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MALICE OF MINTAR

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

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Ala'Ammar, patriarch of House Azhar in Almraiven, believes his bloodline might be traced back to the legendary House Asada. To prove his claim Ala'Ammar seeks the famous Battlecloak of Vycaena. He seeks a band of daring adventurers to conduct the search for him – a search that lead through the twisted streets of Mintar and into her darkest dungeons, where secrets are torn from souls, as flesh is torn from bone. A *Living Forgotten Realms* adventure set in Calimshan for characters of the Heroic tier (levels 1-10) and Part 1 of the three-part Battlecloak Saga.

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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Be sure to keep up with the LFR Community at our campaign website: <http://community.wizards.com/lfr>

PREPARING FOR PLAY

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

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

Along with this adventure, you'll find a session tracking sheet. If you're playing this adventure as part of a WPN event (see above), complete and turn in this sheet to your organizer directly after play.

READING MONSTER STAT BLOCKS

Most of the information should be easy to understand, as it mirrors the information presented in the *Monster Manual*. Attacks may have a letter next to them designating the type: M for melee, R for ranged, C for close, and A for area. Auras are designated with the O symbol, as well as the aura keyword.

A lower-case letter (used only for certain melee and ranged attacks) denotes that the attack can be used as a basic attack.

IMPORTANT DM INFORMATION

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

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

In support of the golden rule, we offer these guidelines:

- **You are empowered to make adjustments to the adventure and to make decisions about how the group interacts with the world.** This is especially important during non-combat encounters, but you may also need to adjust the combat encounters for groups that are having too easy or too hard of a time with the adventure.
- **Don't make the adventure too easy or too difficult.** Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience of the players (not the characters) with the game, try to feel out (or just ask) what they like in a game, and attempt to give each player the experience they're after when they play D&D. Everyone at the table should get a "chance to shine."
- **Be mindful of pacing, and keep the game moving to ensure you finish on time.** Watch for stalling, as play loses momentum when this happens. At the same time, make sure that the players don't finish the adventure too early; provide them with a full play experience. *Living Forgotten Realms* adventures are designed to be played in about 4 hours; be very aware of running long or short, and adjust the pacing accordingly. If that means you need to "call" a combat encounter when it is obvious that the PCs are going to win, then feel free to do so.
- **Give the players appropriate hints so they can make informed choices about how to interact with the environment.** Players should always know when enemies are bloodied or affected by conditions. Give them clues about how to interact with their surroundings so they can tackle skill challenges, combats, and puzzles without getting frustrated by a lack of information. Encourage immersion in the adventure and give the players "little victories" for figuring out a good choice from your clues.

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

APPROPRIATE CHARACTER LEVELS

This adventure supports the entire Heroic tier of play (levels 1-10). Paragon-tier and Epic-tier characters may not play this adventure. Any Heroic-tier character can play, but the highest-level character in the party must be within three (3) levels of the lowest-level character in the party.

Living Forgotten Realms defines five Adventure Levels (ALs) within each tier. The choice of AL affects the difficulty of most obstacles (particularly combat encounters and skill challenges) the PCs will face during the adventure, and also determines the rewards available to the PCs for successfully overcoming those obstacles. The players must decide as a group which AL they want to play, and inform you of their decision before beginning the adventure. We recommend that you calculate the average character level and use that as a starting point, but a group of experienced players might choose to "play up" for a greater challenge, while a group of less-experienced players might choose to "play down" while they're learning the ropes.

The group may not choose an Adventure Level that is more than three levels above the lowest-level character in the party. For example, a group with a level 2, level 3, and four level 5 characters may not choose to play the AL 6 version of an adventure because level 6 is more than three levels above the 2nd-level character. This group could choose to face the adventure at either AL 2 or AL 4, but they will probably choose AL 4 because that's the best fit for the group (the average character level is $25/6 =$ approximately 4).

If (and only if) the group can't agree on an Adventure Level, the DM may cast a tiebreaking vote.

FAILING TO DEFEAT AN ENCOUNTER

If the group fails to defeat an encounter (for example, if they have to flee from a combat because it's too tough or they fail too many checks during a skill challenge) it doesn't have to mean the end of the adventure. In most cases, both success and failure should lead to interesting story outcomes. The PCs might miss out on some XP or treasure, but whenever possible, give them a chance to work around their failure and still bring the adventure to a successful conclusion.

In the Rewards section, there is a baseline XP award (the minimum amount a PC can earn). There are also one or more XP awards available for completing specific objectives as outlined by the adventure. Part of the DM's job is to decide if and when the PCs have fulfilled each objective, even if they failed at some of the individual encounters along the way.

CHARACTER DEATH

When a character dies during the course of an adventure, the player always has at least one option (Death Charity) and might have additional options (such as the Raise Dead ritual). Most importantly, the DM must decide if the rest of the group has access to the dead character's body.

- **Pay for the Raise Dead ritual.** If the group has access to the body and chooses this option, the component cost is usually divided evenly amongst the group (although this is not required, it is generally considered good form to share the costs). The component cost is 500 gp for heroic tier, 5,000 gp for paragon tier, and 50,000 gp for epic tier). If a PC can cast the ritual, then the component cost is the only cost. If the group must locate an NPC to cast the ritual, that NPC charges a fee equal to 20% of the component cost.
- **Use a power that returns dead characters to life.** Certain characters gain powers that allow them to restore life without using the Raise Dead ritual or paying a component cost. For example, the warpriest (a cleric build from *Heroes of the Fallen Lands*) gains the resurrection daily utility power at 8th level. NPCs may not be used for this option unless an adventure specifically says so; a player character with the appropriate power must be at the table (assuming he or she isn't the dead character) and all other conditions for using the power must be met. For example, *resurrection* may only be used at the end of an extended rest, and the character must have died within the last 24 hours.
- **Invoke the Death Charity clause.** If the group doesn't have access to the dead character's body, or if they have the body but cannot afford (or are unwilling) to pay for a ritual, the player can choose to return the PC back to life at the end of the adventure, exactly as if the Raise Dead ritual had been used on the dead character. The details of exactly how the character's body made its way back to civilization are up to the player, or this can be left deliberately vague. There is no direct

cost for accepting Death Charity, but the character forfeits all non-XP rewards for the adventure (including gold, Story Awards, and the opportunity to select a Treasure). The PC cannot participate in the same adventure a second time.

Regardless of which option is chosen, any character who dies during an adventure gains less XP from that adventure. The penalty is equal to 20% of whatever XP the rest of the party earned (so characters that died during the adventure earn 80% of the amount earned by those characters that did not die during the adventure). If a character is killed in the final encounter, but the rest of the party prevails, then the DM may choose to waive the 20% XP penalty if he or she believes that the group as a whole would not have succeeded without the dead character's sacrifice. The 20% penalty also does not apply in the event of a TPK (Total Party Kill), because the DM should reduce the entire group's XP award to reflect the fact that the party as a whole failed to complete some or all of the adventure's objectives.

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

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

MILESTONES

No matter if the characters succeed or fail in an encounter, they generally reach a milestone after every second encounter following the start of the adventure or their last extended rest. Some encounters do not count toward a milestone, usually because they are pure roleplaying encounters or do not pose a meaningful challenge to the party. If an encounter is not intended to count toward a milestone, it will say so. In particular, you should not deny the players a milestone just because they are having an easy time with the combat encounters. After each encounter, inform the players whether that encounter counted toward the next

milestone. Reaching a milestone gives each PC another action point and affects some magic item powers.

LASTING EFFECTS

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

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

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

Diseases: 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 an adventure, any character suffering from a disease must resolve the disease to either its cured or final state, using the necessary number of extended rests to do so. Other characters adventuring with the PC may aid the afflicted character during this time. If a disease reaches its final state and the PC can get a Cure Disease ritual cast (and pay the appropriate costs), they may do so.

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

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

DCs BY ADVENTURE LEVEL

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

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

Adventure Level	Easy DC	Moderate DC	Hard DC
2	9	13	20
4	10	14	21
6	11	15	23
8	12	16	24
10	13	18	26

ADVENTURE BACKGROUND

This adventure centers on a powerful, mythical cloak: the Battlecloak of Vycaena. The cloak has brought both weal and woe to the folk who possess it. It has passed into legend to become a major relic of the Calimshan region. While lost for about 100 years, that which is lost can always be found.

While appearing as a common but voluminous cloak of emerald-green silk trimmed with gold thread, the Battlecloak of Vycaena is notable only by its clasps. Made of thick gold with a tiny emerald set at the center of each, the clasps are large disks engraved with the sword and shield seal of House Asada, a long-extinct Memnonite clan of Calimshan's Seventh Age. A small but strong gold chain that hooks behind the left disk links the disks.

The hatred between House Asada and House Najjar of Almraiven began during the early decades of the sixth Century Dalereckoning, when both houses created items of power to aid their sons in the feud (see Appendix 1 for details). Since the houses fell, the items either have been destroyed or claimed by others. Of them all, only the *Battlecloak of Vycaena* and *Najjar's Cloak of Weaponry* remain known to the modern Realms. Since the fall of House Asada, more than 200 fighters and clerics have worn the battlecloak, and it has traveled to

such faraway places as Luskan, Damara, and the Dragon Wall of Shou Lung. Since the Spellplague, however, the cloak has disappeared, and the knowledge of what great magic it gave its wearer has gone with it.

The last confirmed sighting of the battlecloak was during the Battle for Kzelter where the forces of Tethyr faced a large army of Banites. Adanh yi Almraiven, a previously unremarkable Calishite mercenary with the Tethyrian garrison, used his martial skills and the battlecloak's magic to great effect in holding the helmed horrors and their priestly masters in the town square. His sacrifice allowed many of his soldiers to escape their fallen post. Adanh did not survive the fall of Kzelter, and the battlecloak fell into the hands of Teldorn Darkhope, tyrant-ruler of the city of Mintar (about 3 days journey north of Almraiven). Because of his foreign birth and lack of historical knowledge, he did not realize the power of the item he held, and he used it for many years as a decorative cloak before it vanished into obscurity.

After finding references that his house might be descended from the legendary House Asada, the noble Ala'Ammar needs the cloak in order to prove his lineage. With the new found prestige of his heritage he hopes to bring an end to slavery in Calimshan and take back Memnon, the city of his ancestors.

DM'S INTRODUCTION

The PC's are hired by Ala'Ammar of House Azhar to assist in finding the Battlecloak of Vycaena, which was last seen in Mintar before disappearing into obscurity.

The PC's arrive in Mintar and investigate the city, eventually arriving at the Festhall and the only person ever to escape Fazon G'houl and his House of Pain (a Banite torture-factory). Upon leaving the Festhall, the PC's are attacked by a group of Fazon's men. After fighting Fazon's men, the PC's then travel to the House of Pain where they have a final showdown against Fazon and discover that the Cloak of Vycaena is currently in the possession of a genasi ambassador from Memnon who won the cloak from Fazon in a game of Three Dragon Ante seven years ago.

PLAYER'S INTRODUCTION

Read or paraphrase the following to the players:

Thus far, your visit to Almraiven in Calimshan has been rather uneventful. As the only human enclave in all of Calimshan, its taverns and festhalls tempt those of all races and genders. A summons comes in the form of a well-dressed man who smiles and says:

“I am Ran Sahib, servant to House Azhar of Almraiven. My master would like to apologize that I cannot tell you everything, but there are unwanted eyes ... everywhere. He is looking for capable adventurers and he will pay well for your efforts.”

The PCs no doubt have questions, but unfortunately Ran Sahib is not able to tell them anything about the task at hand. He can, however, give them some information about their prospective employer.

- Ala'Ammar is a well-known and well-liked noble here in Almraiven. He and his family have a reputation of being honorable.
- Ala'Ammar has committed many of his personal resources to sheltering escaped slaves and is rumored to have ties to organizations opposed to slavery in the region.
- Although his pride never allows him to admit it, Ala'Ammar was once a slave himself in the city of Memnon, captured trying to help other slaves escape. When he gained his freedom, he vowed to devote his life to the overthrow of Memnon and freedom for all under the yolk of slavery.

A DC 10 Insight or Streetwise check confirms that all of this information is true. Ran Sahib says that the quest Ala'Ammar wishes them to undertake is of great importance, but spying eyes and ears prevent him from saying more in public. If the PC's turn down the employment the adventure is over.

If the PC's accept allow them a moment to introduce each other before continuing on to Encounter 1.

ENCOUNTER 1: BRIEFING

The PCs are ushered into a meeting room where they are briefed by **Ala'Ammar** (male human, patriarch of House Azhar in Almraiven).

Having answered the summons, you find yourselves in a well-furnished sitting room opposite Ala'Ammar, patriarch of House Azhar. He is an imposing gentleman, and he twirls a large handlebar moustache as he speaks with a thick accent and an earnest smile.

“Adventurers, I cannot thank you enough for coming to my aid. I heard news that you were in the city, and I have need of a group of heroes with skills such as yours to assist me in a matter of great delicacy. I am sorry that I could not divulge more information in the summons, but it is a risk I could not take.”

Ala'Ammar gives the PC's the background information and details about the mission. He is very charismatic and it is clear that he believes one day he will lead the slaves of Calimshan to freedom. His earnestness and honesty can be ascertained via a DC12 Insight check by any of the PCs.

BACKGROUND

- Ala'Ammar has discovered scriptural evidence that his bloodline might be traced back to the legendary House Asada, a long-extinct Memnonite clan of Calimshan's Seventh Age.
- Ala'Ammar doesn't want to draw attention to his claim as there are already others claiming to be descendents of his family enemy -House Najjar.
- If he is successful, House Azhar will be House Asada once more. Through his newfound prestige in Almraiven and the artifact he seeks, he hopes to lead an army to take back the city of Memnon and free the human slaves from the genasi and their efreeti overlords.
- The artifact he seeks is the Battlecloak of Vycaena. It is a legendary item, which glows when worn by someone of house Asada, for which it was originally designed.
- At first glance the battle cloak appears to be a common but voluminous cloak of emerald-green silk trimmed with gold thread. The only way to identify the cloak is through its clasps. Made of thick gold with a tiny emerald set at the center of each, the clasps are large disks engraved with the sword and shield seal of House Asada. A small gold chain hooks behind the left disk and links the disks.

- The cloak's last known location was the city of Mintar in the hands of Lord Teldorn Darkhope, the cities ruler, but it went missing about 100 years ago.
- Ala'Ammar doesn't have a lot of information about Mintar, as it is an outpost dominated by Banites. It is bound to be slave ridden and oppressed by the tyrannical rule of the Banites.

THE MISSION

- Ala'Ammar wants the PCs to travel to Mintar, search for the cloak and return it to him.
- Once they have the cloak, or have further information on its whereabouts, they should contact Ala'Ammar in Almraiven.
- The PCs will each be paid 25/50/75/125/200 gold pieces for their efforts. They may also keep any other “spoils of war” they might find - except, of course, the battlecloak.

GETTING MORE INFORMATION

The PCs might want to find out more about the cloak or Mintar. The PCs uncovers the following:

The Battlecloak of Vycaena: Read or summarize the information about the cloak, which can be found in the Adventure Background and Appendix 1.

Mintar: Mintar is a filthy slum city which houses a population who has been ground down to nothingness by an oppressive regime led by the Church of Bane. Anybody who opposes the regime is taken to the infamous “House of Pain”, where his or her mind is “realigned” with right thinking. Any citizen who tries to leave Mintar is hunted down and returned for “realignment”. Any strangers entering Mintar are carefully scrutinized.

House Najjar: Jamah Huseyn is reputed to be the current decedent of House Najjar. He is known to be a shrewd businessman, making a living in the trade of fine jewelry and other art objects. He is an escaped slave from Memnon. There are vicious rumors he never escaped, and still deals with his old masters. Jamah denies these accusations and no proof has been ever found.

ENDING THE ENCOUNTER

Once the PC's are briefed, they can make any last minute preparations. When they are ready to leave, continue with Encounter 2.

ENCOUNTER 2: STREETS OF MINTAR

SKILL CHALLENGE LEVEL 2/4/6/8/10 COMPLEXITY 3, PART 1

SETUP

The PC's arrive in the city of Mintar after about three days - more or less depending on their mode of travel. Once in Mintar they can start gathering information needed to find the Battlecloak of Vycaena, which was last seen in the possession of Fazon G'houl, High Inquisitor of Bane.

Mintar is poverty ridden city ruled through fear by the Church of Bane, god of tyranny, and Zhentarim mercenaries in their employ. The city guard is strict, enforcing the rules harshly and somewhat fairly, but many officers are corrupt. The citizens' true fear is of the Inquisition of Bane and their many spies. Nobody can be trusted, and as a result people are tightlipped around strangers, always proclaiming the virtues of their rulers and how good it is to live in Mintar.

This skill challenge consists of three parts, each detailed in an encounter of its own. While listed as separate encounters, they are treated as part of the same skill challenge. All successes and failures are combined to determine the overall results.

The first step is to learn who the last known owner of the cloak was - the trail leading to High Inquisitor Fazon G'Houl. Fazon is a well-protected, difficult to reach man who rarely appears in public. Learning about him, where he lives, and how to get to him is the second step. The third step is actually getting to Fazon. The overall challenge is to do all this without alerting Fazon to the characters' investigation. Encounter 3 deals with step 1. Encounter 4 deals with the 2nd step. Encounter 5 deals with the 3rd step.

SKILL CHALLENGE: HUNT FOR THE CLOAK, PART 1

Goal: Learning the identity of the last known owner of the Battlecloak, where he lives, and getting there, without alerting him to the PCs' search for the cloak.

Complexity: 3 (8 successes before 3 failures)

Primary Skills: See each scene.

Victory: The PC's are able to gather information regarding Fazon G'houl, the Cloak of Vycaena, and the House of Pain without drawing too much attention.

Defeat: While the PCs acquire the necessary information, they do draw unnecessary attention to themselves. Their enemies in Encounter 6 are better prepared.

The characters can earn up to 4 successes in this part of the skill challenge. Note that if the PCs do not visit the seamstress or the fishmonger, they can earn up to 2 successes. The number of failures by Encounter 6 is important, so do not worry about compensating for it later in the skill challenge by adding additional skill checks if doing so makes no sense for the story.

The following scenes are provided as examples. Feel free to customize them based on what the PCs do, and give hints to the PCs about what skills might be useful if they're having trouble deciding what to do. If a PC wants to use a skill that's not listed here and you think it's applicable, they need to make a Moderate DC check (for their level) with that skill to garner a success. The PC's should be rewarded for their creativity.

SCENE 1: COVER STORY [1 SUCCESS]

Read or paraphrase the following:

The gates of Mintar are dark and looming, decorated with gargoyles, spikes and the remains of those executed dangling from the walls as dire warnings to potential law-breakers. Bored looking soldiers check everybody entering the city, noting down names, reasons for visiting, searching for contraband, and collecting entrance fees.

The characters need to make a group Bluff check. While the guards diligently question the characters, they do not care much about the answers. As long as the characters pay the required fees, they are allowed to enter the city regardless of success or failure (and unless they are incredibly rude, they are not arrested). Mintar is open to outsiders, especially merchants and mercenaries, and it oversees the mountain pass between Tethyr and the Lake of Steam. The guards report to Fazon any suspicious behavior, dangerous visitors (such as open followers of lawful good and good aligned deities), and other strange travellers.

Note that the entrance fees are considered to be part of the expenses and are paid for by Ala'Ammar. The guards give the characters a token as proof of payment and having registered at the gate. The tokens need to be returned when the characters leave the city.

Bluff DC Easy or Moderate (group check; 1 success)

If the characters' cover story and role fits the PCs' personalities and backgrounds, have the props to back it up, and are prepared well during the trip, the group

check is against the Easy DC. If not, the group check is against the Moderate DC. If the characters act in any way that obviously draws the wrong kind of attention, they score an automatic failure. Use your judgment, but when in doubt err on the side of the characters.

Obviously, characters who openly state the true reason for being in the city, or their enmity to Bane to the wrong people, automatically fail the check.

SCENE 2: NEWS ON THE STREETS [1 SUCCESS]

Read aloud or paraphrase the following once the characters get through the gate and enter the city:

At first glance, the city is a demoralized society, where buildings crumble and its people toil under religious fundamentalists dedicated to Bane. But even on these mean streets, people talk and go about their daily necessities, clinging to survival. The hot, humid weather, the constant smell of the Lake of Steam nearby, and the ample mosquitos do not help.

The street behind the gates is cobbled, and clean, with the houses looking sturdy and well-maintained. The side streets are muddy and filled with potholes, and the houses look poor and crumbling. Most people pay you no obvious attention, but it is clear they are avoiding you and any soldier nearby. Fear and suspicion is almost palatable. A few beggars, all maimed ex-soldiers, clamor for your attention, asking for alms or offering their services as a guide.

The beggars are all eager for some income, but none of them are trustworthy, and all are ready to betray the characters for coin and/or the right to beg at the city gates. They do know the city, and can easily direct the PCs to the right kind of inn and tavern. During the walk to the inn, the characters should become aware of the fear and paranoia that is rife in the city, how they are watched and that asking questions about items owned by the Church of Bane is likely to draw unwanted attention. They should plan their search and behavior accordingly.

Once the PCs are settled, they can start their investigation. Soon they find themselves wandering the filthy streets of Mintar. If they are not disguised or cloaked in any way, people watch them closely and whisper about the strangers under their breath. Each character gathering information must make a Streetwise check. The highest check counts towards the skill challenge, but each individual failure is counted as one failure in the challenge. Asking around for information takes the rest of the day and night. Regardless of the check the PCs learn the following:

- The characters learn about High Inquisitor Fazon G'Houl and his spies. They are despised and feared for their ability to smoke out potential rebels, and for their utter ruthlessness. Fazon is especially feared, not only because he is the right hand of Lord Darkhope, the ruler of the city, but also because he is a sadistic psychopath who relishes his job.
- People caught by Fazon and the Inquisitors are brought to the House of Pain, a large fortified prison complex separate from the Temple of Bane and the Palace of Darkhope. It is well-guarded, and nobody ever escapes from it.
- There are many people with stories about cloaks, especially if the PCs are willing to pay for the information. Most of these stories are ramblings of mad man, or those who want to earn a quick coin. After some time, it appears that many of Fazon's victims whisper about his green cloak with golden clasps and how he hates it when it gets dirty. The descriptions are vague though, and it could be another cloak.
- Eventually the characters hear the story that about twenty years ago a green cloak was stolen from Lord Darkhope by the tailor Aseir. The tailor was arrested and executed for the crime. The green cloak was given to Fazon G'Houl as a reward for the thief's capture. The tailor's wife, Leicil, though broken, is still alive. Her daughter, Mia, takes care of her. Leicil is sure to have seen the cloak from nearby and should be able to confirm if it is the correct cloak.
- Faragh, the fishmonger, is apparently one of the few people who was personally interrogated by Fazon and survived. He was released, a broken man, but he certainly observed the cloak from nearby enough to have seen any details.

With this information the characters suspect High Inquisitor Fazon has the cloak, but they have no solid description. Proceed with the Ending the Encounter if the PCs immediately start plotting to get to Fazon. If they want confirmation from either Leicil or Faragh, proceed with Scene 3 and/or Scene 4.

Streetwise DC Moderate (1 success; 1 maximum)

The PCs manage to acquire the information with a minimum of fuss, drawing little to no attention to their search.

If the characters succeed at a DC Hard Streetwise check they also learn about Sharos the Butcher, and that he is rumored to be a contact person for the Janessar, a group of adventurers and former slaves harassing the forces of Memnon, particularly to liberate slaves. While

the Janessar hold no particular grudge against the local Banites, it is unlikely the freedom loving raiders hold much love for them either and he might be a good ally to have. Run Scene 5 if the PCs decide to visit him.

SCENE 3: SEAMSTRESS [1 SUCCESS]

Mia, seamstress, Leicil's daughter

Leicil, old broken woman

Around twenty years ago, Aseir (the seamstresses' husband) came home wearing a brilliant green, gold-trimmed silk cloak and wore it about Mintar. Both Leicil and Aseir were taken in for questioning, as it was suspected that they stole the cloak from the governor's warehouse. After being tortured, Leicil was released, but her husband was never seen again. The ordeal has broken her, and she is a scared, somewhat insane woman.

Her twenty-two year old daughter, Mia, takes care of her. She is a skinny short woman with long curly black hair. She is a talented seamstress, but her father's execution and her jumpy behavior kept her working as seamstress in the poor district, mostly repairing clothing. She dreams of a better life.

Mia is not eager to let a group of strangers talk with her mother, fearing for her mother's health and her own safety. She knows that if strangers come knocking on her door, it likely leads to her arrest. It requires a DC Moderate Bluff, Diplomacy or Intimidate check to get her to bring the PCs to her mother. She wants the PCs promise to get her and her mother out of the city once they are done with whatever they came for to the city. If the check fails, she refuses to get involved with the characters. Once they are with Leicil, they can learn the following with a bit of patience:

- Leicil does not know how her husband acquired the cloak. He claimed he found in a trashcan outside a warehouse.
- She describes the cloak in detail, and fits the description of the Battlecloak.
- Not long after he found the cloak, both Leicil and Aseir were taken for questioning by Fazon G'houl in the House of Pain.
- Fazon thought that Aseir stole the cloak.
- Leicil was never interrogated by Fazon himself and she was released a couple of days later but Aseir was never seen again.
- Fazon was later seen wearing the cloak. Some thought that it was to make an example of Aseir; whilst others thought that Fazon simply wanted to add the pretty cloak to his collection; others

think it is a reward by Lord Darkhope for Fazon's faithful service.

Bluff or Stealth DC Moderate (1 success; 1 maximum)

Getting the information from Leicil is not the goal of the challenge, remaining undetected is - whether through disguise or stealth.

SCENE 4: THE FISHMONGER [1 SUCCESS]

Faragh, the Fishmonger

Ten years ago, Faragh the fishmonger was taken in for questioning for offering his wares below standard price. Faragh is a man in his early forties, who shows the scars of torture and a brand of the letter S on his cheek as a reminder for his crime. He is poor, only selling the lowest quality of fish in one of the poorest neighborhoods. People don't trust him, thinking he is an agent of Fazon. He is a coward, doing his utmost best to avoid another arrest. He is not interested in money - where would he spend it without getting arrested? Getting the information from him is easy; convincing to not inform Fazon is harder.

- Faragh does not know the man who made the initial offer for his fish. The offer was above what would normally be offered and above the offer from Lord Darkhope's merchants, whose price they never negotiate, purely from the fear of his wrath.
- The next day, Fazon G'houl and his men marched into his house and arrested Faragh. Fazon was wearing what had become known as "Aseir's cloak" around the district. It was the cloak Aseir, the seamstresses' husband, had been wearing when he disappeared.
- He was taken to the House of Pain where he was questioned in detail about his involvement in who was trying to undercut Lord Darkhope.
- Faragh doesn't remember a lot, as he tried to fight them off - there had been rumors of many people disappearing after being taken for questioning in the house of pain and so he was knocked unconscious. When he woke up he was in a torch-lit dungeon-like room beneath the Temple of Bane.
- Fazon did wear a green cloak fitting the description of the Battlecloak.
- During the torture he had a feeling that with each cut a part of his soul was ripped from him as well. For some reason Fazon never finished the job, and they released him. He does not know why he was released.

- He remembers the torture room with its black altars, 6 demonic statues and many cages, but he was blindfolded when brought down and unconscious when he was brought up.
- Fazon was singing lullabies when torturing him. He was very careful not to get his clothing dirty.
- Faragh has only heard of one person who has managed to escape the clutches of Fazon G'houl: a man known as Darius. He has been seen at the festhall the Governor's Respite on rare occasions. If anybody knows how to get in and out of the House of Pain, it would be Darius! If you want to find him - speak to Vaughan.

Bluff or Intimidate DC Moderate (1 success; 1 maximum)

It is relatively easy into making Faragh believe the PCs' questions are of no interest to Fazon, or to scare him into keeping things to himself.

SCENE 5 (OPTIONAL): THE BUTCHER [SPECIAL]

Sharos, butcher and Janessar contact

Sharos is a bald big sun-tanned human who misses an eye and whose back is covered with the old scars of many a beating. He is an escaped slave from Memnon, grim and suspicious with distaste for the local government. As the local Janessar contact he helps smuggle slaves from Calimshan to other parts of Faerûn. He also arranges the delivery of supplies and financial support to the Janessar in the Marching Mountains. The Janessar has no beef with the Banites, and prefer to keep it that way. Still, for the right price are certainly willing to provide covert aid.

Characters who approach the butcher too openly are quickly rebuked. Otherwise mentioning they are working for Ala'Ammar or need aid against Fazon, gets him interested. He knows about Darius as well (see Scene 4), and once convinced, his aid either removes one failure in the skill challenge (now or in the future) by distracting the Banites through false trails, or he can arrange a scuffle in the House of Pain (causing one of the Banites to start bloodied in Encounter 6).

Diplomacy DC Moderate (special)

The Janessar are always looking for favors and more resources. If the characters offer 50 gp x AL, which Ala'Ammar does NOT pay back, or a favor to be called upon in the future, and succeed at the Diplomacy check they acquire Sharos' aid. Characters who won the race in *ADCP2-2 Heart of the Desert* for the Janessar do not have to pay, and automatically acquire Sharos' aid.

Characters who use the aid of the Janessar in exchange for a future favor acquire **CALI01 Indebted to the Janessar**.

History or Streetwise DC 15 (0 successes)

The Janessar are the remnants of a group of freedom-loving adventurers with their base in the Marching Mountains in the northern parts of Calimshan. They oppose the rule of Memnon, regularly raiding mines and freeing slaves, either smuggling them out of Calimshan or allowing them to join their group.

ENDING THE ENCOUNTER

Once the PC's feel they have enough information continue to Encounter 3. The nature of the encounter with the Banites depends on how many failures the characters have to this point. If the PCs have no failures, they are attacked by a group of Banites looking for some fun and cash, accusing the PCs of trumped up charges. Otherwise the Banites are sent by Fazon to detain the PCs for questioning. If the PCs already scored 3 failures, they are ambushing the characters and there is an additional Banite Guard.

EXPERIENCE POINTS

The characters receive 25/35/50/70/100 experience points each for learning that Fazon has the cloak. Since the skill challenge is not finished yet, it does not count towards a milestone.

ENCOUNTER 3: GOON SQUAD

ENCOUNTER LEVEL 2/4/6/8/10

SETUP

This encounter includes the following creatures at AL 2:

- 2 town guards (level 2) (G)
- 2 Banites archers (level 2) (A)
- 1 acolyte of Bane (level 2) (B)

Optional if the PCs scored 3 failures in Encounter 2:

- +1 town guard (level 2) (G)

This encounter includes the following creatures at AL 4:

- 2 town guards (level 4) (G)
- 2 Banites archers (level 4) (A)
- 1 acolyte of Bane (level 4) (B)

Optional if the PCs scored 3 failures in Encounter 2:

- +1 town guard (level 4) (G)

This encounter includes the following creatures at AL 6:

- 2 town guards (level 6) (G)
- 2 Banites archers (A)
- 1 acolyte of Bane (level 6) (B)

Optional if the PCs scored 3 failures in Encounter 2:

- +1 town guard (level 6) (G)

This encounter includes the following creatures at AL 8:

- 2 town guards (level 8) (G)
- 2 Banites archers (level 8) (A)
- 1 acolyte of Bane (level 8) (B)

Optional if the PCs scored 3 failures in Encounter 2:

- +1 town guard (level 8) (G)

This encounter includes the following creatures at AL 10:

- 2 town guards (level 10) (G)
- 2 Banites archers (level 10) (A)
- 1 acolyte of Bane (level 10) (B)

Optional if the PCs scored 3 failures in Encounter 2:

- +1 town guard (level 10) (G)

The characters by now know that Fazon G'Houl has the cloak. It is time to start the investigation into Fazon. Before they can truly start, they run into a band of Banite soldiers. Depending on the results of Encounter 2, they are either looking for cash and fun by accusing the PCs of trumped up charges or they are specifically looking for the characters. The encounter likely takes place early morning after the characters' arrival in Mintar.

Once the PC's have visited the desired locations read or paraphrase:

After searching the streets for information, the streets seem somewhat deserted in comparison to when you arrived. The odd person passes by, glancing in your direction, before scurrying off - their eyes glancing towards you nervously. Rounding a bend in the street, you are greeted by a group of masked Banite goons. Their weapons are drawn, and they don't look interested in negotiations.

These are a group of Fazon's underlings who either have been sent to take care of what he sees as a nuisance: strangers in town asking too many questions about him and his past victims, or they are looking for some sport. The goons cannot be reasoned with. They have been tortured and brainwashed by Fazon, and now serve him unto death.

FEATURES OF THE AREA

Roofs: The roofs are 20 feet (4 squares) high and difficult terrain to walk on. Climbing to the roofs require an easy DC 12 Athletics. Characters on the roof gain cover against attacks made by opponents on the street. The buildings can be climbed with a DC 15 Athletics check.

Puddles: The puddles are particularly slippery and require a DC Moderate Acrobatics check when a creature starts their turn or enters a puddle, or they fall prone.

Crates: Squares with crates in them are blocking terrain and require an Athletics check (DC 12) to climb.

Market Stalls: The market stalls are blocking terrain and provide cover but do not block line of sight.

TACTICS

The Banites are military trained and work together as a team to defeat the PCs. They likely fight to the death and are far more afraid of Fazon, his songs, and Bane, than they are of the PCs. If things are going badly, one will try to escape to warn Fazon about the characters. If this happens, they PCs score 1 failure for the skill challenge.

The Banite guards attempt to keep melee characters locked down while the Banite Archers open with *splintering shot* on ranged characters and then proceed to focus fire on the weaker looking characters using their *hunter's quarry*.

The acolyte of Bane uses *Bane's fists* to try and isolate melee PCs or knock them prone by sliding them into the muddy potholes and then immobilize them.

SCALING THE ENCOUNTER

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

Four PCs: Remove one of the Banite archers.

Six PCs: Add another Banite archer.

ENDING THE ENCOUNTER

Once the Banites are defeated, continue on to Encounter 4. If the Banites are questioned, they do not answer questions. They are more afraid of what Fazon would do if they were to give in to interrogation than of the PC's threats. See Encounter 4, Scene 4 for details.

The PC's may take the clothes and masks from the Banites to help infiltrate the House of Pain in Encounter 5. If the PCs do not think to disguise themselves, then they will need to think of some other way to get inside the complex in Encounter 5.

Remember that if one of the Banites escaped, it counts as 1 failure towards the skill challenge (see Encounters 2, 4 and 5). With the defeat of the Banites, the characters need to hurry. The Banites do not take the attack on their own lightly, and they soon start a hunt for the PCs in earnest. If the characters do not confront Fazon G'Houl before midnight, doing so becomes impossible for the characters.

Note: dealing with Banites in a fashion that causes the least of a stir is also detailed in Encounter 4.

EXPERIENCE POINTS

The encounter counts towards a milestone for the day.

TREASURE

The goons have several small sacks of money that totals 25/25/75/125/200 in gold pieces each. At AL 2 and 4 the acolyte has a *symbol of divine reach* +1, at AL 6+ it is a *symbol of divine reach* +2 instead. At AL 6+ one of the archers carries a *supreme skirmisher's bow* +2. At AL 4+ the guards also have a *whistle of warning*.

ENCOUNTER 3: GOON SQUAD STATISTICS (AL 2)

Town Guard (level 2)	Level 2 Soldier
Medium natural humanoid (human)	XP 125
HP 39; Bloodied 19	Initiative +5
AC 18, Fortitude 15, Reflex 14, Will 13	Perception +6
Speed 5	
STANDARD ACTIONS	
M Halberd (weapon) • At-Will <i>Attack:</i> Melee 2 (one creature); +7 vs. AC <i>Hit:</i> 1d10 + 4 damage, and the town guard marks the target until the end of the town guard's next turn.	
R Crossbow (weapon) • At-Will <i>Attack:</i> Ranged 20 (one creature); +7 vs. AC <i>Hit:</i> 1d8 + 4 damage.	
M Powerful Strike (weapon) • Recharge 5-6 <i>Attack:</i> Melee 2 (one creature); +7 vs. AC <i>Hit:</i> 2d10 + 4 damage, and the target falls prone.	
TRIGGERED ACTIONS	
M Interceding Strike (weapon) • At-Will <i>Trigger:</i> An enemy marked by the town guard makes an attack that doesn't include it as a target. <i>Attack (Immediate Interrupt):</i> Melee 2 (triggering enemy); +7 vs. AC <i>Hit:</i> 1d10 + 4 damage.	
Skills Streetwise +7 Str 16 (+4) Dex 14 (+3) Wis 11 (+1) Con 15 (+3) Int 10 (+1) Cha 12 (+2)	
Alignment unaligned Languages Common Equipment chainmail, halberd, crossbow, 20 bolts	

Acolyte of Bane (level 2)	Level 2 Controller
Medium natural humanoid (human)	XP 125
HP 37; Bloodied 18	Initiative +1
AC 16, Fortitude 13, Reflex 13, Will 15	Perception +4
Speed 6	
TRAITS	
O Life Scourge • Aura 2 Each creature within the aura cannot regain hit points.	
STANDARD ACTIONS	
M Slashing Shroud (illusion, weapon) • At-Will <i>Attack:</i> Melee 1 (one creature); +7 vs. AC <i>Hit:</i> 1d8 + 5 damage, and the Acolyte of Bane becomes invisible until the end of the acolyte's next turn.	
R Hand of Bane (implement) • At-Will <i>Attack:</i> Ranged 11 (one creature); +5 vs. Fortitude <i>Hit:</i> 1d8 + 5 force damage, or 1d10 + 13 force damage when the acolyte scores a critical hit, and the acolyte chooses either to slide the target 3 squares or to immobilize the target until the end of the acolyte's next turn.	
M Bane's Fists (implement) • Recharge 5-6 <i>Effect:</i> The acolyte makes two <i>hand of bane</i> attacks, each against a different target.	
Skills Diplomacy +7, Intimidate +7 Str 11 (+1) Dex 10 (+1) Wis 16 (+4) Con 13 (+2) Int 13 (+2) Cha 13 (+2)	
Alignment evil Languages Common Equipment battleaxe, <i>symbol of divine reach</i> +1 Note: Based on the goblin acolyte of Maglubiyet from MM2. Adjusted damage expression.	

Banite Archer (level 2)	Level 2 Skirmisher
Medium natural humanoid (human)	XP 125
HP 38; Bloodied 19	Initiative +6
AC 16, Fortitude 12, Reflex 15, Will 15	Perception +9
Speed 6	
TRAITS	
Defensive Mobility The Banite archer gains a +2 bonus to AC against opportunity attack.	
STANDARD ACTIONS	
M Spear (weapon) • At-Will <i>Attack:</i> Melee 1 (one creature); +7 vs. AC <i>Hit:</i> 1d8 + 5 damage.	
R Crossbow (weapon) • At-Will <i>Attack:</i> Ranged 20 (one creature); +7 vs. AC <i>Hit:</i> 1d8 + 5 damage.	
R Nimble Strike (weapon) • At-Will <i>Attack:</i> Ranged 20 (one creature); +7 vs. AC <i>Effect:</i> The Banite archer shifts 1 square before or after the attack. <i>Hit:</i> 1d8 + 5 damage.	
R Splintering Shot (weapon) • Recharge 5-6 <i>Attack:</i> Ranged 20 (one creature); +7 vs. AC <i>Hit:</i> 2d8 + 5 damage, and the target takes a -2 penalty to attack rolls (save ends).	
TRIGGERED ACTIONS	
R Disruptive Strike (weapon) • Encounter <i>Trigger:</i> When the Banite archer or an ally is attacked by a creature. <i>Attack (Immediate Interrupt):</i> Ranged 20 (triggering creature); +7 vs. AC <i>Hit:</i> 1d8 + 5 damage and the target takes a -4 penalty to its attack roll.	
Skills Nature +9, Endurance +8 Str 13 (+2) Dex 16 (+4) Wis 16 (+4) Con 14 (+3) Int 11 (+2) Cha 10 (+1)	
Alignment evil Languages Common Equipment crossbow, spear, 20 bolts, leather armor Note: Based on Mag Blackthorn. Adjusted damage expression.	

ENCOUNTER 3: GOON SQUAD STATISTICS (AL 4)

Town Guard (level 4)	Level 4 Soldier
Medium natural humanoid (human)	XP 175
HP 55; Bloodied 27	Initiative +6
AC 20, Fortitude 17, Reflex 16, Will 15	Perception +7
Speed 5	
STANDARD ACTIONS	
Ⓜ Halberd (weapon) • At-Will Attack: Melee 2 (one creature); +9 vs. AC Hit: 1d10 + 6 damage, and the town guard marks the target until the end of the town guard's next turn.	
Ⓡ Crossbow (weapon) • At-Will Attack: Ranged 20 (one creature); +9 vs. AC Hit: 1d8 + 6 damage.	
Ⓜ Powerful Strike (weapon) • Recharge 5-6 Attack: Melee 2 (one creature); +9 vs. AC Hit: 2d10 + 6 damage, and the target falls prone.	
TRIGGERED ACTIONS	
Ⓜ Interceding Strike (weapon) • At-Will Trigger: An enemy marked by the town guard makes an attack that doesn't include it as a target. Attack (Immediate Interrupt): Melee 2 (triggering enemy); +9 vs. AC Hit: 1d10 + 6 damage.	
Skills Streetwise +8 Str 16 (+5) Dex 14 (+4) Wis 11 (+2) Con 15 (+4) Int 10 (+2) Cha 12 (+3)	
Alignment unaligned Languages Common Equipment chainmail, halberd, crossbow, 20 bolts	

Acolyte of Bane (level 4)	Level 4 Controller
Medium natural humanoid (human)	XP 175
HP 53; Bloodied 26	Initiative +2
AC 18, Fortitude 15, Reflex 15, Will 17	Perception +5
Speed 6	
TRAITS	
○ Life Scourge • Aura 2 Each creature within the aura cannot regain hit points.	
STANDARD ACTIONS	
Ⓜ Slashing Shroud (illusion, weapon) • At-Will Attack: Melee 1 (one creature); +9 vs. AC Hit: 2d6 + 5 damage, and the Acolyte of Bane becomes invisible until the end of the acolyte's next turn.	
Ⓡ Hand of Bane (implement) • At-Will Attack: Ranged 11 (one creature); +7 vs. Fortitude Hit: 2d6 + 5 force damage, or 1d10 + 17 force damage if the acolyte scores a critical hit, and the acolyte chooses either to slide the target 3 squares or to immobilize the target until the end of the acolyte's next turn.	
Ⓜ Bane's Fists (implement) • Recharge 5-6 Effect: The acolyte makes two <i>hand of bane</i> attacks, each against a different target.	
Skills Diplomacy +8, Intimidate +8 Str 11 (+2) Dex 10 (+2) Wis 16 (+5) Con 13 (+3) Int 13 (+3) Cha 13 (+3)	
Alignment evil Languages Common Equipment battleaxe, <i>symbol of divine reach</i> +1	

Note: Based on the goblin acolyte of Maglubiyet from MM2. Adjusted damage expression.

Banite Archer (level 4)	Level 4 Skirmisher
Medium natural humanoid (human)	XP 175
HP 54; Bloodied 27	Initiative +7
AC 18, Fortitude 14, Reflex 17, Will 17	Perception +10
Speed 6	
TRAITS	
Defensive Mobility The Banite archer gains a +2 bonus to AC against opportunity attack.	
STANDARD ACTIONS	
Ⓜ Spear (weapon) • At-Will Attack: Melee 1 (one creature); +9 vs. AC Hit: 2d6 + 5 damage.	
Ⓡ Crossbow (weapon) • At-Will Attack: Ranged 20 (one creature); +9 vs. AC Hit: 2d6 + 5 damage.	
Ⓡ Nimble Strike (weapon) • At-Will Attack: Ranged 20 (one creature); +9 vs. AC Effect: The Banite archer shifts 1 square before or after the attack. Hit: 2d6 + 5 damage.	
Ⓡ Splintering Shot (weapon) • Recharge 5-6 Attack: Ranged 20 (one creature); +9 vs. AC Hit: 3d6 + 6 damage, and the target takes a -2 penalty to attack rolls (save ends).	
TRIGGERED ACTIONS	
Ⓡ Disruptive Strike (weapon) • Encounter Trigger: When the Banite archer or an ally is attacked by a creature. Attack (Immediate Interrupt): Ranged 20 (triggering creature); +9 vs. AC Hit: 2d6 + 5 damage and the target takes a -6 penalty to its attack roll.	
Skills Nature +10, Endurance +9 Str 13 (+3) Dex 16 (+5) Wis 16 (+5) Con 14 (+4) Int 11 (+3) Cha 10 (+2)	
Alignment evil Languages Common Equipment crossbow, spear, 20 bolts, leather armor	

Note: Based on Mag Blackthorn. Adjusted damage expression.

ENCOUNTER 3: GOON SQUAD STATISTICS (AL 6)

Town Guard (level 6)		Level 6 Soldier	
Medium natural humanoid (human)		XP 250	
HP 71; Bloodied 35		Initiative +7	
AC 22, Fortitude 19, Reflex 18, Will 17		Perception +8	
Speed 5			
STANDARD ACTIONS			
m Halberd (weapon) • At-Will			
Attack: Melee 2 (one creature); +11 vs. AC			
Hit: 2d10 + 3 damage, and the town guard marks the target until the end of the town guard's next turn.			
r Crossbow (weapon) • At-Will			
Attack: Ranged 20 (one creature); +11 vs. AC			
Hit: 2d6 + 6 damage.			
M Powerful Strike (weapon) • Recharge 5-6			
Attack: Melee 2 (one creature); +11 vs. AC			
Hit: 3d10 + 3 damage, and the target falls prone.			
TRIGGERED ACTIONS			
M Interceding Strike (weapon) • At-Will			
Trigger: An enemy marked by the town guard makes an attack that doesn't include it as a target.			
Attack (Immediate Interrupt): Melee 2 (triggering enemy); +11 vs. AC			
Hit: 2d10 + 3 damage.			
Skills Streetwise +9			
Str 16 (+6)	Dex 14 (+5)	Wis 11 (+3)	
Con 15 (+5)	Int 10 (+3)	Cha 12 (+4)	
Alignment unaligned		Languages Common	
Equipment chainmail, halberd, crossbow, 20 bolts			

Acolyte of Bane (level 6)		Level 6 Controller	
Medium natural humanoid (human)		XP 250	
HP 69; Bloodied 34		Initiative +3	
AC 20, Fortitude 17, Reflex 17, Will 19		Perception +6	
Speed 6			
TRAITS			
o Life Scourge • Aura 3			
Each creature within the aura cannot regain hit points.			
STANDARD ACTIONS			
m Slashing Shroud (illusion, weapon) • At-Will			
Attack: Melee 1 (one creature); +11 vs. AC			
Hit: 2d6 + 7 damage, and the Acolyte of Bane becomes invisible until the end of the acolyte's next turn.			
R Hand of Bane (implement) • At-Will			
Attack: Ranged 12 (one creature); +9 vs. Fortitude			
Hit: 2d6 + 7 force damage, or 2d10 + 19 force damage if the acolyte scores a critical hit, and the acolyte chooses either to slide the target 3 squares or to immobilize the target until the end of the acolyte's next turn.			
M Bane's Fists (implement) • Recharge 5-6			
Effect: The acolyte makes two <i>hand of bane</i> attacks, each against a different target.			
Skills Diplomacy +9, Intimidate +9			
Str 11 (+3)	Dex 10 (+3)	Wis 16 (+6)	
Con 13 (+4)	Int 13 (+4)	Cha 13 (+4)	
Alignment evil		Languages Common	
Equipment battleaxe, <i>symbol of divine reach</i> +2			
Note: Based on the goblin acolyte of Maglubiyet from MM2. Adjusted damage expression.			

Banite Archer		Level 6 Skirmisher	
Medium natural humanoid (human)		XP 250	
HP 70; Bloodied 35		Initiative +8	
AC 20, Fortitude 16, Reflex 19, Will 19		Perception +11	
Speed 6			
TRAITS			
Defensive Mobility			
The Banite archer gains a +2 bonus to AC against opportunity attack.			
STANDARD ACTIONS			
m Spear (weapon) • At-Will			
Attack: Melee 1 (one creature); +11 vs. AC			
Hit: 2d6 + 7 damage.			
r Crossbow (weapon) • At-Will			
Attack: Ranged 20 (one creature); +11 vs. AC			
Hit: 2d6 + 7 damage.			
R Nimble Strike (weapon) • At-Will			
Attack: Ranged 20 (one creature); +11 vs. AC			
Effect: The Banite archer shifts 1 square before or after the attack.			
Hit: 2d6 + 7 damage.			
R Splintering Shot (weapon) • Recharge 5-6			
Attack: Ranged 20 (one creature); +11 vs. AC			
Hit: 3d6 + 8 damage, and the target takes a -2 penalty to attack rolls (save ends).			
TRIGGERED ACTIONS			
R Disruptive Strike (weapon) • Encounter			
Trigger: When the Banite archer or an ally is attacked by a creature.			
Attack (Immediate Interrupt): Ranged 20 (triggering creature); +11 vs. AC			
Hit: 2d6 + 7 damage and the target takes a -6 penalty to its attack roll.			
Skills Nature +11, Endurance +10			
Str 13 (+4)	Dex 16 (+6)	Wis 16 (+6)	
Con 14 (+5)	Int 11 (+4)	Cha 10 (+3)	
Alignment evil		Languages Common	
Equipment crossbow, spear, 20 bolts, leather armor			
Note: Based on Mag Blackthorn. Adjusted damage expression.			

ENCOUNTER 3: GOON SQUAD STATISTICS (AL 8)

Town Guard (level 8)	Level 8 Soldier
Medium natural humanoid (human)	XP 350
HP 89; Bloodied 44	Initiative +9
AC 24, Fortitude 20, Reflex 20, Will 19	Perception +9
Speed 5	
STANDARD ACTIONS	
M Halberd (weapon) • At-Will <i>Attack:</i> Melee 2 (one creature); +13 vs. AC <i>Hit:</i> 2d10 + 5 damage, and the town guard marks the target until the end of the town guard's next turn.	
R Crossbow (weapon) • At-Will <i>Attack:</i> Ranged 20 (one creature); +13 vs. AC <i>Hit:</i> 2d8 + 6 damage.	
M Powerful Strike (weapon) • Recharge 5-6 <i>Attack:</i> Melee 2 (one creature); +13 vs. AC <i>Hit:</i> 3d10 + 5 damage, and the target is slide 2 squares and knocked prone. The town guard can shift up to 2 squares adjacent to the target.	
TRIGGERED ACTIONS	
M Interceding Strike (weapon) • At-Will <i>Trigger:</i> An enemy marked by the town guard makes an attack that doesn't include it as a target. <i>Attack (Immediate Interrupt):</i> Melee 2 (triggering enemy); +13 vs. AC <i>Hit:</i> 2d10 + 5 damage.	
Skills Streetwise +10 Str 16 (+7) Dex 16 (+7) Wis 11 (+4) Con 17 (+7) Int 10 (+4) Cha 12 (+5) Alignment unaligned Languages Common Equipment chainmail, halberd, crossbow, 20 bolts	

Acolyte of Bane (level 8)	Level 8 Controller
Medium natural humanoid (human)	XP 350
HP 85; Bloodied 42	Initiative +4
AC 22, Fortitude 19, Reflex 19, Will 21	Perception +7
Speed 6	
TRAITS	
O Life Scourge • Aura 3 Each creature within the aura cannot regain hit points.	
STANDARD ACTIONS	
M Slashing Shroud (illusion, weapon) • At-Will <i>Attack:</i> Melee 1 (one creature); +13 vs. AC <i>Hit:</i> 2d8 + 7 damage, and the Acolyte of Bane becomes invisible until the end of the acolyte's next turn.	
R Hand of Bane (implement) • At-Will <i>Attack:</i> Ranged 12 (one creature); +11 vs. Fortitude <i>Hit:</i> 2d8 + 7 force damage, or 2d10 + 23 force damage if the acolyte scores a critical hit, and the acolyte chooses either to slide the target 3 squares or to restrain the target until the end of the acolyte's next turn.	
M Bane's Fists (implement) • Recharge 5-6 <i>Effect:</i> The acolyte makes two <i>hand of bane</i> attacks, each against a different target.	
Skills Diplomacy +10, Intimidate +10 Str 11 (+4) Dex 10 (+4) Wis 16 (+7) Con 13 (+5) Int 13 (+5) Cha 13 (+5) Alignment evil Languages Common Equipment battleaxe, <i>symbol of divine reach</i> +2 Note: Based on the goblin acolyte of Maglubiyet from MM2. Adjusted damage expression.	

Banite Archer (level 8)	Level 8 Skirmisher
Medium natural humanoid (human)	XP 350
HP 86; Bloodied 43	Initiative +9
AC 22, Fortitude 18, Reflex 21, Will 21	Perception +12
Speed 6	
TRAITS	
Defensive Mobility The Banite archer gains a +2 bonus to AC against opportunity attack.	
STANDARD ACTIONS	
M Spear (weapon) • At-Will <i>Attack:</i> Melee 1 (one creature); +13 vs. AC <i>Hit:</i> 2d8 + 7 damage.	
R Crossbow (weapon) • At-Will <i>Attack:</i> Ranged 20 (one creature); +13 vs. AC <i>Hit:</i> 2d8 + 7 damage.	
R Nimble Strike (weapon) • At-Will <i>Attack:</i> Ranged 20 (one creature); +13 vs. AC <i>Effect:</i> The Banite archer shifts 1 square before or after the attack. <i>Hit:</i> 2d8 + 7 damage.	
R Splintering Shot (weapon) • Recharge 5-6 <i>Attack:</i> Ranged 20 (one creature); +13 vs. AC <i>Hit:</i> 3d8 + 7 damage, and the target takes a -2 penalty to attack rolls (save ends).	
TRIGGERED ACTIONS	
R Disruptive Strike (weapon) • Encounter <i>Trigger:</i> When the Banite archer or an ally is attacked by a creature. <i>Attack (Immediate Interrupt):</i> Ranged 20 (triggering creature); +13 vs. AC <i>Hit:</i> 2d8 + 7 damage and the target takes a -6 penalty to its attack roll.	
Skills Nature +12, Endurance +11 Str 13 (+5) Dex 16 (+7) Wis 16 (+7) Con 14 (+6) Int 11 (+5) Cha 10 (+4) Alignment evil Languages Common Equipment crossbow, spear, 20 bolts, leather armor Note: Based on Mag Blackthorn. Adjusted damage expression.	

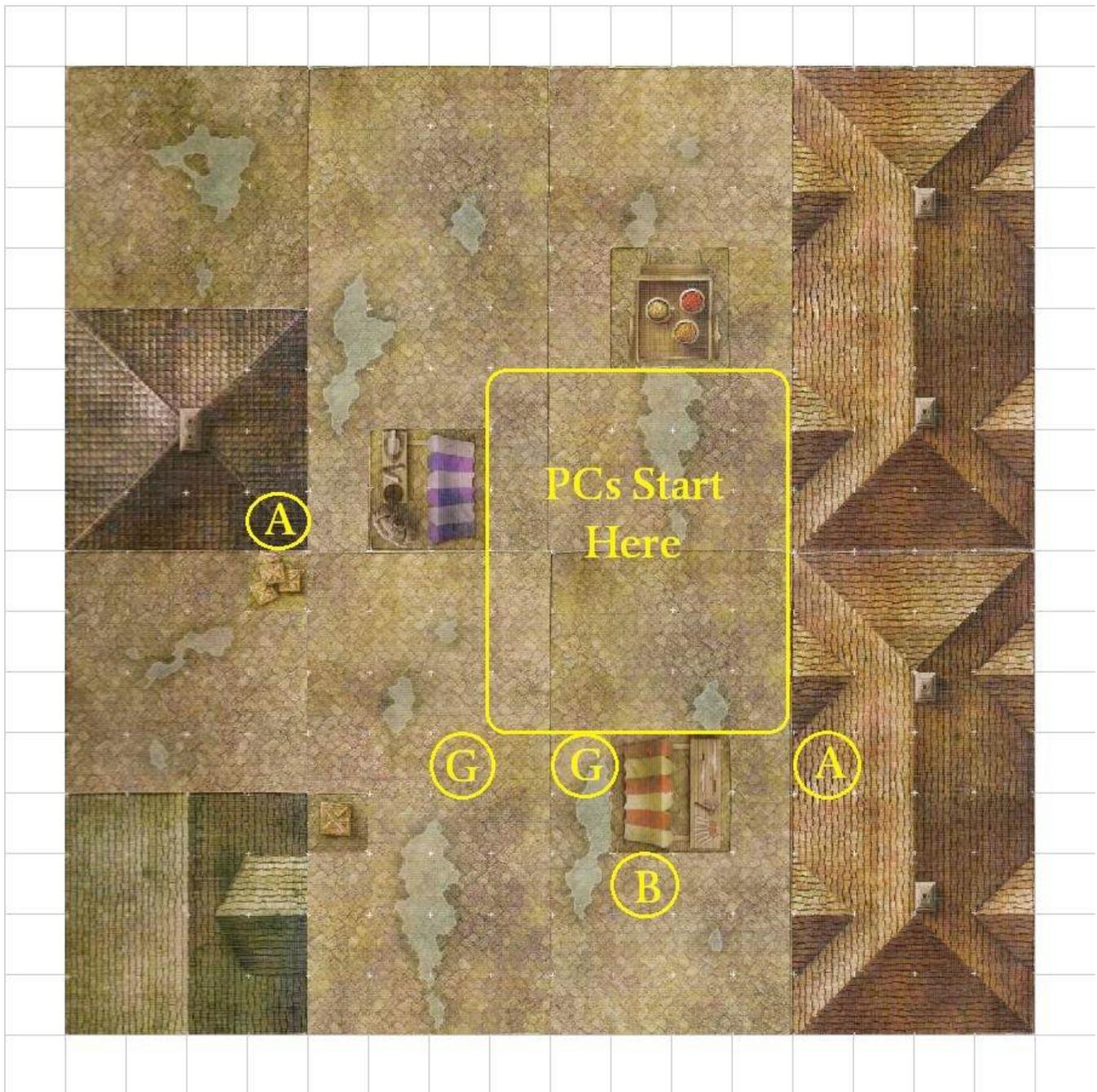
ENCOUNTER 3: GOON SQUAD STATISTICS (AL 10)

Town Guard (level 10)	Level 10 Soldier
Medium natural humanoid (human)	XP 500
HP 105; Bloodied 52	Initiative +10
AC 26, Fortitude 22, Reflex 22, Will 21	Perception +10
Speed 5	
STANDARD ACTIONS	
m Halberd (weapon) • At-Will	
<i>Attack:</i> Melee 2 (one creature); +15 vs. AC	
<i>Hit:</i> 2d10 + 7 damage, and the town guard marks the target until the end of the town guard's next turn.	
r Crossbow (weapon) • At-Will	
<i>Attack:</i> Ranged 20 (one creature); +15 vs. AC	
<i>Hit:</i> 2d8 + 8 damage.	
M Powerful Strike (weapon) • Recharge 5-6	
<i>Attack:</i> Melee 2 (one creature); +15 vs. AC	
<i>Hit:</i> 3d10 + 7 damage, and the target is slide 2 squares and knocked prone. The town guard can shift up to 2 squares adjacent to the target.	
TRIGGERED ACTIONS	
M Interceding Strike (weapon) • At-Will	
<i>Trigger:</i> An enemy marked by the town guard makes an attack that doesn't include it as a target.	
<i>Attack (Immediate Interrupt):</i> Melee 2 (triggering enemy); +15 vs. AC	
<i>Hit:</i> 2d10 + 7 damage.	
Skills Streetwise +11	
Str 16 (+8)	Dex 16 (+8)
Con 17 (+8)	Int 10 (+5)
	Cha 12 (+6)
Wis 11 (+5)	
Alignment unaligned Languages Common	
Equipment chainmail, halberd, crossbow, 20 bolts	

Acolyte of Bane (level 10)	Level 10 Controller
Medium natural humanoid (human)	XP 500
HP 101; Bloodied 50	Initiative +5
AC 24, Fortitude 21, Reflex 21, Will 23	Perception +8
Speed 6	
TRAITS	
o Life Scourge • Aura 3	
Each creature within the aura cannot regain hit points.	
STANDARD ACTIONS	
m Slashing Shroud (illusion, weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +15 vs. AC	
<i>Hit:</i> 2d8 + 9 damage, and the Acolyte of Bane becomes invisible until the end of the acolyte's next turn.	
R Hand of Bane (implement) • At-Will	
<i>Attack:</i> Ranged 12 (one creature); +13 vs. Fortitude	
<i>Hit:</i> 2d8 + 9 force damage, or 2d10 + 25 force damage if the acolyte scores a critical hit, and the acolyte chooses either to slide the target 3 squares or to restrain the target until the end of the acolyte's next turn.	
M Bane's Fists (implement) • Recharge 5-6	
<i>Effect:</i> The acolyte makes two <i>hand of bane</i> attacks, each against a different target.	
Skills Diplomacy +11, Intimidate +11	
Str 11 (+5)	Dex 10 (+5)
Con 13 (+6)	Int 13 (+6)
	Cha 13 (+6)
Wis 16 (+8)	
Alignment evil Languages Common	
Equipment battleaxe, <i>symbol of divine reach</i> +2	
Note: Based on the goblin acolyte of Maglubiyet from MM2. Adjusted damage expression.	

Banite Archer (level 10)	Level 10 Skirmisher
Medium natural humanoid (human)	XP 500
HP 102; Bloodied 51	Initiative +10
AC 24, Fortitude 20, Reflex 23, Will 23	Perception +13
Speed 6	
TRAITS	
Defensive Mobility	
The Banite archer gains a +2 bonus to AC against opportunity attack.	
STANDARD ACTIONS	
m Spear (weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +15 vs. AC	
<i>Hit:</i> 2d8 + 9 damage.	
r Crossbow (weapon) • At-Will	
<i>Attack:</i> Ranged 20 (one creature); +15 vs. AC	
<i>Hit:</i> 2d8 + 9 damage.	
R Nimble Strike (weapon) • At-Will	
<i>Attack:</i> Ranged 20 (one creature); +15 vs. AC	
<i>Effect:</i> The Banite archer shifts 1 square before or after the attack.	
<i>Hit:</i> 2d8 + 9 damage.	
R Splintering Shot (weapon) • Recharge 5-6	
<i>Attack:</i> Ranged 20 (one creature); +15 vs. AC	
<i>Hit:</i> 3d8 + 9 damage, and the target takes a -2 penalty to attack rolls (save ends).	
TRIGGERED ACTIONS	
R Disruptive Strike (weapon) • Encounter	
<i>Trigger:</i> When the Banite archer or an ally is attacked by a creature.	
<i>Attack (Immediate Interrupt):</i> Ranged 20 (triggering creature); +15 vs. AC	
<i>Hit:</i> 2d8 + 9 damage and the target takes a -6 penalty to its attack roll.	
Skills Nature +13, Endurance +12	
Str 13 (+6)	Dex 16 (+8)
Con 14 (+7)	Int 11 (+6)
	Cha 10 (+5)
Wis 16 (+8)	
Alignment evil Languages Common	
Equipment crossbow, spear, 20 bolts, leather armor	
Note: Based on Mag Blackthorn. Adjusted damage expression.	

ENCOUNTER 3: GOON SQUAD MAP



This battlemap uses tiles from *the Essential Tiles: City* box set. Note that A1 and A2 start up of the roofs of the two buildings shown on the left and right hand sides of the map. There is a 10ft ladder (difficult terrain) leading up to the roof of each of these buildings from the ground level. They are not shown on the map, but you can improvise if the PCs want to climb up to the archers to attack them.

ENCOUNTER 4: GOVERNOR'S RESPITE

SKILL CHALLENGE LEVEL 2/4/6/8/10 COMPLEXITY 3, PART 2

SETUP

Vaughan, human, information broker

Darius, human, escapee of the House of Pain

Once the characters have defeated the Banites, they first have to clean up the evidence of the fight, and then they are ready for the next step in their investigation: learning more about Fazon G'Houl and the House of Pain.

SKILL CHALLENGE: HUNT FOR THE CLOAK, PART 2

Goal: Learning the identity of the last known owner of the Battlecloak, where he lives and getting there, all without alerting him to the PCs' search for the cloak.

Complexity: 3 (8 successes before 3 failures)

Primary Skills: See each scene.

Victory: The PC's are able to gather information regarding Fazon G'houl, the Cloak of Vycaena and the House of Pain without drawing too much attention.

Defeat: While the PCs acquire the necessary information, they do draw unnecessary attention to themselves. Their enemies in Encounter 6 are better prepared.

The second part of the skill challenge to find the cloak without alerting Fazon about their interest. While a separate encounter, it is treated as part of the same skill challenge and all successes and failures of Encounters 2, 4 and 5 are combined to determine the overall results. High Inquisitor Fazon G'Houl is a well-protected, difficult to reach man who rarely appears in public. Learning about him and the House of Pain is the second step.

The characters can earn up to 6 successes in this part of the skill challenge. The number of failures by Encounter 6 is important, so do not worry about compensating for it later in the skill challenge.

The following scenes are provided as examples. Feel free to customize them based on what the PCs do, and give hints to the PCs about what skills might be useful if they're having trouble deciding what to do. If a PC wants to use a skill that's not listed here and you think it's applicable, they need to make a Moderate DC

check (for their level) with that skill to garner a success. The PC's should be rewarded for their creativity.

SCENE 1: HIDING EVIDENCE [2 SUCCESSES]

Read or paraphrase the following:

With the last of the Banites dispatched, you note fearful bystanders quickly closing shutters and doors. Whistles in the distance alert you to the fact that more guards are to arrive soon. What do you do?

If one of the Banite guards escaped, hiding evidence is pointless and the group scores 1 failure automatically (as discussed in Encounter 3), as there is no point in hiding the evidence. Otherwise, dealing with some of the nearby witnesses helps a great deal in slowing down the authorities. The characters can also choose to run and keep hidden from the authorities for the remainder of their stay in the city. Obviously, since the fight took place in broad daylight on the streets eventually the news and details reach Fazon and his spies.

HIDING EVIDENCE:

Bluff or Intimidate DC High (1 success; 1 maximum)

The characters can convince witnesses that the fight was an internal struggle and they will report the ambush themselves, or a similar lie, with a successful Bluff check. Alternatively, they can scare the witnesses to such an extent that they are not going to involve the authorities anytime soon.

Note that there are too many witnesses for a Diplomacy check - spending that much gold on bribes draws even more attention than a fight (warn the players before they attempt a Diplomacy check).

EVADING AUTHORITIES

Bluff, Stealth or Streetwise DC Moderate (group check - characters can either make a Bluff, Stealth or Streetwise check; 1 success)

It is not easy to avoid the authorities, requiring a good disguise, stealth, and street savvy.

SCENE 2: GOVERNOR'S RESPITE [2 SUCCESSES]

In Encounter 2 the characters might have heard about one person who escaped from the House of Pain - Darius. His knowledge about the House of Pain and a potential secret backdoor might be a great boon into getting into the prison. In addition, he can also provide useful information on Fazon. Vaughn, a friend of Darius and owner of the Governor's Respite knows where he is. Getting him to help takes some effort. Upon arrival in the festhall, read or paraphrase the following:

The Governor's Respite is a large festhall located near the central markets of Mintar. If not for the sound of drunkards drifting down the street, one would never know it was there. Once past a pair of men armed with clubs you find yourselves in the middle of afternoon "festivities". Darts fly across the room, hitting a circular with a steady rhythm. Patrons yell over one another and, every once-in-a-while, you hear a glass smash over the sound of a tacky minstrel mangling a song upon his lute. Upstairs, along a rickety balcony, stand numerous barely-clothed ladies - all beckoning for a few minutes, and a few copper pieces.

The festhall is a busy establishment, and one of the few places where everyone is "equal". Not even the Zhents and Banites can rule the chaos evident in this place. Finding Vaughan is easy. He is an information broker, local crime boss, gambler and owner of the Festhall. He has been hiding Darius since he escaped, but is not easily convinced to give him up. He knows the characters are doing something fishy, and he prefers to remain neutral (worthwhile more to the authorities free than in prison).

There are many ways the PCs can talk to Vaughan, but at the time they arrive he is in the middle of a game of Three Dragon Ante and they are given an opportunity to play against him (by using skill or by cheating). After playing, the game ends and Vaughan approaches the PCs - openly in the common room if they failed in the game, more secretly if they impressed him by winning. They have an opportunity to put their case forward and, if successful they eventually convince Vaughan to let them speak with Darius about Fazon.

Read or paraphrase the following as they approach Vaughan:

As you get closer, the broker turns to you and nods with a sly smile. "So, you want to talk to me, heh? Well, pleasure before business, I always say. We play first, and talk later." Vaughan motions to the newly vacated seat at the table before shuffling the cards and dealing a hand.

The party should nominate their best "gambler" to sit at the table to play Vaughan. Tell the players what skills will be needed (see below) so they can choose the most appropriate PC.

Vaughan seems like a happy-go-lucky gambler who is not affected by the reality of living in Mintar. However, when he begins to talk to the PC's he becomes both curious and cautious in addition to a somewhat stoic demeanor. He takes a great deal of care

in selling information and does not take kindly to bribery - they are asking him to give up his best friend! This is information that he will not part with lightly. He plays fairly, disliking cheating in any games.

Note that the characters have to pay 50 gp to the pot during the game. If they lose the game, they lose this gold. If they win, they earn 50 gold, which they immediately need to pay to speak with Darius (see below).

Proceed with the next step if the PCs score 1 success, winning the game in the process.

Bluff DC Hard (1 success; 1 maximum)

The PC uses bluster and bluff to throw off the strategy of the other players, and make them think his/her hand is better or worse than it is.

Insight DC Moderate (1 success; 1 maximum)

By watching the players you are able to anticipate their plays. This lets you play your cards more strategically.

Thievery: Hard DC (1 success; 1 maximum)

The PC uses sleight of hand in order to guarantee his/her success at the game.

Read or paraphrase the following when the characters finish the game:

Vaughan leads you all towards a table in the corner of the room <or a backroom>. "Now to business."

Diplomacy DC Moderate (1 success; 1 maximum)

The PCs are able to convince Vaughan of their intentions and he gives them the information below. Obviously, he does not give the information for free. If the PCs won the game, they can pay their earnings. Otherwise he wants 25 gp x AL (these costs are not paid by Ala'Ammar). If the PCs succeed at a Hard DC instead, the price is halved.

If the PCs fail, they can use Intimidate, otherwise Vaughan does not allow the characters to speak with Darius and the PCs need another path into the House of Pain. In this case they need to observe the House of Pain and talk with the guards as described in Scene 3 and 4.

Intimidate DC Moderate (1 success; 1 maximum)

Harboring a fugitive is never a good idea, and the PCs can use this as leverage. Unlike Diplomacy, the character does not have to pay for the information if they use Intimidate.

If the characters fail the Intimidate check, and have not yet tried Diplomacy, they can try Diplomacy. Otherwise Vaughan does not allow the characters to

Speak with Darius and the PCs need another path into the House of Pain. In this case they need to observe the House of Pain and talk with the guards as described in Scene 3 and 4.

With a success proceed with the following:

Vaughan stands from the table and leads you through the back rooms of the festhall and up a final set of stairs. He opens the door to a room and motions you step inside. Sitting by the closed window is a human man in his late twenties. He turns towards the door, slightly shocked by the intrusion, before sighing with relief. Vaughan follows you in. Closing the door behind you he addresses the man. "Darius, these people are looking for information about Fazon G'houl and the House of Pain. Answer their questions, please. They can be trusted."

Darius is a human in his late twenties and has spent the last eight years in hiding after his escape from the House of Pain. He has become a recluse after so long in hiding. When spoken to, he is quite timid, but he is eager to help the PCs, especially if they mention wanting to stop Fazon. After escaping from the House of Pain Darius went straight to Vaughan (a childhood friend) who has helped him hide. Darius had no means to leave Mintar and feared that after Fazon's reactions to his escape that if he were to be found his fate would be one to be avoided.

Darius shares the following information with the characters:

- Darius was arrested by Fazon's men 8 years ago and taken to the House of Pain because he slandered the name of Lord Darkhope, and was unfortunately overheard doing so.
- Fazon has been alive for 120 years... and counting. Locally, Fazon is known as "The Malice of Mintar". He has kidnapped, questioned and tortured hundreds (if not thousands) of people over the past century in order to use their souls to extend his life. Darius thinks that it must be some sort of ritual tied to the torture room.
- After being tortured, Fazon and his men left Darius in the room alone for over a day. During this time he managed to escape. He then went straight to Vaughan who had been a close friend since childhood.
- He remembers the Cloak the PC's are looking for. Fazon was wearing it at the time. As he tortured Darius, Fazon took great care not to get blood or guts on his precious cloak, and had servants standing by with little wet cloths in

order to dab clean any bloody spots, should they accidentally splatter on him.

- The room where he was tortured was in the lower level of the complex. It was the last room in the hallway and housed a smaller shrine and altar dedicated to Bane. Darius heard that this was Fazon's favorite torture room, as it has murals of pretty flowers on the wall. Fazon's adores daisies and sings old love songs and lullabies whilst torturing his victims.
- Fazon obviously didn't expect Darius to escape, as he clearly explained what was going to happen (but not how it worked). Fazon spoke of how Darius would die after his soul was extracted in order to sustain Fazon's 'everlasting youth' by being trapped in the pillars in the room. There were six at the time, and there were strange shapes coalescing just beneath the surface of what looked like a translucent stone.
- Darius rarely leaves the festhall in case he is discovered by the Zhents or Fazon's goons.
- Darius draws the PCs a crude map of the House of Pain. It has only one entrance that is guarded night and day. On the first level are the goon's quarters and some office rooms. There is also an altar dedicated to Bane, where tortured worshippers are often forced to kneel or pray. Underground (on the lower level) are the torture chambers and Fazon's private quarters. At least a few dozen well-trained goons guard the complex at any one time. They are fearful in their wrath should anybody cross them - but they have more brawn than brains (so Darius is told).
- Darius knows of a backdoor though through the sewers - the one he accidentally found while escaping. He and Vaughan have occasionally checked whether it was still open - you never know when it will be handy to get out of prison again.
- Rumor has it that Fazon makes his guards learn to sing lullabies as they guard the complex. Their sad tones drift down from above and lull Fazon into a sweet sleep after a hard day's torturing.

SCENE 3: OBSERVING THE HOUSE OF PAIN [1 SUCCESS]

The party is able to observe the routines of the house of pain and gain information on the House of Pain.

- Rumor has it that Fazon's favorite torture room has murals of pretty purple flowers. Apparently, purple is Fazon's favorite color and he adores daisies and sings old love songs whilst he disembowels his victims.
- There appear to be at least a few dozen well-trained goons guarding the complex. The characters get a good idea of outside security.
- Fazon has a favorite torture room in the underground level. It can be recognized by the six strange pillars that pulsate with energy. He is rumored to sleep in quarters next to the torture room.
- Rumor has it that Fazon makes his guards learn to sing lullabies as they guard the complex. Their sad tones drift down from above and lull Fazon into a sweet sleep after a hard day's torturing.

Bluff or Stealth DC Moderate (1 success)

The PC is able to observe the House of Pain without alarming the guards either by hiding nearby or by some kind of disguise. A failed check leads to the characters being chased away. A character can try again later.

Perception DC (0 success)

By watching and listening the PC's are able to find out the bullet point information. In case of a failure, the characters need to make a new Bluff or Stealth check before making the next Perception check since acquiring the right information costs more time.

SCENE 4: QUESTIONING THE GUARDS [1 SUCCESSES]

The party is able to capture and question a guard or so and interrogate them. Use appropriate information from Scene 3 of the skill challenge to answer any questions they have. In addition they can learn the following:

- A general layout of the House of Pain - The first level is the goon's quarters and some office rooms. There is also an altar dedicated to Bane, where tortured worshipers are often forced to kneel or pray. Underground (on the lower level) are the torture chambers and Fazon's private quarters. At least a few dozen well-trained goons guard the complex at any one time. They are

fearful in their wrath should anybody cross them.

- The guards can draw a crude map of the place.

Bluff DC Moderate (1 success; 1 maximum)

The PC uses trickery to extract information from the guards.

Intimidate DC Moderate (1 success; 1 maximum)

The PC intimidates the guard in order to gain information.

ENDING THE ENCOUNTER

Once the PC's knows Fazon resides in the House of Pain and decide to infiltrate the place proceed with Encounter 5, the third part of the skill challenge.

EXPERIENCE POINTS

The characters gain no experience points at this point, and the encounter does not count towards a milestone until the skill challenge is finished in Encounter 5.

ENCOUNTER 5: INFILTRATING THE HOUSE OF PAIN

SKILL CHALLENGE LEVEL 2/4/6/8/10 COMPLEXITY 3, PART 3

SETUP

This is the final part of the main skill challenge that takes place as the PCs enter the House of Pain. Read or paraphrase the following:

The House of Pain is a tall imposing stone building in the center of the city. It is clearly designed to both impose fear and to keep unwanted visitors out and prisoners in. High Inquisitor Fazon G'Houl and hopefully the Battlecloak are inside. Getting to him is not going to be easy...

Now that the characters know where Fazon, and hopefully the Battlecloak, is, they need to get there. There are basically two paths in: through the front door or through the path Darius used.

SKILL CHALLENGE: HUNT FOR THE CLOAK, PART 3

Goal: Learning the identity of the last known owner of the Battlecloak, where he lives and getting there, all without alerting him to the PCs' search for the cloak.

Complexity: 3 (8 successes before 3 failures)

Primary Skills: See each scene.

Victory: The PC's are able to gather information regarding Fazon G'houl, the Cloak of Vycaena and the House of Pain without drawing too much attention.

Defeat: While the PCs acquire the necessary information, they do draw unnecessary attention to themselves. Their enemies in Encounter 6 are better prepared.

The third part of the skill challenge to find the cloak without alerting Fazon about their interest is to get to him in the House of Pain without triggering an alarm. This encounter is treated as part of the same skill challenge, and all successes and failures of Encounters 2, 4 and 5 are combined to determine the overall results.

The characters can earn up to 3 successes in this part of the skill challenge. The total number of failures is important for Encounter 6, so do not worry about

compensating for fewer successes earlier in the skill challenge.

Characters taking the front door play through Scenes 1, 3 and 4. Characters who spoke with Darius and use his hidden entrance use Scene 2 and 4. The scenes are provided as examples. Feel free to customize them based on what the PCs do, and give hints to the PCs about what skills might be useful if they're having trouble deciding what to do. If a PC wants to use a skill that's not listed here and you think it's applicable, they need to make a Moderate DC check with that skill to garner a success.

SCENE 1: THROUGH THE FRONT DOOR [2 SUCCESSES]

Only three types of people are allowed entry into the House of Pain: guards, craftsmen/merchants with tasks inside, and prisoners. To get through the front door the PCs should disguise themselves as one of these. Remember, the guards/goons aren't very bright. Ultimately, you should reward players who are inventive (whilst not penalizing those who are not).

Five Banite guards stand to attention in the antechamber of the complex. "What business have you in the Church of Bane?"

The guards are simply doing their routine questioning of unfamiliar faces. The PCs need to convince them of why they are there before they can continue into the House of Pain. After they have talked to the guards, they are allowed entrance and can try and find out where Fazon is, and what happened to the cloak. Unless the PCs act really foolishly, they are allowed entry, but if they score a failure the guards are suspicious. If this is the third failure, they alert Fazon.

Proceed with Scene 3 once the characters are through the gate.

Bluff DC Moderate (group check; 1 success)
Disguising oneself well enough is not easy.

Intimidate DC Moderate (0 successes; 1 maximum)
A successful Intimidate check can change 1 individual failure in the group Bluff check into a success potentially preventing a failure towards the skill challenge. Note that direct threats are not going to work, but alluding to need to know and the High Inquisitor becoming angry do work.

Thievery DC Moderate (0 successes; 1 maximum)
A successful Thievery check creates forged papers beforehand which reduces the DC of the group Bluff

check to Easy. If the check fails, all characters suffer a -2 penalty to their Bluff check.

SCENE 2: BACKDOOR [2 FREE SUCCESSES]

The path described by Darius takes the characters through the muddy tight sewers of the city directly into the lower dungeons below the House of Pain. While not a comfortable path, there are no dangers and the characters arrive below the House of Pain unopposed. The characters earn 2 automatic successes. Proceed with Scene 4.

SCENE 3: BARRACKS AND HALLWAYS [1 OR 2 SUCCESSES]

Read or paraphrase

The inside of the prison complex is just as impressive and threatening as the outside. The complex is rather busy for a “House of Pain” with guards and priests of Bane training and lounging in its many corridors and rooms.

The House of Pain is a big complex with its upper levels mostly functioning as barracks for the city guards and as a temple of Bane. Minor prisoners are imprisoned in a wing of their own, but dangerous prisoners and the torture rooms are in the cellar. If the PCs acquired a map, getting down is relatively easy. Otherwise they need to ask around, requiring a second check to prevent arising suspicion. Proceed with Scene 4 once the characters go down into the dungeon.

Note that if the characters have not yet learned much about Fazon and you have the time you can let them interact with various residents. These can mention that Fazon is busy with a torture session. The seamstress Mia has been arrested for sedition and spying (if asked, the guards confirm it is Mia from Encounter 2).

Bluff, Intimidate or Stealth DC Easy (group check; 1 success)

Whether through disguise, scaring curious guards, or sneaking, the characters remain undetected.

SCENE 4: PRISON CELLS AND TORTURE ROOMS [1 SUCCESS]

Read or paraphrase the following:

While traversing through the dungeon of the House of Pain you suddenly hear two gruff voices coming closer, discussing whether their captain has any chance of success with one woman or another.

The two guards are carrying a pickpocket to his cell. They are not particularly suspicious of characters, but

unless at least some of the PCs are disguised as guards they do stop to question the visitors. If the PCs opt to attack the guards, they win automatically, but they do score 1 failure.

Bluff, Intimidate or Stealth DC Easy (group check; 1 success)

Whether through disguise, scaring curious guards or sneaking, the characters remain undetected.

ENDING THE ENCOUNTER

Once the PCs get to the end of the corridor on the lower level of the complex, read or paraphrase:

At the end of the corridor are large wooden double doors. Though the doors are closed, there is a piercing scream that can be heard from beyond ...

Give the PCs a moment to intervene. If they do, continue to Encounter 6. If they do not immediately step in, continue reading:

“Now, now... It’s not hard. Just tell Uncle Fazon who they were and what they wanted and it’ll all be over.”

There is silence. Then a quiet voice trembles; and nothing more than a mumble is audible through the door. Fazon then says angrily, “Well, if that’s the way that you want it, then I guess we’ll just have to fetch your mother.”

This time the second voice is clear. It is a young woman, pleading for not only her life but that of her mother’s!

At this point it should be fairly obvious for the PCs to intervene. Continue to Encounter 6.

Success: Fazon is only vaguely aware of the PCs and he has not taken any precautions.

Failure: Fazon has been alerted to the PCs and he has taken precautions. The altars in the torture room are active and all opponents have 5 / 5 / 10 / 10 / 15 temporary hit points at the start of the fight.

EXPERIENCE POINTS

The characters receive 25/35/50/70/100 experience points each for traversing the House of Pain. Since the skill challenge is finished, it now counts towards a milestone.

TREASURE

The PC’s do not earn any treasure for this encounter.

ENCOUNTER 6: FAZON AND HIS GOONS

ENCOUNTER LEVEL 5/7/9/11/13

SETUP

This encounter includes the following creatures at AL 2:

- 1 Fazon G'houl (level 3) (F)
- 1 human noble (level 3) (N)
- 2 Banite knight (level 3) (K)
- 1 Zhent war mage (level 3) (M)
- 1 Save the Souls skill challenge (level 2)

This encounter includes the following creatures at AL 4:

- 1 Fazon G'houl (level 6) (F)
- 1 human noble (level 5) (N)
- 2 Banite knight (level 5) (K)
- 1 Zhent war mage (level 5) (M)
- 1 Save the Souls skill challenge (level 4)

This encounter includes the following creatures at AL 6:

- 1 Fazon G'houl (level 9) (F)
- 1 human noble (level 7) (N)
- 2 Banite knight (level 7) (K)
- 1 Zhent war mage (level 7) (M)
- 1 Save the Souls skill challenge (level 6)

This encounter includes the following creatures at AL 8:

- 1 Fazon G'houl (level 11) (F)
- 1 human noble (level 9) (N)
- 2 Banite knight (level 9) (K)
- 1 Zhent war mage (level 9) (M)
- 1 Save the Souls skill challenge (level 8)

This encounter includes the following creatures at AL 10:

- 1 Fazon G'houl (level 13) (F)
- 1 human noble (level 11) (N)
- 2 Banite knight (level 11) (K)
- 1 Zhent war mage (level 11) (M)
- 1 Save the Souls skill challenge (level 10)

Note: If the characters failed in the skill challenge each opponent starts with 5 / 5 / 10 / 10 / 15 temporary hit points.

If the characters have not used the aid of the Janessar, assuming they earned it and are willing to be indebted to the group, one of the knights starts the fight bloodied.

This encounter details the final fight against Fazon G'houl and his goons. It is also where the PCs find out the current location of the cloak. Throughout the encounter the PCs are able to complete a skill challenge to weaken Fazon. If the PCs *do not* complete the skill challenge early in the fight, it makes defeating Fazon extremely difficult (though not impossible).

Important Note: Playtesting revealed that this encounter has a tendency to bottleneck at the entrance (when using the PC start area marked behind the door to the room). Consider moving the start area to the other side of the door from its indicated position on the map. You may also wish to make the encounter area slightly larger (adding another 10-20 feet to the bottom of the room, inside the door, where the PCs enter) in order to create a larger encounter area, particularly if there are six PCs in the party. This also creates a space behind the nearest row of cages; the cages do not block line of sight or line of effect, but they do provide cover.

As the adventurers enter the torture chamber, read or paraphrase:

As the doors open, the screaming continues, until a swift backhand swipe silences a young woman strapped to an altar covered in blood. Fazon turns to face you. He is a man who has managed to freeze his mind and body in its prime. Dressed in full plate armor and bearing the symbol of Bane, he looks towards you with a smug grin. "Ah, so you've clearly saved me the trouble of sending more men to find you! For that I must thank you!" Fazon turns to his men. "Kill them!" And without further warning, blades are drawn.

Fazon and his goons attack immediately and spare no one. Mia (the young woman - the seamstress from Encounter 2) is currently chained to the altar and is presently unconscious. A Thievery check (Moderate DC) frees her from her chains - but she needs to be carried from the complex and revived outside in the fresh air with a DC Easy Heal check.

If any PC happens to ask: no, Fazon is not wearing the Cloak of Vycaena!

Alert the party to the 6 pulsating statues of Bane in the room and the obvious fact that Fazon appears to be drawing his power and energy from each of these statues. It looks like destroying them one-by-one will weaken him severely.

FEATURES OF THE AREA

Ceiling: The ceiling is 10 feet high.

6 Statues: The six statues are blocking terrain. They each pulse huge lightning bolts (none of which are dangerous - but *look* dangerous!).

Altars: The altars are roughly 3 ft high and moving onto the altar costs an extra square of movement. Mia is tied to one of the altars.

If Fazon was warned, the altars are active, providing Banites within 5 squares with a +2 power bonus to all defenses and attack rolls. Characters can disable an altar with a successful DC Moderate Arcana, Religion or Thievery check as a standard action or a DC Hard check as a minor check. Only one attempt can be made per round. If the check fails, the bonus doubles for 1 round. If the check is successful, the bonus is reduced to 1 with the first altar and 0 with the second altar.

Cage: The cages are located along the wall and are currently open. They provide cover. A door can be closed with a minor action, and bolted with a move action. Locking a door requires a standard action and either the keys or a DC Moderate Thievery check. Fazon has the keys. The cages are 5 feet high and covered. Characters can hop up a cage by spending an extra square of movement.

TACTICS

Fazon isn't interested in what the PC's want to know and sees them as a threat to Mintar and fights to the death. Once Fazon is defeated, the remaining enemies are eager to surrender or flee.

SCALING THE ENCOUNTER

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

Four PCs: Remove 1 Banite knight.

Six PCs: Add 1 Banite knight.

SKILL CHALLENGE: SAVE THE SOULS

Goal: To free the souls which are sustaining Fazon's life. **Important:** As each success is recorded, a freed soul imparts some information about the location of the cloak to the PCs. See Appendix 2 for this information.

Complexity: Special - See Below.

Primary Skills: Arcana, Athletics, Nature, Religion, and Thievery

Victory: The ritual powering Fazon's life and energy is destroyed. It is also removes certain powers from Fazon - see Appendix 2 for details.

Defeat: Fazon remains strong through the fight, the ritual continuing to feed him power.

Each check below is a standard action with the moderate DC or a minor action with the hard DC. Each character only gets one attempt per turn. After each success the PC's receive a benefit both in the combat and information on the cloak. Refer to Appendix 2 for more information. A character needs to be within 5 squares of a statue to disable it with Arcana, Religion or Nature, or adjacent to one when attempting Athletics or Thievery.

Successes required in this skill challenge are equal to the number of players, with each success disabling one statue. If there are fewer players than statues, the final check is enough to disable all remaining statues. There is no need to track failures in this skill challenge as there are individual consequences for failure. On a failure, the PC takes the following damage as energy backlash.

- AL 2: 5 damage
- AL 4: 5 damage
- AL 6: 10 damage
- AL 8: 15 damage
- AL 10: 15 damage

For each success the character deals the following damage to Fazon:

- AL 2: 10 radiant damage
- AL 4: 10 radiant damage
- AL 6: 15 radiant damage
- AL 8: 15 radiant damage
- AL 10: 15 radiant damage

In addition, see Appendix 2 for additional effects.

Arcana, Nature or Religion: Standard Action Moderate DC or Minor Action Hard DC (1 success)
When within 5 squares of a statue (or Fazon). The PC disrupts the flow of souls from the vessel to Fazon.

Athletics or Thievery: Standard Action Moderate DC or Minor Action Hard DC (1 success)
When adjacent to a statue. On a success, the PC is able to permanently break the physical connection of the statue with Fazon.

ENDING THE ENCOUNTER

When the PCs have destroyed the statues, they know what they came for. If they have not killed Fazon yet, they can flee. On the other hand, once Fazon is disabled, the characters can disable the statues unopposed. With Fazon's defeat, his underlings quickly try to flee or surrender. When the other upstairs guards realize that Fazon is dead, they flee into the streets of Mintar,

leaving the PCs alone for the moment. If the PCs leave the city immediately (possibly allowing a detour to get Leicil, Mia's mother), they can get out before order is restored.

Mia is alive, but unconscious, and has only sustained minor injuries. A DC 15 Thievery check frees her from her chains - but she needs to be carried from the complex and revived outside in the fresh air with a DC 15 Heal check. Once revived, she begs the PCs to take her and her mother with them. If the characters do so, she is extremely grateful. If they also provide her with the means to start her life anew by giving a small amount of money or speaking in her favor with Ala'Ammar they gain the story award **CALIO2 Mia's Gratitude**.

EXPERIENCE POINTS

The PC's each receive 25/35/50/70/100 experience points if they defeat Fazon. If they learn that Prama Ningra from Memnon has the cloak they each earn 125/175/250/350/500 experience points.

TREASURE

There is no treasure in the room with the altar and the statues. However, a search of Fazon's sleeping chamber (the room at the rear of the map) will uncover his treasures (**Treasure X** in Rewards section of adventure). At AL 2-4 there is a set of *bloodcut armor* +1, which at AL 6+ is *bloodcut armor* +2. At AL 4+ there is a set of *iron armbands* and a *cincture of the dragon spirit* as well. At AL 6+ there is also a set of *bloodiron armor* +2. Finally, at AL 10+ there is also a set of *gauntlets of discontinuity*. The PCs also find 25/50/75/200/275 in gold pieces per PC.

CONCLUDING THE ADVENTURE

Eventually, the PCs say goodbye to Mintar. When the PCs finally return to Almraiven, they are immediately granted a meeting and escorted into the presence of Ala'Ammar. Allow the PCs to make their report, then read or paraphrase the following:

Despite the disappointment of not having the cloak in hand, Ala'Ammar smiles and nods graciously. "Thank you for the information. I shall find this noble in Memnon and, with him, hopefully discover the cloak's current whereabouts. Perhaps I can call on you when I have need of your expertise again?"

The PC's have a chance to respond.

Ala'Ammar thanks you once more before bidding you farewell. It is only a matter of time before the search for the Cloak of Vycaena will resume and your heroic services will be needed again.

If the PCs learned about Prama Ningra and inform Ala'Ammar they gain the story award **CALIO3 Battlecloak Saga Quest**.

TREASURE

When the PCs provide Ala'Ammar with the information on the whereabouts of the cloak they get the promised pay of 25/50/75/125/200 gp each.

ENCOUNTER 6: FAZON AND HIS GOONS STATISTICS (AL 2)

Fazon G'houl (level 3)	Level 3 Elite Skirmisher
Medium natural humanoid (human)	XP 300
HP 94; Bloodied 47	Initiative +3
AC 19, Fortitude 18, Reflex 15, Will 17	Perception +3
Speed 5	
Saving Throws +2; Action Points 1	
TRAITS	
Regeneration	
Fazon regains 5 hit points whenever it starts its turn and has at least 1 hit point. When Fazon takes radiant damage, its regeneration does not function on its next turn.	
STANDARD ACTIONS	
M Longsword (necrotic, weapon) • At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 1d6 + 3 damage plus 1d6 necrotic damage, and Fazon gains 5 temporary hit points.	
M Double Attack (weapon) • At-Will	
Effect: Fazon makes two <i>longsword</i> attacks against the target.	
M/R Soul Drain (healing) • Recharge 5-6	
Attack: Melee 1 (one creature) or Ranged 5 (one creature); +6 vs. Fortitude	
Hit: 2d6 + 3 damage, the target is weakened (save ends), and Fazon regains 16 hit points	
M Furious Assault (weapon) • At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 2d6 + 5 damage, and ongoing 5 damage (save ends)	
MINOR ACTIONS	
R Dominating Gaze (charm) • Recharge when misses	
Attack: Ranged 5 (one creature); +6 vs. Will	
Hit: The target is dominated (save ends).	
Aftereffect: The target is dazed (save ends).	
Skills Athletics +11, Insight +8, Intimidate +9	
Str 18 (+6)	Dex 10 (+2) Wis 12 (+3)
Con 15 (+4)	Int 15 (+4) Cha 15 (+4)
Alignment evil	Languages Common
Equipment fine clothing, longsword, plate armor, light shield	
Note: The regeneration and <i>soul drain</i> attack can be removed with the destruction of the statues. See Appendix 2 for details.	

Human Noble (level 3)	Level 3 Controller (Leader)
Medium natural humanoid (human)	XP 150
HP 43; Bloodied 21	Initiative +2
AC 17, Fortitude 15, Reflex 15, Will 16	Perception +2
Speed 5	
TRAITS	
Protected	
A human noble gains a +2 bonus to all defenses while an ally is adjacent to it.	
STANDARD ACTIONS	
M Longsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 1d8 + 6 damage.	
C Appoint Champion • At-Will	
Effect: Close burst 10 (targets one ally within burst); the target makes a basic attack as a free action and shifts 1 square before or after the attack.	
C Inspirational Authority • Encounter	
Effect: Close burst 10 (targets one ally within burst); the target uses an at-will, encounter or recharge attack power as a free action.	
C Urge hesitation (charm) • Encounter	
Attack: Close burst 5 (targets enemies in burst); +6 vs. Will	
Hit: The target cannot use standard actions during its next turn.	
Skills Diplomacy +9, Insight +7, Intimidate +9	
Str 15 (+3)	Dex 12 (+2) Wis 12 (+2)
Con 12 (+2)	Int 14 (+3) Cha 16 (+4)
Alignment unaligned	Languages Common
Equipment chainmail, light shield, longsword	
Note: adjusted damage expressions.	

Banite Knight (level 3)	Level 3 Soldier
Medium natural humanoid (human)	XP 150
HP 46; Bloodied 23	Initiative +6
AC 19, Fortitude 14, Reflex 15, Will 14	Perception +2
Speed 6	
STANDARD ACTIONS	
m Short Sword (weapon) • At-Will	
<i>Effect:</i> The hex knight makes the following attack twice.	
<i>Attack:</i> Melee 1 (one creature); +8 vs. AC	
<i>Hit:</i> 1d6 + 3 damage, and the target is slowed until the end of the knight's next turn.	
r Hand Crossbow • At-Will	
<i>Attack:</i> Ranged 10/20 (one creature); +8 vs. AC	
<i>Hit:</i> 1d6 + 3 damage	
M Vicious Flurry (weapon) • Recharge 5-6	
<i>Attack:</i> Melee 1 (one or two creatures); +8 vs. AC	
<i>Hit:</i> 1d6 + 3 damage, and the target is slowed and takes ongoing 5 damage (save ends both).	
MOVE ACTIONS	
Tyranny Step • At-Will	
<i>Effect:</i> The knight moves 4 squares, gains a +4 bonus to AC against opportunity attacks provoked by this movement, and gains combat advantage against each creature that it ends its move adjacent to until the end of the hex knight's next turn.	
MINOR ACTIONS	
Bane Hex • At-Will	
<i>Effect:</i> One creature within 3 squares of the knight is marked until the end of the encounter or until the hex knight uses shadow hex again. While the creature is marked by the knight, whenever it makes an attack that does not include the knight as a target, it grants combat advantage until the end of its next turn.	
Skills Athletics +8, Stealth +9	
Str 15 (+3)	Dex 16 (+4) Wis 12 (+2)
Con 14 (+3)	Int 11 (+1) Cha 11 (+1)
Alignment unaligned Languages Common	
Equipment hide armor, 2 short sword, hand crossbow, 10 bolts	
Note: reflavored hex knight.	

Zhent War Mage (level 3)	Level 3 Artillery
Medium natural humanoid (human)	XP 150
HP 38; Bloodied 19	Initiative +4
AC 16, Fortitude 14, Reflex 16, Will 15	Perception +4
Speed 6	
STANDARD ACTIONS	
m Dagger (weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +8 vs. AC	
<i>Hit:</i> 1d6 + 5 damage.	
r Magic Missile (force) • At-Will	
<i>Effect:</i> Range 20 (one creature); 9 force damage	
C Zhent Flash (radiant) • Encounter	
<i>Attack:</i> Close burst 3 (enemies within burst); +7 vs. Reflex	
<i>Hit:</i> 1d6 + 5 radiant damage, and the target is blinded until the end of the war mage's next turn.	
A Fire Blast (fire) • At-Will	
<i>Attack:</i> Area burst 1 within 10 (all creatures in burst); +6 vs. Reflex	
<i>Hit:</i> 1d6 + 5 fire damage.	
A Black Vapors (poison) • Recharge 5-6	
<i>Attack:</i> Area burst 2 within 20 (enemies within burst); +6 vs. Reflex	
<i>Hit:</i> 1d6 + 5 poison damage, and the target takes ongoing 5 poison damage and takes a -2 penalty to attack rolls (save ends both).	
FREE ACTIONS	
Wand of Accuracy (implement) • Encounter	
<i>Requirement:</i> Requires wand.	
<i>Effect:</i> The war mage gains a +3 bonus to one attack roll.	
Skills Arcana +11, Diplomacy +7, Dungeoneering +9, Insight +9	
Str 10 (+1)	Dex 16 (+4) Wis 16 (+4)
Con 14 (+3)	Int 20 (+6) Cha 12 (+2)
Alignment evil Languages Common	
Equipment fine clothing, dagger, wand	
Note: adjusted damage expression and powers.	

ENCOUNTER 6: FAZON G'HOUL AND HIS GOONS (AL 4)

Fazon G'houl (level 6)	Level 6 Elite Skirmisher
Medium natural humanoid (human)	XP 500
HP 142; Bloodied 71	Initiative +5
AC 22, Fortitude 21, Reflex 18, Will 20	Perception +4
Speed 5	
Saving Throws +2; Action Points 1	
TRAITS	
Regeneration	
Fazon regains 5 hit points whenever it starts its turn and has at least 1 hit point. When Fazon takes radiant damage, its regeneration does not function on its next turn.	
STANDARD ACTIONS	
M Longsword (necrotic, weapon) • At-Will	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 1d8 + 5 damage plus 1d8 necrotic damage, and Fazon gains 5 temporary hit points.	
M Double Attack (weapon) • At-Will	
Effect: Fazon makes two <i>longsword</i> attacks against the target.	
M/R Soul Drain (healing) • Recharge 5-6	
Attack: Melee 1 (one creature) or Ranged 5 (one creature); +9 vs. Fortitude	
Hit: 2d8 + 5 damage, the target is weakened (save ends), and Fazon regains 20 hit points	
M Furious Assault (weapon) • At-Will	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 2d8 + 5 damage, and ongoing 5 damage (save ends)	
MINOR ACTIONS	
R Dominating Gaze (charm) • Recharge when misses	
Attack: Ranged 5 (one creature); +9 vs. Will	
Hit: The target is dominated (save ends).	
Aftersave: The target is dazed (save ends).	
Skills Athletics +12, Insight +9, Intimidate +10	
Str 18 (+7)	Dex 10 (+3) Wis 12 (+4)
Con 15 (+5)	Int 15 (+5) Cha 15 (+5)
Alignment evil	Languages Common
Equipment fine clothing, longsword, plate armor, light shield	
Note: The regeneration and <i>soul drain</i> attack can be removed with the destruction of the statues. See Appendix 2 for details.	

Human Noble	Level 5 Controller (Leader)
Medium natural humanoid (human)	XP 200
HP 59; Bloodied 29	Initiative +3
AC 19, Fortitude 17, Reflex 17, Will 18	Perception +3
Speed 5	
TRAITS	
Protected	
A human noble gains a +2 bonus to all defenses while an ally is adjacent to it.	
STANDARD ACTIONS	
M Longsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 2d6 + 6 damage.	
C Appoint Champion • At-Will	
Effect: Close burst 10 (targets one ally within burst); the target makes a basic attack as a free action and shifts 1 square before or after the attack.	
C Inspirational Authority • Encounter	
Effect: Close burst 10 (targets one ally within burst); the target uses an at-will, encounter or recharge attack power as a free action.	
C Urge hesitation (charm) • Encounter	
Attack: Close burst 5 (targets enemies in burst); +8 vs. Will	
Hit: The target cannot use standard actions during its next turn.	
Skills Diplomacy +10, Insight +8, Intimidate +10	
Str 15 (+4)	Dex 12 (+3) Wis 12 (+3)
Con 12 (+3)	Int 14 (+4) Cha 16 (+5)
Alignment unaligned	Languages Common
Equipment chainmail, light shield, longsword	
Note: adjusted damage expressions.	

Banite Knight (level 5)	Level 5 Soldier
Medium natural humanoid (human)	XP 200
HP 62; Bloodied 31	Initiative +7
AC 21, Fortitude 16, Reflex 17, Will 16	Perception +3
Speed 6	
STANDARD ACTIONS	
m Short Sword (weapon) • At-Will	
<i>Effect:</i> The hex knight makes the following attack twice.	
<i>Attack:</i> Melee 1 (one creature); +10 vs. AC	
<i>Hit:</i> 1d6 + 5 damage, and the target is slowed until the end of the knight's next turn.	
r Hand Crossbow • At-Will	
<i>Attack:</i> Ranged 10/20 (one creature); +10 vs. AC	
<i>Hit:</i> 1d6 + 5 damage	
M Vicious Flurry (weapon) • Recharge 5-6	
<i>Attack:</i> Melee 1 (one or two creatures); +10 vs. AC	
<i>Hit:</i> 1d6 + 5 damage, and the target is slowed and takes ongoing 5 damage (save ends both).	
MOVE ACTIONS	
Tyranny Step • At-Will	
<i>Effect:</i> The knight moves 4 squares, gains a +4 bonus to AC against opportunity attacks provoked by this movement, and gains combat advantage against each creature that it ends its move adjacent to until the end of the hex knight's next turn.	
MINOR ACTIONS	
Bane Hex • At-Will	
<i>Effect:</i> One creature within 3 squares of the knight is marked until the end of the encounter or until the hex knight uses shadow hex again. While the creature is marked by the knight, whenever it makes an attack that does not include the knight as a target, it grants combat advantage until the end of its next turn.	
Skills Athletics +9, Stealth +10	
Str 15 (+4)	Dex 16 (+5) Wis 12 (+3)
Con 14 (+4)	Int 11 (+2) Cha 11 (+2)
Alignment unaligned Languages Common	
Equipment hide armor, 2 short sword, hand crossbow, 10 bolts	
Note: reflavored hex knight.	

Zhent War Mage (level 5)	Level 5 Artillery
Medium natural humanoid (human)	XP 200
HP 50; Bloodied 25	Initiative +5
AC 18, Fortitude 16, Reflex 18, Will 17	Perception +5
Speed 6	
STANDARD ACTIONS	
m Dagger (weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +10 vs. AC	
<i>Hit:</i> 1d8 + 6 damage.	
r Magic Missile (force) • At-Will	
<i>Effect:</i> Range 20 (one creature); 10 force damage	
C Zhent Flash (radiant) • Encounter	
<i>Attack:</i> Close burst 3 (enemies within burst); +9 vs. Reflex	
<i>Hit:</i> 1d8 + 6 radiant damage, and the target is blinded until the end of the war mage's next turn.	
A Fire Blast (fire) • At-Will	
<i>Attack:</i> Area burst 1 within 10 (all creatures in burst); +8 vs. Reflex	
<i>Hit:</i> 1d8 + 6 fire damage.	
A Black Vapors (poison) • Recharge 5-6	
<i>Attack:</i> Area burst 2 within 20 (enemies within burst); +8 vs. Reflex	
<i>Hit:</i> 1d8 + 6 poison damage, and the target takes ongoing 5 poison damage and takes a -2 penalty to attack rolls (save ends both).	
FREE ACTIONS	
Wand of Accuracy (implement) • Encounter	
<i>Requirement:</i> Requires wand.	
<i>Effect:</i> The war mage gains a +3 bonus to one attack roll.	
Skills Arcana +12, Diplomacy +8, Dungeoneering +10, Insight +10	
Str 10 (+2)	Dex 16 (+5) Wis 16 (+5)
Con 14 (+4)	Int 20 (+7) Cha 12 (+3)
Alignment evil Languages Common	
Equipment fine clothing, dagger, wand	
Note: adjusted damage expression and powers.	

ENCOUNTER 6: FAZON G'HOUL AND HIS GOONS (AL 6)

Fazon G'houl (level 9)	Level 9 Elite Skirmisher
Medium natural humanoid (human)	XP 800
HP 190; Bloodied 95	Initiative +6
AC 25, Fortitude 24, Reflex 21, Will 23	Perception +5
Speed 5	
Saving Throws +2; Action Points 1	
TRAITS	
Regeneration	
Fazon regains 5 hit points whenever it starts its turn and has at least 1 hit point. When Fazon takes radiant damage, its regeneration does not function on its next turn.	
STANDARD ACTIONS	
M Longsword (necrotic, weapon) • At-Will	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 1d8 + 8 damage plus 1d8 necrotic damage, and Fazon gains 5 temporary hit points.	
M Double Attack (weapon) • At-Will	
Effect: Fazon makes two <i>longsword</i> attacks against the target.	
M/R Soul Drain (healing) • Recharge 5-6	
Attack: Melee 1 (one creature) or Ranged 5 (one creature); +12 vs. Fortitude	
Hit: 2d8 + 8 damage, the target is weakened (save ends), and Fazon regains 24 hit points	
M Furious Assault (weapon) • At-Will	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 2d8 + 8 damage, and ongoing 5 damage (save ends)	
MINOR ACTIONS	
R Dominating Gaze (charm) • Recharge when misses	
Attack: Ranged 5 (one creature); +12 vs. Will	
Hit: The target is dominated (save ends, with a -2 penalty to the saving throw).	
Aftersave: The target is dazed (save ends).	
Skills Athletics +13, Insight +10, Intimidate +11	
Str 18 (+8)	Dex 10 (+4) Wis 12 (+5)
Con 15 (+6)	Int 15 (+6) Cha 15 (+6)
Alignment evil	Languages Common
Equipment fine clothing, longsword, plate armor, light shield	

Note: The regeneration and *soul drain* attack can be removed with the destruction of the statues. See Appendix 2 for details.

Human Noble (level 7)	Level 7 Controller (Leader)
Medium natural humanoid (human)	XP 300
HP 75; Bloodied 37	Initiative +4
AC 21, Fortitude 19, Reflex 19, Will 20	Perception +4
Speed 5	
TRAITS	
Protected	
A human noble gains a +2 bonus to all defenses while an ally is adjacent to it.	
STANDARD ACTIONS	
M Longsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 2d8 + 6 damage.	
C Appoint Champion • At-Will	
Effect: Close burst 10 (targets one ally within burst); the target makes a basic attack as a free action and shifts 1 square before or after the attack.	
C Inspirational Authority • Encounter	
Effect: Close burst 10 (targets one ally within burst); the target uses an at-will, encounter or recharge attack power as a free action.	
C Urge hesitation (charm) • Encounter	
Attack: Close burst 5 (targets enemies in burst); +10 vs. Will	
Hit: The target cannot use standard actions during its next turn.	
Skills Diplomacy +11, Insight +9, Intimidate +11	
Str 15 (+5)	Dex 12 (+4) Wis 12 (+4)
Con 12 (+4)	Int 14 (+5) Cha 16 (+6)
Alignment unaligned	Languages Common
Equipment chainmail, light shield, longsword	
Note: adjusted damage expressions.	

Banite Knight (level 7)	Level 7 Soldier
Medium natural humanoid (human)	XP 300
HP 78; Bloodied 39	Initiative +8
AC 23, Fortitude 18, Reflex 19, Will 18	Perception +4
Speed 6	
STANDARD ACTIONS	
m Short Sword (weapon) • At-Will <i>Effect:</i> The hex knight makes the following attack twice. <i>Attack:</i> Melee 1 (one creature); +12 vs. AC <i>Hit:</i> 2d8 + 3 damage, and the target is slowed until the end of the knight's next turn.	
r Hand Crossbow • At-Will <i>Attack:</i> Ranged 10/20 (one creature); +12 vs. AC <i>Hit:</i> 2d8 + 3 damage	
M Vicious Flurry (weapon) • Recharge 5-6 <i>Attack:</i> Melee 1 (one or two creatures); +12 vs. AC <i>Hit:</i> 2d8 + 3 damage, and the target is slowed and takes ongoing 5 damage (save ends both).	
MOVE ACTIONS	
Tyranny Step • At-Will <i>Effect:</i> The knight moves 4 squares, gains a +4 bonus to AC against opportunity attacks provoked by this movement, and gains combat advantage against each creature that it ends its move adjacent to until the end of the hex knight's next turn.	
MINOR ACTIONS	
Bane Hex • At-Will <i>Effect:</i> One creature within 3 squares of the knight is marked until the end of the encounter or until the hex knight uses shadow hex again. While the creature is marked by the knight, whenever it makes an attack that does not include the knight as a target, it grants combat advantage until the end of its next turn.	
Skills Athletics +10, Stealth +11 Str 15 (+5) Dex 16 (+6) Wis 12 (+4) Con 14 (+5) Int 11 (+3) Cha 11 (+3)	
Alignment unaligned Languages Common Equipment hide armor, 2 short sword, hand crossbow, 10 bolts Note: reflavored hex knight.	

Zhent War Mage (level 7)	Level 7 Artillery
Medium natural humanoid (human)	XP 300
HP 62; Bloodied 31	Initiative +6
AC 20, Fortitude 18, Reflex 20, Will 19	Perception +6
Speed 6	
STANDARD ACTIONS	
m Dagger (weapon) • At-Will <i>Attack:</i> Melee 1 (one creature); +12 vs. AC <i>Hit:</i> 2d6 + 4 damage.	
r Magic Missile (force) • At-Will <i>Effect:</i> Range 20 (one creature); 11 force damage	
C Zhent Flash (radiant) • Encounter <i>Attack:</i> Close burst 3 (enemies within burst); +10 vs. Reflex <i>Hit:</i> 2d6 + 4 radiant damage, and the target is blinded until the end of the war mage's next turn.	
A Fire Blast (fire) • At-Will <i>Attack:</i> Area burst 1 within 10 (all creatures in burst); +10 vs. Reflex <i>Hit:</i> 2d6 + 4 fire damage.	
A Black Vapors (poison) • Recharge 5-6 <i>Attack:</i> Area burst 2 within 20 (enemies within burst); +10 vs. Reflex <i>Hit:</i> 2d6 + 4 poison damage, and the target takes ongoing 5 poison damage and takes a -2 penalty to attack rolls (save ends both).	
FREE ACTIONS	
Wand of Accuracy (implement) • Encounter <i>Requirement:</i> Requires wand. <i>Effect:</i> The war mage gains a +3 bonus to one attack roll.	
Skills Arcana +13, Diplomacy +9, Dungeoneering +11, Insight +11 Str 10 (+3) Dex 16 (+6) Wis 16 (+6) Con 14 (+5) Int 20 (+8) Cha 12 (+4)	
Alignment evil Languages Common Equipment fine clothing, dagger, wand Note: adjusted damage expression and powers.	

ENCOUNTER 6: FAZON G'HOUL AND HIS GOONS (AL 8)

Fazon G'houl (level 11)	Level 11 Elite Skirmisher
Medium natural humanoid (human)	XP 1,200
HP 222; Bloodied 111	Initiative +7
AC 27, Fortitude 26, Reflex 23, Will 25	Perception +6
Speed 5	
Saving Throws +2; Action Points 1	
TRAITS	
Regeneration	
Fazon regains 10 hit points whenever it starts its turn and has at least 1 hit point. When Fazon takes radiant damage, its regeneration does not function on its next turn.	
STANDARD ACTIONS	
M Longsword (necrotic, weapon) • At-Will	
Attack: Melee 1 (one creature); +16 vs. AC	
Hit: 2d6 + 2 damage plus 2d6 necrotic damage, and Fazon gains 10 temporary hit points.	
M Double Attack (weapon) • At-Will	
Effect: Fazon makes two <i>longsword</i> attacks against the target.	
M/R Soul Drain (healing) • Recharge 5-6	
Attack: Melee 1 (one creature) or Ranged 5 (one creature); +14 vs. Fortitude	
Hit: 3d6 + 9 damage, the target is weakened (save ends), and Fazon regains 28 hit points	
M Furious Assault (weapon) • At-Will	
Attack: Melee 1 (one creature); +16 vs. AC	
Hit: 3d6 + 9 damage, and ongoing 10 damage (save ends)	
MINOR ACTIONS	
R Dominating Gaze (charm) • Recharge when misses	
Attack: Ranged 5 (one creature); +14 vs. Will	
Hit: The target is dominated (save ends, with a -2 penalty to the saving throw).	
Aftersave: The target is dazed (save ends).	
Skills Athletics +14, Insight +11, Intimidate +12	
Str 18 (+9)	Dex 10 (+5) Wis 12 (+6)
Con 15 (+7)	Int 15 (+7) Cha 15 (+7)
Alignment evil	Languages Common
Equipment fine clothing, longsword, plate armor, light shield	

Note: The regeneration and *soul drain* attack can be removed with the destruction of the statues. See Appendix 2 for details.

Human Noble (level 9)	Level 9 Controller (Leader)
Medium natural humanoid (human)	XP 400
HP 91; Bloodied 45	Initiative +5
AC 23, Fortitude 21, Reflex 21, Will 22	Perception +5
Speed 5	
TRAITS	
Protected	
A human noble gains a +2 bonus to all defenses while an ally is adjacent to it.	
STANDARD ACTIONS	
M Longsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 2d8 + 8 damage.	
C Appoint Champion • At-Will	
Effect: Close burst 10 (targets one ally within burst); the target makes a basic attack as a free action and shifts 1 square before or after the attack.	
C Inspirational Authority • Encounter	
Effect: Close burst 10 (targets one ally within burst); the target uses an at-will, encounter or recharge attack power as a free action.	
C Urge hesitation (charm) • Encounter	
Attack: Close burst 5 (targets enemies in burst); +12 vs. Will	
Hit: The target cannot use standard actions during its next turn.	
Skills Diplomacy +12, Insight +10, Intimidate +12	
Str 15 (+6)	Dex 12 (+5) Wis 12 (+5)
Con 12 (+5)	Int 14 (+6) Cha 16 (+7)
Alignment unaligned	Languages Common
Equipment chainmail, light shield, longsword	
Note: adjusted damage expressions.	

Banite Knight (level 9)	Level 9 Soldier
Medium natural humanoid (human)	XP 400
HP 94; Bloodied 47	Initiative +9
AC 25, Fortitude 20, Reflex 21, Will 20	Perception +5
Speed 6	
STANDARD ACTIONS	
m Short Sword (weapon) • At-Will	
<i>Effect:</i> The hex knight makes the following attack twice.	
<i>Attack:</i> Melee 1 (one creature); +14 vs. AC	
<i>Hit:</i> 2d8 + 5 damage, and the target is immobilized until the end of the knight's next turn.	
r Hand Crossbow • At-Will	
<i>Attack:</i> Ranged 10/20 (one creature); +14 vs. AC	
<i>Hit:</i> 2d8 + 5 damage.	
M Vicious Flurry (weapon) • Recharge 5-6	
<i>Attack:</i> Melee 1 (one or two creatures); +14 vs. AC	
<i>Hit:</i> 2d8 + 5 damage, and the target is immobilized and takes ongoing 5 damage (save ends both).	
MOVE ACTIONS	
Tyranny Step • At-Will	
<i>Effect:</i> The knight moves 4 squares, gains a +4 bonus to AC against opportunity attacks provoked by this movement, and gains combat advantage against each creature that it ends its move adjacent to until the end of the hex knight's next turn.	
MINOR ACTIONS	
Bane Hex • At-Will	
<i>Effect:</i> One creature within 3 squares of the knight is marked until the end of the encounter or until the hex knight uses shadow hex again. While the creature is marked by the knight, whenever it makes an attack that does not include the knight as a target, it grants combat advantage until the end of its next turn.	
Skills Athletics +11, Stealth +12	
Str 15 (+6)	Dex 16 (+7) Wis 12 (+5)
Con 14 (+6)	Int 11 (+4) Cha 11 (+4)
Alignment unaligned Languages Common	
Equipment hide armor, 2 short sword, hand crossbow, 10 bolts	
Note: re-flavored hex knight.	

Zhent War Mage (level 9)	Level 9 Artillery
Medium natural humanoid (human)	XP 400
HP 74; Bloodied 37	Initiative +7
AC 22, Fortitude 20, Reflex 22, Will 21	Perception +7
Speed 6	
STANDARD ACTIONS	
m Dagger (weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +14 vs. AC	
<i>Hit:</i> 2d6 + 6 damage.	
r Magic Missile (force) • At-Will	
<i>Effect:</i> Range 20 (one creature); 12 force damage	
C Zhent Flash (radiant) • Encounter	
<i>Attack:</i> Close burst 3 (enemies within burst); +12 vs. Reflex	
<i>Hit:</i> 2d6 + 6 radiant damage, and the target is blinded until the end of the war mage's next turn.	
A Fire Blast (fire) • At-Will	
<i>Attack:</i> Area burst 1 within 10 (all creatures in burst); +12 vs. Reflex	
<i>Hit:</i> 2d6 + 6 fire damage.	
A Black Vapors (poison) • Recharge 5-6	
<i>Attack:</i> Area burst 2 within 20 (enemies within burst); +12 vs. Reflex	
<i>Hit:</i> 2d6 + 6 poison damage, and the target takes ongoing 5 poison damage and takes a -2 penalty to attack rolls (save ends both).	
FREE ACTIONS	
Wand of Accuracy (implement) • Encounter	
<i>Requirement:</i> Requires wand.	
<i>Effect:</i> The war mage gains a +3 bonus to one attack roll.	
Skills Arcana +14, Diplomacy +10, Dungeoneering +12, Insight +12	
Str 10 (+4)	Dex 16 (+7) Wis 16 (+7)
Con 14 (+6)	Int 20 (+9) Cha 12 (+5)
Alignment evil Languages Common	
Equipment fine clothing, dagger, wand	
Note: adjusted damage expression and powers.	

ENCOUNTER 6: FAZON G'HOUL AND HIS GOONS (AL 10)

Fazon G'houl (level 13)	Level 13 Elite Skirmisher
Medium natural humanoid (human)	XP 1,600
HP 254; Bloodied 127	Initiative +8
AC 29, Fortitude 28, Reflex 25, Will 27	Perception +7
Speed 5	
Saving Throws +2; Action Points 1	
TRAITS	
Regeneration	
Fazon regains 10 hit points whenever it starts its turn and has at least 1 hit point. When Fazon takes radiant damage, its regeneration does not function on its next turn.	
STANDARD ACTIONS	
M Longsword (necrotic, weapon) • At-Will	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 2d6 + 4 damage plus 2d6 necrotic damage, and Fazon gains 10 temporary hit points.	
M Double Attack (weapon) • At-Will	
Effect: Fazon makes two <i>longsword</i> attacks against the target.	
M/R Soul Drain (healing) • Recharge 5-6	
Attack: Melee 1 (one creature) or Ranged 5 (one creature); +16 vs. Fortitude	
Hit: 3d6 + 11 damage, the target is weakened (save ends), and Fazon regains 32 hit points	
M Furious Assault (weapon) • At-Will	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 3d6 + 11 damage, and ongoing 10 damage (save ends)	
MINOR ACTIONS	
R Dominating Gaze (charm) • Recharge when misses	
Attack: Ranged 5 (one creature); +16 vs. Will	
Hit: The target is dominated (save ends, with a -2 penalty to the saving throw).	
Aftereffect: The target is dazed (save ends).	
Skills Athletics +15, Insight +12, Intimidate +13	
Str 18 (+10)	Dex 10 (+6) Wis 12 (+7)
Con 15 (+8)	Int 15 (+8) Cha 15 (+8)
Alignment evil	Languages Common
Equipment fine clothing, longsword, plate armor, light shield	
Note: The regeneration and <i>soul drain</i> attack can be removed with the destruction of the statues. See Appendix 2 for details.	

Human Noble (level 11)	Level 11 Controller (Leader)	
Medium natural humanoid (human)	XP 600	
HP 107; Bloodied 53	Initiative +6	
AC 25, Fortitude 23, Reflex 23, Will 24	Perception +6	
Speed 5		
TRAITS		
Protected		
A human noble gains a +2 bonus to all defenses while an ally is adjacent to it.		
STANDARD ACTIONS		
M Longsword (weapon) • At-Will		
Attack: Melee 1 (one creature); +16 vs. AC		
Hit: 3d6 + 9 damage.		
C Appoint Champion • At-Will		
Effect: Close burst 10 (targets one ally within burst); the target makes a basic attack as a free action and shifts 1 square before or after the attack.		
C Inspirational Authority • Encounter		
Effect: Close burst 10 (targets one ally within burst); the target uses an at-will, encounter or recharge attack power as a free action.		
C Urge hesitation (charm) • Encounter		
Attack: Close burst 5 (targets enemies in burst); +14 vs. Will		
Hit: The target cannot use standard actions during its next turn.		
Skills Diplomacy +13, Insight +11, Intimidate +13		
Str 15 (+7)	Dex 12 (+6)	Wis 12 (+6)
Con 12 (+6)	Int 14 (+7)	Cha 16 (+8)
Alignment unaligned	Languages Common	
Equipment chainmail, light shield, longsword		
Note: adjusted damage expressions.		

Banite Knight (level 11)	Level 11 Soldier
Medium natural humanoid (human)	XP 600
HP 110; Bloodied 55	Initiative +10
AC 27, Fortitude 22, Reflex 23, Will 22	Perception +6
Speed 6	
STANDARD ACTIONS	
m Short Sword (weapon) • At-Will	
<i>Effect:</i> The hex knight makes the following attack twice.	
<i>Attack:</i> Melee 1 (one creature); +16 vs. AC	
<i>Hit:</i> 2d8 + 7 damage, and the target is immobilized until the end of the knight's next turn.	
r Hand Crossbow • At-Will	
<i>Attack:</i> Ranged 10/20 (one creature); +16 vs. AC	
<i>Hit:</i> 2d8 + 7 damage.	
M Vicious Flurry (weapon) • Recharge 5-6	
<i>Attack:</i> Melee 1 (one or two creatures); +16 vs. AC	
<i>Hit:</i> 2d8 + 7 damage, and the target is immobilized and takes ongoing 10 damage (save ends both).	
MOVE ACTIONS	
Tyranny Step • At-Will	
<i>Effect:</i> The knight moves 4 squares, gains a +4 bonus to AC against opportunity attacks provoked by this movement, and gains combat advantage against each creature that it ends its move adjacent to until the end of the hex knight's next turn.	
MINOR ACTIONS	
Bane Hex • At-Will	
<i>Effect:</i> One creature within 3 squares of the knight is marked until the end of the encounter or until the hex knight uses shadow hex again. While the creature is marked by the knight, whenever it makes an attack that does not include the knight as a target, it grants combat advantage until the end of its next turn.	
Skills Athletics +12, Stealth +13	
Str 15 (+7)	Dex 16 (+8) Wis 12 (+6)
Con 14 (+7)	Int 11 (+5) Cha 11 (+5)
Alignment unaligned Languages Common	
Equipment hide armor, 2 short sword, hand crossbow, 10 bolts	
Note: re-flavored hex knight.	

Zhent War Mage (level 11)	Level 11 Artillery
Medium natural humanoid (human)	XP 600
HP 86; Bloodied 43	Initiative +8
AC 24, Fortitude 22, Reflex 24, Will 23	Perception +8
Speed 6	
STANDARD ACTIONS	
m Dagger (weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +16 vs. AC	
<i>Hit:</i> 2d6 + 7 damage.	
r Magic Missile (force) • At-Will	
<i>Effect:</i> Range 20 (one creature); 14 force damage	
C Zhent Flash (radiant) • Encounter	
<i>Attack:</i> Close burst 3 (enemies within burst); +14 vs. Reflex	
<i>Hit:</i> 2d6 + 7 radiant damage, and the target is blinded until the end of the war mage's next turn.	
A Fire Blast (fire) • At-Will	
<i>Attack:</i> Area burst 1 within 10 (all creatures in burst); +14 vs. Reflex	
<i>Hit:</i> 2d6 + 7 fire damage.	
A Black Vapors (poison) • Recharge 5-6	
<i>Attack:</i> Area burst 2 within 20 (enemies within burst); +14 vs. Reflex	
<i>Hit:</i> 2d6 + 7 poison damage, and the target takes ongoing 10 poison damage and takes a -2 penalty to attack rolls (save ends both).	
FREE ACTIONS	
Wand of Accuracy (implement) • Encounter	
<i>Requirement:</i> Requires wand.	
<i>Effect:</i> The war mage gains a +3 bonus to one attack roll.	
Skills Arcana +15, Diplomacy +11, Dungeoneering +13, Insight +13	
Str 10 (+5)	Dex 16 (+8) Wis 16 (+8)
Con 14 (+7)	Int 20 (+10) Cha 12 (+7)
Alignment evil Languages Common	
Equipment fine clothing, dagger, wand	
Note: adjusted damage expression and powers.	

REWARDS SUMMARY

At the conclusion of the adventure, the PCs earn XP, access to Treasures, and possibly Story Awards. All totals listed here are per PC, regardless of whether there were 4, 5, or 6 PCs in the party.

EXPERIENCE POINTS

All PCs earn at least the Minimum XP for playing the adventure. In addition, the Major and Minor Objectives are worth the listed XP awards if successfully completed (as determined by the DM, following the guidelines specified in the adventure). The PCs may be given partial awards if the DM determines that they completed part, but not all, of a given objective. Any character that died during the adventure receives 20% less XP than the rest of the party, unless there was a TPK, in which case the entire party presumably failed to achieve at least some of the listed objectives. Even with the 20% penalty, a character may not fall below the Minimum XP for the adventure.

ADVENTURE LEVEL 2

Minimum XP: 225 XP

Learning Prama Ningra from Memnon has the Battlecloak: + 125 XP

Learning Fazon G'Houl is last known owner in Mintar: + 25 XP

Entering the House of Pain: + 25 XP

Killing Fazon: + 25 XP

Maximum Possible XP: 425 XP per PC

Base Gold: 75 gp per PC

(Encounter 3: 25 gp, Encounter 6: 25 gp, Conclusion: 25 gp)

ADVENTURE LEVEL 4

Minimum XP: 320 XP

Learning Prama Ningra from Memnon has the Battlecloak: + 175 XP

Learning Fazon G'Houl is last known owner in Mintar: + 35 XP

Entering the House of Pain: + 35 XP

Killing Fazon: + 35 XP

Maximum Possible XP: 600 XP per PC

Base Gold: 125 gp per PC

(Encounter 3: 25 gp, Encounter 6: 50 gp, Conclusion: 50 gp)

ADVENTURE LEVEL 6

Minimum XP: 450 XP

Learning Prama Ningra from Memnon has the Battlecloak: + 250 XP

Learning Fazon G'Houl is last known owner in Mintar: + 50 XP

Entering the House of Pain: + 50 XP

Killing Fazon: + 50 XP

Maximum Possible XP: 850 XP per PC

Base Gold: 225 gp per PC

(Encounter 3: 75 gp, Encounter 6: 75 gp, Conclusion: 75 gp)

ADVENTURE LEVEL 8

Minimum XP: 640 XP

Learning Prama Ningra from Memnon has the Battlecloak: + 350 XP

Learning Fazon G'Houl is last known owner in Mintar: + 70 XP

Entering the House of Pain: + 70 XP

Killing Fazon: + 70 XP

Maximum Possible XP: 1,200 XP per PC

Base Gold: 450 gp per PC

(Encounter 3: 125 gp, Encounter 6: 200 gp, Conclusion: 125 gp)

ADVENTURE LEVEL 10

Minimum XP: 900 XP

Learning Prama Ningra from Memnon has the Battlecloak: + 500 XP

Learning Fazon G'Houl is last known owner in Mintar: + 100 XP

Entering the House of Pain: + 100 XP

Killing Fazon: + 100 XP

Maximum Possible XP: 1,700 XP per PC

Base Gold

675 gp per PC

(Encounter 3: 200 gp, Encounter 6: 275 gp, Conclusion: 200 gp)

TREASURE

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

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

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

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

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:

AL 2+:

Bundle A: *symbol of divine reach +1** (level 3; *Adventurer’s Vault 1*)

Found in Encounter 3.

Bundle B: *bloodcut armor +1** (level 4; *Player’s Handbook*)

Found in Encounter 6

AL4+:

Bundle C: *whistle of warning** (level 8; *Adventure Vault 2*)

Found in Encounter 3

Bundle D: *iron armbands of power** (level 6; *Adventurer’s Vault 1*)

Found in Encounter 6

Bundle E: *cincture of the dragon spirit** (level 6; *Adventurer’s Vault 1*)

Found in Encounter 6

AL 6+:

Bundle F: *symbol of divine reach +2** (level 8; *Adventurer’s Vault 1*)

Found in Encounter 3

Bundle G: *supreme skirmisher’s bow +2** (level 10; *Adventurer’s Vault 2*)

Found in Encounter 3

Bundle H: *bloodcut armor +2** (level 8; *Player’s Handbook*)

Found in Encounter 6

Bundle I: *bloodiron armor +2** (level 8; *Adventurer’s Vault 1*)

Found in Encounter 6

AL 10+:

Bundle J: *gauntlets of discontinuity** (level 13; *Adventurer’s Vault 2*)

Found in Encounter 6

ALL ALs:

Treasure X (Choose an Item): The character finds a Common or Uncommon permanent magic item of the player’s choice. This item must come from a player resource (as defined in the *LFR Campaign Guide*).

The player may choose a Common magic item of the character’s level + 2 or less, or an Uncommon magic item of the character’s level or less. The character must have an available found-item slot, and only permanent magic items may be chosen with this option (no consumables, ammunition, etc.)

Treasure Y (Consumable plus Gold): The character finds a consumable item plus additional gold. The player should write the consumable gained on their Adventure Log. Consumable items obtained in this fashion do not take up found-item slots.

AL 2: *potion of healing* (level 5) plus 0 gp

AL 4: *potion of healing* (level 5) plus 25 gp

AL 6: *potion of healing* (level 5) plus 100 gp

AL 8: *potion of healing* (level 5) plus 250 gp

AL 10: *potion of healing* (level 5) plus 400 gp

Treasure Z (More Gold): The character finds or is given coins, gems, jewelry, art objects, ritual components, or other non-magical valuables (in addition to his or her Base Gold).

AL 2: 50 gp

AL 4: 75 gp

AL 6: 150 gp

AL 8: 300 gp

AL 10: 450 gp

STORY AWARDS

Award these if the PC completes the condition for the award listed in the adventure. Pass out certificates to the players for their story awards.

The PCs gain CALI01 if they took the aid of the Janessar without compensating the organization for the job:

CALI01 Indebted to the Janessar

You have an outstanding debt with the Janessar - a group of anti-slavers operating in the north of Calimshan.

The PCs gain CALI02 if they rescue Mia and her mother Leicil, take them out of Mintar, and either drop them off with Ala'Ammar or give them 50 gold pieces to start a new life:

CALI02 Saving Mia

You saved the young human woman Mia, an excellent seamstress, and her mother. While outside Mintar, she is not necessarily safe since the Banites from Mintar make it a habit to search for escaped citizens, but for now she is grateful. Her future fate is up to you (note down on the back of the story award), and she can be used for MYRE adventures.

In addition, her skill with the needle provides you with purchase access to one uncommon cloth armor or cloak of your choice. Once a choice has been made it cannot be changed. At the beginning or end of any adventure, you may purchase one cloth armor or cloak with an item level no higher than your character level (so as you gain levels, you may purchase higher-level versions of your chosen item, if they exist). You pay full market price. Purchased items do not occupy found-item slots, but they do count toward the total limit of Uncommon items you are allowed to possess.

Item Chosen: _____

The PCs gain CALI03 if they learn the identity of the current owner of the Battlecloak of Vycaena:

CALI03 Battlecloak Saga Quest

You have learned that Prama Ningra from Memnon is the current owner of the Battlecloak of Vycaena and have promised to help Ala'Ammar retrieve it despite the dangers of the city.

In addition, Ala'Ammar provides you with purchase access to *potion of resistance (fire)*. At the beginning or end of any adventure, you may purchase one or more *potions of resistance (fire)* with an item level no higher than your character level +2 at the time of the purchase (so as you gain levels, you may purchase higher-level versions, if they exist). You pay full market price. Consumable items do not occupy found-item slots and do not count toward the total limit of Uncommon items you are allowed to possess.

NEW RULES

BLOODCUT ARMOR

UNCOMMON

Level: 4 / 8

Price: 840 gp / 4,200 gp

Armor: Leather, Hide

Enhancement: +1 / +2 AC

Power (Healing Surge): Minor Action. While you are bloodied, use this armor to gain resist 10 to all damage until the end of your next turn.

Reference: *Player's Handbook*, page(s) 227.

BLOODIRON ARMOR

UNCOMMON

Level: 8

Price: 3,400 gp

Armor: Scale, Plate

Enhancement: +2 AC

Property: When you hit a target, you gain a +2 item bonus to AC against attacks from that target until the end of your next turn.

Reference: *Adventurer's Vault*, page(s) 42.

CINCTURE OF THE DRAGON SPIRIT

UNCOMMON

Level: 6

Price: 1,800 gp

Item Slot: Waist

Property: You can use your Strength modifier instead of your Charisma modifier when making Intimidate checks.

Reference: *Adventurer's Vault*, page(s) 165.

Gauntlets of Discontinuity

UNCOMMON

Level: 13

Price: 17,000 gp

Item Slot: Hands

Power (Daily): Immediate Interrupt. Trigger: An enemy within 2 squares of you Effect: You negate the teleport, and the triggering enemy can't teleport until the end of your next turn.

Reference: *Adventurer's Vault 2*, page(s) 58.

IRON ARMBANDS OF POWER

UNCOMMON

Level: 6

Price: 1,800 gp

Item Slot: Arms

Property: Gain a +2 item bonus to melee damage rolls.

Reference: *Adventurer's Vault*, page(s) 117.

SUPREME SKIRMISHER'S BOW

UNCOMMON

Level: 10

Price: 5,000 gp

Weapon: Bow

Enhancement: +2 attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Encounter): Free Action. Trigger: You make a ranged basic attack using this weapon. Effect: You make a ranged at-will attack using this weapon instead.

Reference: *Adventurer's Vault 2*, page(s) 24.

SYMBOL OF DIVINE REACH

UNCOMMON

Level: 3 / 8

Price: 680 gp / 3,400 gp

Implement (Holy Symbol)

Enhancement: +1 / +2 attack rolls and damage rolls

Critical: +1d6 / + 2d6 damage

Property: When using this holy symbol to deliver a ranged or area prayer, add the symbol's enhancement bonus to the range. For example, a +3 symbol of divine reach would increase "area burst 5 within 10 squares" to "area burst 5 within 13 squares."

Property: On a critical hit you deal +1d10 / +2d10 damage instead of +1d6 / +2d6 with ranged and area attacks.

Reference: *Adventurer's Vault*, page(s) 88.

WHISTLE OF WARNING

UNCOMMON

Level: 8

Price: 3,400 gp

Wondrous Item

Power (Encounter): Minor Action. Each ally within 10 squares of you who can hear the whistle can shift 1 square and draw a weapon or retrieve an implement as a free action.

Reference: *Adventurer's Vault 2*, page(s) 78.

APPENDIX 1: THE STORY OF HOUSE NAJJAR AND HOUSE ASADA

In 523 DR, in Almraiven, a child of wondrous beauty was born to the Grand Pasha of Calimshan. Her name was Ta'shar, and she was the first true princess born to royal lineage in nearly a century. As she grew into a young woman, her hand was promised (as was custom) to the son of the most prominent house in the City of Almraiven. At this time, that house was House Najjar, and the lucky man was Malik Najjar. House Najjar was powerful because of its slave trade. Hundreds of thousands of slaves were captured from the far reaches of the Realms, and warehoused in Almraiven by House Najjar - ready for sale to the highest bidders. Such a trade (and the accompanying lifestyle) was commonplace during this Age, and only a few sensitive hearts bled for the plight of the slaves, and their voices were silenced before they might be heard.

But one such voice could not be silenced: Ta'shar. As she came to know Malik (and House Najjar) through the courtship rituals, she came to despise everything that slavery stood for. Malik was a powerful and handsome fiancée, but she saw darkness in his ruthless treatment of those beneath him - a darkness she herself felt destined to know intimately should she go through with the marriage. In her time of doubt, she met a young Captain in the Almraiven Guardians. His name was Misha of House Asada, another powerful family in

Almraiven. Secretly, she would meet with him on her visits to Almraiven, and soon their love blossomed into something both passionate and forbidden.

One night, beneath the Bridge of Destiny, Ta'shar and Misha were discovered: locked in tight embrace. Ta'shar was sent away, back to her father, and Malik proclaimed that he would not marry the Princess until the stain of shame caused by House Asada had been washed from the desert sands. Misha, too, knew that he could never be with Ta'shar until House Najjar and the stain of slavery had been outlawed once and for all.

And so, in 547 DR, the two sons - and their respective Houses - faced each other in battle. Not just one battle - but 100. And thousands of lives lost for the love and pride of two men. Both Houses were aided by their respective artifacts: Asada's "Battlecloak of Vycaena", and Najjar's "Cloak of Weaponry" - yet neither could ever get the upper hand.

History says that the war between the Houses lasted for over 60 years, and only ended when Princess Ta'shar died old and alone in her Palace of Broken Dreams. It is said that, upon her death, both sons and their Houses lay down their arms and wept - and their tears flowed upon the sands and filled the Great Oasis that now stands at the center of the City of Almraiven.

APPENDIX 2: SAVING THE SOULS SKILL CHALLENGE

As the PC's successfully complete the skill challenge by destroying or deactivating the columns, they are cutting off Fazon's life support, and he loses some of his abilities depending on the degree of success. Also, after each success the PC's receive messages from fragments of the souls Fazon tormented. After each success, read the **block text** assigned to each success/soul.

After each success in the skill challenge:

1st Success	see encounter text for damage to Fazon
1st Soul	<i>A faint light darts out from the pillar in skittish motions. "Thank-you for freeing us! In return we must tell you that the cloak you seek was lost!" The sound carries throughout the room before the light dissipates.</i>
2nd Success	Fazon takes -1 to all defenses; see encounter text for damage to Fazon
2nd Soul	<i>Another light seeps through the pillar and forms a blurred image of a man with dark skin and a goatee beard. "Memnon, a strange man from Memnon. A noble ... a gambler... I think he was ..."</i>
3rd Success*	Reduce Fazon's Regeneration to 0 at AL 2-6 and to 5 at AL 8-10; see encounter text for damage to Fazon
3rd Soul*	<i>"The cloak ... Lost in a game of Three Dragon Ante ..."</i>
4th Success*	Reduce Regeneration to 0 at all AL's; Fazon takes -1 to all defenses; see encounter text for damage to Fazon
4th Soul*	<i>"The Genasi won it 7 years ago ..."</i>
5th Success*	Fazon no longer regains hit points with <i>Soul Drain</i> ; see encounter text for damage to Fazon
5th Soul*	<i>"Fazon was outraged, but he was more afraid of this genasi than he was of Bane himself, so he let the noble escape with his most valued prize."</i>
6th Success**	see encounter text for damage to Fazon
6th Soul**	<i>"His name was Prama Ningra!"</i>

* With 4 players, the 3rd success destroys 2 statues and triggers 3rd and 4th results, and the 4th success destroys the final 2 statues and triggers the 5th and 6th results. However, Fazon only takes damage once per success.

** With 5 players, the 5th success triggers the 5th and 6th results. However, Fazon only takes damage once per success.

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

(character name)

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

CALI3~1 MALICE OF MINTAR

CALI01 Indebted to the Janessar

You have an outstanding debt with the Janessar - a group of anti-slavers operating in the north of Calimshan.

CALI02 Saving Mia

You saved the young human woman Mia, an excellent seamstress, and her mother. While outside Mintar, she is not necessarily safe since the Banites from Mintar make it a habit to search for escaped citizens, but for now she is grateful. Her future fate is up to you (feel free to make notes about her status and any future encounters you have with her on the back of this certificate), and she can be used for MYRE adventures.

In addition, her skill with the needle provides you with purchase access to one Uncommon cloth armor or cloak of your choice. Once a choice has been made it cannot be changed. At the beginning or end of any adventure, you may purchase one Uncommon cloth armor or cloak with an item level no higher than your character level (so as you gain levels, you may purchase higher-level versions of your chosen item, if they exist). You pay full market price. Purchased items do not occupy found-item slots, but they do count toward the total limit of Uncommon items you are allowed to possess.

Item Chosen: _____

CALI03 Battlecloak Saga Quest

You have learned that Prama Ningra from Memnon is the current owner of the Battlecloak of Vycaena and have promised to help Ala'Amarr retrieve it despite the dangers of the city.

In addition, Ala'Amarr provides you with purchase access to *potions of resistance (fire)*. At the beginning or end of any adventure, you may purchase one or more *potions of resistance (fire)* with an item level no higher than your character level + 2 at the time of the purchase (so as you gain levels, you may purchase higher-level versions, if they exist). You pay full market price. Consumable items do not occupy found-item slots and do not count toward the total limit of Uncommon items you are allowed to possess.

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Event Name: _____ Event Code: _____
(This number was given to the organizer when the event was scheduled)

Adventure Title: _____ Session Number: _____
(For administrative use only)

Date of Play: / /
Month Day Year

Start Time: :
Hour Minute

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

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

Player Name	WIN/DCI Number
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2	<input type="text"/>
3	<input type="text"/>
4	<input type="text"/>
5	<input type="text"/>
6	<input type="text"/>

DUNGEON MASTER

DM Name: _____

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