the paladins.

You, however, have connections. Because of your countless successes and the powerful people who can vouch for your skill, you have received an invitation to stay at a fancy hostel in the center of the capital.

When the PCs arrive at Minerla's Hostel and Eatery, they find a very finely appointed inn with a large dining room, a sophisticated bar with common room, and a score of guestrooms. The place is currently housing many adventurers of various races, classes, and backgrounds. While the adventurers mingle (providing an opportunity for quick character introductions), they are approached by Tyrangal.

You have barely had time to settle into your lavish accommodations and reassemble at the bar when a tall, copper-skinned eladrin woman enters the common room. She is dressed in a rust-colored silk robe, with knee-length metallic auburn hair, and is accompanied by a stout, long-haired, bearded human, wearing scholar's robes two sizes too large for him. The eladrin strides into the common room and glances briefly around. There can be no doubt who she seeks: she approaches you with a determined step.

ENCOUNTER 1: HERO'S DUTY

SETUP

Tyrangal - appears as a tall eladrin female, but in reality is a shapechanged copper dragon

Brother Love - male human follower of Torm, Insight +15

The PCs are in the common room of Minerla's when they are approached by a female sun elf (eladrin) named Tyrangal. (It is possible that some of the PCs have met Tyrangal before in other SPEC2-1 adventures; if so, she acknowledges them with a slight smile. This text assumes that none of the PCs are acquainted with her; adjust as needed.)

Seating herself without ceremony at your table, the eladrin says, in a quiet voice, "My name is Tyrangal. I need a group of brave and talented people to find and rescue a sun elf named Sikulis from a maze of caverns that lie deep beneath the city. These caverns are connected to the Dungeon of the Inquisitor, so what I am asking you to do is technically illegal. However, we have no choice.

"Sikulis is vital to the security of Elturel, but the city's authorities do not believe him to be anything more than a heretic. Sikulis was unjustly imprisoned in the Dungeon of the Inquisitor, but he has recently either escaped or been abducted. I believe his life is in imminent peril, and I cannot overstate the importance of retrieving him.

"Without his knowledge, the upcoming expedition to explore the plagueland south of Elturel may very well suffer a catastrophic defeat. Will you help?"

Tyrangal has elven features, but she is easily a head taller than a human. Her skin is the color of copper, and she has gold-colored eyes. Her knee-length hair is a metallic auburn shade.

The PCs may find out the following about Tyrangal if they succeed at the appropriate skill checks. Note that because of Tyrangal's shapechange, a Nature skill check will **not** identify her as a dragon.

- Arcana DC 20: Tyrangal looks distinctly different from most eladrin (known as moon or sun elves) you have met in your travels through Faerun. She may be native to the Feywild, a magical world that is the motherland of all fey.
- Arcana DC 35: A shapechange might explain Tyrangal's appearance.

- History DC 35: A copper dragon named Gaulauntyr lost her mind and caused great devastation during the Rage of Dragons (1373 Dale Reckoning). It is said the dragon recovered and returned after Mystra's death, using the name Tyrangal. She involves herself in many affairs, primarily those involving the Spellplague. Her motives are cloaked in mystery, and she often acts through intermediaries.
- Insight DC 20: Tyrangal seems trustworthy. You don't get the feeling she is trying to deceive you.

Information that Tyrangal shares:

- Sikulis is a sun elf (eladrin) arcane sage who came to Elturel to conduct research on the Companion, the second magical sun that hangs above Elturel.
- I helped sponsor this research, in part because one of the most promising aspects is the possibility that the Companion's light could be altered to harm plaguechanged creatures instead of undead.
- Sikulis's research could help stop the threat from the plaguechanged lands to the south. His work may be critical to the success of the upcoming expedition to explore the plagueland a few miles to the south of Elturel.
- Sikulis is brilliant, but naïve. Unfortunately, his most recent proposal to work directly with the Companion's energy was not well received by the rulers of Elturgard. The followers of Amaunator and Torm accused Sikulis of heresy for wanting to tamper with the divine gift.
- Normally it takes three offenses to get someone sent to the Dungeon of the Inquisitor, but for some reason, Sikulis was sent straight there. I don't know how or why the usual procedures were ignored, but someone must have wanted to silence him.
- Sikulis was imprisoned four weeks ago. My diplomatic efforts to free him have failed. The paladins are horrified at the thought of tampering with the Companion and are not willing to listen to reason. I have tried to tap all my considerable resources and failed. The only chance we have is to mount a rescue mission.
- The Dungeon of the Inquisitor is connected to a vast network of caverns beneath the city. Prisoners are often sent on mining expeditions as a combination of exercise and punishment. Sikulis disappeared on one such mining excursion a week ago.

- Due to my pressure, the city's leaders were least willing to investigate Sikulis's disappearance. The Dungeon of the Inquisitor is supposed to be a facility for investigation and redemption, not a place where people go to disappear forever. Three teams, led by a deva invoker named Mihael, a moon elf avenger named Voronwe, and a mute female tiefling paladin named Loyalty, were ordered to search for Sikulis.
- A few days ago the entire team led by Mihael disappeared without a trace. They are presumed dead.
- Last night, Sikulis's workshop burned to the ground, and the inquisitor, Loyalty, was found dying of poisoned wounds nearby. Before dying, Loyalty used sign language to deliver a final message: "The eye of fire. The blinking eye of fire."
- Voronwe has worked closely with Loyalty for many years. When Voronwe heard of Loyalty's death near Sikulis's workshop, Voronwe headed for the Dungeon of the Inquisitor in full battle gear. Voronwe is known for rash and violent behavior.
- Voronwe entered the dungeon two hours ago through the mine entrance, not the main dungeon entrance. I fear that he is about to meet the same fate as the other investigators. That is why I want you to follow him. There is no time to involve the city authorities, and they would not approve of this mission even if I were to tell them.
- [Tyrangal gestures to the human who accompanied her into the room.] This is Brother Love. If he has another name, I do not know what it is. He is a bit eccentric, but he is knowledgeable about the Dungeon of the Inquisitor and has agreed to help me.

Be sure to emphasize that Sikulis's knowledge of various ways to combat the Spellplague is irreplaceable. If he dies, his knowledge will die with him, especially since his workshop burned to the ground last night.

Brother Love will introduce himself but only speaks to describe the caverns beneath the Dungeon of the Inquisitor. Otherwise, he does nothing but sit, staring wide-eyed at the PCs and Tyrangal with an excited look on his face. He answers direct questions if asked, always referring to himself in the third person as "Brother Love." He is prone to elaborate gestures and

occasionally absentmindedly takes and munches food from the PCs' plates.

"Hello, my friends," he chuckles. "It seems to Brother Love that Brother Love is needed here!" The robed man wearing a garland of flowers shades his eyes with a hand and cranes his head to peer about the room for a few moments. He then winks at you and whispers loudly, "Brother Love can, of course, be discreet!" A person at a nearby table chokes on his drink, while another laughs out loud. Brother Love continues in a quieter tone.

PCs native to Elturel or that make a DC 16 Streetwise check know Brother Love's reputation for being very honest, nosy, and loudmouthed. Several years ago, Brother Love spent a few months in the Dungeon of the Inquisitor himself, during a particularly fierce ecumenical dispute. He never speaks about his own experiences, but they clearly changed him.

Since his release, Brother Love has been viewed by the city's population as a simpleton, harmless and deserving of pity rather than scorn, which allows him to poke around the city without much interference by the authorities. This can make him a useful source of information, if one can get past his eccentricities.

Information that Brother Love may share:

- The Dungeon of the Inquisitor is the prison below Elturel, where those that repeatedly trespass against our laws are imprisoned. Trespassing against the laws of Elturel might include anything from minor crimes against property or person, to "thought crimes" such as speaking heresy against the churches of Amaunator or Torm, to truly grave offenses such as murder.
- Teams of prisoners are often sent to mine crystals in the extensive natural caverns connected to the Dungeon of the Inquisitor. When a prisoner escapes, patrols do not search far, as the tunnels are dangerous and the escapees are sure to perish.
- The weakest entry point is the isolated guard post that watches over the loading and unloading of river cargo into the dungeon mines. Besides, that was the direction that Voronwe went, and Tyrangal says that you need to follow him.
- There are additional guard posts between the mine cargo post and the proper limits of the Dungeon of the Inquisitor.
- The captain of the guard post is a dwarf nicknamed "Grim" for his grim demeanor. The

nickname is one the dwarf wears with pride. He is eccentric, suspicious, harsh, and sarcastic. In spite of all that, he is trusted to run his post and make the right decisions without having to run and get orders from a superior.

- Obviously if you say you are following Voronwe or going to break a prisoner out of the Dungeon, Grim will not let you by. The best way to get by is to convince him you are adventurers who just want to explore the caverns and to fight monsters. From time to time, the city leaders send sellswords into the caverns to reduce the population of dangerous monsters that might threaten the city or interfere with the mining expeditions.
- Brother Love is a pacifist, as his name implies, and although he agrees with Tyrangal's objectives, he makes certain to emphasize that no one wants any of the Tormish guards or workers killed. They are just doing their jobs and have no idea about the larger issues at stake here.

When the PCs accept the mission, Tyrangal emphasizes that the recent disappearances and deaths, the fire at Sikulis's workshop, and lack of official support all justify acting quickly. Someone may be killing off all persons who have had any association with Sikulis. The PCs must enter the Dungeon of the Inquisitor by the quickest way possible, which means bluffing or fighting their way in through the isolated guard post that Brother Love mentioned earlier.

- Other methods of breaking into the dungeon will take too long. Anything from breaking the laws to get thrown in, to negotiating a way in through the proper channels, to sneaking in with a shipment of supplies, requires time the PCs simply do not have.
- Armed parties of adventurers sometimes explore the extensive caverns. The PCs may use this as an excuse if they are questioned inside the dungeons, especially as few other than criminals care to inquire deeply into the affairs of Inquisitors.

TROUBLESHOOTING

Lawful PCs, followers of Amaunator and Torm, and various other characters may respond quite unfavorably to Tyrangal's request that they break the law. (Even some PCs of a less savory nature might balk at the assignment. After all, the leaders of Elturgard have demonstrated quite clearly that they have no

compunction about throwing people into the Dungeon of the Inquisitor without a trial.)

If any player refuses to take the assignment on the grounds that his or her character would not break the law or go against the will of the theocracy, offer that character the opportunity to act as a "double agent." The PCs in question can approach the leaders of Elturel (good candidates for an official sponsor would include Knight-Commander Vessen, or any high-ranking cleric of Amaunator or Torm) and report the "plot" that Tyrangal is hatching. The PCs may do this either before or after they accept the assignment (some will prefer to do it before, as they do not want to give their word to Tyrangal unless they intend to honor that commitment, while others might be willing to take the assignment from Tyrangal but then immediately report to the authorities).

If a PC is so bold as to tell Tyrangal to her face that he or she intends to report the entire plan to the city authorities, the eladrin is unconcerned. Read the following:

"Perhaps they will listen to you where they would not listen to me," Tyrangal says. "Do what you feel you must - but I swear to you that I have only the best interest of Elturgard and its people at heart, and I would not ask you to do this if I did not believe that there was no other choice."

Being adventurers of Paragon stature, the PCs are able to gain an audience with a suitably high-ranking member of Elturel's military or religious leadership (feel free to improvise a scene involving pretty much anyone in Elturel other than the High Observer, who is still a little bit out of their league for the PCs to be able to just march in and demand an audience).

The NPC listens to the PCs' tale and then makes a quick decision. Everything that Tyrangal said as far as Sikulis's imprisonment and the appointment of Mihael, Voronwe, and Loyalty is true. Loyalty is dead and Mihael is missing. Voronwe has not reported in to his superiors for over a day. Sikulis's workshop was indeed burned to the ground, and the PCs are assured that it was not done on the orders of anyone in power in Elturel. (That is, in fact, untrue, but the identity of the traitor within the ranks of Elturgard's leadership is beyond the scope of this adventure, and in any event there is no way for the PCs to investigate the workshop fire during this adventure.)

Ultimately, the NPC asks the PCs to go along with Tyrangal's plan. Regardless of whether Sikulis is truly a heretic or not, someone is clearly trying to impede the investigation into the happenings at the Dungeon

of the Inquisitor, and the city authorities are happy to have another “loyal operative” investigating the matter. So long as the PCs promise not to remove Sikulis or any other prisoner from Elturel without authorization, or permit others to do so, the PCs are given leave to participate in Tyrangal’s scheme and are specifically asked not to try and apprehend Tyrangal or any of the other PCs.

This does not affect how Captain Grim responds to the PCs in Encounter 2; he refuses to believe any claims of privilege that the PCs make, and there is no time to convince him otherwise.

ENDING THE ENCOUNTER

Tyrangal pays the PCs 100/200 gold pieces each up front, and promises them another 900/1800 gold pieces each when they deliver Sikulis to her alive. All of these payments are made in the form of platinum trade bars.

Tyrangal also gives the PCs a scroll with the ritual Linked Portal on it, and a drawing of a permanent teleportation circle in Elturel that they can use as the target for the ritual.

“Use this when you have rescued Sikulis and whoever else is in danger; that will be a much quicker return, I daresay.”

When they are finished asking questions, the PCs can make whatever final preparations they want, but Tyrangal urges them to head to the guard post as soon as they can. Voronwe already has a head start of several hours on them. When they are ready, the PCs exit the city, following Brother Love’s directions to locate a winding trail that goes down the face of the cliff overlooking the River Chionthar.

The early spring weather is still quite cold and rainy, making the cliff face slick and treacherous, but a thin trail provides reasonably safe passage. From the trailhead, you see signs of activity below, at what looks to be a mine entrance, a warehouse, and a loading dock with a small pier at the edge of the river.

EXPERIENCE POINTS

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

TREASURE

Tyrangal pays PCs that accept the mission 100/200 gp each.

ENCOUNTER 2: A “GRIM” DWARF

**SKILL CHALLENGE LEVEL 12/14,
COMPLEXITY 3 (2100/3000 XP)**

SETUP

Captain “Grim” - dwarf guard captain
Fozli - old merchant

The PCs have proceeded down the winding trail towards a mine entrance near the river. Read or paraphrase the following:

The cold rain soaks you as you move down the trail to the mine entrance leading to the Dungeon of the Inquisitor. You see workers carrying supply crates out of a nearby warehouse and into the mine. Nearby, the River Chionthar flows past Elturel, carrying extensive ship and barge traffic.

Assuming the PCs enter the mine entrance, read or paraphrase the following:

Inside the mine entrance, you hear someone shouting. “Six hundred and sixty miles from Skull Crag to Elturel, through orcs, goblins, river pirates, and Zhentarim highwaymen, just for you to drop it on a rock! Trying to make a name for yourself, are you? Well, I’ve got a name for you! Dunderhead! Dunderhead the Crate Destroyer!”

As you reach a bridge over a rushing river channel, you see a bald dwarf with a bristling black beard dressed in heavy furs screaming at a red-faced human wearing heavy clothing and work boots. The pair are standing over a broken crate.

Beyond the distraught worker are other humans unloading piles of crates from a barge, while additional workers pile up large chunks of crystal carried from inside the cave entrance. A few guards dressed in leather armor and holding bows laugh as the dwarf continues to berate his unfortunate employee.

Captain Grim and his guards will not assume the PCs have come to fight, merely because they possess weapons; they are used to adventurers wanting to explore the caverns. However, if the PCs appear to be positioning themselves for combat, the NPCs are not stupid. If the PCs want to fight the guards, proceed to

Encounter Three. We expect that most parties will prefer the diplomatic solution, so to save time, it is recommended that you not set out the battle map unless combat is clearly going to occur.

If the PCs begin to approach before Captain Grim tells them to, he yells at them, ordering them to stay back and state their business. Once someone tells Captain Grim they want to enter the Dungeon of the Inquisitor or explore the caverns, read or paraphrase the following, adjusting for the number of PCs in the group.

Captain Grim grunts and says, “Well, I hate talking to lots of people at once. Gives me a stomachache. One or two of you come and talk to me and explain to me just why you need to get in. Meanwhile, the rest of you can help these idiots unload that barge. All you need is a strong back, although I suppose quick hands and good balance could help you from falling in the river channel. And someone needs to go talk to Fozli, the merchant yonder.” He jerks his thumb over his shoulder towards the mouth of the cave. “He’s always moaning about how you need to KNOW this or that or some other stupid thing to survive adventuring. Well? Who’s going to do what? No more than two per task, now! Can’t stand crowds.”

What that means:

- Every PC must choose a task: talking to Captain Grim, unloading crates or demonstrating adventuring knowledge to Fozli.
- Each task must have one or two PCs.
- Nobody can start until everyone’s been assigned to a task.
- No suspicious behavior. Stay apart from one another, no whispering, no trying to step aside to have a quiet word, no winking or funny gestures.

Any PC that breaks a rule is glared at by Captain Grim, who orders them not to repeat that behavior.

Passive Insight, DC 16/18—Captain Grim is clearly used to having his orders obeyed. If the dwarf loses his temper, he might cease any negotiation.

Passive Insight, DC 21/23—the dwarf is not looking for free labor; he seems to be testing you.

Once each PC has committed to and has declared what task he or she wants to perform, read or paraphrase the following.

The dwarf grins nastily and says, “Well, now that I know what you all WANT to do, I’ll tell you what you’re GOING to do. Surprise!”

- The PCs that were going to talk to Captain Grim will now be talking to Fozli.
- The PCs that were going to unload the barge will now be talking to Captain Grim.
- The PCs that were going to talk to Fozli will now unload the barge.

Captain Grim orders the PCs to comply and waits to see how they react to his apparent capriciousness.

DM Note: The DCs in the following skill challenge were set to Easy (10/11) and Moderate (16/18) values which would normally be too low for the level of skill challenge (and associated experience points) because of the assumption the players would go along with PCs using skills that probably are not their best skills.

If the players flat-out refuse to go along with the swap, but do not want combat, Captain Grim will permit them to pursue their original choices. In this case, raise the DCs from Easy to Moderate and Moderate to Hard (21/23) to give a proper challenge, since the PCs will be using their preferred skills.

Ultimately the aim is for the players to have fun.

SKILL CHALLENGE: THREE TASKS

Goal: The PCs want to convince Captain Grim to let them enter the mines and unexplored caverns without a fight.

Complexity: 3 (8 successes before 3 failures)

Primary Skills: Dependent on scene

Secondary Skills: Dependent on scene

Victory: The PCs convince Captain Grim to let them enter the mines and unexplored caverns near the Dungeon of the Inquisitor without a fight.

Defeat: The PCs must fight the guards if they are to proceed further.

Captain Grim wants each PC to prove his or her own worth by participating in one of the tasks. No one sits out. The three scenes of the skill challenge take place at the same time but at different places. Captain Grim scowls at PCs who want to take an “Aid Another” action and may shout about not helping the slackers. Captain Grim ignores any familiars, mounts, and animal companions unless they appear to be setting up for combat or trying to move into the caverns. Captain Grim orders the PCs to keep their companions under control. Remember, Captain Grim

is deliberately arbitrary and unfair because he is trying to test the PCs.

Failed skill checks are very obvious, as Captain Grim makes sarcastic comments, Fozli groans and slaps his hand over his eyes, and crates full of valuable goods smash open on the ground.

The following scenes are provided as examples. Feel free to customize them based on what the PCs do, and give hints to the PCs about what skills might be useful if they're having trouble deciding what to do. If a PC wants to use a skill that's not listed here and you think it's applicable, a moderate to hard DC is recommended. A number of secondary skill options are also suggested. To be clear, if a skill cannot provide a success, a then that skill also cannot provide a failure towards the total limit of 3 failures for the overall skill challenge.

SCENE 1: CONVINCING CAPTAIN GRIM

The dwarf captain runs a hand over his bald head, then strokes his great black beard. “Well, at least you lot understand proper respect and how to follow orders! Not like the bunch of idiots I usually have to deal with. Proper respect for the gods. Proper respect for law and tradition. But why are you here?”

Bluff DC 10/11 (1 success, 1 maximum per PC)

You spin some tall tale. He nods absentmindedly while watching your companions suspiciously.

If the PC's check result beats the DC by 10 or more, the PC scores an additional success.

Diplomacy DC 16/18 (1 success, 1 maximum per PC)

You politely explain you want to explore the caverns and test your mettle as adventurers. Even the tough Captain Grim smiles for a moment, but then catches himself quickly, and scowls again.

History DC 10/11 (0 success, 1 maximum per PC)

You speak about the importance of law and tradition in shaping the history of Faerun. The dwarf captain grunts and nods, then asks you again why you want to enter the Dungeon of the Inquisitor.

A successful check grants a +2 bonus to the next Bluff or Diplomacy check made by the PC for this scene.

Insight DC 10/11 (0 success, 1 maximum)

You can tell the dwarf feels unappreciated. He clearly values respect, order, law, tradition, and obedience to the gods. He also enjoys tall tales. You

gain a +2 bonus to a subsequent Bluff, Diplomacy, or Intimidate check in this scene.

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

You make it known to Captain Grim that he would be wise to stand aside for his betters. On a success, the tough Captain Grim blinks; his eyebrows crawl to the top of his forehead; then the dwarf laughs heartily, saying: ***“You got gumption, and I like that - but I only let people challenge my authority once.”***

Religion DC 10/11 (0 success, 1 maximum per PC)

You speak sage words about the gods, and Captain Grim nods and smiles for a second before his scowl returns, and he asks you again why you want to enter the mines.

A successful check grants a +2 bonus to the next Bluff or Diplomacy check made by the PC for this scene.

SCENE 2: FOZLI

An unarmed elderly human man holding a wax tablet and stylus is taking inventory of a staggering number of weapons, sunrods, coils of rope, lengths of chain, large sturdy locks, and other mining and construction supplies.

As you come closer, he says: “My name’s Fozli. Captain Grim won’t let anyone into the dungeon mines that’s not prepared for danger. How prepared are you to meet the dangers of exploring? What do you know of the monsters that might find you? Knowledge is the key to avoiding danger, so tell me what you know.”

Acrobatics DC 16/18 (0 success, 1 maximum per PC)

You demonstrate your nimbleness with a few back flips. Fozli agrees such skill could be useful for escaping monsters, but doesn’t look impressed.

A successful check grants a +2 bonus to the next skill check made by the PC for this scene.

Athletics DC 16/18 (0 success, 1 maximum per PC)

You flex your muscles, and Fozli agrees such strength could be useful for jumping and climbing, but doesn’t look impressed.

A successful check grants a +2 bonus to the next skill check made by the PC for this scene.

Bluff DC 16/18 (1 success, 1 maximum)

You make something up about the dangers of underground travel and monster hunting. Fozli nods slowly and remarks that what you say might be true. Then again, it might not.

Dungeoneering DC 10/11 (1 success, 1 maximum per PC)

You tell Fozli about the natural hazards of the Underdark, or about some of the monsters you may find therein. He nods.

If the PC’s check result beats the DC by 10 or more, the PC scores an additional success.

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

You hold your breath. Fozli agrees such hearty lungs could be useful if you ran into some poison gas, but doesn’t look impressed.

A successful check grants a +2 bonus to the next skill check made by the PC for this scene.

Heal DC 10/11 (1 success, 1 maximum per PC)

You tell Fozli how your knowledge of healing can help your party recover from the inevitable combats they will face.

History DC 10/11 (1 success, 1 maximum per PC)

You recount the histories of famous horrible monsters to Fozli, and of how those monsters were overcome.

Nature DC 10/11 (1 success, 1 maximum per PC)

You tell Fozli of natural hazards you may find, and of monsters that roam the wilds. Fozli agrees your knowledge could be useful.

Religion DC 10/11 (1 success, 1 maximum per PC)

You tell Fozli of undead monsters you may face, or about divine magical effects, or of how to best combat the works of evil gods.

Stealth DC 16/18 (1 success, 1 maximum)

You move quietly up to Fozli while he’s glancing at something else, and he looks up at you startled. He tells you that your skills are impressive, but that they’re no substitute for knowledge. He also seems to be on his guard against any future attempts to startle him in the same fashion.

Thievery DC 16/18 (0 success, 1 maximum per PC)
You pick a nearby lock, and Fozli agrees such skills could be useful in a pinch. There aren't a lot of locks on caves, though. Fozli asks you to show your preparedness in some other way.

A successful check grants a +2 bonus to the next skill check made by the PC for this scene.

SCENE 3: UNLOADING THE BARGE

You begin to help the workers unload the barge. Some workers pass crates hand to hand from barge to shore, stacking the crates on top of one another. Other workers struggle to untie knots of wire-wrapped rope that have been soaked and swelled by the river water.

Acrobatics DC 10/11 (1 success, 2 maximum)

Captain Grim nods approvingly as you keep your footing on the barge as it sways and bops in the current, helping move crates from barge to shore.

If the PC's check result beats the DC by 10 or more, the PC scores an additional success as the PC manages to prevent someone from dropping a crate.

Athletics DC 10/11 (1 success, 2 maximum)

You help the workers on shore lift the heavy crates on top of one another. The dwarf nods approvingly.

Endurance DC 10/11 (1 success, 1 maximum each PC)

The workers work very quickly, but your stamina lets you keep up.

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

The dwarf smiles broadly as you yell at the workers to make them work faster. When he notices some of the workers have stopped work to stare at you nervously, though, he scowls and shouts "Back to work!"

Thievery DC 10/11 (1 success, 2 maximum)

You pick at the knots in the rope that secure crates to the barge, and manage to get one loose.

ENDING THE ENCOUNTER

Success: If the PCs succeed at this encounter, read or paraphrase the following.

The dwarf looks at you all and grumbles "Yeah, I suppose you lot will do. In you go!"

As you prepare to enter the natural caves that link to the Dungeon of the Inquisitor, you hear a loud

crash and a scream. Looking to see the source of the disturbance, you see the barge has torn loose from its moorings! Dunderhead the Crate Destroyer has slipped and fallen in the river, and is being swept away by the strong current. The remaining workers and guards run around frantically, but don't seem to be doing much good.

This is a roleplaying opportunity and not part of the skill challenge. Reward creativity and fast action. The PCs have 5 rounds of actions before Dunderhead goes over the waterfall and dies from the fall or drowning.

While in the water, Dunderhead can't speak intelligibly, is panicked, treats PCs as enemies, cannot move normally or take Acrobatics or Athletics checks for any purpose, and cannot spend squares of movement to decrease the distance the current slides him towards the waterfall three squares each round. If swept over the edge of the waterfall, he drowns.

A Medium or larger sized PC can make a Strength attack vs. Reflex as a standard action to grab Dunderhead. Dunderhead has the same statistics as a human archer minion from Encounter 3. A hit immobilizes Dunderhead. Sustaining the grab is a minor action; the grab can be ended as a free action.

Once Dunderhead leaves the water, he stops gibbering, no longer treats the PCs as enemies, and runs away in shame. Despite his continued berating of everyone in sight, Captain Grim is also grateful to the PCs for saving his worker, and gifts the party with a *potion of vitality*. (This potion will disappear if not used during the adventure.)

Fozli will gladly sell the PCs sunrods or any normal equipment from the *Player's Handbook* at the list price.

Tell the players that their PCs will have to trek down through winding natural caverns, and that every moment counts. Go to Encounter Four.

Failure: If the PCs attempted this skill challenge but failed, read or paraphrase the following.

The dwarf grunts and crosses his arms. "You lot don't seem like you should be here! Go on now, get out of here before you hurt yourselves!"

Looking at the battle map for Encounter 3, those PCs who were talking with Captain Grim are in Area 2, those with Fozli are in Area 3, and those unloading the crates are in Area 4. If the PCs attack immediately, those areas will be their respective starting spots. If the PCs delay to reposition themselves, use your

judgment as to whether that looks suspicious. If Captain Grim decides that the PCs are not going to leave quietly, he orders the guards to attack. Go to Encounter Three.

EXPERIENCE POINTS

The PCs receive 420/600 XP each for successfully completing the skill challenge. Proceed to Encounter 4 and do not run Encounter 3. If the PCs ask Grim whether or not the inquisitor Voronwe passed this way, the dwarf grunts in the affirmative.

If the PCs attempted and failed the skill challenge, they instead receive 210/300 XP each. (However, they now have to fight the guards in Encounter 3, which means that they are likely to lose the XP from this skill challenge because of the total XP cap, assuming they complete the rest of the adventure successfully.)

If the PCs failed the skill challenge, they cannot attempt to save Dunderhead in this encounter, although they may save him later in Encounter 3.

Whether the PCs were successful or not, if they attempted the skill challenge, this encounter counts towards a milestone.

TREASURE

The PCs might receive a *potion of vitality* for saving Dunderhead the Crate Destroyer.

ENCOUNTER 3: GATE CRASHING

ENCOUNTER LEVEL 12/13 (2800/4000 XP)

SETUP

If the PCs fight the guards at the mine entrance rather than convince Captain Grim to let them pass peacefully, or simply attack without provocation, run this encounter.

This encounter includes the following creatures at the low tier:

8 human archer minions (A)
1 human sniper (S1)
1 Captain Grim (G)
1 Dunderhead the Crate Destroyer (D)
Fozli and Barge Workers (F, B)

This encounter includes the following creatures at the high tier:

8 human archer minions (A)
1 human sniper (S1)
1 Captain Grim (G)
1 Dunderhead the Crate Destroyer (D)
Fozli and Barge Workers (F, B)

One of the humans with a bow shouts “We’re under attack! Shut the gate!” The guards raise their weapons as unarmed workers run for cover. Looking up in surprise, Dunderhead the Crate Destroyer slips and falls in the fast-moving river, and is swept away by the strong current. He flails his arms wildly as he gibbers in terror!

If the PCs insisted on disobeying Captain Grim’s orders, or failed the skill challenge and refuse to leave the area, read or paraphrase the following instead:

Captain Grim barks, “Troublemakers! To arms, men!” The guards raise their weapons as unarmed workers run for cover. Looking up in surprise, Dunderhead the Crate Destroyer slips and falls in the fast-moving river, and is swept away by the strong current. He flails his arms wildly as he gibbers in terror!

FEATURES OF THE AREA

Illumination: Bright light from several sunrods

River Channel: The current is speed 3 (squares per round) and the channel is 2 squares deep. The flow is from a river entrance to the upper right corner of the map towards a waterfall in the lower left corner.

Waterfall: The waterfall is a 40 foot drop.

Cliff: The cliff faces are 40 feet high.

Crates and Crystals: The crates and crystals count as difficult terrain and provide cover.

Gate: The gate starts the encounter in the open position. A standard action closes the gate. A minor action is required to drop the locking bar on the other side of the gate, which must be done from that side.

Once the reinforced iron gate is closed, it entirely blocks line of sight and effect into the next area, and cannot be opened normally or by using Thievery checks from the side the PCs start on. The gate has 180 hit points, an AC and Reflex of 4, and a Fortitude of 12. Attacks against Will do not affect the gate. Once closed, it requires a DC 25 Strength check to break open. If the locking bar is in place, the DC increases to 29. An archer minion can be intimidated into lifting the locking bar and opening the door with an Intimidate check of DC 27/29.

Barge: The barge is considered regular terrain.

TACTICS

Captain Grim: Moves to position “G*” to bar the PCs from passing through the narrow strip of land.

Snipers: Fire on anyone balancing in the river, and try to use Stealth to get combat advantage.

Archer Minions: Try to shut the gate with at least one of their number inside; that minion drops the locking bar on the gate. The remaining archers locked outside fire on anyone balancing in the river.

Fozli and the barge workers: They are noncombatants, and run to Area 5, then off the map to escape.

All NPCs: No NPC tries to help Dunderhead under any conditions; the guards won’t abandon their post, and Fozli and the barge workers are ineffectual. No NPC will pursue any PC off the map.

Dunderhead: While in the water, Dunderhead can’t speak intelligibly, is panicked, treats PCs as enemies, cannot move normally or take Acrobatics or Athletics checks for any purpose, and cannot spend squares of movement to decrease the distance the current slides him towards the waterfall.

A Medium or larger sized PC can make a Strength attack vs. Reflex as a standard action to grab Dunderhead. He has the same defenses as a human archer minion. A hit immobilizes Dunderhead. Sustaining the grab is a minor action; the grab can be ended as a free action.

If Dunderhead leaves the water, he stops gibbering, no longer treats the PCs as enemies, and runs away in shame.

SCALING THE ENCOUNTER

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

Four PCs: Remove 3 human archer minions (one from behind the gate and 2 from the far shore).

Six PCs: Add human sniper S2 and remove 1 human archer minion.

ENDING THE ENCOUNTER

Any human guards that survive will tell the PCs the following. None of the human guards will lie; they are afraid the PCs will kill them in cold blood, so do their best to be cooperative.

- The PCs can follow a trail of luminescent yellow paint splotches from the mouth of the

cave to the Dungeon of the Inquisitor. Some locations are marked.

- The path is obvious because guards that use it don't want to get lost, because anyone trying to escape that follows the trail will just end up at the guard post where they will be recaptured, and because the guards want anyone who does get lost in the cave by accident to be able to follow the trail to safety.
- There are shouts of alarm receding into the distance, but the guards resignedly say it will be at least fifteen minutes before any reinforcements will arrive from Elturel above.
- Captain Grim does nothing but shout at the PCs to surrender while they still can.

Proceed to Encounter 4.

EXPERIENCE POINTS

If the characters enter combat with the guards and defeat them, the characters receive 560/800 XP each. The PCs do not need to kill the guards to receive this XP, they only need to get past them.

TREASURE

Captain Grim carries a *potion of vitality*.

ENCOUNTER 3: GATE CRASHING (LOW LEVEL)

Captain Grim (Level 12)	Level 12 Brute
Medium natural humanoid (dwarf)	XP 700
Initiative +9 Senses Perception +7; low-light vision	
HP 148; Bloodied 74	
AC 24; Fortitude 24, Reflex 21, Will 19	
Saving Throws +5 against poison effects	
Speed 5; see also <i>stand your ground</i>	
m Battleaxe (standard; at-will) ♦ Weapon	
+15 vs. AC; 2d10 + 7 damage and the target is slowed until the end of Captain Grim's next turn.	
M Executioner's Swing (standard; at-will) ♦ Weapon	
Slowed creatures only; +15 vs AC; 3d10 + 7 damage	
C Deadly Arc (standard; encounter) ♦ Weapon	
Close burst 1; +13 vs Reflex; 2d10 + 7 damage, ongoing 5 damage (save ends), and the target is slowed until the end of Captain Grim's next turn.	
Stand Your Ground	
When an effect forces a dwarf to move – through a pull, a push, or a slide – the dwarf moves 1 square less than the effect specifies. When an attack would knock the dwarf prone, the dwarf can roll a saving throw to avoid falling prone.	
Alignment Unaligned	Languages Common, Dwarven
Skills Intimidate +10, Stealth +14	
Str 22 (+12)	Dex 17 (+9) Wis 12 (+7)
Con 18 (+10)	Int 10 (+6) Cha 8 (+5)
Equipment hide armor, battleaxe	

NOTE: Based on “Human Murderer” from *Worse Than Death, Dungeon #164*, page 15. Changed name of monster to “Captain Grim”. Changed keyword from “human” to “dwarf”. Added low-light vision. Added Saving Throws +5 against poison effects. Reduced speed from 6 to 5. Added “Stand Your Ground” ability. Changed alignment from Evil to Unaligned. Added Languages: Dwarven.

Human Sniper (Level 12)	Level 12 Artillery
Medium natural humanoid (human)	XP 700
Initiative +13 Senses Perception +16	
HP 93; Bloodied 46	
AC 24; Fortitude 21, Reflex 26, Will 24	
Speed 6	
m Bayonet (standard; at-will) ♦ Weapon	
+17 vs. AC; 2d4 + 4 damage.	
r Crossbow (standard; at-will) ♦ Weapon	
Ranged 15/30; +19 vs AC; 2d8 + 5 damage	
R Bleeding Bolt (standard; recharge 6) Weapon	
Ranged 15/30; +19 vs AC; 2d8 + 5 damage, and the target takes ongoing 5 damage (save ends). <i>Aftereffect:</i> Weakened until the end of the sniper's next turn	
A Acrid Bolt (standard; encounter) ♦ Acid, Weapon	
Area burst 1 within 15; +17 vs Reflex; 2d10 + 2 acid damage	
Sharp Eye	
When making a ranged attack, the human sniper ignores concealment (but not total concealment).	
Alignment Evil	Languages Common
Skills Stealth +18	
Str 12 (+7)	Dex 25 (+13) Wis 20 (+11)
Con 15 (+8)	Int 12 (+7) Cha 14 (+8)
Equipment crossbow, crossbow bolts x 20	

NOTE: Based on “Human Sniper” from *Sea Reavers of the Shrouded Crags, Dungeon #158*, page 63. Added crossbow bolts x 20, removed poison bolts

Human Archer Minion (Level 12)	Level 12 Minion
Medium natural humanoid (human)	XP 175
Initiative +13 Senses Perception +8	
HP 1; a missed attack never damages a minion.	
AC 24; Fortitude 23, Reflex 25, Will 23	
Speed 6	
m Dagger (standard; at-will) ♦ Weapon	
+17 vs. AC; 7 damage.	
r Longbow (standard; at-will) ♦ Weapon	
Ranged 20/40; +19 vs. AC; 8 damage.	
R Coordinated Shot (standard; at-will) ♦ Weapon	
The human archer makes a basic attack. The next human archer to attack the same target gains a +2 power bonus to the attack roll.	
Alignment Unaligned	Languages Common
Skills Acrobatics +18	
Str 18 (+10)	Dex 24 (+13) Wis 14 (+8)
Con 15 (+8)	Int 11 (+6) Cha 12 (+7)
Equipment leather armor, arrow x 10	

ENCOUNTER 3: GATE CRASHING (HIGH LEVEL)

Captain Grim (Level 14)	Level 14 Brute
Medium natural humanoid (dwarf)	XP 1,000
Initiative +10 Senses Perception +8; low-light vision	
HP 168; Bloodied 84	
AC 26; Fortitude 26, Reflex 23, Will 21	
Saving Throws +5 against poison effects	
Speed 5; see also <i>stand your ground</i>	
m Battleaxe (standard; at-will) ♦ Weapon	
+17 vs. AC; 2d10 + 8 damage and the target is slowed until the end of Captain Grim's next turn.	
M Executioner's Swing (standard; at-will) ♦ Weapon	
Slowed creatures only; +17 vs AC; 3d10 + 8 damage	
C Deadly Arc (standard; encounter) ♦ Weapon	
Close burst 1; +15 vs Reflex; 2d10 + 8 damage, ongoing 5 damage (save ends), and the target is slowed until the end of Captain Grim's next turn.	
Stand Your Ground	
When an effect forces a dwarf to move – through a pull, a push, or a slide – the dwarf moves 1 square less than the effect specifies. When an attack would knock the dwarf prone, the dwarf can roll a saving throw to avoid falling prone.	
Alignment Unaligned	Languages Common, Dwarven
Skills Intimidate +11, Stealth +15	
Str 22 (+13)	Dex 17 (+10) Wis 12 (+8)
Con 18 (+11)	Int 10 (+7) Cha 8 (+6)
Equipment hide armor, battleaxe	

NOTE: Based on “Human Murderer” from *Worse Than Death, Dungeon #164*, page 15. Changed name of monster to “Captain Grim”. Changed keyword from “human” to “dwarf”. Added low-light vision. Added Saving Throws +5 against poison effects. Reduced speed from 6 to 5. Added “Stand Your Ground” ability. Changed alignment from Evil to Unaligned. Added Languages: Dwarven.

Human Sniper (Level 14)	Level 14 Artillery
Medium natural humanoid (human)	XP 1,000
Initiative +14 Senses Perception +17	
HP 105; Bloodied 52	
AC 26; Fortitude 23, Reflex 28, Will 26	
Speed 6	
m Bayonet (standard; at-will) ♦ Weapon	
+19 vs. AC; 2d4 + 5 damage.	
r Crossbow (standard; at-will) ♦ Weapon	
Ranged 15/30; +21 vs AC; 2d8 + 6 damage	
R Bleeding Bolt (standard; recharge 6) Weapon	
Ranged 15/30; +21 vs AC; 2d8 + 6 damage, and the target takes ongoing 5 damage (save ends). <i>Aftereffect:</i> Weakened until the end of the sniper's next turn	
A Acrid Bolt (standard; encounter) ♦ Acid, Weapon	
Area burst 1 within 15; +19 vs Reflex; 2d10 + 3 acid damage	
Sharp Eye	
When making a ranged attack, the human sniper ignores concealment (but not total concealment).	
Alignment Evil	Languages Common
Skills Stealth +19	
Str 12 (+8)	Dex 25 (+14) Wis 20 (+12)
Con 15 (+9)	Int 12 (+8) Cha 14 (+9)
Equipment crossbow, crossbow bolts x 20	

NOTE: Based on “Human Sniper” from *Sea Reavers of the Shrouded Crags, Dungeon #158*, page 63. Added crossbow bolts x 20, removed poisoned bolts

Human Archer Minion (Level 14)	Level 14 Minion
Medium natural humanoid (human)	XP 250
Initiative +15 Senses Perception +8	
HP 1; a missed attack never damages a minion.	
AC 26; Fortitude 25, Reflex 27, Will 25	
Speed 6	
m Dagger (standard; at-will) ♦ Weapon	
+19 vs. AC; 7 damage.	
r Longbow (standard; at-will) ♦ Weapon	
Ranged 20/40; +21 vs. AC; 8 damage.	
R Coordinated Shot (standard; at-will) ♦ Weapon	
The human archer makes a basic attack. The next human archer to attack the same target gains a +2 power bonus to the attack roll.	
Alignment Unaligned	Languages Common
Skills Acrobatics +19	
Str 19 (+11)	Dex 25 (+14) Wis 15 (+9)
Con 16 (+10)	Int 12 (+8) Cha 13 (+8)
Equipment leather armor, arrow x 10	

ENCOUNTER 4: CAVE OF MIRRORED STARS

SETUP

“Badger” Murdock - male human dungeon guard

Traveling through the caverns, the PCs encounter a lone mining guard. The PCs must track Voronwe or find traces of Sikulis.

After following a series of luminescent yellow paint splotches through the natural caverns, leading you deeper into the earth, you spot a man who appears to be an outlying guard for mining details. He does not appear to be alarmed at your presence.

Even if the PCs fought Captain Grim and his guards during Encounter 3, word has not made it this far into the tunnels yet. Therefore, this guard assumes that the PCs are here with official approval, and is happy to talk to them.

“Badger” Murdock can tell the PCs:

- The prisoner Sikulis was part of a mining party that went missing a week ago.
- A guard patrol was the last to see the mining party as the patrol passed the Cave of Mirrored Stars.
- The guards searched for the missing mining party, but couldn’t find any traces. The guards aren’t trained at finding tracks.
- Incidents of disappearances go back for years, although it’s usually a lone prisoner that goes missing, not an entire team of guards and prisoners.
- There have been more missing guard and prisoner incidents in the past couple of weeks. He does not know why the rate of disappearances has increased.
- The guards were told that inquisitorial teams were investigating the matter and the situation would soon be dealt with.
- If a PC asks about any inquisitorial teams assigned to track the missing mining party, Badger knows that teams led by Mihael, Voronwe, and Loyalty have been searching and things have not gone well. *“Mihael and his team disappeared. I heard Loyalty died, but she was not down here when it happened. I saw Voronwe pass through here a couple of hours ago. He was by himself. Voronwe’s one of the best trackers in Elturel.”*

You follow the guard’s directions to a large cave filled with pools of water that shine with twinkling magical lights. One wall of the cave has been excavated; the floor nearby is covered with pebbles and boulders of sharp-edged broken stone. Graffiti covers the walls and floor.

A PC may make a DC 21 Arcana check as a standard action to identify the magical effect causing the twinkling magical lights in the water to shine. It is an unnamed arcane effect with no keywords (similar to faerie fire or the illumination created by a will-o-wisp). The effect is unstable, so each light randomly gets brighter or darker each moment. A PC that passes the Arcana check knows the instability of the effect means all the lights in an area may go dark at once.

The PCs must search the area in order to figure out which way Voronwe went. On a successful DC 25 Perception check, the PCs discover Voronwe's tracks (scuff marks from his boots on the stone floor of the cave). He isn't worried about being followed, so he isn't making any attempt to conceal his trail.

ENDING THE ENCOUNTER

The tracks end at the edge of an underground stream. There are no other exits. You realize that you must enter the water to follow Voronwe.

If the PCs want to cast a ritual at this point (such as Water Breathing, Water's Gift, or Waterborn), they are free to do so, but make sure to keep track of how much time they spend on their preparations. The Lower Water ritual would reduce the water level, allowing the PCs to walk down at least the first part of the tunnel, but its area of effect isn't large enough to cover the entire encounter area. The Water Walk ritual (and magic items or powers that allow walking on water or other liquids as if they were solid ground) would not help, because the tunnel is completely filled with water, and the PCs will be on the inside.

Remind the players that their only lead (Voronwe) is still ahead of them, and time is of the essence. Excessive delay may mean that more lives are lost.

EXPERIENCE POINTS

The PCs earn no XP from this encounter, and it does not count toward a milestone.

TREASURE

None.

ENCOUNTER 5: WATERY GRAVE

ENCOUNTER LEVEL 14/16 (5500/7400 XP)

SETUP

This encounter includes the following creatures and traps at the low tier:

- 1 water archon shoal reaver (level 14) (R)
- 2 water archon waveshapers (level 14) (W1, W2)
- 1 water archon tide strider (level 14) (S)
- 1 water leech trap (level 13) (T)

This encounter includes the following creatures and traps at the high tier:

- 1 water archon shoal reaver (level 16) (R)
- 2 water archon waveshapers (W1, W2)
- 1 water archon tide strider (level 16) (S)
- 1 water leech trap (level 13) (T)

The PCs follow an underwater passage to a control panel, drainage pipe, and trapdoor near which a broken dagger of Voronwe's lies. The PCs must pass a skill challenge to open the trapdoor while fighting off aquatic monsters.

Entering the chilly underground stream, you swim down into a five foot high tunnel, totally filled with water—there are no air pockets. The slime-covered floor, walls, and ceiling are lit by sparkling magical motes floating in the water.

The PCs may discover the following as they are swimming through the initial section of tunnel toward the marked PC start area.

- The PCs are in a water filled tunnel with rock walls of unknown thickness.
- A DC 21 Arcana check as a standard action identifies the magical effect causing the twinkling magical lights in the water to shine. It is an unnamed arcane effect with no keywords. The effect is unstable, so each light continually grows brighter or darker. A PC that passed the Arcana check knows the area may go dark at any time.
- A DC 16 Dungeoneering check identifies the slime as cave slime. The thin blue slime is harmless but extremely slick.

The PCs must cover a distance of about 100 feet (20 squares) before reaching the encounter area. PCs that

are not swimming (that are still in the cave) are not on the battle map. When a character enters the water, he or she does so in one of the squares marked "To Cave of Mirrored Stars."

The water is calm, so Athletics checks made to swim are DC 10 until combat begins, whereupon the water becomes rough and the DC increases to 15.

Characters with a base land speed of 6 who do not have a natural swim speed swim at half speed, or 3 squares per round. Some characters may have magic items, powers, or natural abilities that grant a swim speed, while others may be even slower than 3 squares per round. This increases the likelihood that the party members will end up spread out before combat begins. The PCs may also wish to send someone ahead to swim around and scout the tunnel to find out how long it is before the rest of the party enters the water. Unfortunately, this will most likely result in the scout character triggering the encounter, which could be deadly (one character, possibly dazed by the trap, then attacked by all the water archons, with the rest of the party at least 2 or 3 rounds away). To help avoid this, if the players decide to send someone ahead, ask what method of communication they intend to use in case that character gets in trouble, and how far back the rest of the PCs want to remain.

Also remind the players that the sparkling motes of light created by Voronwe currently provide the only illumination in the area. Sunrods function normally underwater, but of course light sources that rely on any type of nonmagical flame do not.

A short swim brings you to an underwater intersection. To the left, the tunnel continues out of sight; to the right, you see a iron trapdoor in the floor. Next to the trapdoor, a broken dagger set with small yellow decorative stones rests in the muck at the bottom of the tunnel. Nearby, a glowing red control panel is set into one wall, and a capped drain pipe juts out from the far wall.

Rules regarding underwater combat, movement, etc. are summarized in Appendix 2. If the PCs are holding their breath, then they cannot talk. It is fair to assume that paragon PCs can use basic hand signals to communicate simple directions and concepts, however. The Water Breathing ritual (or any other ability that enables PCs to breathe water as if it were air) allows characters to communicate and understand one another normally.

As the PCs reach squares which have line of sight to the Water Leech trap, use their passive Perception

scores to determine whether they notice anything unusual. Characters that specifically say they are scanning the area for threats may make active Perception checks instead. It requires a DC 27 Perception check to perceive that something is strange about the area of a trapped square. A ghostly mist floats in the water in these squares.

Combat begins and the twinkling lights go out when a PC tries to open or attack the trapdoor, use or manipulate the control panel, enter a trapped square, or disable a trapped square.

Just beyond the next bend in the tunnel you get a glimpse of what appear to be an abandoned suit of scale armor and a trident floating upright in the water. Then the twinkling magical lights in the water around you wink out.

If the PCs have no light source, the only illumination is the red glow of the control panel, which sheds dim light in a 5-square radius. Note that the water archons do not have darkvision.

FEATURES OF THE AREA

Illumination: The glowing red control panel gives dim illumination to a distance of 5 squares. The rest of the area is dark unless the PCs bring light sources.

Tunnel Walls: All tunnel walls are solid stone.

Tunnel: The tunnel is completely filled with water, no air pockets, at the start. The tunnel is typically 2 squares wide and 1 square high. The floor, walls, and ceiling are covered with cave slime, a thin blue slime that is harmless but extremely slick. The cave slime has no effect on swimming creatures, but if the water drains out of the tunnel, every square becomes difficult terrain due to the slippery slime.

Pipe: Attacking the pipe is not helpful due to its size and construction. If the PCs want to force their way out of this area, they should attack the trapdoor instead.

Trapdoor: The trapdoor measures 10 feet by 10 feet, and is 2 feet thick. It has 180 hit points, an AC and Reflex of 4, and Fortitude of 12. Attacks against Will do not affect it.

Beneath the Trapdoor: Beneath the trapdoor is a simple, straight tunnel, 20 feet in diameter, leading away into the darkness. This tunnel is filled with air; it is not filled with water. Should the PCs activate the control panel to drain the tunnel, the water is shunted away by the drain pipe and does not end up in this area. Should the PCs smash open the trap door, this

tunnel is filled to a depth of a few inches with the water from above, but this tunnel does not flood.

Control Panel: The control panel is set into the rock wall, and is only accessible from the (non-trapped) square directly in front of it.

TACTICS

The water archon skirmisher and brute close to just short of the trapped squares to engage the PCs. They attempt to push or pull PCs into trapped squares for additional damage. Because of their resistance to acid, they will cross the trap if necessary, though they risk becoming dazed if they do so.

If the PCs retreat back the way they came, the water archons pursue them until the PCs escape off the map (exiting the water back into the cave), then return to their original positions.

If all PCs drop into the next area, the water archons move to the edge of the open trapdoor and target ranged attacks at PCs in the lower area. If the PCs move out of sight or range, the water archons drop down and pursue them. Assume that the tunnel is as long as needed to continue the combat.

If only some of the PCs drop into the next area, the water archons try to prevent the PCs in the first area from escaping.

SCALING THE ENCOUNTER

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

Four PCs: Remove one waveshaper (W2).

Six PCs: Add another tide strider (S2).

SKILL CHALLENGE: THE TRAPDOOR

LEVEL 12/14, COMPLEXITY 1 (700/1000 XP)

Goal: The PCs try to open the trapdoor, either by using or manipulating the control panel mechanism, by jarring the door to trigger its opening mechanism, or simply forcing the trap door or the valve open.

Complexity: 1 (4 successes before 3 failures)

Primary Skills: Arcana, Insight, Thievery

Secondary Skills: Athletics,

Victory: Method A: The pipe quickly drains the water from the tunnel. The trapdoor opens automatically when the water is drained.

Victory: Method B: The pipe valve or the trapdoor is forced open and rapidly drains the water from the tunnel. A swift current is created.

Defeat: PCs briefly lock up the control panel preventing further control of the pipe valve. It will

reset in one round and the PCs may start over (repeating the skill challenge). The PCs can force the pipe valve or the trap door open and drain the water without using the controls, but a fast current will result with unintended consequences.

If a PC wants to use a skill that's not listed here and you think it's applicable, they need to make a DC 21/23 check with that skill to garner a success.

Dungeoneering DC 16/18 (not a success or failure, no maximum)

Gain or grant a +2 bonus to the next Arcana, Athletics, or Thievery check made in the skill challenge.

Method A: Manipulate the Control Panel

Arcana or Insight DC 16/18 (1 success, no maximum)

The control panel consists of a series of blinking lights, illuminating a row of tiny buttons that need to be pressed in the proper sequence. You study the sequence to determine which buttons to press next.

Thievery DC 16/18 (1 success, no maximum)

You ignore the control panel, having no idea which buttons to press in which order, and instead directly manipulate the mechanism linking the control panel to the pipe valve.

Method B: Force the Mechanism

Athletics DC 21/23 (1 success, no maximum)

As you pry and beat on the trap door or the covering of the drain pipe, attempting to trigger the mechanism with sheer brute force, you hear a dull clank.

An Athletics check represents a PC's attempt to brute force the mechanism that is operated by the control panel. It does not matter if the PC makes these checks against the pipe or the trapdoor; it is the same mechanism.

The PCs may cast the Knock ritual on either the pipe valve or the trap door and it will work. This action will end the skill challenge with a victory, but due to the casting time, combat will most likely end before the ritual is completed.

ENDING THE SKILL CHALLENGE

If the PCs succeed at the skill challenge (by either method), the drain covering on the pipe springs open

and water begins draining out of the tunnel in an orderly fashion. If the PCs destroy the trapdoor (which fails the skill challenge) then water instead begins pouring through that opening. Start the effect of the water draining at the end of the turn of the PC that performed the final skill check.

Success: If the PCs succeeded at the skill challenge:

- At the end of two rounds, the water has drained enough for PCs to breathe and walk. All squares count as difficult terrain, but the characters are no longer fighting underwater.
- At the end of five rounds, the water is fully drained. The trapdoor then opens automatically.

Failure: If the PCs failed the skill challenge, they can try it again. If they give up and simply destroy the trapdoor, the water begins to drain much more quickly through the larger opening.

- When the trap door is destroyed, a speed 4 current starts (at the start of each creature's turn, it is pulled 4 squares toward the trap door). This current lasts for 3 rounds.
- Creatures that are pulled through the trap door fall 20 feet to the tunnel below.
- At the end of one round, the water has drained enough for PCs to breathe and walk. All squares count as difficult terrain, but the characters are no longer fighting underwater. At the end of the third round, the water is fully drained.

ENDING THE ENCOUNTER

The water archons fight to the death. When they have been defeated, the PCs may proceed to Encounter 6.

EXPERIENCE POINTS

The characters receive 960/1280 XP each for defeating the water archons and surviving the trap.

If the PCs succeeded at the skill challenge, they earn an additional 140/200 XP each, or 70/100 XP each if they failed the skill challenge.

TREASURE

After all the water has drained out of the tunnel, a few magic items may be spotted in the muck and slime. The PCs find a *silvered bloodiron weapon +3* and a *vortex shield*. At high tier only, the PCs also find a set of *iron armbands of power* (level 16).

ENCOUNTER 5: WATERY GRAVE STATISTICS (LOW LEVEL)

Water Archon Shoal Reaver (Level 14)		Level 14 Brute
Medium elemental humanoid (aquatic, water)		XP 1,000
Initiative +9	Senses Perception +7	
HP 169; Bloodied 84		
AC 26; Fortitude 27, Reflex 25, Will 24		
Immune disease, forced movement, poison; Resist 10 acid		
Saving Throws +2 against immobilized, restrained, and slowed		
Speed 5; Swim 7		
m Trident (standard; at-will) ♦ Weapon		
+17 vs. AC; 3d8+3 damage, and the target takes a -2 penalty to AC until the end of its next turn.		
R Water Harpoon (standard; recharged 5,6)		
Ranged 5; +17 vs AC; 4d8+5 damage, and the water archon shoal reaver pulls the target adjacent to it.		
C Whirlpool of Tines (standard, recharges when first bloodied)		
Close burst 1; targets enemies; +16 vs. AC; 2d8+5 damage, and the target takes 2 damage for each square it moves on its turn (save ends) <i>Miss</i> : Half damage, and the target takes 1 damage for each square it moves on its turn (save ends).		
Alignment Chaotic evil	Languages Primordial	
Str 18 (+11)	Dex 15 (+9)	Wis 13 (+8)
Con 19 (+11)	Int 12 (+8)	Cha 10 (+7)
Equipment scale armor, trident		

Water Archon Tide Strider (Level 14)		Level 14 Skirmisher
Medium elemental humanoid (aquatic, water)		XP 1,000
Initiative +13	Senses Perception +9	
Body Torrent aura 1; each enemy within the aura that hits or misses the water archon tide strider with an attack is pushed 1 square.		
HP 134; Bloodied 67		
AC 28; Fortitude 26, Reflex 27, Will 25		
Immune disease, forced movement, poison; Resist 10 acid		
Vulnerable cold (a water archon tide strider that takes cold damage is slowed until the end of its next turn)		
Saving Throws +2 against immobilized, restrained, and slowed		
Speed 6; Swim 8		
m Greatspear (standard; at-will) Weapon		
Reach 2; +19 vs. AC; 2d10+4 damage.		
M Water of the Water (standard; recharged 6) ♦ Weapon		
The water archon tide strider shifts 6 squares and makes one greatspear attack against each enemy within reach at any point of the move.		
Combat Advantage		
Hits from a water archon tide strider's melee attacks knock prone any target that is granting combat advantage to it.		
Alignment Chaotic evil	Languages Primordial	
Str 17 (+10)	Dex 19 (+11)	Wis 14 (+9)
Con 16 (+10)	Int 15 (+9)	Cha 14 (+9)
Equipment scale armor, greatspear		

Note: the Water Leech trap is a reskinned Spectral Tendrils Trap (DMG pg 91), changed damage from necrotic to acid damage

Water Archon Waveshaper (Level 14)		Level 14 Controller (Leader)
Medium elemental humanoid (aquatic, water)		XP 1,000
Initiative +9	Senses Perception +11	
HP 141; Bloodied 70.		
AC 28; Fortitude 26, Reflex 25, Will 28		
Immune disease, forced movement, poison; Resist 10 acid		
Vulnerable cold (a water archon tide strider that takes cold damage is slowed until the end of its next turn)		
Saving Throws +2 against immobilized, restrained, and slowed		
Speed 6; Swim 8		
m Waveshape (standard; at-will)		
+18 vs. Reflex; 2d6+4 damage, and the target is pushed 1 square and knocked prone.		
R Dizzying Whirlpool (standard; at-will)		
Ranged 10; +17 vs Fortitude; 2d8+6 damage, and the target cannot charge or shift.		
A Geyser (standard; recharge 5,6)		
Area burst 2 within 10; +17 vs. Reflex; 2d8+3 damage, and the target is knocked prone and cannot use immediate actions until the end of its next turn.		
Ocean Call (minor; recharges when bloodied)		
Each ally that is within 10 squares of the water archon waveshaper and that has the water keyword or the aquatic keyword shifts 3 squares as a free action and gains 10 temporary hit points.		
Alignment Chaotic evil	Languages Deep Speech	
Skills Intimidate +15		
Str 14 (+9)	Dex 19 (+11)	Wis 25 (+14)
Con 21 (+12)	Int 15 (+9)	Cha 17 (+10)
Equipment robes, 2 war fans		

Water Leech		Level 13 Obstacle
Trap		XP 800
Trap: This trap consists of a continuous field of 10 squares. When a creature steps into the area of this attack, spectral tendrils lash out and attack the creature.		
Perception		
DC 27: The character notices something strange about the area ahead, as though a ghostly mist hangs just above the ground.		
Additional Skill: Arcana		
DC 23: The character recognizes some terrain feature, usually a fresco or other art, that serves as the trap's focus.		
DC 31: The character's knowledge provides a +2 bonus to Thievery checks to disable the trap.		
Trigger		
When a creature enters or begins its turn in a trapped square, the trap attacks.		
Attack		
Opportunity Action		Melee
Target: Creature in trapped square		
Attack: +18 vs. AC		
Hit: 2d10 + 6 acid damage and dazed until the end of the target's next turn		
Aftereffect: Dazed until the end of the target's next turn.		
Countermeasures		
A character who makes a DC 27 Acrobatics check can move through a trigger square without provoking the attack. The squares count as difficult terrain.		
An adjacent character can disable a trigger plate with a DC 31 Thievery check.		

ENCOUNTER 5: WATERY GRAVE STATISTICS (HIGH LEVEL)

Water Archon Shoal Reaver (Level 16)	Level 16 Brute
Medium elemental humanoid (aquatic, water)	XP 1,400
Initiative +10 Senses Perception +8	
HP 189; Bloodied 94	
AC 28; Fortitude 29, Reflex 27, Will 26	
Immune disease, forced movement, poison; Resist 10 acid	
Saving Throws +2 against immobilized, restrained, and slowed	
Speed 5; Swim 7	
m Trident (standard; at-will) ♦ Weapon	
+19 vs. AC; 3d8+4 damage, and the target takes a -2 penalty to AC until the end of its next turn.	
R Water Harpoon (standard; recharged 5,6)	
Ranged 5; +19 vs. AC; 4d8+6 damage, and the water archon shoal reaver pulls the target adjacent to it.	
C Whirlpool of Tines (standard; recharges when first bloodied)	
Close burst 1; targets enemies; +18 vs. AC; 2d8+6 damage, and the target takes 2 damage for each square it moves on its turn (save ends) <i>Miss</i> : Half damage, and the target takes 1 damage for each square it moves on its turn (save ends).	
Alignment Chaotic evil Languages Primordial	
Str 18 (+12)	Dex 15 (+10) Wis 13 (+9)
Con 19 (+12)	Int 12 (+9) Cha 10 (+8)
Equipment scale armor, trident	

Water Archon Tide Strider (Level 16)	Level 16 Skirmisher
Medium elemental humanoid (aquatic, water)	XP 1,400
Initiative +14 Senses Perception +10	
Body Torrent aura 1; each enemy within the aura that hits or misses the water archon tide strider with an attack is pushed 1 square.	
HP 150; Bloodied 75	
AC 30; Fortitude 28, Reflex 29, Will 27	
Immune disease, forced movement, poison; Resist 10 acid	
Vulnerable cold (a water archon tide strider that takes cold damage is slowed until the end of its next turn)	
Saving Throws +2 against immobilized, restrained, and slowed	
Speed 6; Swim 8	
m Greatspear (standard; at-will) ♦ Weapon	
Reach 2; +21 vs. AC; 2d10+5 damage.	
M Water of the Water (standard; recharged 6) ♦ Weapon	
The water archon tide strider shifts 6 squares and makes one greatspear attack against each enemy within reach at any point of the move.	
Combat Advantage	
Hits from a water archon tide strider's melee attacks knock prone any target that is granting combat advantage to it.	
Alignment Chaotic evil Languages Primordial	
Str 17 (+11)	Dex 19 (+12) Wis 14 (+10)
Con 16 (+11)	Int 15 (+10) Cha 14 (+10)
Equipment scale armor, greatspear	

Note: the Water Leech trap is a reskinned Spectral Tendrils Trap (DMG pg 91), changed damage from necrotic to acid damage

Water Archon Waveshaper	Level 16 Controller (Leader)
Medium elemental humanoid (aquatic, water)	XP 1,400
Initiative +10 Senses Perception +12	
HP 157; Bloodied 78.	
AC 30; Fortitude 28, Reflex 27, Will 30	
Immune disease, forced movement, poison; Resist 10 acid	
Vulnerable cold (a water archon tide strider that takes cold damage is slowed until the end of its next turn)	
Saving Throws +2 against immobilized, restrained, and slowed	
Speed 6; Swim 8	
m Waveshape (standard; at-will)	
+20 vs. Reflex; 2d6+5 damage, and the target is pushed 1 square and knocked prone.	
R Dizzying Whirlpool (standard; at-will)	
Ranged 10; +19 vs. Fortitude; 2d8+7 damage, and the target cannot charge or shift.	
A Geyser (standard; recharge 5,6)	
Area burst 2 within 10; +19 vs. Reflex; 2d8+4 damage, and the target is knocked prone and cannot use immediate actions until the end of its next turn.	
Ocean Call (minor; recharges when bloodied)	
Each ally that is within 10 squares of the water archon waveshaper and that has the water keyword or the aquatic keyword shifts 3 squares as a free action and gains 10 temporary hit points.	
Alignment Chaotic evil Languages Deep Speech	
Skills Intimidate +16	
Str 14 (+10)	Dex 19 (+12) Wis 25 (+15)
Con 21 (+13)	Int 15 (+10) Cha 17 (+11)
Equipment robes, 2 war fans	

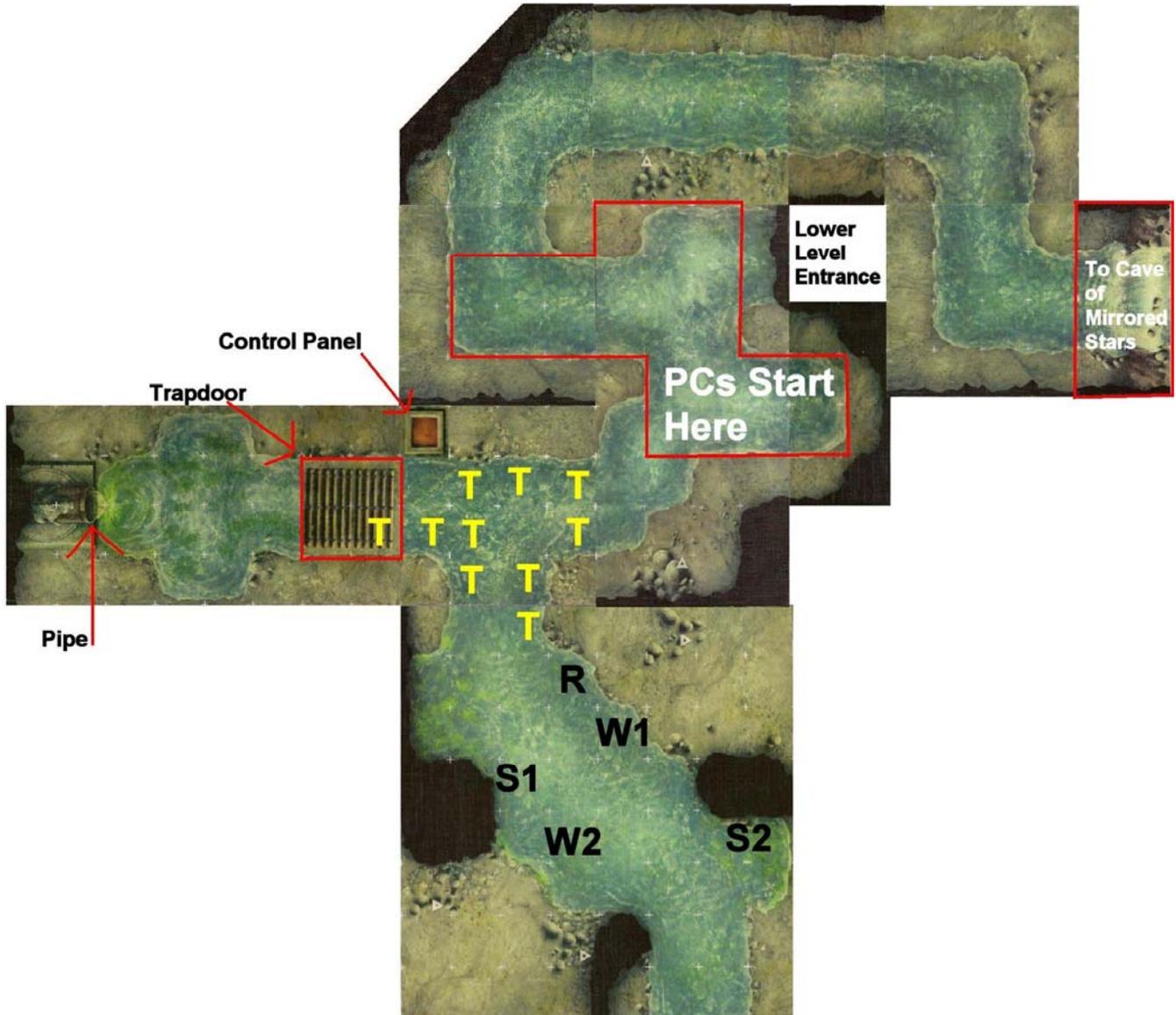
Water Leech	Level 13 Obstacle
Trap	XP 800
Trap : This trap consists of a continuous field of 10 squares. When a creature steps into the area of this attack, spectral tendrils lash out and attack the creature.	
Perception	
DC 27: The character notices something strange about the area ahead, as though a ghostly mist hangs just above the ground.	
Additional Skill : Arcana	
DC 23: The character recognizes some terrain feature, usually a fresco or other art, that serves as the trap's focus.	
DC 31: The character's knowledge provides a +2 bonus to Thievery checks to disable the trap.	
Trigger	
When a creature enters or begins its turn in a trapped square, the trap attacks.	
Attack	
Opportunity Action	Melee
Target : Creature in trapped square	
Attack : +18 vs. AC	
Hit : 2d10 + 6 acid damage and dazed until the end of the target's next turn	
Aftereffect : Dazed until the end of the target's next turn.	
Countermeasures	
A character who makes a DC 27 Acrobatics check can move through a trigger square without provoking the attack. The squares count as difficult terrain.	
An adjacent character can disable a trigger plate with a DC 31 Thievery check.	

ENCOUNTER 5: WATERY GRAVE MAP

TILE SETS NEEDED

Caves of Carnage x1

Note: This entire area is underwater until the PCs either complete the skill challenge successfully or destroy the trap door. Treat the "river bank" squares as walls; they show the edges of the tunnel through which the PCs are swimming.



ENCOUNTER 6: BLOOD CAVE

ENCOUNTER LEVEL 14/16 (5100/7200 XP)

SETUP

This encounter includes the following creatures at the low tier:

- 1 deva zealot (level 14) (Z)
- 1 eldritch giant (level 14) (E)
- 3 duergar clerics of Asmodeus (level 12) (C1, C2, C3)
- 1 hill giant battlechief (level 14) (H1)

This encounter includes the following creatures at the high tier:

- 1 deva zealot (level 16) (Z)
- 1 eldritch giant (level 17) (E)
- 4 duergar clerics of Asmodeus (level 12) (C1, C2, C3, C4)
- 1 hill giant battlechief (level 16) (H1)

Read or paraphrase the following:

The words of a clear elven voice echo through the passageway ahead of you. “Why murder Loyalty? And what part does that sun elf, Sikulis, play in all this? Why all these prisoners and the senseless killing, Barachiel? We’ve known each other for twenty years, surely that means something.”

A beautifully melodious voice responds “Twenty years mean nothing to any deva, Voronwe.”

The PCs see light coming from a stairwell ahead that leads to a lower level. It is constructed in a zig-zag style. Ask the players if the PCs will all descend the stairs together or split into groups. Allow a passive or active Dungeoneering check, DC 12/14 to realize the stairs are likely to collapse if several PCs step on them. Allow a passive Insight check, DC 10/12, that time is running out and playing it safe may have consequences. The stairs are obviously unstable. The first PC that steps on a stair finds the stairs creak loudly, and the entire staircase shakes and rattles loudly under the PC’s weight.

The number of still-living prisoners is based upon how quickly or slowly the PCs moved through the adventure, per your tracking of the expenditure of additional time for added short rests and ritual casting.

If the number of expended time blocks is:

- 2 or less, all prisoners (Sikulis, Voronwe, Mihael and the 12 paladin guards) are alive.
- 3-4, Mihael and 6 of the paladin guards are dead.
- 5 or more, all prisoners except for Sikulis are dead.

Adjust the following read-aloud text as needed to reflect the number of surviving prisoners.

Read or paraphrase the following to players whose PCs look out into the cavern. (Adjust the text to reflect the numbers of still-living and dead prisoners.)

A deva with chalk white skin and geometric purple patterns on his face and arms stands wielding a falchion. He faces a number of people chained to the wall, most bound with iron gags and showing obvious marks of torture. A vile looking dwarf peeps at you from the second step above. Scattered about, you see an almost unbelievable number of corpses in every stage of decay. The only common factor between the corpses is their violent mutilation. Blood has soaked thickly into the floor in some spots.

Assuming the PCs go as a group, or at least 3 PCs step onto the staircase, it partially collapses. The drop is slow enough that no falling damage is taken, but the stairs are extremely unstable (pitching like a ship in a violent storm) as it drops so characters will fall prone unless they make an Acrobatics check, DC 16/18, or have other reasons (items, racial features, etc.) that prevent that.

With a crash, the rickety staircase crumbles under your weight, and you drop to the floor. The ruby on the deva’s diadem catches the light as he throws his head back and laughs.

Any PCs native to Elturel, or that pass a DC 21/23 History or Streetwise check, recognize the deva as Barachiel, a well liked and respected councilor in the holy city.

Any remaining PCs who did not step on the staircase are 40 feet above the cavern floor. They may step onto the partial remaining staircase; it will collapse in a similar manner, or they may find other means of descending.

FEATURES OF THE AREA

Illumination: Bright light

Broken Staircase: The collapsed stairs are difficult terrain.

Blood Rock: Each checkered square is blood rock. A creature standing on blood rock can score a critical hit on a natural roll of 19 or 20.

Corpses: The corpses do not hinder movement.

Water: All squares with water on the map are shallow puddles that do not hinder movement.

Corpse Pit: The corpse pit is filled with corpses to the level of the floor and is difficult terrain.

Ledges: Each ledge is 5 feet higher than the next lower level. A DC 15 Athletics check allows a PC to climb up a ledge as part of a normal move, using 1 additional square of movement. Falling 5 feet incurs no damage, so PCs can move down the ledges at their full speed without making Athletics checks.

Ceiling: The ceiling is 40 feet high.

TACTICS

These opponents are tactically savvy and will work together to set up attacks. All enemies attempt to stand on blood rock whenever possible. The enemies are likely not surprised, as the shaking and rattling of the stairs alerted them. Because a one-square drop does not cause damage, the monsters move up and down the ledges as needed to gain advantage.

If the PCs appear to be armed mostly with ranged weapons, the skirmishers move forward quickly to engage. The deva activates his *skirmish* ability, then uses *path of virtue* on as many PCs as he can. The eldritch giant teleports, uses *eldritch field*, then attacks, hitting as many PCs as possible.

If the PCs appear to be armed mostly with melee weapons, the giant(s) and deva stay on the blood rock as much as they can, and use readied actions to attack the PCs as the PCs climb or jump up.

The duergar use *wave of despair* early but not all at once, trying to catch as many allies and PCs in the blast. They use *iron bolt of obedience* to slide PCs with melee weapons away from or off the cliff, or towards the giants. They work together with the giants to try to force the PCs to provoke opportunity attacks if the PCs want to move onto a higher ledge. The duergar clerics of Asmodeus use *demand tribute* as soon as they recognize a PC as a leader.

All monsters except the deva fight to the death.

BARACHIEL

If the deva is the last monster standing and he becomes bloodied, read or paraphrase the following:

The deva shudders for a moment and a spasm crosses his face. He holds out his hand and shouts "Wait, heroes! Stay your blades a moment!"

If Barachiel is dropped while other monsters are still fighting, those monsters fight to the death, and the PCs can instead interrogate the deva after the battle, as long as they don't kill him outright.

Assuming he is given a chance to speak:

The deva's melodious voice is strong, but his eyes are clouded with confusion. "You . . . you are heroes, aren't you? I thought the blood of heroes had vanished from this world, but I see I was wrong. Tell me, why are you here? Why do we fight?"

Barachiel's mind, overwhelmed by the flood of memories, has fragmented into two main personalities. The "inquisitor" believes that Elturgard is full of unredeemed sinners who can only be purified by burning them to death in the Companion's light. The "peaceful" Barachiel believes in justice and redemption. The inquisitor personality is convinced that only by killing everyone and purifying Elturgard in flame can redemption be achieved, while the peaceful personality would never countenance such genocidal actions. Until this moment, the peaceful personality has been unaware of what has been happening while the inquisitor personality was in control.

The peaceful personality tries to get the PCs to tell him what's been going on, while the inquisitor personality tries to kill them. Use alternating voices or some other method to indicate to the players that several personalities might be fighting for control here. The deva's personality continues to war with itself on alternating rounds. On the inquisitor's turn, Barachiel attacks. On the next turn, the deva stands in confusion, taking the total defense action. The PCs must decide if they will kill Barachiel or knock him unconscious when they reduce him to 0 hit points. If they save him, then it is possible that the deva might eventually be cured of his insanity and return to the person he was before.

SCALING THE ENCOUNTER

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

Four PCs: Remove hill giant battlechief (H1).

Six PCs: Add hill giant battlechief (H2).

ENDING THE ENCOUNTER

When all the monsters, including Barachiel, have been defeated, the PCs can turn their attention to the surviving prisoners.

As the last monster falls silent, you hear a hesitant, oddly muffled voice call out, "Hello? Is someone out there?" Searching the area, you find a captive tightly chained to a chair, with a leather bag covering his head. Most of his fingers are broken, and he has burn marks showing through many of the holes in his torn clothing.

Even with all the damage, you recognize the prisoner from Tyrangal's detailed description as the eladrin scholar Sikulis.

Your mission has been successful, and in more ways than one. Glancing to one side, you see shelves filled with books of obscure magical lore.

Sikulis admits that he has been conducting research and arcane experiments to alter the radiation from the Companion. He believes that rather than affecting undead, it might be possible to "tune" the energy to affect other types of creatures, such as plaguechanged. Of course, there is always some risk and his rituals might fail, but the eladrin is confident in the validity of his work. Sikulis says that the deva has been forcing him to continue his work, not to stop it, but for a different purpose. He believes that Barachiel intended to use the altered Companion to kill normal people, not just undead or monsters. The deva has been ranting about how everyone in Elturgard is corrupt beyond redemption and must be purified.

If still alive, Mihael says that he was leading a search team of 12 paladin guards and they walked into a trap. He was shocked to learn his friend and comrade of 20 years was the behind the abduction. Mihael agrees with Sikulis that Barachiel is insane. Having listened to the deva's mad rantings for several days now, Mihael thinks that Barachiel somehow linked his memory of former lives to the land of Elturgard and the effect of the increased flood of memories was enough to drive him insane. Perhaps with research and experiments, that link can be broken and his

mind healed. He was a good man once, who has fallen from grace into evil.

If still alive, Voronwe is still quite angry about Barachiel's treason and advocates for putting the deva to death. **"He betrayed us and he killed Loyalty. Killed her with poison, a coward's weapon. He deserves death. Insanity? That sounds like a coward's excuse. Let him pay for his actions, right here, right now. What makes you think he would turn from Evil back to Good?"**

If alive, the miscellaneous paladins and guards of Torm know little about the work and intent of Sikulis. They have witnessed Barachiel torture and kill. They firmly believe he should be held accountable for his deeds, but justice comes in the form of the rule of law, so the deva should be tried in court and in the eyes of Torm. None of them knew Barachiel personally. They are grateful for the PCs' timely arrival as they were certain they were all going to be slain.

If the PCs knocked Barachiel unconscious during the fight, he regains consciousness after 5 minutes (short rest). If the PCs offer him an opportunity to speak in his own defense, read or paraphrase the following.

The deva speaks. "You fear neither the laws of the land nor the forces of evil. The blood of heroes runs true in your veins! I accept your judgment, heroes. Will you let me go, to make what amends I can for my evil deeds? Or will you strike me down where I stand? Judge me as you will, but if I am dead or imprisoned, I will never be able to undo the evil I have done."

Allow the players a short time for discussion, but make clear the players must make a decision. Barachiel answers any questions the PCs put to him completely. He wanted to increase his understanding of Elturgard's history and linked his racial memories of the past to make them stronger. Unfortunately, this caused him to suffer a psychotic break, convincing him that the entire land of Elturgard is irredeemably stained by sin, and the only way to cleanse the land is to use the power of the Companion to burn everything to dust. Barachiel learned of Sikulis's research on the Companion and became convinced that the sage could show him how to use the Companion to fulfill this purpose.

In the end, Barachiel leaves, is turned over to the paladins, or the PCs to kill him, depending on what the players choose to do. Roleplay the paladins and

guards as demanding he be turned over for justice. His surviving former friends are more torn by conflicting emotions, but should lean towards he must pay for his crimes. None of the paladins or worshippers of Torm, except for Voronwe, advocate killing him once he is a prisoner.

EXPERIENCE POINTS

The characters receive 1020/1440 XP each for defeating Barachiel and his evil allies, regardless of whether they kill Barachiel or bring him back to Elturel alive to face justice for his actions.

TREASURE

If the PCs defeated the monsters, they find a ritual book of Banish Vermin, a ritual book of Wizard's Escape, a ritual book of Eagle's Flight and a ritual book of Chameleon's Cloak. No one objects to the PCs claiming this treasure.

The eldritch giant carries a sword crafted by Ejkros, a famed giant smith. It is not usable as a weapon by the PCs, but it is quite valuable, selling for 500 / 750 gp per PC.

ENCOUNTER 6: BLOOD CAVE STATISTICS (LOW LEVEL)

Deva Zealot	Level 14 Skirmisher
Medium immortal humanoid (deva)	XP 1,000
Initiative +15 Senses Perception +15	
HP 135; Bloodied 67	
AC 28; Fortitude 25, Reflex 27, Will 25 (+1 to all defenses against bloodied enemies)	
Resist 10 necrotic, 10 radiant	
Speed 6;	
m Falchion (standard; at-will) ♦ Radiant, Weapon	
+19 vs. AC; 4d4+5 damage (crit 8d4+21) plus 1d6 radiant damage	
M Path of Virtue (standard; encounter)	
The deva zealot shifts half its speed and makes one falchion attack against each enemy within reach during the move	
Dazzling Soul (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.	
Radiant Retribution (free, when an enemy hits the deva zealot on the zealot's turn; at-will) ♦ Radiant	
The triggering enemy takes half the attack's damage as radiant damage.	
Memory of a Thousand Lifetimes (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.	
Skirmish ♦ Radiant	
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.	
Alignment Unaligned Languages Common	
Skills Acrobatics +18, Religion +16, Stealth +18	
Str 20 (+12)	Dex 22 (+13) Wis 16 (+10)
Con 14 (+9)	Int 14 (+9) Cha 20 (+12)
Equipment leather armor, falchion	

Hill Giant Battlechief	Level 14 Skirmisher (Leader)
Large natural humanoid (giant)	XP 1,000
Initiative +13 Senses Perception +15	
HP 144; Bloodied 72	
AC 28; Fortitude 28, Reflex 26, Will 25	
Speed 8	
m Battleaxe (standard; at-will) ♦ Weapon	
Reach 2; +19 vs AC; 2d10+8 damage	
m Inspiring Attack (standard; recharge 5-6) ♦ Healing, Weapon	
Reach 2; +21 vs AC; 3d10+8 damage, and all allies within 10 squares heal 15 hit points	
C Frenzied Advance (minor; at-will)	
Close burst 10; allies within the burst shift 3 squares.	
Battle Weave (immediate reaction; when an attack hits or misses the hill giant; at-will)	
The hill giant battlechief shifts up to 3 squares and gains combat advantage against all enemies until the end of his next turn.	
Combat Advantage	
The hill giant battlechief deals an extra 2d6 damage against any target it has combat advantage against.	
Alignment Chaotic Evil Languages Common, Giant	
Skills Athletics +18, Intimidate +14, Stealth +16	
Str 22 (+13)	Dex 19 (+11) Wis 17 (+10)
Con 24 (+14)	Int 16 (+10) Cha 15 (+9)
Equipment hide armor, battleaxe	

Eldritch Giant (Level 14)		Level 14 Skirmisher
Large fey humanoid (giant)		XP 1,000
Initiative +10	Senses Perception +18; low-light vision	
HP 139; Bloodied 69		
AC 28; Fortitude 25, Reflex 26, Will 28		
Resist 10 force		
Saving Throws +5 against charm effects		
Speed 8, Teleport 6		
m Eldritch Blade (standard; at-will) ♦ Force, Weapon		
Reach 2; +17 vs. Reflex; 3d6+5 damage		
r Force Missile (standard; at-will) ♦ Force		
Ranged 20; +17 vs Reflex; 2d6+5 damage		
C Sweeping Sword (standard; encounter) ♦ Force, Weapon		
Close burst 2; +17 vs AC; 3d6+5 force damage, and the target is knocked prone. Special: When charging, the eldritch giant can use this power in place of a melee basic attack		
C Consume Magic (minor 1/round; at-will)		
Targets an adjacent conjuration or zone created by an enemy; +16 vs. the Will of the creator of the conjuration or zone; the conjuration or zone is destroyed, and its effects end. The eldritch giant's attacks deal 3d6 extra force damage until the end of its next turn.		
C Eldritch Field (minor; recharge 5-6) ♦ Zone		
Close blast 5; the blast creates a zone of rippling magic that lasts until the end of the encounter or until the eldritch giant uses this power again. The zone is difficult terrain, and the giant's attacks deal 1d6 extra force damage against creatures within the zone.		
Alignment Evil	Languages Elven, Giant	
Skills Arcana +19, Insight +18		
Str 21 (+12)	Dex 12 (+8)	Wis 22 (+13)
Con 19 (+10)	Int 24 (+14)	Cha 13 (+8)

Duergar Cleric of Asmodeus (Level 12)		Level 12 Controller
Medium natural humanoid (dwarf, devil)		XP 600
Initiative +6	Senses Perception +13; darkvision	
HP 122; Bloodied 61		
AC 26; Fortitude 25, Reflex 24, Will 25		
Immune illusion; Resist 10 fire, 10 poison		
Speed 5		
m Morningstar (standard; at-will) ♦ Weapon		
+17 vs. AC; 1d10+7 damage.		
r Iron Bolt of Obedience (standard; at-will) ♦ Charm		
Ranged 10; +16 vs Will; the target slides 3 squares and makes a melee or ranged basic attack against a target of the cleric's choice with a +4 power bonus to the attack roll		
R Demand Tribute (standard; encounter) ♦ Healing, Necrotic		
Ranged 10; +16 vs Fortitude; 1d8+6 necrotic damage. Until the end of the encounter, whenever the target spends a healing surge or allows another creature to spend a healing surge, the cleric regains 10 hit points.		
R Tyrannical Judgment (immediate reaction, when an ally within 5 squares of the cleric misses with an attack; at-will)		
Ranged 5; the ally takes 5 damage and rerolls the attack		
C Wave of Despair (standard; encounter) ♦ Psychic		
Close blast 5; +16 vs Will; 2d8+6 psychic damage. Allies in the blast gain 5 temporary hit points and a +2 power bonus to attack rolls until the end of the cleric's next turn.		
Alignment Evil	Languages Common, Deep Speech, Dwarven, Supernal	
Skills Arcana +14, Diplomacy +14, Religion +15		
Str 13 (+7)	Dex 11 (+6)	Wis 19 (+10)
Con 18 (+10)	Int 16 (+9)	Cha 14 (+8)
Equipment morningstar		

ENCOUNTER 6: BLOOD CAVE STATISTICS (HIGH LEVEL)

Deva Zealot (Level 16)	Level 16 Skirmisher
Medium immortal humanoid (deva)	
XP 1,400	
Initiative +16 Senses Perception +16	
HP 151; Bloodied 75	
AC 30; Fortitude 26, Reflex 28, Will 27 (+1 to all defenses against bloodied enemies)	
Resist 10 necrotic, 10 radiant	
Speed 6;	
m Falchion (standard; at-will) ♦ Radiant, Weapon	
+21 vs. AC; 4d4+6 damage (crit 8d4+22) plus 1d6 radiant damage	
M Path of Virtue (standard; encounter)	
The deva zealot shifts half its speed and makes one falchion attack against each enemy within reach during the move	
Dazzling Soul (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.	
Radiant Retribution (free, when an enemy hits the deva zealot on the zealot's turn; at-will) ♦ Radiant	
The triggering enemy takes half the attack's damage as radiant damage.	
Memory of a Thousand Lifetimes (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.	
Skirmish ♦ Radiant	
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.	
Alignment Unaligned	Languages Common
Skills Acrobatics +19, Religion +17, Stealth +19	
Str 20 (+13)	Dex 22 (+14) Wis 16 (+11)
Con 14 (+10)	Int 14 (+10) Cha 20 (+13)
Equipment leather armor, falchion	

Hill Giant Battlechief (Level 16)	Level 16 Skirmisher
Large natural humanoid (giant)	
XP 1,400	
Initiative +14 Senses Perception +16	
HP 160; Bloodied 80	
AC 30; Fortitude 30, Reflex 28, Will 27	
Speed 8	
m Battleaxe (standard; at-will) ♦ Weapon	
Reach 2; +21 vs AC; 2d10+9 damage	
m Inspiring Attack (standard; recharge 5-6) ♦ Healing, Weapon	
Reach 2; +22 vs AC; 3d10+9 damage, and all allies within 10 squares heal 15 hit points	
C Frenzied Advance (minor; at-will)	
Close burst 10; allies within the burst shift 3 squares.	
Battle Weave (immediate reaction; when an attack hits or misses the hill giant; at-will)	
The hill giant battlechief shifts up to 3 squares and gains combat advantage against all enemies until the end of his next turn.	
Combat Advantage	
The hill giant battlechief deals an extra 2d6 damage against any target it has combat advantage against.	
Alignment Chaotic Evil	Languages Common , Giant
Skills Athletics +19, Intimidate +15, Stealth +17	
Str 22 (+14)	Dex 19 (+12) Wis 17 (+11)
Con 24 (+15)	Int 16 (+11) Cha 15 (+10)
Equipment hide armor, battleaxe	

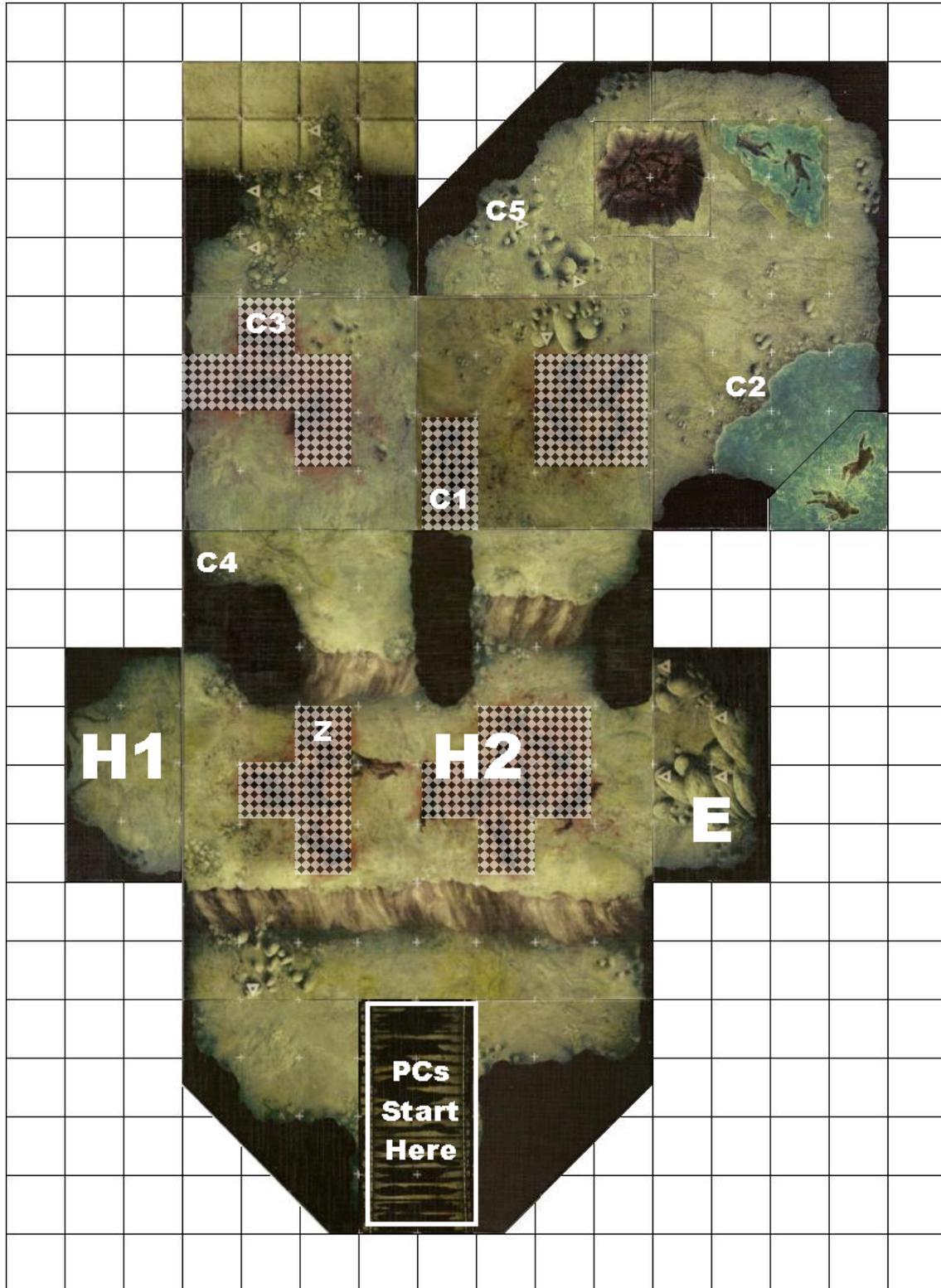
Eldritch Giant (level 17)		Level 17 Skirmisher
Large fey humanoid (giant)		XP 1,600
Initiative +11	Senses Perception +19; low-light vision	
HP 163; Bloodied 81		
AC 31; Fortitude 29, Reflex 30, Will 32		
Resist 10 force		
Saving Throws +5 against charm effects		
Speed 8, Teleport 6		
m Eldritch Blade (standard; at-will) ♦ Force, Weapon		
Reach 2; +20 vs. Reflex; 3d6+7 damage		
r Force Missile (standard; at-will) ♦ Force		
Ranged 20; +20 vs Reflex; 2d6+7 damage		
C Sweeping Sword (standard; encounter) ♦ Force, Weapon		
Close burst 2; +20 vs AC; 3d6+7 force damage, and the target is knocked prone. Special: When charging, the eldritch giant can use this power in place of a melee basic attack		
C Consume Magic (minor 1/round; at-will)		
Targets an adjacent conjuration or zone created by an enemy; +20 vs. the Will of the creator of the conjuration or zone; the conjuration or zone is destroyed, and its effects end. The eldritch giant's attacks deal 3d6 extra force damage until the end of its next turn.		
C Eldritch Field (minor; recharge 5-6) ♦ Zone		
Close blast 5; the blast creates a zone of rippling magic that lasts until the end of the encounter or until the eldritch giant uses this power again. The zone is difficult terrain, and the giant's attacks deal 1d6 extra force damage against creatures within the zone.		
Alignment Evil	Languages Elven, Giant	
Skills Arcana +21, Insight +20		
Str 21 (+13)	Dex 12 (+9)	Wis 22 (+14)
Con 19 (+12)	Int 24 (+15)	Cha 13 (+9)

Duergar Cleric of Asmodeus (level 12)		Level 12 Controller
Medium natural humanoid (dwarf, devil)		XP 600
Initiative +6	Senses Perception +13; darkvision	
HP 122; Bloodied 61		
AC 26; Fortitude 25, Reflex 24, Will 25		
Immune illusion; Resist 10 fire, 10 poison		
Speed 5		
m Morningstar (standard; at-will) ♦ Weapon		
+17 vs. AC; 1d10 + 7 damage.		
r Iron Bolt of Obedience (standard; at-will) ♦ Charm		
Ranged 10; +16 vs Will; the target slides 3 squares and makes a melee or ranged basic attack against a target of the cleric's choice with a +4 power bonus to the attack roll		
R Demand Tribute (standard; encounter) ♦ Healing, Necrotic		
Ranged 10; +16 vs Fortitude; 1d8 + 6 necrotic damage. Until the end of the encounter, whenever the target spends a healing surge or allows another creature to spend a healing surge, the cleric regains 10 hit points.		
R Tyrannical Judgment (immediate reaction, when an ally within 5 squares of the cleric misses with an attack; at-will)		
Ranged 5; the ally takes 5 damage and rerolls the attack		
C Wave of Despair (standard; encounter) ♦ Psychic		
Close blast 5; +16 vs Will; 2d8 + 6 psychic damage. Allies in the blast gain 5 temporary hit points and a +2 power bonus to attack rolls until the end of the cleric's next turn.		
Alignment Evil	Languages Common , Deep Speech, Dwarven, Supernal	
Skills Arcana +14, Diplomacy +14, Religion +15		
Str 13 (+7)	Dex 11 (+6)	Wis 19 (+10)
Con 18 (+10)	Int 16 (+9)	Cha 14 (+8)
Equipment morningstar		

ENCOUNTER 6: BLOOD CAVE MAP

TILE SETS NEEDED

Caves of Carnage x1



ENCOUNTER 7: RETURNING SIKULIS

Assuming the PCs use the scroll of Linked Portal that Tyrangal provided them, they are immediately whisked out of the dungeon and appear in a Temple of Torm back in Elturel. The wounded are treated by priests while Tyrangal and Brother Love quickly approach.

If the PCs rescued Sikulis, read or paraphrase the following:

“Good work,” Tyrangal says with a wide smile. She hands over a jingling, pleasantly heavy, sack. Looking inside, you see a small fortune’s worth of platinum trade bars. “Your payment, as agreed. As a bonus for a job well done, I would be glad to have you choose something from my collection of magic items.”

For rescuing Sikulis alive, the PCs earn story award **SPEC26 Knowledge of the Companion**.

If the PCs did not rescue Sikulis, they do not earn story award SPEC26. Read or paraphrase the following.

When Tyrangal asks you where Sikulis is, you tell her of what you found, but eventually have to admit you had to leave Sikulis behind. Tyrangal looks angry and disappointed. She throws a small sack of platinum on the ground at your feet and says: “Sikulis is a resourceful fellow. Maybe he’ll survive long enough for me to find some proper adventurers who can get the job done.”

In any case when the PCs are ready to leave:

Brother Love hurriedly pulls a number of shining rings from his fingers and hands them to you. “Brother Love supposes this is good-bye, but take these, won’t you, so you will always remember your friend, Brother Love!” He wipes his eyes and steps back as Tyrangal bids you farewell, but suggests that you not go far. More great adventures may soon await you in the realm of Elturgard.

Regardless of whether Sikulis was saved, as long as the PCs defeated Barachiel, the deva zealot's plot to use Saikulis's research to corrupt the Companion has been thwarted. Those PCs who accepted Tyrangal as their patron without questioning the legality of the situation receive story award **SPEC27 Tyrangal's Thanks**. Those

PCs who reported Tyrangal's intentions to the authorities of Elturel receive **SPEC28 Law and Order** instead. (Tyrangal has her ways of finding out if the PCs went to the authorities behind her back; therefore, PCs can only earn one of these two awards, not both. It is fine for some of the PCs to earn SPEC27 and other PCs to earn SPEC28, if not all of the party members went to the authorities.)

EXPERIENCE

If the PCs did not draw unnecessary attention to themselves (in other words, they did not fight the guards in Encounter 3) and they rescued Sikulis alive, they receive a minor quest award of 140 / 200 XP each.

TREASURE

From Brother Love, the PCs receive a paired set of *rings of brotherhood*.

If they rescued him alive, Voronwe gifts the PCs with his *elementalbane weapon +3* (this is how he was able to get past the water archons). If they did not rescue Voronwe alive, but brought Barachiel to justice, the authorities of Elturel arrange for the PCs to receive this weapon as thanks from the Church of Torm.

If they rescued Sikulis alive, Tyrangal also offers the PCs the opportunity to peruse her vast personal collection of magic items to see if there is anything they might like. This allows the PCs access to any weapon, armor, implement, or neck slot item of up to 13th level (low tier) or 15th level (high tier) from any player-legal source. Tyrangal does not offer this option if Sikulis was not rescued.

Regardless of their success or failure, Tyrangal pays the PCs the remainder of their fee: 900 / 1,800 gp each worth of platinum trade bars.

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: 420 / 600 XP

OR Encounter 3: 560 / 800 XP

Note: If the PCs fail the skill challenge in Encounter 2, they have to fight the guards in Encounter 3, which earns them even more XP. Normally, when a party fails a skill challenge, they still earn half XP for that challenge. Unless they fail to complete the rest of the adventure, the PCs will most likely not get to keep the half XP from Encounter 2, because they would end up exceeding the adventure's maximum XP cap. However, if they do fail at later encounters and earn less than the maximum possible, then the half XP from Encounter 2 might help make up the difference.

Encounter 5 Monsters: 960 / 1280 XP

Encounter 5 Skill Challenge: 140 / 200 XP

Encounter 6: 1,020 / 1,440 XP

Minor Quest: 140 / 200 XP. The PCs do not earn this award if they fought the guards (Encounter 3) or if they did not rescue Sikulis alive.

Total Possible Experience: 2,680 / 3,720 XP

Gold per PC

1,500 / 2,750 gp

(Encounter 1: 100 / 200 gp, Encounter 6: 500 / 750 gp; Encounter 7: 900 / 1,800 gp)

Note: The XP and treasure awards in this adventure exceed the normal maximum for a levels 11-14 adventure. This is intentional, and the PCs may earn the full amounts listed. However, the PCs cannot exceed the listed totals (for example, by completing Encounter 2 as a skill challenge, then attacking the guards anyway, triggering Encounter 3).

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: *silvered bloodiron weapon +3* (Level 13; *Adventurer's Vault*)

Found in Encounter 5

Bundle B: A paired set of *rings of brotherhood* (Level 14; *Adventurer's Vault*)

Found in Encounter 7

Bundle C: *vortex shield* (Level 14; *Adventurer's Vault 2*)

Found in Encounter 5

Bundle D: *elementalbane weapon +3* (Level 14; *Manual of the Planes*)

Found in Encounter 7

Bundle E: *iron armbands of power* (Level 16; *Adventurer's Vault*) (high-level version only)

Found in Encounter 5

Bundle F: Any weapon, armor, implement or neck slot item of Level 13 or lower from any player-legal source (low-level version only)
Found in Encounter 7

Bundle G: Any weapon, armor, implement or neck slot item of Level 15 or lower from any player-legal source (high-level version only)
Found in Encounter 7

Bundle H: ritual book of Banish Vermin, Wizard's Escape, Chameleon's Cloak, and Eagle's Flight
Found in Encounter 6

Consumable plus Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add a *potion of vitality* plus 625 / 1,625 gp to their rewards from this adventure. The player should write the consumable gained on their adventure log. That character (and only that character) then receives the consumable plus the listed amount of gold (if any) instead of any other treasure bundle. Consumable items obtained in this fashion do not take up found magic item slots.

More Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add 1,625/2,625 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. In this adventure, the PCs can all earn SPEC26. Each PC individually may earn either SPEC27 or SPEC28, but not both.

SPEC26 Knowledge of the Companion

You rescued an eladrin sage named Sikulis who believes that he has discovered how to manipulate the divine energy of the Companion, the second sun which shines in the sky above the nation of Elturgard. For now, Sikulis continues to reside in Elturel, but his relationship with the churches of Torm and Amaunator remains fragile.

Sikulis is also an expert on matters relating to the Spellplague and plaguechanged creatures. If you should ever had need of his knowledge, he would be more than happy to assist you in any way that he can. Contacting Sikulis via Sending or some other appropriate ritual, magic item, or power, could grant you a bonus to knowledge checks or reveal other information on these subjects, at the DM's discretion.

SPEC27 Tyrangal's Thanks

You assisted the enigmatic Tyrangal with her goals in Elturgard. She seems to have her eye on all sorts of situations unfolding around the world; perhaps someday she will call upon you to act as her agent once more.

SPEC28 Law and Order

You upheld the laws of Elturel and for so doing have earned the thanks and respect of the theocracy. When next the paladins have need of heroes, they are certain to remember your name.

ADVENTURE QUESTIONS

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

- 1. What happened to the eladrin sage Sikulis?**
 - a. PCs didn't save him.
 - b. PCs saved him.
- 2. What happened to Dunderhead the Crate Destroyer?**
 - a. PCs saved him.
 - b. PCs killed him, even if by accident.
 - c. NPCs killed him, even if by accident.
 - d. Nobody killed him, but the PCs didn't rescue him in time so he died.
- 3. What happened to the deva Barachiel?**
 - a. PCs killed him or left him for dead.
 - b. PCs brought him to the authorities.
 - c. PCs tied him up and left him somewhere.
 - d. The deva escaped the PCs.
 - e. Some outcome not listed above.
- 4. How difficult were the combat encounters?**
 - a. We had a TPK.
 - b. Combat encounters were too difficult.
 - c. Combat encounters were about right.
 - d. Combat encounters were too easy.
 - e. There was combat?
- 5. Overall, how would you and the players rate this adventure?**
 - a. Five stars (best possible rating)
 - b. Four stars
 - c. Three stars (average)
 - d. Two stars
 - e. One star (worst possible rating)
- 6. Which NPC from this adventure would you most be interested in seeing again?**
 - a. Dunderhead the Crate Destroyer
 - b. Captain "Grim"
 - c. Brother Love
 - d. Barachiel, the deva zealot
 - e. Sikulis, the eladrin sage

NEW RULES

Bloodiron Weapon

Level 13

Forged from iron tainted with the ichor of devils, this weapon is cruel.

Lvl: 13 17,000 gp

Weapon: Any

Enhancement: +3 attack rolls and damage rolls

Critical: +3d10 damage.

Property: When you score a critical hit with this weapon, deal the extra critical hit damage to the target again at the start of your next turn.

Reference: *Adventurer's Vault*, page 42

Elementalbane Weapon

Level 14

Forged of celestial steel and created to slay archons, this weapon excels at destroying natives of the Elemental Chaos.

Lvl: 14 21,000 gp

Weapon: Any melee

Enhancement: +3 attack rolls and damage rolls

Critical: +3d8 damage

Property: On a critical hit you deal +3d12 damage instead of +3d8 against elementals.

Power (Daily): Standard Action. Celestial light blazes from this weapon as you make an attack: Close burst 2; Strength + 3 vs. Reflex; 1[W] damage, and if the target is an elemental, it is blinded (save ends).

Reference: *Manual of the Planes*

Ring of Brotherhood

Level 14

These platinum rings come in pairs and are shared only by the closest companions.

Lvl: 14 21,000 gp

Item Slot: Ring

Property: Each of these rings is part of a set of two. As a minor action, a ring wearer can ascertain the following information:

- The current hit points and general status (alive, dying, or dead) of the other ring wearer
- The number of healing surges the other ring wearer has remaining
- Any effects currently affecting the other ring wearer
- The current emotional state of the other ring wearer
- The straight-line distance to the other ring wearer. If the other ring wearer is on a different plane, neither the distance nor the specific plane can be ascertained.

Special: These rings come in pairs. If one ring is disenchanting, the other loses all its magic. The cost covers a set of rings.

Power (Daily): Free Action. Transfer a single healing surge to the wearer of the other ring. This cannot bring the recipient above his or her total healing surges. If you've reached at least one milestone today, transfer two healing surges.

Reference: *Adventurer's Vault*, page 158

Vortex Shield

Level 14

Arcane runes form a spiral pattern on the surface of this shield, which serves to draw large attacks toward it.

Lvl: 14 21,000 gp

Item Slot: Arms

Prerequisite: Heavy Shields, Light Shields

Power (Daily): Immediate Interrupt. *Trigger:* An enemy targets you with a burst or blast attack. *Effect:* The triggering enemy takes a -4 penalty to attack rolls against all other targets of the attack.

Reference: *Adventurer's Vault 2*, page 56

Iron Armbands of Power

Level 16

These plate armbands enhance the damage you dole out.

Lvl: 16 45,000 gp

Item Slot: Arms

Property: Gain a +4 item bonus to melee damage rolls.

Reference: *Adventurer's Vault*, page 117

Banish Vermin

Ritual

Minor preparation is all it takes to ward against pests.

Component Cost: 10 gp **Market Price:** 30 gp

Key Skill: Nature

Level: 1

Category: Warding

Time: 10 minutes

Duration: Special

You ward a single zone, up to burst 5, to be unpleasant to all kinds of unwanted rodents and insects of size Tiny or smaller, even if they are part of a swarm. Any vermin that are in the burst must leave by the most expedient means possible, and none enter the affected area for a period determined by your Nature check result.

Check Result	Duration
9 or lower	3 days
10-19	1 week
20-29	2 weeks
30 or higher	1 month

Reference: *Dragon Magazine 366*, *Ritually Speaking*, page 55

Wizard's Escape

Ritual

The guard looked on with horror as the prisoner squeezed between the bars of his cell, his face and chest distorting in a fashion that should kill—or at least disfigure—him, then returning to normal.

Component Cost: 150 gp

Market Price: 520 gp

Key Skill: Arcana (no check)

Level: 6

Category: Exploration

Time: 10 minutes

Duration: 10 minutes

For the ritual's duration, you and up to eight allies can squeeze into and through spaces that a Tiny creature can squeeze through, allowing them to fit into crevices, under some doors, and through most barred gates or walls. An affected creature must still squeeze to fit into a space it could not normally enter. How this ritual manifests varies from caster to caster: It can allow creatures to squeeze their body as though boneless, to step through half-dimensions, ripple into and out of smaller shapes, or anything else.

Reference: *Dragon Magazine* 366, *Ritually Speaking*, page 61

Chameleon's Cloak

Ritual

No one can notice you or your friends thanks to the concealing cloak of magic you have conjured.

Component Cost: 200 gp

Market Price: 1,000 gp

Key Skill: Arcana

Level: 10

Category: Deception

Time: 10 minutes

Duration: 24 hours

You conceal yourself and up to 8 allies within 5 squares of you, using a combination of camouflage and distraction to ensure that no one notices any of you. The Perception DC to notice a creature concealed by this ritual is equal to the Arcana or Nature check result with a +5 bonus. A concealed creature that leaves the square it occupies at the completion of the ritual or that attacks a creature loses all benefit from the ritual.

Reference: *Dragon Magazine* 366, *Ritually Speaking*, page 55

Eagle's Flight

Ritual

Great eagle spirits thunder through the sky, carrying you and your allies to a far-off location.

Component Cost: 400 gp

Market Price: 1000 gp

Key Skill: Nature

Level: 10

Category: Exploration

Time: 10 minutes

Duration: 12 hours

Up to eight giant eagle spirits appear to carry you and your allies. Each eagle can carry one Medium creature. The eagles have a fly speed and an overland flight speed determined by your Nature check.

Nature Check Result	Fly Speed	Overland Flight
24 or lower	8	10
25-29	10	15
30-29	12	20
40 or higher	15	30

Creatures take a -4 penalty to attack rolls and defenses while carried by the eagles. The eagles can't attack or affect other creatures in any way. The eagles' defenses are equal to yours, and if an eagle is hit by an attack, it descends to a solid surface to drop off the creature it carries, then flies away. Eagles who have flown away during combat can be called back as a standard action outside combat.

Reference: *Primal Power*, page 157

APPENDIX 1

QUICK REFERENCE: UNDERWATER COMBAT

(All rules and errata that were current as of the time of this writing have been applied.)

Movement (PH pg 183)

- As part of a move action, a DC 10 (calm water) or DC 15 (rough water) **Athletics check** allows a character to swim at one-half its base land speed.
- Creatures that have a **natural swim speed** do not need to make Athletics checks to swim.

Combat: (DMG, pg 45)

- Creatures using powers that have the **fire keyword** take a -2 penalty to attack rolls.
- Characters using weapons from the **spear and crossbow weapon groups** take no penalties to attack rolls with those weapons while fighting underwater. Characters using **any other weapon** take a -2 penalty to attack rolls.
- **Aquatic:** Creatures native to watery environments have the **aquatic** ability. They gain a +2 bonus to attack rolls against opponents that do not have this ability.

Current: (DMG, pg 45)

- A current slides creatures a distance and direction determined by the current.

Holding your Breath: (PH pg 185 (note errata) and DMG, pg 159)

- After **3 minutes (30 rounds)** of holding your breath, you must succeed on a DC 20 **Endurance check** or lose a healing surge. You must repeat this check for each additional round, but the Endurance DC increases by 5 for each check (25, 30, etc.).
- If you are **holding your breath and take damage**, you must make a DC 20 Endurance check to maintain holding your breath. If you fail, you lose a healing surge.
- DM Note: Talking is incompatible with holding your breath. For this adventure, while underwater, any round a character talks (if they cannot breathe water), they lose a healing surge.
- If you are out of healing surges when you are instructed to lose a healing surge, you instead take damage equal to your level.

APPENDIX 2: ELTURGARD

ELTURGARD LORE

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

History DC 15: Elturgard is a relatively small island of order and hope in an inhospitable swath of the Western Heartlands. Over the years, hundreds of people fleeing a mummy's curse, a vampire's service, or some other undead involvement have arrived here, settling in Elturel in particular. The forests surrounding this land have grown wild and dangerous. A pocket of plagueland festering several miles to the south has a habit of spewing forth occasional monstrosities.

Streetwise DC 20: Knight-Commander Vessen, a high-ranking paladin of Torm, is in charge of a large military operation to explore the active plagueland a few miles to the south of the city of Elturel. Vessen has called for adventurers and volunteers from all across Faerun to assist with this dangerous mission, and has received a very favorable response.

Streetwise DC 25: In some quarters, Elturgard has garnered a reputation for being too righteous. Many problems attend its inflexible laws, inquisitorial persecution of evil, and bold plans for "setting Faerûn aright."

DUNGEON OF THE INQUISITOR

Those who trespass against the laws of Elturgard three times are thrown into the Dungeon of the Inquisitor. This vast, subterranean maze lies deep beneath the streets of Elturel, and its population is constantly being replenished by new lawbreakers. Parts of the dungeon consist of natural caverns discovered during the excavation, and their full extents and final destinations have yet to be determined. Strange sounds infrequently echo from unknown cavities—sometimes rushing water is heard, other times the enraged roars of vicious behemoths ring out. From time to time, dungeon prisoners on mining detail escape their captors and dash into unexplored crevices and tunnels. They are never seen again, on or below Faerûn.