

DALE1-7

ARTS

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

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Isolation can be a boon—but when strange events leave the members of an airborne boarding school for young nobles in High Dale ill, only aid from outside can offer a solution. Can the PCs solve this discretely and in time? A Living Forgotten Realms adventure set in the Dalelands for characters levels 1-4. A part of the 'Arts & Crafts' mayor quest. The other part is DRAG1-7 *Crafts*. Successfully completing both adventures in any order completes the major quest. This major quest is a prequel to the paragon level 'Pain and Suffering' arc, which starts in DRAG2-1 *Discomfort*.

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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By sanctioning 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 sanctioned RPGA play if they are members of the DM REWARDS program. DMing this adventure is worth one (1) point.

This adventure retires from RPGA-sanctioned play on December 31 2012.

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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 RPGA Session Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your organizer directly after play.

READING MONSTER STAT BLOCKS

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

IMPORTANT DM INFORMATION

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

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

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

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

played within 3.5 - 4 hours; try to be very aware of running long or short. Adjust the pacing accordingly.

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

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

APPROPRIATE CHARACTER LEVELS

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

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

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

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

FAILING TO DEFEAT AN ENCOUNTER

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

CHARACTER DEATH

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

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

MILESTONES

No matter if the characters succeed or fail in an encounter, they reach a milestone if it is the second

encounter they've had since the start of the adventure or their last extended rest. **Encounters that do not give out experience points do not count for purposes of reaching a milestone.** Make certain to mention this information to the players when applicable, as it gives each PC another action point and affects how some magic item powers are used.

LASTING EFFECTS

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

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

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

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

ADVENTURE BACKGROUND

Oruthian Haldoneir, a Cormyrean noble, has donated considerable funds to a boarding school in Highdale, where the nobles and rich from Cormyran, Dalelands and even some enterprising Sembian merchants send

their children to be taught. The school was on the brink of bankruptcy, partly because of the building's peculiar location, an earth mote, made it isolated and expensive to maintain.

Oruthian provided personnel—including a few spellcasters—and promoted the school among his peers. The people he sent to work there, however, include a villain with a twisted plan. Barlunien, a female gnome alchemist posing as a literature teacher, plans to test a new and rather nasty drug, which has horribly painful withdrawal symptoms.

Barlunien is utterly evil. She delights in causing pain and destruction, though she knows to hide it well, putting up a charming face to entice more people to spread the corruption. She has several variations of the drug, which is made in Westgate. She wants to test to see which variation works best to corrupt the young folk and causes the most suffering, and has selected a small group of students as test subjects. Now, several months later, the tests have almost been completed, but the side effects are getting noticed—the students who are test subjects perform badly, some turn insane or grow very sick, wracked in pain, and several have gone missing.

The school's director has noticed the behavior, but has decided to keep the authorities in the dark for fear of an official investigation, which might lead to closing of the school. He sends a contact who approaches the adventurers in hope of finding someone who can deal with this matter discretely.

DM'S INTRODUCTION

Encounter 1: The PCs are approached—either in the Rising Moon Inn in Daerlun, or, if they are members of the Stellar Fellowship, by Dayan of the Fall of Stars, in New Velar with the request to aid the school—discretely—in finding out what is wrong. PCs in New Velar can use a teleportation circle to travel to Deepingdale, but from there have to travel overland to High Dale.

Alternately, if the PCs played *DRAG1-7 Crafts* first, they may be on their way to Daerlun, following a shipment of drugs from Westgat. In that case they locate this contact while searching for a lead.

Encounter 2: Things have gotten a lot worse by the time the PCs arrive at the school. The school's director went missing several days ago after he started an investigation of his own. Of the students who took the drug, most are now in mid- to final stages of withdrawal from the drug and have become violent.

Encounter 3: The PCs begin their investigation. They discover that one student of a group that is heavily affected has not suffered the symptoms of the drug but is

currently missing. He is actually a supplier and has access to a small amount of an antidote. He recently disappeared, but can't get far, due to the school being on an earth mote. Eventually, students point out a 'secret' cabin at the back of the school park, where their group usually gathered.

Encounter 4: The PCs find the student, but so does the groundskeeper who works for the villain. He sets his hounds on the PCs and the student, hoping to eliminate all witnesses. This encounter takes place near the earthmote's edge.

Encounter 5: The PCs learn about an old dungeon under the boarding school, where the villain is feeding the students the drugs. The PCs have been noticed, and the villain, to cover her retreat, uses a potent version of the substance to poison the school food. Students become delusional and their lives are clearly in danger. The PCs have to deal with rampaging students and need to ensure their safety before they reach the dungeon complex, locate the secret entrance, and gain entry.

Encounter 6: After the PCs enter the dungeon, they face several monsters that are feeding of the debris from the villain's lab.

Encounter 7: If the PCs succeeded in the Encounter 3 and 5 skill challenges, they face off with the main villain and his goons. Otherwise, the main villain has fled, and the PCs fight her goons and deal with a trap left to cover her retreat.

Conclusion: PCs can free the school director, who was being held captive in the dungeon, and find an antidote for the drug to aid the students. They also find hints that lead to the creator of the drug: a person in Westgate, on the Dragoncoast.

NPCs and replay: The bad guy in this adventure is Barlunien, one of the teachers at the school. He has a few (hidden) accomplices, as well as some charmed or bribed allies among the school staff and students. Most NPCs have a secret or two, so the PCs won't be able to wildly guess, based on Insight, who the bad guys is.

For replay, you can change the PCs opponents to be other teachers or staff (see the Appendix). You can replace Barlunien with Alrik, Gulkin, or Sabrelle, and Brace with Herth, Maethe, or Shem Ra Dak (change descriptions where necessary). You can also reverse the roles of Jhenta and Laurin.

Avoid using Jezena or any of the deans as villains, as these may recur in the future.

PLAYER'S INTRODUCTION

This adventure is part of a two-story arc, 'Arts & Crafts'. The other part of this arc is DRAG1-7 *Crafts*. If PCs have

already played that part, use the introduction **Following the trail**.

If one or more PCs are a member of the Stellar Fellowship of Gentle Adventurers (i.e., when they have the story award **DALE02 Member of the Stellar Fellowship of Gentle Adventurers**), start with the introduction 'The Fall of Stars'.

Otherwise, start with **The Tenth Hell**.

Following the trail: The PCs followed the trail of a suspicious shipment from Westgate to Daerlun. Once there, they learned the shipment became part of a bigger shipment, intended for High Dale. The larger shipment was paid for by Oruthan Haldoneir, a Cormyran noble.

Inquiries led to a man named Torleaf, who apparently has ties to the Haldoneir, and who is in town with problems of his own. Helping this man may lead the PCs further on the trail.

Continue with Encounter 1 once the PCs decide to approach Torleaf, who can be found in a alehouse named The Tenth Hell.

The Fall of Stars: The PCs are either in the Fall of Stars or in the House Around the Corner (the latter is open to non-members).

You just settled down for a nice meal and some brew at the Fall of Stars / House Around the Corner.

Dayan Nenthyn, co-owner of the Fall of Stars approaches the PCs. PCs have met Dayan in *DALE1-1 The Prospect*. Dayan is a flamboyant half-elf with red hair, and a follower of Sharess (good goddess of cats and passion).

Dayan smiles and winks at you. "Ah - well met again my friends. You have been expected. I have a client waiting for you, a friend of mine who has a problem that needs to be dealt with discretely. Are you interested in a job?"

Dayan does not mention monetary rewards yet, though to those who are not yet members of the Fall of Stars he makes clear that it is a good way to prove their worthiness for membership.

If the PCs are interested, he continues.

"Torleaf, a personal friend of mine in Highdale has problems worthy of investigation. The Stellar Fellowship has offered to provide help. I cannot give any details, as it concerns a sensitive subject. We need you to meet with the client in the Tenth Hell, an alehouse in Daerlun.

You can use a portal to travel there - I have made all the arrangements for the destination.”

Dayan leads them to the portal, set in a giant mirror in the back of a side room from the main hall. PC members of the Fall of Stars realize this is the destination portal for which they have received a key when they joined.

Dayan explains the portal can connect to a variety of set locations in the Realms. Some of the older connections don't work so reliable any more, but the PCs destination is fairly recent, being set up in agreement with the Tenth Hell's owner.

Before the PCs leave, Dayan offers them some resources for use on their mission. A PC that is a member of the Fall of Stars can borrow **one** of the following:

- A *herbal poultice* (level 1; *Adventurer's Vault*)
- A *potion of healing*
- Two *vials of antivenom* (level 1; *Adventurer's Vault*)

PCs do not need to pay for the item if they use it, but it should be returned to the Fall of Stars at the end of the adventure if unused.

Once PCs step through the portal, they end up in an empty alleyway in Daerlun, behind an alehouse called the Tenth Hell. If they enter and ask for Torleaf, the bartender points out a fine dressed man in a corner.

Continue with Encounter 1.

The Tenth Hell: The PCs are passing through Daerlun, one of the independent city-states at the border of Cormyr and Sembia. They are in the Tenth Hell, an alehouse popular with adventurers. As they settle down for a hard earned meal, a stranger cloaked in fine livery approaches them and tries to offer them a job.

A rather fine dressed man in his early thirties approaches your table. He bows his head and greets you.

Continue with Encounter 1.

ENCOUNTER 1: THE JOB

SETUP

Important NPCs: Torleaf, human male

Torleaf is a young man, just short his third decade. He dresses in brown leathers, high riding boots and a travelers' cloak. He is unarmed. He looks like a young clerk. He seems to be worried.

“Well met, high sirs and madams. My name is Torleaf. I am looking for people of skill and discretion for a job of some delicacy.”

Torleaf pauses briefly giving the PCs time to accept his proposal for a job. Use the following to provide more information to the PCs:

- The mission is about happenings at the boarding school where he works as the Dean of Science, and teaches history.
- Students have become ill, or show strange symptoms in the past few weeks. No one has yet discovered what causes these afflictions.
- The students are mostly the children of merchants or nobles from Cormyr, the Dalelands, and Sembia. Their parents have considerable wealth and influence. As to not create a scandal for the school and to not destabilize the peace between the three neighboring countries, nothing of these happenings must reach the ears of the nobles until the investigations are complete and the culprit(s) found. This asks for great discretion.
- If the PCs accept, they are given a cover identity as new teachers so to give them an unsuspecting reason for being in the school.
- Hebron Statwick, the director, suspects some of the students may directly be involved with the troubles.
- The school itself is located in Highdale.
- The school is located on an earthmote.
- Only the director and Torleaf know of adventurers being hired for the investigation.

Torleaf is willing to pay 50 / 75 gp per PC for the mission and offers the PCs access to the collection of magical items the boarding school has acquired over the years.

If asked specifically he can give the following details:

- The affliction that troubles some students are out of character behavior coupled with bouts of pain in extremities or headaches.
- PCs who played DRAG1-7 may recognize the symptoms and tie them to the Agony drug. Torleaf is shocked if confronted with the theory. He cannot exclude that it is the cause, though he wonders how any drugs would get on school grounds.
- The students and staff stay on the school terrain throughout the year. Barring any emergencies the school can't deal with, no one enters or leaves without permission. Third party involvement is therefore rather unlikely.
- Travel to the school either involves the schools griffons or some elevator mechanism. No one should be able to sneak in or out.
- Currently there are 14 people on staff and about 200 students in the school.
- Layout consists of three large mansions, stables and the elevator house, as well as some smaller shacks the students sometimes use as clubhouse or storerooms.
- No room searches or similar have yet been conducted. The director didn't want to get his troubles known, as it may prompt the closing of the school.
- The school threatened to be closed before due to lack of money, but a noble named Oruthian Haldoneir donated considerable funds.
- Oruthian Haldoneir is a Cormyran noble. His family is quite old though not in very good standing with the crown. Haldoneir apparently tries to increase his popularity with funding the school. This has met with mixed success, as the family is decadent, and many claim them to be corrupt. There is however no indication they are involved with anything sinister.

ENDING THE ENCOUNTER

If the PCs decide to take Torleaf's offer, he urges them to get their gear ready so they all can take off within the hour - continue with Encounter 2.

If the PCs decline, Torleaf thanks them for their time and continues looking for braver adventurers.

EXPERIENCE POINTS

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

TREASURE

There is no treasure in this encounter

ENCOUNTER 2: ARRIVAL

SETUP

Important NPCs: Torleaf, Jazena, Herran

On their way to the High Dale, Torleaf explains that the PC will work as teachers. They should pick a subject to teach. Some subjects available are:

- Animal Husbandry (Nature)
- Architecture (Dungeoneering)
- Magic theory (Arcana)
- Medicine (Heal)
- Religion (Religion)
- Politics (History)
- Etiquette (Diplomacy)
- Fencing (Acrobatics, Athletics, or Insight, requires light or heavy blade proficiency)
- Physical Educations (Acrobatics, Athletics, or Endurance)

Each PC needs to pick a class, and each class can only have one PC assigned. If a PC is not trained in the skill, Torleaf arranges for their class to be rescheduled for several days. Others need to run their class at some point (see Encounter 3).

After several days of travel, Torleaf's mood brightens. As you approach a rise he proclaims: "Behold, Arrowpoint, the Institute for Gifted Nobles." and points upwards.

An enormous rock floats some 100 feet above the treelines. Several buildings take up its surface.

"Would you like to go by griffon or by elevator?" he asks smugly.

Torleaf uses his communications ring to contact Jazena, the griffon handler. Depending on the PCs' decision, he asks her to send down griffons or lower the elevator. The elevator is a large wooden platform, which is lowered by heavy chains. If the PCs decide to go by griffon, a number of them are sent down from above (one for each PC, one for Torleaf, and one for the handler).

After the ride up, you are standing in a lightly forested area on top of the earthmote. It is about four square miles, with three large buildings making up the school grounds.

The gryphon handler is a young, thin woman with ruffled hair and buckteeth. She introduces herself as Jazena, and inquires who of the PCs is going to be her assistant in 'animal husbandry' teaching.

Once she has given that person a critical look over, she turns to Torleaf:

"Its good to have you back, Torleaf. Be warned: we just had several students get violent. They got into a fight, then collapsed. They are in the infirmary.

Where is Lord Statwick? Wasn't he with you?"

Lord Statwick is the school director. He went missing several days ago after he started an investigation of his own. From the students who took the drug, most are now in mid- to final stages of withdrawal from the drug. Some have become violent.

Torleaf expresses concern about the students, and puzzlement over Jazena's question, as the director didn't leave with him. If asked, Jazena says that the director has been absent for three days. She assumed he accompanied Torleaf for business.

Both teachers are worried with this turn of events.

SCENE: INTRODUCTIONS

The PCs are led to their rooms and introduced to Herran, the vice director. The PCs are given keys for all the major locks on the grounds except for the other teachers' rooms. They are informed that while they can enter the students rooms at any times and conduct a surprise inspection - i.e. for illegal drinks or to break up gambling or scandalizing trysts - it is bad form to do so without the students being present.

They also gain a copy of the school schedule and teacher roster. Give the PCs Handout 1.

The folk: The appropriate description of the main characters for a section is given at the specific encounter. There are however far more people present in the school than descriptions. See Appendix 1 for a list of the schools staff as well as some of the students.

The school: The school is a boarding school with a strict regime. The students are required to get up early and gather for inspection. The older students supervise the younger and report to their teachers. There are four principles the school teaches. The first is art and culture (Faculty of Arts), preparing the students for their various roles in high society. The second principle is discipline and physical prowess (Faculty of Law). The third principle of the school is basic natural and magical theory (though no actual magic is taught) and regional history (Faculty of Science). The fourth principle is flexibility and self-reliance (Faculty of Philosophy). The students are required to do daily chores and mundane tasks like cleaning, knitting and various crafts. It is specifically this quality of self-reliance that Statwick is trying to instill in his students.

SCENE: JEZENA

Jazena is a young lass in her mid twenties. She is six feet and two inches and well muscled. She has buckteeth, but is healthy and tanned.

Jezena is very talkative and not shy. She loves her griffons (there are 14 of them), but is also very loyal to the school. She cooperates freely with the PCs but is reluctant to denounce any student she might suspect. She can tell the PCs certain events about the griffons but nothing of what goes on at the school grounds.

Use the following to provide more information to the PCs:

- Jezena is a descendant from the Pegasus folk, a mercenary band that originally occupied the stronghold built at Arrowpoint (what is now the school). Her parents live in the village below.
- Some of the older students are allowed griffon flight lessons.
- There are two groups, which fly one after another everyday after noon. She accompanies every group together with one teacher, either Sir Rodan or Shem Ra Dak.
- The groups split up after flying maneuvers for about an hour and every member has about thirty minutes of free flight time before checking in again.
- After the two tours she takes all of the griffons out for hunting.
- Some of the more promising youths with the griffons are Laurin d`Lysander and Jhenta Cormaeril who are both very popular among their peers.
- She hasn't seen anything unusual at late and none of the griffon riders show any signs of being sick or behaving strangely.

SCENE: HERRAN

Herran is a man in his late fifties. He is about 5 feet 6 inch and lean as a stick.

Herran was once a Purple Dragon. He quit after getting in a fight about the honor of a maiden. When charges against the officer were dropped because of his connections, he quit after his tour of duty and planned on retiring. Statwick was intrigued by this man's sense of honor and offered him a job at the school in order to instill dignity and a sense for justice in his students. Herran took the offer. He does not know of the director's plan and therefore treats the PCs as fellow subordinate teachers.

Use the following to provide more information to the PCs:

- Herran is a former sergeant of the Purple Dragons.
- He believes in discipline and makes it clear that the PCs have to keep to the school schedule.
- Two hours after sundown there is a curfew for students, no one is allowed outside their buildings except for urgent medical business. There is always one teacher in attendance at the entrance to each building during the night hours.
- He has noted some strange behavior with the students, especially a decline in discipline.
- He suggests that the PCs make it none of their business and let the school nurse deal with it until Statwick (the director) tells them otherwise.
- He has no knowledge of any illegal activities.
- He has some issues with a young student named Jhenta Cormaeril. The Cormaerils were once a Cormyr noble family, but they were expunged over a hundred years ago for being traitors. He believes letting one of them stay at the school is going to poison the rest.
- He feels Statwick should not have accepted money from Oruthian Haldoneir. The Haldoneirs are as rotten as the Cormaerils, and it is their influence Jhenta Cormaeril was allowed in as a student.
- He is rather fond of a hotheaded young student by the name of Laurin d`Lysander who is doing his best in class - he may one day be an excellent recruit for the Purple Dragons.

ENDING THE ENCOUNTER

Once the PCs have settled in, they can start their investigation. Continue with Encounter 3.

EXPERIENCE POINTS

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

TREASURE

There is no treasure in this encounter

ENCOUNTER 3: SOMEONE'S MISSING

SKILL CHALLENGE LEVEL 1/3, COMPLEXITY 1 (100/150 XP)

This is an investigative encounter. The main goal is to discover what caused the 'disease', and that a student, Laurin d'Lysander, deals with it.

Laurin, however, has disappeared. He tries to hide from Barlunien, fearing that now that her game is up, she seeks to kill him. He hopes to meet with Jhenta and escape the earth mote through the elevator at night.

He is right as well - Barlunien has charmed Brace and ordered him to kill Laurin. While she does not know what Laurin used as a hideout, she anticipates that Jhenta eventually leads them to it, and told Brace to keep an eye on her.

The PCs have some time for this investigation, though it is wise to keep it to one or two days at most. After that time, the PCs should really have tracked down Laurin.

PCs who have played DRAG1-7 likely suspect the Agony drug is involved. These PCs still need to investigate the students at the infirmary to confirm their suspicions.

SKILL CHALLENGE: A DAY AT SCHOOL

Goal: Find out that the cause of the problems is a drug (if the PCs do not yet suspect this), and locate the person who trafficked the drug.

Complexity: 1 (4 successes before 3 failures)

Primary Skills: Diplomacy, Heal, Intimidation, Perception.

Other Skills: Bluff, Athletics, Acrobatics, Knowledge

Victory: The PCs timely discover that the "disease" is a drug-like poison, and manage to locate Laurin.

Defeat: The PCs take too long. The villains find Laurin first, and Barlunien is warned of the PCs' investigations.

Depending on what the PCs decide to do, you should select the appropriate scene below. Note that at least some PCs are expected to run class, so their investigation is occasionally interrupted with that scene (which you can also use to add some suspense and delay if the PCs progress quickly).

This challenge ends when the PCs have learned where Laurin is - either by discovering the secret hideout, or by following Jhenta Cormaeril or Brace.

SCENE: TEACHING CLASS

The PCs are introduced as teachers, and have to spend at least one or two hours in class that day. Providing a good cover (and an enticing class) can aid in winning the students' trusts and remove the suspicion of fellow teachers.

Course-appropriate Skill (varies) DC 15/16 (trained only; no successes, maximum one per PC)

The PC gives a class in a field that he picked (see Encounter 2 for the proper skill to use for a chosen subject) and captivates the students with their knowledge or skill.

If a PC is not trained in anything applicable, he can either use Bluff to fake a course, or ask Torleaf to arrange for the class to be rescheduled.

A success earns that PC the story award **DALE19 Teacher at Arrowpoint**, and grants a +2 bonus on the next skill check by that PC. A failure grants a -2 penalty on the next skill check by that PC.

SCENE: MEETING THE STAFF

The PCs can talk to the staff. The most obvious places to do so are the mess hall during meals or after teaching class.

Bluff or Diplomacy DC 10/11 (no successes, removes one failure, useable only once)

The PC manages to win over some teachers. They do not find any more information, but manage to earn some trust and avoid suspicion.

If a PC gives away why they are there, this instead earns a failure.

Intimidation DC 15/16 (no successes, removes one failure, useable only once)

Bullying a teacher earns the PC a bad reputation and causes teachers to avoid that PC, allowing some breathing room to investigate.

If a PC gives away why they are there, this instead earns a failure.

Perception DC 10/11 (1 success, 1 maximum)

Searching Statwick's office (Torleaf provides access) reveals a hidden compartment in his desk, containing his diary. Give the PCs Handout 2.

Insight DC 10/11 (no successes)

The PC learns that not all staff gets along well. Gulkin is a loner who likes to lock himself in his lab. Brace is a simpleton and easily manipulated. Shem Ra Dak is

uncouth and too easy to anger. Most other teachers avoid all of these three.

SCENE: THE INFIRMARY

The infirmary is where the worst cases are being treated. So far there are nine students in the infirmary.

Sabrelle, the school nurse, cares for the patients. She is competent but does not have healing powers, relying on mundane skills. She wears a *cloak of the surgeon* +1, which is actually part of the infirmary. If PCs ready to attempt to use their own skills, she offers them the use of the cloak.

The PCs may earn the cloak at the end of the adventure (see the conclusion).

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

When a PC examines the students, he notices symptoms of withdrawal and in some cases poisoning. In a few cases it is evident that a drug has been taken but no withdrawal symptoms are yet showing.

PCs can conclude that the cause is a drug, and that some students must still have access to that drug.

If any PCs have played DRAG1-7, they have a +2 bonus to recognize the drug. These PCs see similarities to the drug from that adventure (though it seems slightly less powerful).

SCENE: MEETING THE STUDENTS

PCs can search the rooms and talk to the various students. A number of common names for students:

Female students: Alys, Faehe, Kelnaere, Raene, Wyndra.

Male Students: Cadarn, Harl, Loskur, Sandryn, Torst.

Diplomacy or Streetwise DC 15/16 (1 success, no maximum)

The PC uncovers rumors about two groups of students who remain tightly knit. One, the Loyalists, is lead by Laurin d'Lysander, who sees himself as the next hope for Cormyran royalty. Jhenta Cormaeril, a vane girl, leads Sune's Children. She secretly has a crush on Laurin even though the two are rivals.

A second success reveals that the Loyalists secretly meet at night during curfew, and that Laurin himself has not been seen the whole day.

If the PCs specifically target Jhenta and ask about Laurin, a success lets her slip that she believes Laurin is in trouble. He had secret meetings, which he refused to tell her about when she confronted him. She claims not to know where the meetings are.

Insight or Streetwise DC 10/11 (1 success, 1 maximum)

The PC gets a feel for the group dynamics. Some students are random targets, but a large number belong to a distinct group of young nobles who are all members of the griffon flying class, specifically Laurin's group.

Insight DC 15/16 (when a PC deliberately targets Jhenta, 1 success, 1 maximum)

If the PCs target Jhenta, a success indicates she is upset. Confronting her gets her to admit she is worried about Laurin.

If the PCs have asked Jhenta where the meetings were held, a successful Insight check reveals she is lying about not knowing where the meetings are held.

Intimidate DC 10/11 (1 success, 1 maximum, only useable if a PC deliberately targets a student from Lauren's group)

The PC intimidates someone from Laurin's circle of fellow students. This yields the following results: Laurin provided them with some form of soldier drug and they are meeting every night at the old shack near the earth mote edge where Laurin distributes the drug.

Intimidate DC 15/16 (when a PC deliberately targets Jhenta, 1 success, 1 maximum)

The PC pressures Jhenta to reveal that Laurin's secret meetings were held at the old shack near the earth mote edge. She (truthfully) denies knowing what he did there.

Perception DC 10/11 (no successes)

Only make this check if the PCs are conducting a search of the student rooms or are counting heads. Searches in the rooms reveal nothing out of the ordinary. The few students who have the drug are hiding it outside of the main buildings. However, the PC realizes that one student, Laurin, is missing.

Using this as leverage grants a +2 on Diplomacy, Streetwise, or Intimidation checks with students.

SCENE: A CONSPICUOUS MEETING

The PCs might want to follow and observe certain people, especially those they get suspicious of, such as Jhenta. Following them around most of the day may annoy the students if they notice the PCs. This may lead to open disputes.

Perception DC 10/11 (1 success, 1 maximum)

The PCs lie in wait for nightly activities and either detect Jhenta or, if they wait longer and do not

immediately pursue her, Brace the groundskeeper moving through the grounds at night. If they follow them they need to make the stealth check below.

Stealth DC 15/16 (1 success, 1 maximum)

The PCs attempt to follow Jhenta or Brace. This is a group check. If half or more of the PCs fail, they are noticed (those successful cover the mistakes of the others, but only up to a point). In that case, Jhenta or Brace make a run to the hollow, and the PCs momentarily lose them in the night. This ends this challenge regardless of the successes earned.

ENDING THE ENCOUNTER

If the PCs have not earned three failures by the time they find Laurin's hideout, they succeed on this challenge, even if they failed the Stealth check in the last scene or managed to find him early.

Success: The PCs find Laurin and Jhenta before Brace does.

Failure: The PCs find Laurin and Jhenta after Brace does, and Jhenta is badly hurt.

EXPERIENCE POINTS

The PCs earn 20 / 30 xp if they succeed in the skill challenge. They earn half xp if they failed. This encounter does not count towards a milestone.

TREASURE

The only treasure in this encounter is the *cloak of the surgeon*, worn by the school nurse Sabrelle.

ENCOUNTER 4: HUNTING IN THE NIGHT

ENCOUNTER LEVEL 1/2 (525/650 XP)

SETUP

This encounter includes the following creatures at the low tier:

Brace (bugbear wardancer) (level 4) (B)

2 lab hounds (level 4) (H)

Laurin and Jhenta, non-combatants (L, J)

This encounter includes the following creatures at the high tier:

Brace (bugbear wardancer) (B)

2 lab hounds (level 5) (H)

Laurin and Jhenta, non-combatants (L, J)

Note: While Brace use the bugbear wardancer statistics, he is a normal human. He does not have low-light vision, and does not speak goblin.

The PCs arrive at the outskirts of the school grounds, near an abandoned shack that is located close to the earth mote's edge.

The grounds here are relatively open space with some trees that can provide cover. The lighting depends on the time: if the PCs followed Jhenta or Brace, it is night; otherwise, it depends on how quickly the PCs found the hide out.

If the PCs won the challenge they likely arrive before Brace (Brace and the hounds are not yet on the map), but after Jhenta. Adjust the following as needed if the PCs choose a different strategy (but note that the dogs have not yet attacked).

A wooden shack teeters at the edge of the earth mote, where the rock plummets thousands of feet to the ground below. Dim light spills out of the windows and muffled voices come from within. The wind whips and pulls at your clothes.

From the orchard, you hear the shuffling of feet and low growling noises, then pairs of red glowing eyes and short bursts of flame light up the dark. A voice calls out: "Engage". The red eyes charge.

If the PCs lost the challenge, they arrive after Brace has sent in his dogs (place Brace and the hounds on the map as indicated). Jhenta and Brace are both wounded and prone.

A wooden shack teeters at the edge of the earth mote, where the rock plumbs thousands of feet to the ground below. The wind whips and pulls at your clothes.

Two youngsters at the shack scream as they are set upon by vicious dogs, sporting pairs of red glowing eyes breathing bursts of flame.

A voice calls out: "Engage". The dogs turn away from their prey, and charge.

The hounds and Brace turn on the PCs. Make sure that the PCs notice that Jhenta is mortally wounded.

FEATURES OF THE AREA

Illumination: If this takes place in the evening or at night, the area is dimly lit.

Earth Mote Edge: The earth mote edge plunges a thousand feet down to the ground below. Ten feet down from the edge, a large net is spun, to catch falling debris.

Any creature that falls from the edge drops in the net, takes 1d10 damage, and is restrained (save ends). Climbing up again is a DC 15 Athletics check (DC 5 with a rope).

Rocks: Rocks are difficult terrain for normal movement. In addition, the surface of loose gravel does not allow for good grip or footholds. When pulled, pushed, or slid, a creature on rocks moves one additional square, regardless of whether he starts on it or is moved on it (maximum one additional square in total).

Pulling Wind: The wind harasses everyone who comes too near to the earth mote edge. Freak winds can cause people to lose balance and be pulled closer to the edge. A creature that starts its turn within 2 squares from the edge and isn't prone is attacked by the unpredictable wind gales:

+ 6 vs. Fortitude: the target is pulled one square to the earth mote edge.

A creature that is pulled over can make a saving throw to prevent going over the edge. On a successful save, the creature falls prone near the edge and stops moving.

Anyone who moves away from the earth mote edge moves as if slowed.

Jhenta and Laurin: If the PCs failed the skill challenge, the two teens were attacked. Laurin is only wounded, but Jhenta is seriously hurt. She desperately needs healing (a heal power, or a DC 15 Heal check). If she doesn't get treatment before 3 rounds elapse, she dies.

Trees: The center of the tree trunks is impassable terrain and provides cover according to line of sight. All terrain is clear unless noted otherwise.

TACTICS

Brace lets loose his lab hounds, and then activates his *onyx dog* (see New Rules). He then engages the party. He uses a minor action to either have the dog follow him or attack, and let it defend him (using an immediate interrupt to attack PCs attacking him), but wastes no other actions on it. He uses *flail barrier* when possible and otherwise uses *flail assault* or *flail dance* to push PCs closer to the earth mote edge.

The lab hounds are alchemically enhanced Labradors. They deal poison and breathe green poisonous clouds.

They always use their breath weapon when it recharges, trying to get as many PCs as possible. They fight to the death.

Brace surrenders once the lab hounds have been defeated. Until then he fights, though a DC 27 Insight check reveals that he has been charmed.

SCALING THE ENCOUNTER

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

Four PCs: Lower Brace's level by 1: (-1 on attacks and defenses, -8 hit points).

Six PCs: Add one lab hound.

ENDING THE ENCOUNTER

If the PCs save Jhenta, Laurin is grateful. Otherwise, he is devastated. He blames himself for his stupidity and for trusting Barlunien. Barlunien totally charmed him, using stories of Cormyr and heroes and kings to get his interest, and then convinced him that the drug she provided would help him and his fiends perform better. He feels used and stupid for believing her.

Laurin does not know where Barlunien keeps her drugs, but he thinks she has an underground hideout, since some samples were covered in dirt. He reasons the hideout is probably in the Arts building - most likely in the classic literature section in the **library** as Barlunien spends most of her time there (make sure the PCs get this information).

If the PCs question Brace, he doesn't know much. He believed Barlunien when she said that Laurin, Jhenta, and the PCs were evil and needed to be killed - he isn't so sure now any more. Barlunien gave him the 'doggies'. She brought them on the grounds a few days ago - Brace manned the elevator that evening. Barlunien also brought in a few 'assistants' - though Brace hasn't seen them since, and didn't tell anyone as Barlunien told him not to.

If the PCs spend some time questioning Brace, the PC with the highest passive Insight eventually realizes that he is under some charm, as Brace starts to doubt his own actions. Breaking the charm is not something that can be done in the time the PCs have, but due to his own confusion, Brace can be convinced to stay out of their way, and won't resist being physically restrained.

EXPERIENCE POINTS

The PCs earn 105 / 130 xp if they defeat Brace and keep Jhenta and Laurin alive. If they fail, they earn half xp.

TREASURE

The only item of value is the *onyx dog* Brace carries.

ENCOUNTER 4: HUNTING IN THE NIGHT STATISTICS (LOW LEVEL)

Lab Hound (level 4)		Level 4 Brute	
Medium natural beast		XP 175	
Initiative +4	Senses Perception +10		
Alchemical Haze (poison) aura 1; any creature that enters or begins its turn in the aura takes 1d6 poison damage			
HP 66; Bloodied 33			
AC 17; Fortitude 15, Reflex 14, Will 15			
Resist 20 poison			
Speed 7			
m Bite (standard; at-will) ♦ Poison			
+7 vs. AC; 1d6 + 1 damage plus 1d8 poison damage			
C Alchemical Breath (standard; recharge 4-6) ♦ Poison			
Close blast 3; +6 vs. Reflex; 1d10 + 2 poison damage			
Alignment Unaligned		Languages –	
Str 14 (+4)	Dex 14 (+4)	Wis 17 (+5)	
Con 16 (+5)	Int 2 (–2)	Cha 10 (+2)	

Note: These are hell hounds with fire attacks being replaced with poison.

Bugbear Wardancer (level 4)		Level 4 Skirmisher	
Medium natural humanoid		XP 175	
Initiative +8	Senses Perception +4; low-light vision		
HP 54; Bloodied 27			
AC 18; Fortitude 16, Reflex 17, Will 16			
Speed 7			
m Flail Dance (standard; at-will) ♦ Weapon			
+7 vs. Fortitude; 2d6 + 3 damage, the target is pushed 2 squares and knocked prone, and the bugbear wardancer shifts 1 square			
C Flail Barrier (standard; recharge 5-6) ♦ Weapon			
Close burst 2; targets enemies; no attack roll; 5 damage, and the bugbear wardancer takes half damage from weapon attacks until the end of its next turn.			
C Flail Assault (standard; encounter) ♦ Weapon			
Close burst 2; +7 vs. Reflex; 2d6 damage, and the target is pushed 2 squares and knocked prone.			
Combat Advantage			
A bugbear wardancer deals 1d6 extra damage against any creature granting combat advantage to it.			
Alignment Evil		Languages Common, Goblin	
Str 16 (+5)	Dex 19 (+6)	Wis 14 (+4)	
Con 14 (+4)	Int 11 (+2)	Cha 16 (+5)	
Equipment heavy flail, hide armor			

Onyx Dog	
Medium natural animate	
Initiative as conjurer	Senses Perception +7; low-light vision
HP 9; Bloodied 4	
AC 16; Fortitude 15, Reflex 14, Will 13	
Speed 8	
m Bite (standard; at-will)	
+7 vs. AC; 1d6 + 3 damage	
Alignment Unaligned	
Languages –	
Str 16 (+5)	Dex 14 (+4)
Con 14 (+4)	Int 2 (–2)
	Wis 13 (+3)
	Cha 10 (+2)
Description: See the New Rules section.	

ENCOUNTER 4: HUNTING IN THE NIGHT STATISTICS (HIGH LEVEL)

Lab Hound (level 5)		Level 5 Brute
Medium natural beast		XP 200
Initiative +4	Senses Perception +10	
Alchemical Haze (poison) aura 1; any creature that enters or begins its turn in the aura takes 1d6 poison damage		
HP 76; Bloodied 38		
AC 18; Fortitude 16, Reflex 15, Will 16		
Resist 20 poison		
Speed 7		
m Bite (standard; at-will) ♦ Poison		
+8 vs. AC; 1d8 + 1 damage plus 1d8 poison damage		
C Alchemical Breath (standard; recharge 4 5 6) ♦ Poison		
Close blast 3; +7 vs. Reflex; 2d6 + 2 poison damage		
Alignment Unaligned		Languages –
Str 14 (+4)	Dex 14 (+4)	Wis 17 (+5)
Con 16 (+5)	Int 2 (–2)	Cha 10 (+2)

Note: These are hell hounds with fire attacks being replaced with poison.

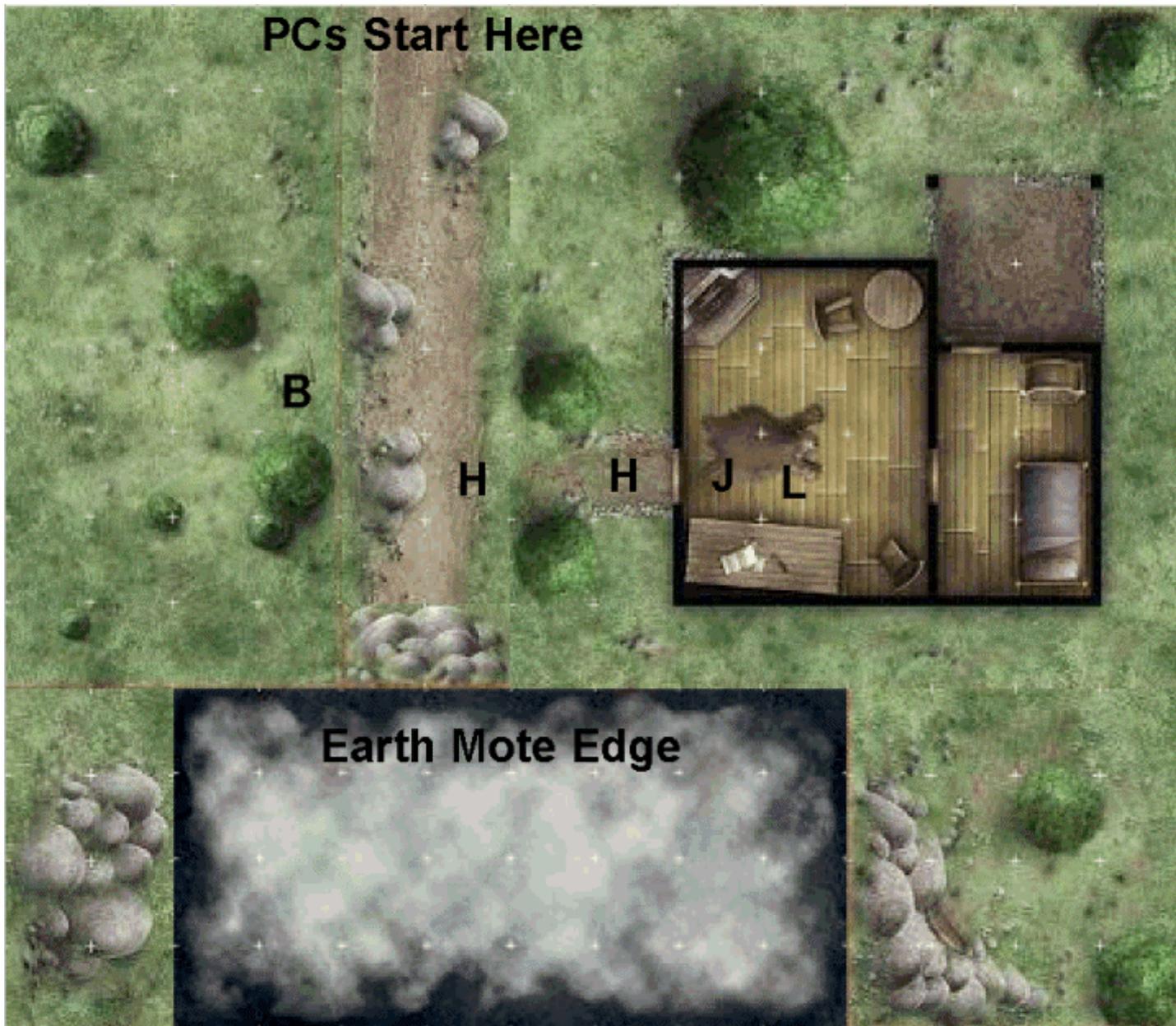
Bugbear Wardancer		Level 6 Skirmisher
Medium natural humanoid		XP 250
Initiative +9	Senses Perception +5; low-light vision	
HP 70; Bloodied 35		
AC 20; Fortitude 18, Reflex 19, Will 18		
Speed 7		
m Flail Dance (standard; at-will) ♦ Weapon		
+9 vs. Fortitude; 2d6 + 4 damage, the target is pushed 2 squares and knocked prone, and the bugbear wardancer shifts 1 square		
C Flail Barrier (standard; recharge 5-6) ♦ Weapon		
Close burst 2; targets enemies; no attack roll; 5 damage, and the bugbear wardancer takes half damage from weapon attacks until the end of its next turn.		
C Flail Assault (standard; encounter) ♦ Weapon		
Close burst 2; +9 vs. Reflex; 2d6 damage, and the target is pushed 2 squares and knocked prone.		
Combat Advantage		
A bugbear wardancer deals 1d6 extra damage against any creature granting combat advantage to it.		
Alignment Unaligned		Languages Common
Str 16 (+6)	Dex 19 (+7)	Wis 14 (+5)
Con 14 (+5)	Int 11 (+3)	Cha 16 (+6)
Equipment heavy flail, hide armor		

Onyx Dog		
Medium natural animate		
Initiative as conjurer	Senses Perception +7; low-light vision	
HP 9; Bloodied 4		
AC 16; Fortitude 15, Reflex 14, Will 13		
Speed 8		
m Bite (standard; at-will)		
+7 vs. AC; 1d6 + 3 damage		
Alignment Unaligned		Languages –
Str 16 (+5)	Dex 14 (+4)	Wis 13 (+3)
Con 14 (+4)	Int 2 (–2)	Cha 10 (+2)
Description: See the New Rules section.		

ENCOUNTER 4: HUNTING IN THE NIGHT MAP

TILE SETS NEEDED

Ruins of the Wild x1, Arcane Corridors x1



ENCOUNTER 5: TO THE RESCUE

SKILL CHALLENGE LEVEL 1/3, COMPLEXITY 2 (200 / 300 XP)

The Arts building is all but quiet: groans and screams echo from the building. Students mill about, some in delirium, some madly lashing out at everyone in sight. Several students lay on the outside stairs, barely able to move from pain.

Inside, fights have broken out. A youth stumbles out. She has a black eye, and coughs blood on the pavement.

To cover his retreat, Barlunien has poisoned the food and water with a variant drug. Anyone who ate - student and teachers alike - is now suffering from withdrawal symptoms, though most never noticed they had eaten anything odd. They are in panic and lash out at anyone, making it hard for the PCs to look for the entrance in the library.

The other buildings also suffer from poisoned students, but since the Arts building also contains the student housing, most of them can be found here.

In addition, the PCs themselves start feeling the effects of the drug assuming they ate from the school's food and drank its drinks (and this is likely).

SKILL CHALLENGE: TO THE RESCUE

Goal: Locate the dungeons while avoiding insane students, and get to the lair in time to save the principal.

Complexity: 2 (6 successes before 3 failures)

Primary Skills: Insight, Dungeoneering

Other Skills: Perception, Intelligence, Stealth, Acrobatics, Athletics.

Victory: The PCs locate the lair in time to save the principal.

Defeat: The PCs locate the lair, but not fast enough. Barlunien gets away, and the principal may be dead (see encounter 7).

Run the following scenes in sequence.

SCENE: AGONY

The PCs likely ate or drank something during the day. Unless someone specifically did not eat anything, assume the PCs also got a bit of the drug inside them at some point. These PCs need to make an Endurance check. Their bodies are stronger than the students, so they do not suffer the full effect, but they still feel bouts of pain that may delay them.

Endurance DC 10/11 (each PC, no successes)

Failure means the pain rises to near crippling status, and the PC loses one healing surge. If half or more PCs fail, they earn one failure for the skill challenge.

By the time they reach the library, the pain slowly subsides, but it doesn't go away.

Heal DC 15/16 (no successes, maximum 1 per PC)

Relieve the pain of a PC who failed his Endurance check. This does not return a healing surge, but if this cures more than half of the PCs, it removes the failure.

SCENE: STUDENT MAYHEM

The PCs need to get to the library first. This scene should take 2 or 3 successes.

Diplomacy DC 15/16 (1 success, 2 maximum)

It is fairly difficult to get students to calm down. A calm voice allows you to make some progress through the throng of students.

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

Use the layout of the building to find calmer and less traveled corridors.

Heal DC 15/16 (1 success, 1 maximum)

Relieving the pain of the friend of one of the few sane students grants you an ally, who helps you take a short cut.

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

You bully students to get out of your way, or shove them aside.

Stealth DC 10/11 (groups check, 1 success, 2 maximum)

Avoid the students by sticking to the shadows

SCENE: THE LIBRARY

The PCs eventually reach the library (as pointed out by Laurin in Encounter 4), but yet have to find the door. Only one success is needed to find it.

Dungeoneering DC 10/11 (no success, 1 maximum)

Use knowledge of standard dungeon structures to predict the location of the secret door. This adds a +2 to the next perception check to find it.

Perception DC 15/16 (1 success, 1 maximum)

Search and tap the entire section until you find the secret door in a corner, behind a slightly damaged statue of a woman. Regardless of the result of the check, the PCs find the door. Success means they did so quickly. They can take their time, but in that case they score an automatic failure.

Once the PCs find the secret door, they still need to open it. One success is needed to open it. Opening the door earns a maximum of one failure even if more attempts fail.

Arcana DC 15/16 (1 success, 1 maximum)

The door is obviously magical, and locked with a keyword, which has been changed in the recent past. You can recall some old magic tricks and use those to fool the door in opening.

Brute force (special)

Brute force can open the door, but the forced entry earns a failure unless the PCs use a way to dampen the sound (such as the Silence ritual). If they can break it open in silence, they earn a success.

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

You recognize the damaged statue as Loviatar (evil goddess of pain).

Engraved at the foot of the statue are fragments of a prayer. You recall that the full prayer reads, "Let Pain be as Pleasure", and is often associated with Loviatar. Speaking the phrase opens the door.

A DC 15/16 causes you to realize that appearances are deceiving: the statue does not depict Loviatar, but Talona (chaotic evil goddess of disease), and the prayer is part of Talona's doghama (though often wrongly attributed to Loviatar).

Thievery DC 10/11 (trained only; 1 success, 1 maximum)

Even magical doors have a weakness, which you exploit to open the door.

SCENE: CRAWLING IN THE DARK

A musky smell of death and decay wafts up from below. A staircase leads down into the darkness. From the smells assaulting your senses you are pretty sure something has died down there.

Vision is almost zero for PCs without darkvision, so the PCs may need to bring light. The staircase is wide enough for two PCs to walk abreast.

Continue this scene until the PCs have either accumulated enough successes or failures to determine the challenge outcome.

Stealth DC 5/6 (group check, 1 success, 1 maximum)

Keeping quiet greatly helps while sneaking up on the enemy and trying to surprise him. Everyone in the party must succeed in order to earn a success. Otherwise, the group earns one failure.

Dungeoneering DC 10/11 (1 success, 2 successes maximum)

Navigating an underground maze takes skill or luck, for those with skill it's easier to read the twists and turns and to find a route through the maze.

Perception DC 15/16 (1 success, 1 maximum)

You find some tracks leading through the dungeon that you can follow.

You can add several obstacles in the PCs path, such as a crevice or a blocked corridor. PCs can use the following skills to circumvent it:

Acrobatics or Athletics DC 10/11 (group check, 1 success, 1 maximum)

The path is blocked by a crevice to jump over or some small crack to squeeze through. Half the party or more must succeed in order to earn a success. Otherwise, the group earns one failure.

A character that fails this check also loses a healing surge.

ENDING THE ENCOUNTER

Continue with Encounter 6. See Encounter 7 for the final results of failing the skill challenges.

EXPERIENCE POINTS

The PCs earn 40 / 60 xp if they succeed in the skill challenge. They earn half xp if they failed. This encounter does not count towards a milestone.

TREASURE

There is no treasure in this encounter.

ENCOUNTER 6: DARK SURROUNDINGS

ENCOUNTER LEVEL 1/3 (525/775 XP)

SETUP

This encounter includes the following creatures at the low tier:

3 **bloodthorn vine** (B)

1 **vine horror spellfiend** (level 3) (V)

This encounter includes the following creatures at the high tier:

3 **bloodthorn vine** (level 4) (B)

1 **vine horror spellfiend** (level 6) (V)

Once the PCs have navigated the initial mazelike dungeons, they get their first glimpse of Barlunien's lab.

The sounds of rushing water echo throughout the cave. A narrow stream rushes by the opening ahead and the roar of a nearby waterfall can be heard beyond the wall to the right. A pale green tinge suggests something unnatural about the water. Thick vines cover the ground and hug the damp, rock walls, nearly enveloping the cave in a blanket of vegetation.

Barlunien has been pumping chemical waste from the numerous experiments in her workshop into an underground stream that runs through this cave. The presence of water and these chemicals have created a vegetative eco-system where a number of plant creatures now dwell, feeding off of the tainted water and any humanoid remains that happen to drift by.

The vine horror and bloodthorn vines are hidden amongst the vegetation in the chamber when the PCs arrive. PCs may notice that some of the vines seem to be moving slightly with a DC 18 Perception check but cannot discern which vines are moving (i.e. the exact locations of the monsters). PCs that beat the check by 5 or more can identify the locations of the moving vines (the hidden plant creatures) that are within line of sight. If spotted, the plant creatures attack. Otherwise, they wait for the PCs to begin crossing the stream before attacking.

PCs can become sick from exposure to the tainted water. During combat, track the number of rounds each PC spends in the water. For every three rounds that a PC spends in the water, make an attack roll to see if the PC contracts a weaker strain of blinding sickness (DMG 49). Use the following statistics over those in the DMG:

Blinding Sickness	Level 5 Disease
Attack +7 vs. Fortitude	
Endurance maintain DC 17, improve DC 21	
Disease Track	
◆ Initial Effect: The target loses one healing surge that the target cannot regain until cured of the disease.	
◆ The target's vision is blurred. Creatures beyond 10 squares of it have concealment.	
◆ Final State The target is blinded.	

FEATURES OF THE AREA

Illumination: Unless the PCs brought light, the cave is in utter darkness.

Stream: The stream is 4 feet deep. Small characters must follow the rules for aquatic combat (DMG 45).

The water streams from left (from the other exit of this room) to right (where it disappears underground).

The stream's current has a strength of 3 squares - meaning that when a PC enters the stream or starts his turn in the stream, he must immediately spend a number of squares of movement equal to the strength of the current to prevent the current from sliding him in the direction of the waterfall. If the PC spends less, the current slides him its strength minus the number of movement squares the PC spent in the direction of the waterfall. If the PC is unable to walk for whatever reason, then the current slides him the full 3 squares. The stream is considered difficult terrain.

Waterfall: The waterfall is 15 feet high and the stream continues beneath the rocks through a space too small for a PC to fit. A PC that is in the water and forced over the waterfall does not get a saving throw to catch himself, and takes 1d10 falling damage. PCs may climb the rock walls of the waterfall with a DC 15 Athletics check.

Vine Cluster (dark green section next to V): This represents a concentration of vines that have grown together into a cluster. Entering a vine cluster square requires 3 extra squares of movement. The vine horror spellfiend can move freely through the vine cluster due to its malleable form. While inside the vine cluster, all creatures both benefit and suffer from total concealment.

Ceiling: The ceiling of the cave is 20 feet (4 squares) high.

TACTICS

The bloodthorn vines attack single-mindedly, focusing on the nearest PCs and using *impaling thorn* as often as possible. The bloodthorn vines can use the following power to prevent the current from washing them over the waterfall:

Sudden Roots (minor; at-will)

The bloodthorn vine extends its roots into the ground and becomes immune to forced movement effects. During this time, the bloodthorn vine is slowed. It may spend another minor action to end this effect.

The vine horror spellfiend uses *caustic cloud* as often as possible to catch as many PCs as possible. It uses *lashing vine of dread* to push PCs over the waterfall or at least into the stream and uses *shock orb* against pesky ranged attackers. When in danger, it uses the vine cluster to escape into cover.

SCALING THE ENCOUNTER

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

Four PCs: Remove one bloodthorn vine.

Six PCs: Add one one bloodthorn vine.

ENDING THE ENCOUNTER

The PCs can move on through the corridor to the left (from where the water flows) into a corridor that angles up towards the laboratory. Move to Encounter 7.

EXPERIENCE POINTS

The characters receive 105/155 experience points each for defeating the plant creatures.

TREASURE

There is no treasure in this encounter.

ENCOUNTER 6: DARK SURROUNDINGS STATISTICS (LOW LEVEL)

Bloodthorn Vine	Level 2 Soldier
Medium natural beast (plant)	XP 125
Initiative +3 Senses Perception +3; blindsight 10	
HP 41; Bloodied 20	
AC 18; Fortitude 15, Reflex 12, Will 14	
Speed 5 (forest walk)	
m Striking Vine (standard; at-will)	
+9 vs. AC; 1d8 + 5 damage.	
M Impaling Thorn (standard; recharges when the bloodthorn vine doesn't have a creature grabbed) ◆ Healing	
The vine impales the target's flesh with a thorn: +9 vs. Fortitude; 1d8 + 4 damage, and the target is grabbed. <i>Sustain Standard</i> : The vine sustains the grab, the target takes 2d8 + 4 damage, and the vine regains 5 hit points.	
m Pulling Vines (minor; at-will)	
The bloodthorn vine shifts 1 square, pulling any creature grabbed by it into a space adjacent to it.	
Alignment Unaligned	Languages –
Str 17 (+4)	Dex 10 (+1)
	Wis 14 (+3)
Con 17 (+4)	Int 2 (–3)
	Cha 6 (–1)

Vine Horror Spellfiend (Level 3)	Level 3 Artillery
Medium natural humanoid (plant)	XP 150
Initiative +5 Senses Perception +8; blindsight 10	
HP 41; Bloodied 20	
AC 15; Fortitude 14, Reflex 13, Will 11	
Speed 6 (forest walk, swamp walk), swim 6	
m Claw (standard; at-will)	
+6 vs. AC; 1d6 + 2 damage.	
r Shock Orb (standard; at-will) ◆ Lightning	
Ranged 10; +8 vs. AC; 1d6 + 2 lightning damage.	
R Lashing Vine of Dread (standard; at-will) ◆ Fear	
Ranged 5; +6 vs. Reflex; 1d6 + 2 damage, and the target is pushed 5 squares.	
C Caustic Cloud (standard; recharge 4-6) ◆ Acid	
Area burst 1 within 10; +6 vs. Fortitude; 1d6 + 1 acid damage, and the target takes ongoing 5 acid damage and is blinded (save ends both).	
Malleability	
The vine horror can compress its body enough to squeeze through a 1-inch-wide crack. Cracks and other openings that are more than 1 inch wide do not slow the vine horror at all.	
Alignment Evil	Languages Common, Elven
Skills Stealth +10	
Str 18 (+5)	Dex 18 (+5)
	Wis 14 (+3)
Con 17 (+4)	Int 11 (+1)
	Cha 10 (+1)

ENCOUNTER 6: DARK SURROUNDINGS STATISTICS (HIGH LEVEL)

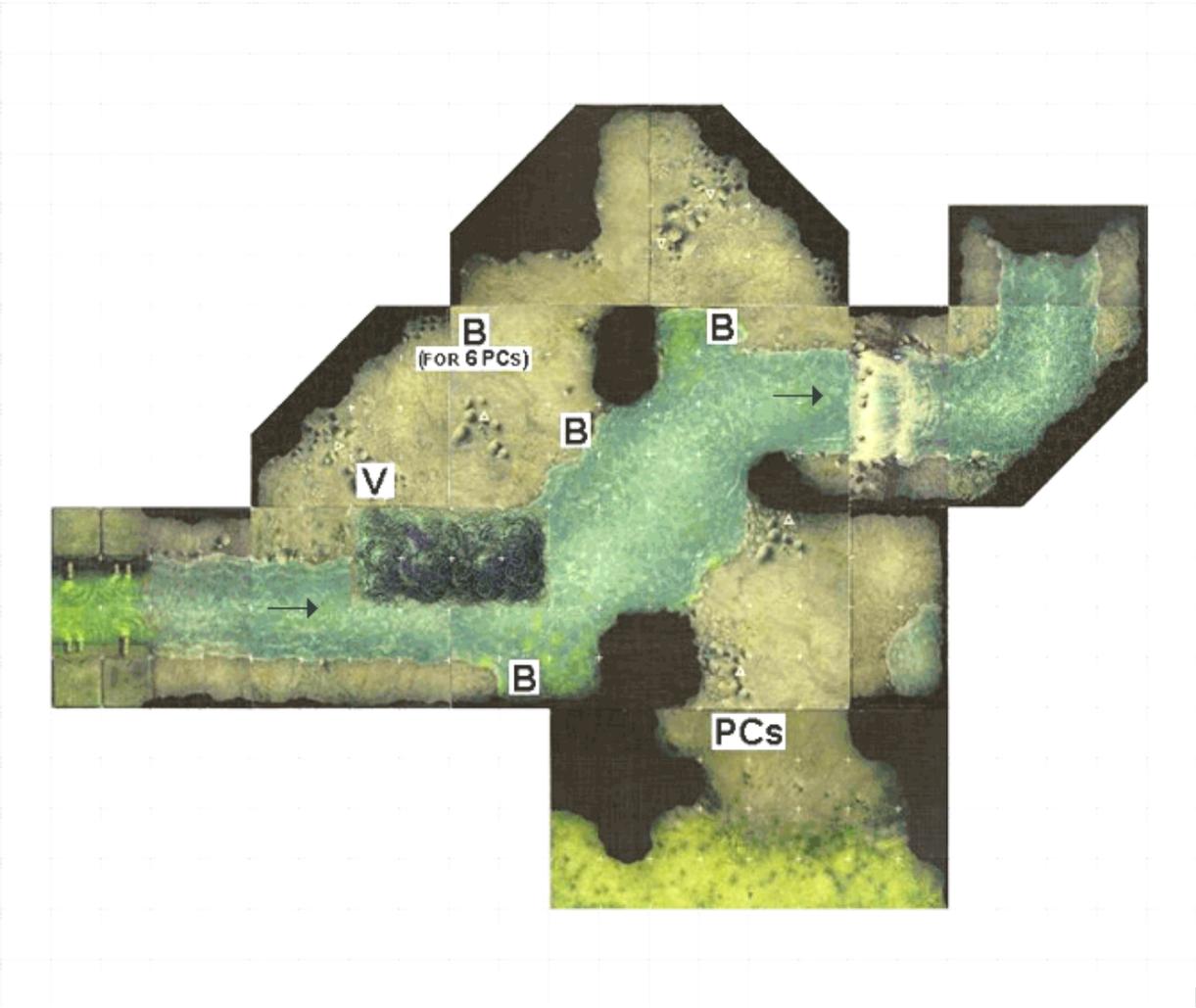
Bloodthorn Vine (Level 4)	Level 4 Soldier
Medium natural beast (plant)	XP 175
Initiative +4 Senses Perception +4; blindsight 10	
HP 57; Bloodied 28	
AC 20; Fortitude 17, Reflex 14, Will 16	
Speed 5 (forest walk), swim 5	
m Striking Vine (standard; at-will)	
+11 vs. AC; 1d8 + 6 damage.	
M Impaling Thorn (standard; recharges when the bloodthorn vine doesn't have a creature grabbed) ◆ Healing	
The vine impales the target's flesh with a thorn: +11 vs. Fortitude; 1d8 + 5 damage, and the target is grabbed. <i>Sustain Standard</i> : The vine sustains the grab, the target takes 2d8 + 5 damage, and the vine regains 5 hit points.	
Pulling Vines (minor; at-will)	
The bloodthorn vine shifts 1 square, pulling any creature grabbed by it into a space adjacent to it.	
Alignment Unaligned	Languages -
Str 17 (+5)	Dex 10 (+2) Wis 14 (+4)
Con 17 (+5)	Int 2 (-2) Cha 6 (+0)

Vine Horror Spellfiend (Level 6)	Level 6 Artillery
Medium natural humanoid (plant)	XP 250
Initiative +7 Senses Perception +10; blindsight 10	
HP 59; Bloodied 29	
AC 18; Fortitude 17, Reflex 16, Will 14	
Speed 6 (forest walk, swamp walk), swim 6	
m Claw (standard; at-will)	
+9 vs. AC; 1d8 + 3 damage.	
r Shock Orb (standard; at-will) ◆ Lightning	
Ranged 10; +11 vs. AC; 1d8 + 3 lightning damage.	
R Lashing Vine of Dread (standard; at-will) ◆ Fear	
Ranged 5; +9 vs. Reflex; 1d6 + 3 damage, and the target is pushed 5 squares.	
C Caustic Cloud (standard; recharge 4-6) ◆ Acid	
Area burst 1 within 10; +9 vs. Fortitude; 1d6 + 2 acid damage, and the target takes ongoing 5 acid damage and is blinded (save ends both).	
Malleability	
The vine horror can compress its body enough to squeeze through a 1-inch-wide crack. Cracks and other openings that are more than 1 inch wide do not slow the vine horror at all.	
Alignment Evil	Languages Common, Elven
Skills Stealth +12	
Str 18 (+7)	Dex 18 (+7) Wis 14 (+5)
Con 17 (+6)	Int 11 (+3) Cha 10 (+3)

ENCOUNTER 6: DARK SURROUNDINGS MAP

TILE SETS NEEDED

Caves of Carnage x1, Ruins of the Wild x1



COMBAT ENCOUNTER 7: THE LABORATORY

ENCOUNTER LEVEL 2/4 (650/950 XP)

SETUP

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

- 1 **Barlunien (level 2) (B) or**
 - 1 **alchemical waste trap (level 2)**
- 1 **lab strangler (bugbear strangler) (level 3) (S)**
- 2 **lab strongarm (bugbear wardancer) (level 2) (F)**

This encounter includes the following creatures at the high tier:

- 1 **Barlunien (B) or**
 - 1 **alchemical waste trap**
- 1 **lab strangler (bugbear strangler) (level 5) (S)**
- 2 **lab strongarm (bugbear wardancer) (level 5) (F)**

Note: While the lab hands use the bugbear strangler and bugbear wardancer statistics, they are normal humans. They do not have low-light vision, and do not speak goblin.

What the PCs encounter here depends on how well they did on the skill challenge encounters (Encounter 3 and 5):

Succeeded both skill challenges: The party reaches the lair in time and can catch all the villains in one place. Barlunien is still there, and Statwick is alive.

Failed one skill challenge: The party has taken some time to get to the laboratory. Barlunien has already fled the scene, but Statwick is still alive.

Failed both skill challenges: Barlunien has fled, Statwick is dead and the villains have readied themselves for the PCs.

The doors open into a large laboratory. The front half of the chamber is dominated by rows of man-sized metal cages standing open, the back half furnished with bookshelves and lab benches. A number of guards stand ready, their bloodshot eyes darting wildly from you to your allies.

If Barlunien is present, she hides behind her lab bench as soon as the PCs enter the room using her *reactive stealth* ability. Any PC with a Passive Perception score of 20/21 notices her trying to hide. Call for initiative as soon as the PCs enter the

chamber. Describe Barlunien as follows to any PCs that notice her (they may recognize her as the literature teacher):

You catch a glimpse of a gnome with long, disheveled red hair trying to hide behind the lab bench in the back of the chamber. She wears a white lab coat and a matching cloth mask over her mouth. A leather bandolier holding vials of varying colors, shapes, and sizes is strapped across her chest.

If Barlunien is not present, she has activated a prepared trap, and flooded part of the laboratory with dangerous alchemical waste (see 'alchemical waste', below). Her lab hands took the small window of time that they had to put on protective footwear.

A large part of the floor is covered in a slippery goo that gives off a unwholesome, acrid smell.

All of the cell doors are open when combat begins except for the 1x1 cell (in squares) that currently holds the headmaster (or his body, if he is dead). A character can close a cell door with a minor action and the doors lock immediately upon being closed.

FEATURES OF THE AREA

Illumination: The chamber is brightly illuminated by torches lining the walls.

Ceiling: The ceiling of the chamber is 20 feet (4 squares) high.

Cells: The cell walls are considered blocking terrain, consisting of metal bars one inch apart from one another. The cell doors lock automatically when the cells are closed. They can be unlocked with a DC 15/16 Thievery check made as a standard action or with the master key hanging from a key ring on Barlunien's belt. Alternatively, the locks can be smashed. They have 20 hit points (25 at high tier), resist 5 all, and 5 on all defense scores. They are immune to attacks that target Will.

Rack/Water Basin/Bookshelves: All of these are considered blocking terrain.

Lab Benches: These are blocking terrain. Characters can jump on top of them with a DC 15 Athletics checks.

Alchemical Waste (dotted lined area): Only if Barlunien escaped, is part of the floor covered in alchemical waste. This is a trap (see statblock).

When the waste is down, the lab hands wear protective footwear, so they can safely tread on the waste. The alchemical waste trap does not attack them

when they move or stand up from prone. They still are subject to damage from the waste if they end up prone at the start of their turn.

TACTICS

Barlunien attempts to surprise the PCs on her initiative and uses her area powers as often as possible.

She uses *spell shaper* to keep her allies out of her powers' areas. If multiple PCs engage her in melee, she uses *maddening vapor dust* before putting some distance between herself and the PCs, and recharging that power with *endless power*. She avoids using *fade away* until one or more PCs have engaged her in melee so that she can escape while invisible.

The lab strongarms focus their attacks on any PCs that they can gain combat advantage against. They make an effort to push PCs into the open cages and then close the doors, locking PCs in the cages, or to push them on the waste should they move out.

The lab strangler keeps to the edges of combat, singling out a PC that he can *strangle*. All of the labs take advantage of the combat advantage generated by the majority of Barlunien's powers or from people who fall prone in the waste.

SCALING THE ENCOUNTER

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

Four PCs: Remove one lab strongarm.

Six PCs: Add one lab strongarm.

ENDING THE ENCOUNTER

After all opposing forces are defeated, the PCs can free the hostage in the cage, provided he is still alive (they succeeded on at least one skill challenge).

The man in the cell is Statwick. He has some minor bruises and looks hungry, but is still alive.

If the PCs failed both skill challenges, Statwick was killed:

The body in the cell must be that of Statwick. The poor man throat was slit only a few hours ago.

The lab hands know nothing beyond working for Barlunien in this lab. Barlunien, if captured alive, only reveals that her superiors are operating from the Dragoncoast region. Beyond that she appears far too crazed and uncontrolled to provide further

information. If Barlunien fled or was killed, clues can be obtained from Statwick if he is still alive. Otherwise, most evidence is lost.

After the smoke of the alchemical concoctions clears, you find some papers and letters neatly stacked on a table in the far corner of the room. Amongst these you find a detailed description of the drug - suitably named "Agony" - as well as the recipe for an antidote. The laboratory has enough means to provide a cure for all the students.

Searching the desk also reveals an old tome.

EXPERIENCE POINTS

The characters receive 130/190 experience points each for defeating Barlunien and his bodyguards.

If the PCs saved Statwick, and already have **DRAG17 Defeating Agony**, they end the major quest (see conclusion), and earn an additional 125 / 175 experience points each.

TREASURE

Spread around the laboratory are all kinds of alchemical concoctions, including several *thunderstones*.

Barlunien is obsessed with ancient texts, especially ones that prophesize doom and destruction. One book she keeps is a *tome of the north wind*.

To read ancient texts in which she is not herself proficient, she owns *reading spectacles* (low level)/ a *polyglot gem* (high level) and an *intensifying weapon +1*. All these items can be found in her desk (in her haste to flee, she leaves these behind).

In Barlunien's desk is also a scripture book. The book is very old. It doesn't have a title or author, but is filled with hymns and religious scriptures of various deities of different alignment and focus. The hymns describe a titanic divine battle at the dawn of time, though it is not entirely clear on who the participating parties were.

The tome contains one bookmark - a folded piece of paper depicting a symbol of Loviatar. The symbol is off since it doesn't have any barbs (it is similar to the tattoo Kira Nenthyn, owner of the Fall of Stars, has on her shoulder). The paper marks the text as 'Research'.

The scriptures it marks hint that some horrible being sleeps beneath "the ruins of Darkturret". Darkturret was only built 50 years ago, so the tome describes the ruins of a place not even constructed at the time of its penning... Barlunien may have found this interesting, as her bookmark marks it as fit for

'research'. Barlunien herself refuses to comment on this.

Finding this scripture satisfies the first task for QUEST2-1 Stir Not the World's Doom.

Finally, for aiding her patients, Sabrelle offers the PCs her *cloak of the surgeon +1*. Herran (or Statwick, if still alive) arranges for the PCs pay of 75/100 gp, and also offers them a set of *eternal chalk*.

CONCLUDING THE ADVENTURE

With the antidote, PCs can aid the students and teachers back to health. If they saved Statwicks life, they learn that Barlunien worked for someone in the Dragoncoast, in the town of Westgate. Statwick learned, during his imprisonment, that Barlunien obtained her drugs from there - though she made her own version as well. Statwick believes greater powers are in control, but for now, all he can do is urge the PCs to travel to Westgate and investigate further.

The PCs earn **DALE21 Arts and Crafts** for saving Statwick.

If the PCs already played *DRAG1-7 Crafts*, and gained **DRAG17 Defeating Agony**, they also earn 125/175 xp for ending the major quest if the saved Statwick.

Otherwise, this starts the major quest, which PCs may still have the opportunity to end by playing *DRAG1-7*.

PCs who performed well at class may become a honorary teacher at the institute. They may choose to take **DALE19 Teacher at Arrowpoint**.

Torleaf is also willing to sponsor any PC to become a member of the Fall of Stars. A PC may choose to take **DALE20 member of the Stellar Fellowship of Gentle Adventurers**.

Due to limited school funds, a PC cannot earn both **DALE19** and **DALE20**.

ENCOUNTER 7: THE LABORATORY STATISTICS (LOW LEVEL)

Barlunien (Level 2) Small fey humanoid	Level 2 Elite Controller XP 250
Initiative +2 Senses Perception +5; low-light vision	
HP 75; Bloodied 37	
AC 18; Fortitude 13, Reflex 15, Will 15	
Resist 10 fire, 10 poison	
Saving Throws +2	
Action Points 1	
Speed 5	
m Staff (standard; at-will) ♦ Weapon +7 vs. AC; 1d10 damage.	
R Hellbolt (standard; at will) ♦ Fire Ranged 10; +6 vs. Reflex; 1d10 + 3 fire damage.	
C Maddening vapor Dust (standard; encounter) ♦ Psychic Close blast 5; +6 vs. Will; 1d8 + 3 psychic damage, and the target is slowed and dazed (save ends both).	
A Fireburst Vial (standard; recharge 5-6) ♦ Fire Area burst 2 within 15; +6 vs. Reflex; 1d8 + 3 fire damage, and the target is knocked prone.	
A Noxious Vial (standard; recharge 5-6) ♦ Poison Area burst 2 within 15; +6 vs. Fortitude; 1d8 poison damage, and the target is blinded until the end of Barlunien's next turn.	
Spell Shaper Whenever Barlunien uses a close burst or an area attack power, she can choose up to two allies in the power's area of effect. Those allies are not targeted by the power.	
Endless Power (minor; recharge 6) Barlunien regains the use of an expended encounter power.	
Fade Away (immediate reaction, when Barlunien takes damage; encounter) Barlunien turns invisible until she attacks or until the end of her next turn.	
Reactive Stealth If Barlunien has cover or concealment when she makes an initiative check at the start of an encounter, she can make a Stealth check to escape notice.	
Alignment Chaotic Evil	Languages Common, Elven
Skills Arcana +8, Dungeoneering +10, Religion +8	
Str 13 (+2)	Dex 12 (+2) Wis 18 (+5)
Con 15 (+3)	Int 15 (+3) Cha 11 (+1)
Equipment staff, alchemical supplies	

Note: A duergar theurge, changed into a gnome with the Devastator template from the DMG.

Bugbear Wardancer (Level 2) Medium natural humanoid (goblin)	Level 2 Skirmisher XP 125
Initiative +7 Senses Perception +3; low-light vision	
HP 38; Bloodied 19	
AC 16; Fortitude 14, Reflex 15, Will 14	
Speed 7	
m Flail Dance (standard; at-will) ♦ Weapon +5 vs. Fortitude; 1d10 + 3 damage, the target is pushed 2 squares and knocked prone, and the burbear wardancer shifts 1 square	
C Flail Barrier (standard; recharge 5 6) ♦ Weapon Close burst 2; targets enemies; no attack roll; 5 damage, and the burbear wardancer takes half damage from weapon attacks until the end of its next turn.	
C Flail Assault (standard; encounter) ♦ Weapon Close burst 2; +5 vs. Reflex; 1d10 damage, and the target is pushed 2 squares and knocked prone.	
Combat Advantage A burbear wardancer deals 1d6 extra damage against any creature granting combat advantage to it.	
Alignment Unaligned	Languages Common, Goblin
Str 16 (+4)	Dex 19 (+5) Wis 14 (+3)
Con 14 (+3)	Int 11 (+1) Cha 16 (+4)
Equipment heavy flail, hide armor	

Bugbear Strangler (Level 3) Medium natural humanoid	Level 3 Lurker XP 150
Initiative +9 Senses Perception +3; low-light vision	
HP 64; Bloodied 32	
AC 18; Fortitude 15, Reflex 15, Will 13; see also <i>body shield</i>	
Speed 7	
m Morningstar (standard; at-will) ♦ Weapon +7 vs. AC; 1d12 + 2 damage.	
M Strangle (standard; sustain standard; at will) ♦ Weapon Requires combat advantage; +6 vs. Reflex; 1d10 + 2 damage, and the target is grabbed (until escape). A target trying to escape the grab takes a -4 penalty to the check. The bugbear strangler can sustain the power as a standard action, dealing 1d10 + 2 damage and maintaining the grab.	
Body Shield (immediate interrupt, when targeted by a melee or a ranged attack against AC or Reflex; recharge 4-6) The bugbear strangler makes its grabbed victim the target instead. The bugbear strangler can't use this power to redirect attacks made by a creature it is currently grabbing.	
Predatory Eye The bugbear strangler deals an extra 1d6 damage on the next attack it makes with combat advantage. It must apply this bonus before the end of its turn.	
Alignment Evil	Languages Common, Goblin
Skills Intimidate +8, Stealth +12	
Str 18 (+5)	Dex 18 (+5) Wis 14 (+3)
Con 16 (+4)	Int 10 (+1) Cha 10 (+1)
Equipment leather armor, morningstar, rope garrote	

ENCOUNTER 7: THE LABORATORY STATISTICS (LOW LEVEL) - CONT.

Alchemical Waste	Level 2 Elite Obstacle
Trap	XP 250
Trap: Slippery alchemical waste fills 20 contiguous squares, turning them into difficult terrain.	
Perception	
No check is needed to notice the waste.	
Additional Skill: Arcana	
◆DC 23: The character identifies the squares of alchemical waste	
Trigger	
The waste attacks when a creature enters or begins its turn in a square of alchemical waste and is not prone. It also attacks when a creature stands up from prone in a square of alchemical waste.	
Attack	
Opportunity Action	Melee
Target: Creature on the waste	
Attack: +7 vs. Reflex	
Hit: The creature falls prone. If the creature was standing up from prone, its turn ends immediately.	
A creature that starts prone while in the alchemical waste takes 1d6 + 2 acid and necrotic damage.	
Countermeasures	
◆With a DC 15 Acrobatics check and a move action, a character can move into a square of alchemical waste without risk of falling as long as the creature does not move further. If the check fails or the character moves more than one square, the waste attacks.	

ENCOUNTER 7: THE LABORATORY STATISTICS (HIGH LEVEL)

Barlunien	Level 5 Elite Controller
Small fey humanoid	XP 400
Initiative +3 Senses Perception +6; low-light vision	
HP 108; Bloodied 54	
AC 21; Fortitude 16, Reflex 18, Will 18	
Resist 5 fire, 5 poison	
Saving Throws +2	
Action Points 1	
Speed 5	
m Staff (standard; at-will) ♦ Weapon	
+10 vs. AC; 1d10 + 1 damage.	
R Hellbolt (standard; at will) ♦ Fire	
Ranged 10; +9 vs. Reflex; 1d10 + 4 fire damage.	
C Maddening Vapor Dust (standard; encounter) ♦ Psychic	
Close blast 5; +9 vs. Will; 1d8 + 4 psychic damage, and the target is slowed and dazed (save ends both).	
A Fireburst Vial (standard; recharge 5-6) ♦ Fire	
Area burst 2 within 15; +9 vs. Reflex; 3d6 + 4 fire damage, and the target is knocked prone.	
A Noxious Vial (standard; recharge 5-6) ♦ Poison	
Area burst 2 within 15; +9 vs. Fortitude; 3d6 + 4 poison damage, and the target is blinded until the end of Barlunien's next turn.	
Spell Shaper	
Whenever Barlunien uses a close burst or an area attack power, she can choose up to two allies in the power's area of effect. Those allies are not targeted by the power.	
Endless Power (minor; recharge 6)	
Barlunien regains the use of an expended encounter power.	
Fade Away (immediate reaction, when Barlunien takes damage; encounter)	
Barlunien turns invisible until she attacks or until the end of her next turn.	
Reactive Stealth	
If Barlunien has cover or concealment when she makes an initiative check at the start of an encounter, she can make a Stealth check to escape notice.	
Alignment Chaotic Evil	Languages Common, Elven
Skills Arcana +9, Dungeoneering +11, Religion +9	
Str 13 (+3)	Dex 12 (+3) Wis 18 (+6)
Con 15 (+4)	Int 15 (+4) Cha 11 (+2)
Equipment staff, alchemical supplies	

Note: A duergar theurge, changed into a gnome with the Devastator template from the DMG.

Bugbear Wardancer (level 4)	Level 4 Skirmisher
Medium natural humanoid	XP 175
Initiative +8 Senses Perception +4; low-light vision	
HP 54; Bloodied 27	
AC 18; Fortitude 16, Reflex 17, Will 16	
Speed 7	
m Flail Dance (standard; at-will) ♦ Weapon	
+7 vs. Fortitude; 2d6 + 3 damage, the target is pushed 2 squares and knocked prone, and the bugbear wardancer shifts 1 square	
C Flail Barrier (standard; recharge 5-6) ♦ Weapon	
Close burst 2; targets enemies; no attack roll; 5 damage, and the bugbear wardancer takes half damage from weapon attacks until the end of its next turn.	
C Flail Assault (standard; encounter) ♦ Weapon	
Close burst 2; +7 vs. Reflex; 2d6 damage, and the target is pushed 2 squares and knocked prone.	
Combat Advantage	
A bugbear wardancer deals 1d6 extra damage against any creature granting combat advantage to it.	
Alignment Evil	Languages Common, Goblin
Str 16 (+5)	Dex 19 (+6) Wis 14 (+4)
Con 14 (+4)	Int 11 (+2) Cha 16 (+5)
Equipment heavy flail, hide armor	

Bugbear Strangler (Level 5)	Level 5 Lurker
Medium natural humanoid	XP 200
Initiative +10 Senses Perception +4; low-light vision	
HP 76; Bloodied 38	
AC 20; Fortitude 17, Reflex 17, Will 15; see also <i>body shield</i>	
Speed 7	
m Morningstar (standard; at-will) ♦ Weapon	
+9 vs. AC; 1d12 + 3 damage.	
M Strangle (standard; sustain standard; at will) ♦ Weapon	
Requires combat advantage; +8 vs. Reflex; 1d10 + 3 damage, and the target is grabbed (until escape). A target trying to escape the grab takes a -4 penalty to the check. The bugbear strangler can sustain the power as a standard action, dealing 1d10 + 4 damage and maintaining the grab.	
Body Shield (immediate interrupt, when targeted by a melee or a ranged attack against AC or Reflex; recharge 4-6)	
The bugbear strangler makes its grabbed victim the target instead. The bugbear strangler can't use this power to redirect attacks made by a creature it is currently grabbing.	
Predatory Eye	
The bugbear strangler deals an extra 1d6 damage on the next attack it makes with combat advantage. It must apply this bonus before the end of its turn.	
Alignment Evil	Languages Common, Goblin
Skills Intimidate +9, Stealth +13	
Str 18 (+6)	Dex 18 (+6) Wis 14 (+4)
Con 16 (+5)	Int 10 (+2) Cha 10 (+2)
Equipment leather armor, morningstar, rope garrote	

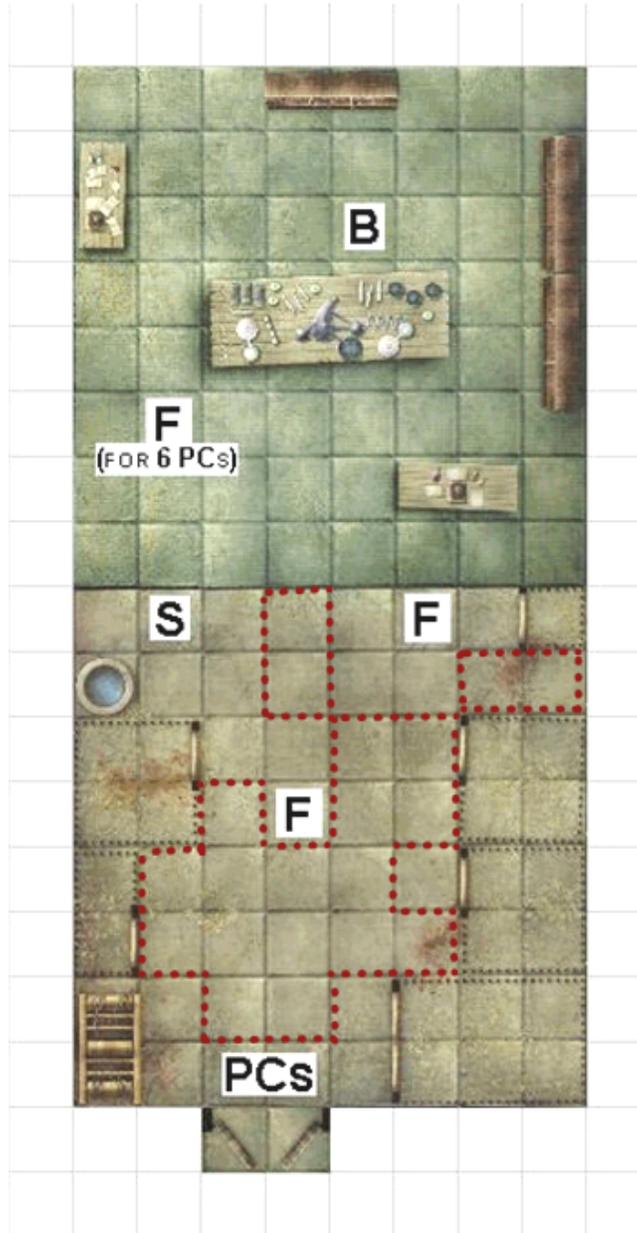
ENCOUNTER 7: THE LABORATORY STATISTICS (HIGH LEVEL) - CONT.

Alchemical Waste	Level 5 Elite Obstacle
Trap	XP 400
Trap: Slippery alchemical waste fills 20 contiguous squares, turning them into difficult terrain.	
Perception	
No check is needed to notice the waste.	
Additional Skill: Arcana	
◆DC 24: The character identifies the squares of alchemical waste	
Trigger	
The waste attacks when a creature enters or begins its turn in a square of alchemical waste and is not prone. It also attacks when a creature stands up from prone in a square of alchemical waste.	
Attack	
Opportunity Action	Melee
Target: Creature on the waste	
Attack: +10 vs. Reflex	
Hit: The creature falls prone. If the creature was standing up from prone, its turn ends immediately.	
A creature that starts prone while in the alchemical waste takes 1d6 + 2 acid and necrotic damage.	
Countermeasures	
◆With a DC 17 Acrobatics check and a move action, a character can move into a square of alchemical waste without risk of falling as long as the creature does not move further. If the check fails or the character moves more than one square, the waste attacks.	

ENCOUNTER 7: THE LABORATORY MAP

TILE SETS NEEDED

Arcane Towers x1, Halls of the Giant Kings x1



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.

IMPORTANT DM INFORMATION

It is critical that you enter the PC rewards accurately on the tracking form, and ensure that the information is reported and entered online in a timely manner. While players can and should track their character's information on paper, the online information serves as an important backup and verification of play. Ask the players for their RPGA numbers and character numbers (usually a single digit) when you begin to fill out the tracking form.

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 3: Someone Missing
20 / 30 XP

Encounter 4: Hunting in the Night
105 / 130 XP

Encounter 5: To the Rescue
40 / 60 XP

Encounter 6: Dark Surroundings
105 / 155 XP

Encounter 7: The Laboratory
130 / 190 XP

Major Quest: Arts and Crafts
125 / 175 XP

Total Possible Experience
400 / 560* XP (525 / 735 XP with Major Quest)

* Total possible XP is 565, but 560 is the maximum that can be earned by a character.

Gold per PC
75 / 100 gp
(Encounter 7: 75 / 100 gp)

TREASURE

Each PC receives treasure in the form of gold pieces as well as one share from a treasure bundle. The treasure

bundle may give the PC more gold, a magic item, or something else of value. Each player makes one and only one selection for their character; players may choose the same treasure bundle. Mark the one-letter bundle ID on the tracking form next to any character that selects a 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, and ensure you enter the total amount of gold gained (minus any expenditures) online. 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: *reading spectacles** (low-level version only)
(level 2; Adventurer's Vault)
Found in Encounter 7

Bundle B: *onyx dog** (level 4; Adventurer's Vault)
Found in Encounter 4

Bundle C: *tome of the north wind** (level 3; Player's Handbook 2)
Found in Encounter 7 (conclusion)

Bundle D: *eternal chalk** (level 1; Adventurer's Vault)
Found in Encounter 7

Bundle E: *cloak of the surgeon +1** (level 3; Adventurer's Vault)
Found in Encounter 3 or 7 (conclusion)

Bundle F: *polyglot gem** (high-level version only) (level 6; Adventurer's Vault)
Found in Encounter 7

Bundle G: *intensifying weapon +1** (level 4; Adventurer's Vault 2)
Found in Encounter 7

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 *healing potion* or a *thunderstone** plus 0 / 25 gp, to their rewards from this adventure. The player should write the consumable gained on their adventure log. That character (and only that character) then receives the consumable plus the listed amount of gold (if any) instead of any other treasure bundle. Consumable items obtained in this fashion do not take up found magic item slots.

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

STORY AWARDS

Award these if the PC completes the condition for the award in the adventure. Pass out certificates to the players for their story awards. Normally, if a PC earns three awards, they may only have 2 of them and must pick which two they want before ending the session (exceptions to this will be noted in the story award text). Make sure to mark the story award codes next to each character that earned them on the tracking form.

DALE19 Teacher at Arrowpoint

You are offered a position on the board of the Arrowpoint Institute. As an honorary teacher, you are expected to teach at least three tendays out of each year. You receive a stipend (which has no in-game benefit), as well as an official degree noting you an honorable teacher in your field. Note the field of your study in your adventure log.

DALE20 Member of the Stellar Fellowship of Gentle Adventurers

You are sponsored by Torleaf from Arrowpoint - and indirectly Dayan Nenthyn - and gain free access to the Fall of Stars in New Velar. You may learn the sigils of the club's teleportation circle for use in the Linked Portal ritual.

When applicable in adventures, this story award grants the same benefits as **DALE03 Member of the Stellar Fellowship of Gentle Adventurers**, except for the resolution of a major quest.

DALE21 Arts and Crafts

For discovering and shutting down the testing of the drug known as Agony, you have drawn the attention of the secretive drug lords trading in it. While this could mean greater difficulties for you should you come across them again, you are also armed with foreknowledge of their activities, giving you an edge in the fight against them and those that support them.

This story award is part of the Arts and Crafts major quest. The other part occurs in *DRAG1-7 Crafts*.

ADVENTURE QUESTIONS

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

1. Was Statwick Saved?

- a. Yes
- b. No

2. What happened to Barlunien?

- a. She was killed
- b. She was captured alive
- c. She fled

3. What happened to Brace?

- a. He was killed
- b. He was captured alive
- c. He fled

4. Did any PC become teacher at the Arrowpoint Institute?

- a. Yes
- b. No

5. Did any PC become a Member of the Stellar Fellowship of Gentle Adventurers?

- a. Yes
- b. No

6. Did any PC end the major quest?

- a. Yes
- b. No

NEW RULES

Alchemist's Acid

Level 1

When shattered, this glass vial releases a spray of acid.

Lvl 1 20 gp

Alchemical Item

Power (Consumable, Acid): Standard Action. Make an attack: Ranged 5/10; +4 vs. Reflex; on a hit, the attack deals 1d10 acid damage and ongoing 5 acid damage (save ends); on miss, half damage and no ongoing acid damage.

Reference: *Adventurer's Vault*

Alchemist's Fire

Level 1

When shattered, this flask fills an area with alchemical flame.

Lvl 1 20 gp

Alchemical Item

Power (Consumable, Acid): Standard Action. Make an attack: Area burst 1 within 10; +4 vs. Reflex; on a hit, deal 1d6 fire damage; on miss, deal half damage.

Reference: *Adventurer's Vault*

Antivenom

Level 1

This thick tonic can help counter the effects of many poisons.

Lvl 1 20 gp

Alchemical Item

Power (Consumable): Minor Action. Gain a +2 bonus to saving throws against poisons from a source of 10th level or lower. This effect lasts until the end of the encounter or for the next 5 minutes.

Reference: *Adventurer's Vault*

Cloak of the Chirurgeon

Level 3

This innocuous adornment boosts your healing powers.

Lvl 3 680 gp

Item Slot: Neck

Enhancement: +1 Fortitude, Reflex, and Will

Property: Gain an item bonus to Heal checks equal to the enhancement bonus of this cloak.

Power (Daily): Minor Action. An adjacent ally regains 1 healing surge already spent today.

Reference: *Adventurer's Vault*

Eternal Chalk

Level 1

Vandals, scholars, and explorers alike appreciate the magical longevity of this short stick of chalk.

Lvl 1 360 gp

Wondrous Item

Property: A stick of eternal chalk never breaks or wears down with normal use. Any writing or drawing made with this chalk cannot be erased for one week by anyone except the original artist or author.

A stick of eternal chalk can be created in any color.

Reference: *Adventurer's Vault*

Herbal Poultice

Level 3

This pack of specially prepared medical herbs increases one's natural recuperative ability.

Lvl 3 30 gp

Alchemical Item

Power (Consumable, Healing): Standard Action. Use before you or an ally takes a short rest. The target of the herbal poultice regains an additional 2 hit points when he or she spends a healing surge at the end of the short rest.

Reference: *Adventurer's Vault*

Intensifying Weapon

This weapon blazes with inner power that enhances your ongoing effects.

Level: 4

Price: 840 gp

Weapon: Any

Enhancement: +1 attack rolls and damage rolls

Critical: +1d6 damage per plus, or +1d10 damage per plus on attacks that deal ongoing damage

Property: When you use this weapon to hit with an attack that deals ongoing damage, the ongoing damage increases by an amount equal to the weapon's enhancement bonus.

Onyx Dog

Level 4

This figurine, sculpted of reflective onyx, depicts a barking dog.

Lvl 4 840 gp

Wondrous Item

Power (Daily): Standard Action. Use this figurine to conjure a black mastiff (see below for statistics). As a free action, you can spend a healing surge when activating this item to give the creature temporary hit points equal to your healing surge value.

Power (At-Will): Immediate Reaction. Use this power when an enemy adjacent to the onyx dog attacks you. The onyx dog makes a bite attack against the attacker.

Reference: *Adventurer's Vault*

Onyx Dog

Medium natural animate

Initiative as conjurer **Senses** Perception +7; low-light vision

HP 9; **Bloodied** 4

AC 16; **Fortitude** 15, **Reflex** 14, **Will** 13

Speed 8

m Bite (standard; at-will)

+7 vs. AC; 1d6 + 3 damage

Alignment Unaligned

Languages –

Str 16 (+5)

Dex 14 (+4)

Wis 13 (+3)

Con 14 (+4)

Int 2 (–2)

Cha 10 (+2)

Description When you activate a figurine, the conjured creature appears in a space adjacent to you, provided the space is large enough to contain the creature without squeezing. The creature obeys only you, responding to commands spoken in any language. The creature remains for up to 8 hours or until you use a minor action to dismiss it. The conjured creature acts on the same initiative count as you. Every action it takes costs you a minor action (which you use to issue commands), and a conjured creature cannot exceed its normal allotment of actions (a standard, a move, and a minor action) during its turn. If you spend no minor actions on your turn to command the creature, it remains where it is without taking any actions on its turn.

A conjured creature has hit points, defenses, and attacks as indicated in its statistics block. It has no healing surges and cannot be healed, though it can still benefit from temporary hit points. When reduced to 0 hit points or fewer, the conjured creature disappears and cannot be conjured again until after you've taken an extended rest. Conjured creatures lack basic attacks and therefore cannot make opportunity attacks.

Reference: *Adventurer's Vault*

Polyglot Gem

Level 6

You can decipher any written passage while gazing through these unadorned copper eyeglasses.

Lvl 6 1800 gp

Wondrous Item

Property: Each polyglot gem contains the knowledge of one language, chosen when the item is created. As long as you carry the gem on your person, you are able to speak, read, and write that language fluently.

If you carry more than one polyglot gem on your person, none of them function.

Reference: *Adventurer's Vault*

Reading Spectacles

Level 2

You can decipher any written passage while gazing through these unadorned copper eyeglasses.

Lvl 2 520 gp

Item Slot: Head

Property: You can read any language while wearing this item.

Reference: *Adventurer's Vault*

Tome of the North Wind

Level 3

Covered in a thin patina of frost even in blazing heat, this tome unlocks the secrets of ice magic.

Lvl 3 680 gp

Implement (Tome)

Enhancement: +1 attack rolls and damage rolls

Critical: +1d8 cold damage

Property: When you use a wizard cold power through this tome, and the target of the power is slowed, that target takes damage equal to your Constitution modifier if it moves while slowed.

Property: This tome contains two wizard daily cold powers. Both powers must be of a level equal to or lower than that of the tome. Choose these powers when you acquire the tome; they cannot be changed later. You can add these powers to your spellbook.

Power (Daily, Arcane, Cold, Implement): Free Action. Choose a power contained in this tome and expend an unused wizard daily attack power of an equal or higher level. You gain the use of the chosen power during this encounter. The power is lost if you do not use it before the end of the encounter.

Reference: *Player's Handbook 2*

Thunderstone

Level 5

When shattered, this flask fills an area with alchemical flame.

Lvl 5 50 gp

Alchemical Item

Power (Consumable, Thunder): Standard Action. Make an attack: Area burst 1 within 10; +8 vs. Fortitude; on a hit, the target takes 1d4 thunder damage, is pushed 1 square from the center of the burst, and deafened (save ends).

APPENDIX: TEACHERS

The following gives a brief overview of the staff, their personalities, and the impression PCs may get from interacting with them.

Note that every member of staff appears nervous in these circumstances.

ALRIK

Music

Male human (Moonshaes)

Alrik is a Ffolk from the Moonshaes, a young man who is especially well equipped with a lyre. He has a sweet tongue with the ladies. Alrik was chastised by Statwick when he was caught flirting with a student. Despite the warning, he continued a dalliance with one of Laurin's fellow students. Laurin uses the flirt to blackmail him and obtain privileges for his group.

Insight DC 15/16: While generally amiable, Alrik attempts to avoid any questions regarding Laurin and his group, and seems a bit too eager to clear him off any blame.

BARLUNIEN

Literature

Female gnome (Cormyr)

Barlunien is well versed in historic literature, especially the epics of ancient Cormyran heroes. She can be very amiable, and used her charms and knowledge to entice Laurin to her side. She had to resort to a charming brew to entice Brace to help her. She is quite willing to sacrifice her pawns if it buys her some time.

Insight DC 21/22: Barlunien seems on edge. When asked, she explains that she fears that one of her students, Laurin, got himself into trouble, and may be involved with the recent illnesses.

BRACE

Groundskeeper

Male human (Cormyr)

Brace is the grounds keeper, who keeps the grounds clear from rodents and vermin - a job he recently has been quite busy with. He is unobtrusive, rough, and fairly gullible. He is not as dumb as some people think he is, but he has difficulties making friends, and so was an easy prey for Barlunien. He has helped her with some tasks, and she has him convinced that the PCs are the cause of the problems.

Insight DC 10/11: Brace is at severe edge against the PCs. He is angry with them, but doesn't explain why. If confronted, he merely says he "doesn't like their faces".

GULKIN

Alchemy, and calculus

Male tiefling (Westgate)

Gulkin is the calculus teacher, but he also teaches basic principles of magic and alchemy. His is a layman's knowledge though - he doesn't know actual magic. Gulkin knows some of the students use drugs, but hasn't told anyone yet as he is a bit too fascinated with it. He even acquired a sample, and tested on it. When the PCs reveal that drugs are the cause, he attempts to hide his fascination, as he fears he might be the 'obvious suspect'.

Insight DC 15/16: Gulkin seems to know more about the drug than he admits. He becomes withdrawn if the subject is breeched but is overly interested in what the PCs have to tell about it.

HERRAN

Vice Director, bursar, Dean of Philosophy

Male human (Cormyr)

Herran is a self-reliant, hands-off person, who teaches philosophy and politics, and jumps in on other classes as well.

He normally knows everything what goes on about the school. Right now, however, he is out on his depth. He tries to apply the rules, and seeks the fault with his 'problem students'. See Encounter 2 for more details.

Insight DC 15/16: Herran is slowly losing the grip on the situation, and that terrifies him.

HERTH

School cook

Male human (Cormyr)

Herth is a squat little man who, despite his short legs, gets across the buildings with ease. He assists Maethe and knows many secrets of the students, which he keeps diligently. He presents a poker face to any inquiries regarding 'his boys and girls'.

Insight DC 21/22: Herth may know more than he tells.

JEZENA

Griffon handler, Nature

Female human (High Dale)

Jezena is the animal handler. She teaches nature lessons and griffon riding. She spends most of her time with her animals, avoiding the mess and hardly ever showing up in staff quarters. See Encounter 2 for more details.

Insight DC 15/16: Jezena is calm, apparently more concerned with her pets than with students.

MAETHE

Janitor

Female dwarf (High Dale)

Maethe is thin for a dwarf, with overly large hands and braided hair. She takes care of the main buildings and is Brace and Herth's boss. She holds the keys to all rooms, and knows nearly any nook and cranny of the buildings (including a few secret corridors, but not the one to the dungeons). Maethe had a rough childhood, and spent most of her early life thieving until Statwick took her in. She is herself very strict with the students, and does not tolerate any 'roguish behavior'. She avoids talking about her past

Insight DC 15/16: Maethe appears talkative, but stays silent whenever questions are about her. She's happy to share a choice few criticisms about anyone else though.

SIR RODAN

Weapons Master, Dean of Law

Male human (Chessenta)

Rodan is an honest man, a former commander in the Chessenta forces. Rodan left the army when he became tired of the persecution of magic wielders and the rampant paranoia. He is still not used to magic, which he was once taught to be the art of demons.

Insight DC 21/22: Rodan is always calm and at ease, except when magic is about. On the few occasions that he is nervous, he twirls his moustache.

SABRELLE

School Nurse

Female half-elf (Deepingdale)

Strict and prim, Sabrelle manages the school infirmary. Like Sir Rodan, she values order and discipline. When patients do not demand her attention, she mans the library in the Arts building, where she catalogues everything. She values her peace very much. Sabrelle has a son in Deepingdale, but she never talks about him as they are not on speaking terms.

Insight DC 21/22: Sabrelle is very clinical and distant. She treats the patients in her care professional, with apparent disinterest, as if she hates getting close to people.

SHEM RA DAK

Sports and crafts

Female air genasi (Airsapur)

As a genasi, Shem Ra Dak is a bit of an outsider on the school. She draws looks, since genasi are still no common sight in the Dales. She is one of the more popular teachers as she teaches sports and various

crafts. Shem Ra Dak fled Airspur for charges of assault a year ago after a fight with a rival went out of hand. She still fears that her rivals' associates are looking for her.

Insight DC 25/26: Outgoing and seemingly flighty, Shem Ra Dak looks wary. She is suspicious of anyone that delves too deep in her past.

LADY SYLAS

Poetry and theatrics, Dean of Arts

Female human (Waterdeep)

Sylas is a woman of many faces. She is a woman of the theater, who has retired to teach poetry and dancing on the Institute to teach, after several decades on the stage of theatres in Waterdeep. She is determined not to show the students her true feelings about the current problems, or about Sir Rodan - who she deeply admires.

Insight DC 25/26: Sylas is a consummate actress - any of her expressions can be an act. Those looking deep enough can see she is very worried.

TORLEAF

History, Dean of Science

Male human (Cormyr)

Slightly bookish, Torleaf is the history teacher and dean of Science. See Encounter 1 for more details.

Insight DC 15/16: Torleaf is genuinely worried about the situation on the school.

HANDOUT 1: SCHOOL INFORMATION

STAFF AND TEACHER ROSTER

Staff	Position	Description
Hebron Statwick	School director	Male human (Mistledale)
Herran	Vice Director, bursar, Dean of Philosophy	Male human (Cormyr)
Maethe	Janitor	Female dwarf (High Dale)
Sabrelle	School Nurse	Female Half-Elf (Deepingdale)
Brace	Groundskeeper	Male human (Cormyr)
Herth	Schools cook and main housekeeper	Male human (Cormyr)

Teachers	Field	Description
Torleaf	History, Dean of Science	Male human (Cormyr)
Jezena	Griffon handler, Nature	Female human (High Dale)
Gulkin	Alchemy and calculus	Male tiefling (Westgate)
Sir Rodan	Weapons Master, Dean of Law	Male human (Chessenta)
Shem Ra Dak	Sports and crafts	Female air genasi (Airsapur)
Lady Sylas	Poetry and theatrics, Dean of Arts	Female human (Waterdeep)
Barlunien	Literature	Female gnome (Cormyr)
Alrik	Music	Male human (Moonshaes)

SCHOOL SCHEDULE

Time	Activity
Sunrise	Morning appeal (court)
Half candle after sunrise	Breakfast (messhall)
2 candles after sunrise	First Class (per class)
Noon	Lunch (messhall)
1 candle after noon	Second class (per class)
4 candles after noon	Free time Griffon lessons
7 candles after noon	Dinner (messhall)
Sundown	Chore time (own rooms)
2 candles after sundown	Bedtime (curfew in effect)

HANDOUT 2: STATWICK'S DIARY

...

Today I sent Torleaf out with instructions to find some trustworthy and skilled adventurers. I hope Tymora smiles on him and he finds some quickly. I guess his best chances are with the Fall of Stars. Sabrelle tells me we had our first patient who showed signs of massive lack of sleep and painful joints. I need to know what is going on, I think I will search some lockers tomorrow at noon when everyone is at lunch.

...

No luck so far with my own investigations. Its hard when you don't know what you are looking for in the first place. So far no new victims. I am unsure if I should tell Herran about it. I will wait another few days until Torleaf shows up.

...

We had five new cases of students getting sick today. This is not something the students take of free will - I am certain of that. Somebody must be poisoning the students or slipping it into the food. I guess ill keep a lookout for the kitchen.

...

Found nothing was tampered in the kitchen or the storage, but I found some strange tracks outside the girls building. Looks like some sort of large dog. Gotta look into it.

...

Searched the outskirts but found nothing so far. Dog tracks keep reappearing near the griffons shed. Some distance away I found a patch of yellowed grass and a nauseating smell that I couldn't place.

Had another case of nervous breakdown with the students. Most of the cases are fine again but some others show new symptoms.

...

Heard some dog barking at night from the eastern ridge out of that copse of trees. Guess I'll be going to look for tracks again.