

# THE IRIAEBOR GAMBIT

A DUNGEONS & DRAGONS® *LIVING  
FORGOTTEN REALMS* ADVENTURE

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There is turmoil in Iriaebor and some faction in the city wants to make sure that it continues unabated. Merchants are being slaughtered, their bodies displayed in the streets. Would the Dusk Talons be willing to go that far to keep their city free from the gauntleted grip of Elturel's Order of Torm? A *Living Forgotten Realms* adventure set in Elturgard for characters of the heroic tier (levels 1-10). (Note: This adventure is the second part of a trilogy. Playing ELTU4-1, ELTU4-2, and ELTU4-3 in order with the same character is recommended, but not required.)

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

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## PREPARING FOR PLAY

In order to play this adventure, you'll need copies of the D&D 4th Edition core rulebooks. These are the *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*, or the corresponding D&D Essentials products. 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 about non-player characters (NPCs) and monsters appears in the full stat-block format with each combat encounter. For non-combat encounters, this information appears 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 is written to support the entire Heroic tier of play (levels 1-10). 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 Adventure Level 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 AL 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 20% less XP from that adventure. In other words, characters that died during the adventure earn 80% of the amount earned by those characters that did not die during the adventure (for example, if the rest of the party earned 500 XP, the characters who died only earn 400 XP).

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. These rules do not apply if a mount is 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

Whether 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 the later stages of 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:** A disease lasts until it is cured or it reaches its 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

The following table is included for speed play. Should you need to improvise on the DC for a skill check, the table below should be used as a reference.

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

In the city of Iriaebor, several prominent merchants have been murdered and their bodies left in places where they could be easily found. Each of the corpses was found with a folded copper coin clutched tightly in its left hand. Suspicion has fallen on the Dusk Talons, a group of freedom-loving rogues in the region.

The Dusk Talons are an extremely secretive organization, but those in the know realize this sign is how members recognize each other. The dead merchants are all people who had a positive public relationship with the leadership of Elturgard. There is growing suspicion, coupled with certain evidence, that the Dusk Talons are eliminating these merchants out of a fear that Iriaebor may otherwise fall under the full sway of the theocracy of the Order of Torm in Elturel, which is often at odds with the Dusk Talons.

## DM's INTRODUCTION

The adventure starts in the city of Iriaebor, also known as the Overland City or the City of a Thousand Spires. The PCs are brought into the city by various sources. PCs who are members of the Dusk Talons, the Lion's Den, or the Order of Torm receive messages from those groups. Adventurers who are not members of any regional meta-organization instead receive letters from Lord Krieger, asking for them personally if they were involved in the events of ELTU3-6 *True Blue* during which the adventurers chose to risk (and ultimately destroyed) The Companion of Elturel in order to rid much of the region of the taint of the Spellplague. If the players have not participated in any adventures involving Elturgard then they simply hear about a call for capable adventurers. Handouts representing the letters from the different factions are in the Appendix.

The adventurers are recruited by Lord Krieger to investigate a series of murders in the city. Each victim

was a merchant of note in the city and had public, positive ties to the paladins of Elturgard. The deaths are causing an already tense situation in the city to worsen. Iriaebor strongly asserts its independence (but the city has increasing ties to Elturel). There are passionate advocates on both sides, and this situation needs to be resolved before things get out of control (not to mention the fact that people are being murdered).

The PCs meet with Lord Krieger in the High Tower of Iriaebor where he shares the details of the deaths and explains that what little clues have been found point to the Dusk Talons as the likely culprits. Lord Krieger is not convinced, as the Talons have never been enemies of the city before, but tensions in the city are very high. He needs the PCs to find proof that the Dusk Talons are involved or else identify the true culprit.

The PCs are sent out to investigate the murders around the city. They have access to both the scene of the latest crime and the bodies of the murdered merchant and his guards. The PCs can also move about the city and try to gather information as they see fit. During their investigations they eventually discover that the assassins are not Dusk Talons, but are actually hired Zhentarim mercenaries. They also find a map that leads to the Zhents' encampment hidden deep within the old city: an uninhabited part of Iriaebor known for its packs of starving trolls.

The encampment is large and heavily fortified against the trolls. The PCs will need to call in help from the city watch (locally called the Freedom Guard) and possibly other local organizations to make an attack on the encampment. This involves convincing the organizations to help and organizing a plan of attack. During these discussions, it becomes clear that there is something deeper at work within the Freedom Guards' ranks.

While the party's allies engage the camp as a whole, the adventurers go to the heart of the camp. There they assault the elite officers of the Zhentarim in an effort to capture at least one of them. A living witness is key in order to build a solid body of evidence that the Zhents, and not the Dusk Talons, are to blame for the murders.

If this is all accomplished then the city's current belief that the Dusk Talons are to blame may change.

## PLAYER'S INTRODUCTION

Before beginning, hand out the individual introduction letters (Appendix I; there is one for members of each Elturgard meta-org and one for all other PCs) and explain that the PCs have gathered at the High Tower of Iriaebor to meet with Lord Krieger.

Read or paraphrase the following:

*The city of Iriaebor is an impressive sight to behold, whether it is for the first time or the hundredth. It is known as the City of a Thousand Spires and one can easily believe the moniker still applies, even as many of the structures crumble under the weight of years.*

*Harsh eyes and angry words dog you all the way to the High Tower. The occupants of this city have never had much love for adventurers, but now anger and fear linger in the air. There is no relief from the harsh glares and harsher words while you travel through the winding streets, but you manage to reach the High Tower of Iriaebor without being physically accosted.*

The PCs individually arrive at the High Tower about the same time and gather in the Tower's entrance lobby before being escorted to their meeting with Lord Krieger. Allow a few moments for PC introductions.

If the PCs have any questions about the city or the state of politics between Iriaebor and Elturgard for the guards, share the following information:

- Iriaebor is officially independent of Elturgard, though Elturgard continues to woo the city's leaders with gifts and emissaries.
- Small companies of Elturgardian knights often tour the city, offering aid where needed. However, recent events in Elturel have caused the Order to bring most of its knights back to the capital city, forcing the Order to rely on their mercantile interests in Iriaebor to keep up the political effort.
- Recently an attempt was made to use the damaged Companion, Elturel's second sun, to cleanse the Spellplague from the region. It partially succeeded, wiping all trace of the plague from Elturel and the lands surrounding it (though not carrying as far as Iriaebor). Unfortunately the Companion went cold and dark as part of the ritual and appears to no longer function.
- Since the Companion died, Elturel has pulled back its paladins from Iriaebor, but continues to use political and economic efforts to win the city to its fold.

- Iriaebor has no interest in becoming an official city of Elturgard and would prefer to maintain a stronger position in its relationship with Elturel.
- Recently there have been an increasing vocal minority of the Freedom Guard of Iriaebor calling for violent resistance to Elturgard's overtures of alliance.
- Asking around about garnet necklaces (if the players have played *ELTU4-1 Born by Fiends*), turns up little information. Some people mention that they have seen some of the Freedom Guard wearing similar items, but they don't have any details and the PCs do not see any such necklaces on anyone passing by.
- Iriaebor is a town of laborers. Adventurers have always been viewed with intolerance, because of the disruptions of the peace that often accompany the arrival of sellswords. People here tend to look down at adventurers as dreamers, treasure hunters, rebels, or just plain troublemakers. Adventuring is not viewed as a "real" job.
- Not everyone shares the belief that adventurers should be unwelcome, but it is a large majority. However, the leader of the city's merchant guilds, Lord Krieger, has been known to work with and employ adventurers on several occasions.

See Appendix II for more information on the city of Iriaebor and Lord Krieger. The DM may wish to compile a list of potentially useful favors at this point. Appendix III has a helpful chart designed for this purpose. For more information on the factions of the Elturgard region, see Appendix IV.

# ENCOUNTER 1: MONEY TROUBLES

## IMPORTANT NPC

**Lord Krieger**, Iriaebor council member and merchant guild master

The PCs have been summoned by Lord Krieger to the High Tower of Iriaebor. He wishes to bring in an outside group to investigate the murders that have occurred in the city.

As the adventurers are led to the top of the tower by guards and enter the chamber, read:

*You are led through the hallways of the High Tower of Iriaebor by a pair of guards in platinum-trimmed cloaks. They bring you to a small room, bypassing the larger chamber with its throne-like chair. A middle-aged man clad in crimson robes stands behind a low table, looking out a window over the city. He turns to meet you.*

*“I am pleased that you have answered my summons. I have called you all here for a matter of great importance. Iriaebor is a city that I have fought hard to keep strong and now someone is tearing at its very foundation. My own guards and other trusted allies are unsuited to this complicated and dangerous task. I must look to talented adventurers to investigate the problem and protect our citizens.”*

*He sets several bent copper coins down on the table. “Several merchants have been found murdered, their corpses strewn about the city. The signs point to the Dusk Talons. They are not my favorite group, but they have always had a positive reputation with most of the people. Now the whole city is up in arms. We need this resolved as quickly as possible.”*

Lord Krieger has dealt with the eccentricities of adventurers in the past and is more open to using their talents than other leaders of the city. He bids the PCs sit and hear out the details of his problem.

- Prominent merchants are being murdered in the city, their bodies left where they can be easily found. It seems likely this is meant to be a message of sorts.
- This has been occurring every few days for several weeks, but the Freedom Guard has not been able to identify or arrest any culprits.
- Each of the victims was found clutching a bent copper coin. (Some PCs may recognize this as a symbol that the Dusk Talons use to identify other

members of the group. If not, Lord Krieger explains that bent copper pieces are rumored to be a symbol of the Dusk Talons.)

- There have now been a total of six murders. The most recent murder, of a prominent silk merchant named Gusben Tho, occurred just yesterday.
- Gusben and the previous victims were vocal in their support for working with, and even submitting to the formal authority of, Elturgard. The merchants believed that such an alliance would be good for business.
- There are suspicions that the Dusk Talons are involved, considering their feelings against Elturgard and the Order of Torm, but it cannot be firmly proved. Rumors on the street say that the Dusk Talons are out to permanently eliminate anyone who sides with the Order, so as to prevent Iriaebor joining the theocracy.
- The murders have been occurring with ever increasing frequency. Time is of the essence in finding the culprits. Lord Krieger asks the PCs to investigate the murders and find the truth, Dusk Talons or no. He recommends they start with the most recent murder as it is the most likely to have fresh evidence.
- Lord Krieger has no desire to bring in knights from Elturgard to help with the problem. He wants the mystery to be solved “in house” without adding any tension that the presence of Tormite Inquisitors might bring to the city. (If some of the PCs are members of the Order of Torm, that’s fine, but he asks them to downplay their connection when dealing with the public until this matter is settled.)
- Lord Krieger also asks that once the PCs determine who is at fault, they report immediately back to him before taking any action. If appropriate, he may continue to employ them to deal with the culprit, but he wants to know who it is first.
- Lord Krieger promises to pay the PCs well, no matter what they should uncover, as long as the true culprit is found.
- If the PCs ask him about the Freedom Guard and garnet necklaces, Lord Krieger knows that the necklaces were given to a number of high ranking members of the Freedom Guard for their years of service, but as far as he knows, they have no other significance. He is greatly disturbed if the PCs inform of the recent events surrounding the necklaces in Elturel (in the adventure ELTU4-1). He assures the PCs that there are no new major constructions in Iriaebor like Elturel’s magical

water clock. Indeed, since the murders there are few mass gatherings by the public, because people are afraid. Whatever the necklaces may signify, this is a less pressing issue than the current spate of murders that threaten to set the city against itself.

## ENDING THE ENCOUNTER

Lord Krieger offers to pay the party an amount appropriate to their stature and fame (based on the AL) if they successfully help with this matter.

Once the party agrees, Lord Krieger gives the PCs directions to the murder scene where he has detailed a guard named Virna to protect the scene of the crime. The body has been moved to a secure location beneath the High Tower, but the crime scene may still have clues. A guard named Kilgran is watching over the bodies and is expecting them. Kilgran and Virna are partners and are assigned to this case. PCs may have met the pair in *ELTU3-6 True Blue*.

Lord Krieger gives the PCs a writ granting them access to the body of the last victim and to the crime scene. This does not, however, give the PCs any sort of general police authority in the city. He emphasizes that even if they discover who the murderer is, they are to report to him for further instructions before attempting to pursue the matter to its conclusion.

Proceed to Encounter Two when the PCs move to investigate. It does not matter if they want to view the body or the crime scene first (although the body is a more logical choice since the PCs are already at the High Tower).

## MILESTONE

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

## TREASURE

There is no treasure in this encounter. Lord Krieger does promise appropriate payment for the PCs once they succeed.



## ENCOUNTER 2: A COPPER FOR YOUR THOUGHTS

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

### IMPORTANT NPCs

**Virna:** Dusk Talon mercenary and Freedom Guard Infiltrator; female human (Streetwise +14, Bluff +10, Stealth +12)

**Kilgran:** Dusk Talon mercenary and Freedom Guard Infiltrator; male dwarf (Streetwise+12, Bluff +8, Stealth +10)

The skill challenge involves the PCs investigating the murders that have occurred, as well as locating and protecting the next target. The scenes do not need to be played in order, nor must the party complete them all; allow the investigation to develop organically.

*Merchants are being slain in the city and left for any citizen to find. Is it some sort of warning? Who would pose such a threat and why? Is this chaos intended to bring down the city or a misguided attempt to protect it?*

### SKILL CHALLENGE: A COPPER FOR YOUR THOUGHTS

**Goal:** Discover who is murdering merchants in the city.

**Complexity:** 1 (4 successes before 3 failures)

**Primary Skills:** Bluff, Diplomacy, Intimidate, Streetwise

**Other Skills:** By Scene.

**Victory:** The PCs discover the next target of the assassins with time to ambush them.

**Defeat:** The PCs do not discover the next target until the last minute and have no time to prepare.

While investigating these murders in Iriaebor, any PC that is a member of the Dusk Talons has a +2 bonus to Streetwise checks, while members of the Lion's Den gain a +2 bonus to Diplomacy checks.

### ASKING VIRNA AND KILGRAN ABOUT THE NECKLACES

For those PCs following up the events in ELTU4-1 *Born by Fiends*, they may wish to ask Virna and Kilgran about the garnet necklaces that were given to the Freedom Guard. PCs may be concerned for the guards' safety, since they may know the pair (from ELTU3-6).

Both have seen the necklaces on their fellows, but do not have one themselves. They can tell the PCs that the necklaces were internally awarded to several high ranking members of the Freedom Guard, as well as some influential retirees, for their years of service. They have no reason to suspect anything is wrong with the necklaces unless the PCs bring up the recent events in Elturel. If the party does, both guards are concerned. They admit that they have witnessed a strange change in the Guard leadership. It seems almost as if the Guard has been going out its way to be less effective and to promote civil unrest. Decisions are being made that even the least insightful can guess would almost certainly inflame the citizenry. Combined with the stories the PCs bring of the necklaces and what happened in Elturel, both Virna and Kilgran believe that a conspiracy may be afoot (beyond their own secret infiltration of the Freedom Guard for the Dusk Talons). However, since the murders are an immediate threat, the guards encourage the PCs to address that issue first.

### SCENE 1: WHAT THE DEAD MAN HEARD

This scene details the inspection of the most recent corpses, stored in the guard station below High Tower.

*The body of Gusben Tho is being held in the guard station below the High Tower. The word of Lord Krieger allows you past the guards without any trouble. They inform you that the Gentle Repose ritual has been performed upon the merchant's body to keep it in the same condition as it was found. The bodies of his two guards were not treated with as much care and from the smell you can tell they have already begun to succumb to the corruption of the grave.*

The dwarven guard who escorts the PCs down to the bodies is Kilgran, a member of the Freedom Guard, and secretly a Dusk Talon. PCs that have played ELTU3-6 *True Blue* may have already met Kilgran and his partner Virna, and may or may not know their true allegiance. If the PCs ask after Virna, Kilgran tells them that that she has been sent to guard the crime scene. More information on the two can be found in Appendix II.

A casual examination reveals that the bodies suffered numerous wounds, but a more detailed inspection shows an interesting and unusual tattoo on one of the bodyguards.

### Heal [Moderate DC] (not a success or failure)

Some of the physical wounds show signs of a poisoned weapon. There are other wounds that could have been made by magic or some sort of elemental energy, as if the areas of skin had been melted or burned.

**Perception [Hard DC]** (1 success; 1 maximum)

The armor on one of the merchant's bodyguards, which includes a full helm, is very ill fitting and appears to have been hastily donned. It seems unlikely that this armor belongs to the man wearing it.

If a PC succeeds on this Perception check or someone specifically states that they want to remove the dead guards' armor, this unlocks the use of the History and Religion skills.

**History or Religion [Moderate DC]** (1 success; 1 maximum; only available after a successful Perception check)

The man has a tattoo under one of his greaves, a symbol that marks the wearer as dedicated to Bane. Such tattoos are often seen on members of the Zhentarim, a mercenary group with a foul reputation.

**Speak with Dead or Resurrection**

If the party is capable of casting the Speak with Dead ritual (the city is also large enough to purchase one for standard rates) or using a power to bring the merchant back from the dead, the caster can ask questions of the recently deceased merchant. Depending on the number of questions allowed the corpse (or recently resurrected merchant) can provide the following information:

- Physical descriptions of his assailants and what they were wearing: One wore heavy armor and the rest were dressed in leather armor. They were all humans. (Describe the attackers from Encounter Three)
- The number of assailants that attacked his group. (There are 3-5 depending on the number of PCs)
- The group was attacked while leaving Gusben's private dock, which is across from his warehouse where he conducts business.
- Gusben does not know why he was attacked, but he recently hired the guards because of the string of murders.
- If raised (he cannot answer this question via Speak with Dead), and shown the corpse of the guard with the tattoo without his helm, Gusben says that while the corpse looks similar to the man he hired, that is not his guard.

**SCENE 2: CRIME SCENE INVESTIGATION**

This scene details the investigation of the site of Gusben Tho's murder.

*The most recent murder occurred at the private dock owned by Gusben Tho. A member of the Freedom Guard, wearing a crimson cloak with copper trim, is waiting to meet you. She is a human female with auburn hair.*

PCs who have played ELTU3-6 *True Blue* recognize Virna. PCs who are members of the Dusk Talons know that Virna is also a Dusk Talon. As with her partner Kilgran, more information can be found in Appendix II.

Virna was told that Lord Krieger was sending adventurers to investigate the scene, so she has been waiting here for the PCs while keeping the locals from snooping around. She directs the PCs to the edge of the dock where it appears the murder took place.

Should the PCs wish to inspect Gusben's office in the warehouse, or the rest of the warehouse, they are welcome to do so, but there is no useful information. Some of his staff is present and working, but it is clear that without their employer to direct them, not much progress is being made.

**Athletics [Moderate DC] or Perception [Hard DC]** (1 success; 1 maximum)

A PC can dive into the water and swim around under the dock or shine a light under the dock (or use darkvision) and look carefully. On a success, the character discovers a wooden holy symbol of Bane caught in some old discarded netting.

**Perception [Moderate DC]** (not a success or failure)

The PC notices some discoloration on the wood of the dock. The damage is beyond normal weathering, and looks as if something splashed on the wood and caused the marks. This unlocks the use of the Arcana skill.

**Arcana [Moderate DC]** (1 success; 1 maximum; only available after a successful Perception check)

The damage to the wood of the dock was caused by alchemist's acid. If the PCs make this connection, Virna mentions that alchemist's acid is hard to come by in Iriaebor because most of it gets bought up by the Freedom Guard, who use it when dealing with the troll packs from the Old City. Maybe someone who sells alchemist's acid can say more?

With this information, along with a successful Heal check result in Scene 1, the PCs confirm that the burn marks on the corpses below High Tower were caused by alchemist's acid. They should seek a supplier.

### SCENE 3: THE LOCAL GOSSIP

*The spires of Iriaebor shelter a large number of merchants, workers, and other individuals. Perhaps one of them has seen or heard something useful?*

Some PCs may be able to learn information from their contacts, or with luck and skill find someone to tell them useful information. Members of the Dusk Talons, Lion's Den, or Order of Torm can consult their organization's members in the city and gain some or all of the listed information without needing to make a skill check. Any remaining successes that the PCs need to finish out the skill challenge (assuming they have completed both Scene 1 and Scene 2) may be accumulated here.

#### Dusk Talons

- No one is hiring them for work anymore.
- People think the Dusk Talons are to blame for the murders, but it's not true. If we were going to kill someone, we wouldn't leave a calling card.
- The attacks have always happened when the merchant is isolated. Whoever set up these attacks is a professional. Silly merchants spend a lot of time at their warehouses by the docks, where such ambushes are easy.
- All the victims seemed to have political leanings towards an alliance with Elturel.

#### Lion's Den

- Some stranger has been buying lots of supplies of the type needed for a significant military force, mercenary company, or expedition somewhere.
- Interestingly, there has been a run on alchemical acid and fire beyond the normal high demand in the areas near Old City. Ylna Strathmore, who normally has lots of supplies, just sold the last of her allotment. She described the buyer as a large human stranger with lustrous black hair. Her warehouse is down by the docks.
- The deceased merchants had spoken in favor of stronger ties with Elturgard.
- Many members of the Lion's Den want vengeance and it looks like the Dusk Talons are to blame. Internal discussions have begun concerning hiring adventurers to seek vengeance against the Dusk Talons if the Freedom Guard doesn't arrest someone soon.

#### Order of Torm

- All the murdered merchants had close ties with the Order of Torm. The Dusk Talons have always caused trouble for the Order but this time they

have gone too far. Force may be needed against Iriaebor to root out all the rogues.

- The Order can provide a list of merchants who have allowed small companies of knights into their towers. It is possible that some of the Order's other allies may be future targets. Ylna Strathmore is on the top of the list of those who are still alive. She has a warehouse down by the docks if the party wants to find her.

#### Diplomacy [Moderate DC] (1 success; no maximum)

The PC is able to ply a talkative merchant with drink or a sympathetic ear. The merchant reveals one of the above pieces of information.

#### Insight [Moderate DC] (1 success; 1 maximum)

With the information they've learned, the PCs can safely infer that the population is being intentionally stirred up beyond the already considerable stress of the situation.

#### Streetwise [Moderate DC] (1 success; 2 maximum)

First success: The word on the street makes it clear that citizens of Iriaebor are becoming suspicious of the Dusk Talons. Some are even calling for their leader to be arrested.

Second success: There's a stranger, a human male, that's been seen around town a lot recently, buying large amounts of supplies and alchemical items. The PCs get a good physical description of a large human man with long, lustrous black hair.

## ENDING THE ENCOUNTER

If you feel the party has gathered all the important information and they are ready to speak with Ylna Strathmore, even if they haven't achieved a total of four successes or three failures, feel free to let them move on (counting the skill challenge as a success).

**Success:** The PCs discover who the assassins' next target likely is (Ylna Strathmore) and are able to get there in time to set up an ambush for the attackers.

**Failure:** The PCs discover the next likely target (Ylna Strathmore) but not in time to set up an ambush for the attackers. They arrive as she is being attacked.

#### MILESTONE AND MINOR OBJECTIVE

Discovering that the true assassins are likely Zhents and that the next target is likely Ylna Strathmore completes a minor objective. The PCs earn 25/35/50/70/100 XP. This encounter counts toward a milestone.

#### TREASURE

There is no treasure in this encounter.

## ENCOUNTER 3: IN THE NICK OF TIME

### ENCOUNTER LEVEL 3/ 5/ 7/ 9/ 11

#### CREATURES

This encounter includes the following creatures at all ALs:

**1 Zhent Spy (S)**

**2 Zhent Battlestiffs (A)**

**1 Zhent Dreadnought (W)**

#### SCALING THE ENCOUNTER

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

**Four PCs:** Remove one of the Zhent Battlestiffs.

**Six PCs:** Add another Zhent Spy.

Note: This encounter can be very dangerous for an AL 2 table, especially if most of the PCs are 1<sup>st</sup> level or the group lacks a leader (someone who can heal in combat). Consider reducing the levels of all the monsters by 1 if the table is on the weaker side of AL 2.

#### SETUP

After gathering enough information pointing towards sales of alchemist's acid and/or the name of Ylna Strathmore, the party can find Ylna at the warehouse she owns. The status of the situation when they arrive depends on whether they succeeded or failed the skill challenge in Encounter 2.

Remember that any PC who is a member of the Dusk Talons meta-organization gets a +1 bonus to attack rolls against members of the Zhentarim.

##### IF THE PCs SUCCEEDED IN THE SKILL CHALLENGE

The PCs arrive before the assassins make their move and Ylna is just about to leave her warehouse as the PCs walk up.

As the adventurers enter the area, read:

***A blonde half-elven woman moves quickly to lock her warehouse. Two guards eye you nervously as they watch the area for any sign of trouble.***

Ylna Strathmore is a merchant specializing in supplying militant forces: the Freedom Guard, adventuring companies, and similar groups. She often has alchemical goods, weapons, and dungeoneering supplies that are

not otherwise common in the city, Ylna is also a devout follower of Torm and believes that it would be good for her business and the city as a whole if Iriaebor allied with the rest of Elturgard.

Once the PCs identify themselves and demonstrate that they mean no harm, it does not take much time or effort to convince Ylna that she is the potential next victim. Ylna has seen several of her colleagues cut down already and she has hired two guards to follow her everywhere she goes.

She does recall selling the last of her alchemist's acid, along with a significant amount of gear, to a stranger she had never met before: a large human man with lustrous black hair. He claimed he was putting together an adventuring group to raid the troll bands in the Old City, but truthfully, Ylna didn't believe him. She recalls him asking what time she leaves the warehouse and which way she walked home. There was something off about him, but he paid well, so she concluded the deal.

Ylna is willing to help the PCs lay a trap for of the potential assassins and goes along with whatever plan they suggest as long as it is not obviously suicidal. Given the remote area of her warehouse and that most people know when she leaves, perhaps this would be a good place to lay an ambush. The PCs can make a group Stealth check (Moderate DC) to gain a surprise round. Otherwise the two groups roll initiative normally.

If the PCs want to set up the ambush somewhere other than her warehouse, Ylna follows them to whatever location they choose. Adjust the map and other details of the fight accordingly.

##### IF THE PCs FAILED THE SKILL CHALLENGE

The PCs took too long finding their way here and the assassins are attacking as the PCs arrive.

***A blonde half-elven woman moves quickly to lock her warehouse. Two guards eye you nervously as they watch the area for any sign of trouble. Even so, they do not appear to notice the figures skulking towards them in the buildings' shadows.***

The mercenaries are here to assassinate Ylna and both of her guards. They will focus on their targets until they are intercepted by the PCs. Once that occurs they will try to eliminate or disable the PCs so they can escape. Both the PCs and the assassins see each other and both groups act normally with no chance for surprise.

## FEATURES OF THE AREA

This area has a few important features.

**Illumination:** The merchants of Iriaebor are far too nervous to go out during the night hours. It is full daylight when the PCs arrive.

**Buildings:** This area is full of warehouses and other buildings used for storage. The buildings are 40 feet (8 squares) tall, and they require a DC 15 Athletics check to climb.

**Crates:** The crates on the map are difficult terrain. They are piled high so jumping over them is not reasonable barring magical assistance. It requires a Moderate DC Athletics or Acrobatics check to climb them. The piles are 15 feet tall and sway precariously. The crates can be pushed onto a foe using the below attack as a standard action.

### ☐ **Tumbling Crate Pile • Consumable**

Attack: close blast 1 (one creature); +AL vs. Reflex

Hit: 2d4 + AL damage and the target is knocked prone.

**Guards and Ylna:** In general Ylna and the guards try to avoid combat. Ylna moves away from fights towards cover while the guards block for her. Treat all three of them as two-hit minions (the first hit bloodies them, the second kills them), with AC 12 + AL, Fort 10 + ½AL, Ref 10 + ½AL, and Will 10 + ½AL.

**River:** The river is deep and fast. Any creature that starts its turn in the river is slid 3 squares (going from the top of the map towards the bottom of the map) in the direction of the river's flow. There is a railing along the edge that makes it more difficult to push someone into the water. Anyone pushed into the river gains a +2 bonus to their saving throw (on a successful save the character falls prone at the edge of the water). It is a DC 15 Athletics check to swim in the swift current, and a DC 10 Athletics check to climb out of the water when next to the docks.

## TACTICS

The Zhent Spies use their first round of combat to go invisible with *witchcloak* and move stealthily to an advantageous position. They prefer to hit melee-focused PCs with *fastlight strike* and then focus on them using combat advantage.

The Zhent Battlestaff will attempt to engage ranged characters and keep them knocked prone as much as possible. If a PC proves a highly mobile melee character, they are also tempting targets to knock prone.

The Zhent Dreadnought works to isolate a single character until they drop and then moves on to the next.

When the Zhents become bloodied, they work to stay within the Dreadnought's aura to benefit from the bonus to attack and damage rolls.

The Zhents are a team and work together. While they will come to the aid of their fellows, they are evil and will not sacrifice themselves or their freedom to save an ally.

## ENDING THE ENCOUNTER

Once the PCs defeat the Zhent mercenaries they can search the bodies or interrogate any captured mercenaries. The mercenaries carry bottles of either alchemist's acid or alchemist's fire. Ylna can identify them as some of the bottles she sold to the large stranger with black hair. The dreadnaught carries a crudely drawn map that marks areas inside the Old City district that have been cleared of trolls. From that, the PCs can guess the approximate location of the enemy camp. To have cleared out a significant area of trolls, the number of Zhents must be huge!

It takes a credible threat to get the mercenaries to talk during interrogation. Successfully compelling them with magic or a Hard DC Intimidate check gets them to speak. They reveal that they were assigned to Iriaebor to stir up trouble in the city by committing the assassinations. They do not know who hired their company, but their leader Arazmous likely would. Arazmous is described as a very large human with lustrous black hair. He wields a pair of flails. They know nothing more and a Moderate DC Insight check will reveal that to be true.

They give a headcount of the group, rough guesstimate of their allies' capabilities (the same as themselves, or better) and the size of the camp. It is clearly much too large for a small group of PCs to handle on their own.

Note that although these mercenaries' confession can help resolve the murder cases, the PCs should be encouraged to seek more evidence at the Zhent camp.

### MILESTONE AND MINOR OBJECTIVE

If the PCs defeat the Zhent assassins and save Ylna Strathmore, they complete a minor objective earn 25/35/50/70/100 XP. This encounter counts toward a milestone.

### TREASURE

The mercenaries have 20/35/50/100/150 gold per PC, a *bashing shield*, a *viper's belt*, and (at AL 4+) a *bottled smoke*. Ylna promises to send the PCs a reward for rescuing her (see the Conclusion).

## ENCOUNTER 3: IN THE NICK OF TIME (AL 2)

1-2 Zhent Spies	Level 1 Lurker
Medium natural humanoid	XP 100
HP 23; <b>Bloodied</b> 11	<b>Initiative</b> +7
AC 15, <b>Fortitude</b> 11, <b>Reflex</b> 13, <b>Will</b> 12	<b>Perception</b> +7
<b>Speed</b> 6	
<b>STANDARD ACTIONS</b>	
m <b>Poisoned Dagger</b> (poison, weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 2d4 + 4 damage, and the target takes a -2 penalty to AC and Reflex until the end of the spy's next turn.	
r <b>Fastlight Strike</b> (radiant) • <b>At-Will</b>	
Requirement: The spy must be invisible.	
Attack: Ranged 5 (one creature); +4 vs. Will	
Hit: 3d6 + 5 radiant damage, and the target is blinded and takes ongoing 5 radiant damage (save ends both).	
Miss: Half damage, and the target is blinded until the end of its next turn.	
<b>Witchcloak</b> • <b>At-Will</b>	
Effect: The spy becomes invisible until the end of its next turn or until immediately after it attacks.	
<b>Skills</b> Stealth +8, Thievery +8	
<b>Str</b> 12 (+1)	<b>Dex</b> 17 (+3) <b>Wis</b> 15 (+2)
<b>Con</b> 11 (+0)	<b>Int</b> 7 (-2) <b>Cha</b> 9 (-1)
<b>Alignment</b> evil <b>Languages</b> Common, Shou	
<b>Equipment</b> leather armor, poisoned dagger	
Base Creature: Lizardfolk Fen Spy, from Monster Vault: Threats to the Nentir Vale.	

1-2 Zhent Battlestaves	Level 3 Soldier
Medium natural humanoid	XP 150
HP 46; <b>Bloodied</b> 23	<b>Initiative</b> +7
AC 19, <b>Fortitude</b> 15, <b>Reflex</b> 17, <b>Will</b> 13	<b>Perception</b> +1
<b>Speed</b> 6	
<b>STANDARD ACTIONS</b>	
m <b>Quarterstaff</b> (weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 2d6 + 4 damage, and the target is slowed until the end of its next turn.	
Effect: The battlestaff marks the target until the end of the target's next turn.	
M <b>Staff Sweep</b> (weapon) • <b>At-Will</b>	
Attack: Melee 2 (one creature); +6 vs. Reflex	
Hit: 1d6 + 4 damage, and the target falls prone.	
M <b>Slap Down</b> • <b>Recharge</b> 4 5 6	
Effect: The battlestaff uses <i>quarterstaff</i> and <i>staff sweep</i> .	
<b>TRIGGERED ACTIONS</b>	
<b>Menacing Glare</b> • <b>At-Will</b>	
Trigger: An enemy within 5 squares of the battlestaff marks it.	
Effect (Free Action): Close burst 5 (triggering enemy). The battlestaff marks the target until the end of the target's next turn.	
<b>Skills</b> Athletics +8, Stealth +10	
<b>Str</b> 15 (+3)	<b>Dex</b> 18 (+5) <b>Wis</b> 10 (+1)
<b>Con</b> 14 (+3)	<b>Int</b> 8 (+0) <b>Cha</b> 8 (+0)
<b>Alignment</b> evil <b>Languages</b> Common, Shou	
<b>Equipment</b> leather armor, quarterstaff	
Base Creature: Lizardfolk Dreadtail, from Monster Vault: Threats to the Nentir Vale.	

1 Zhent Dreadnought	Level 4 Elite Brute (Leader)
Medium natural humanoid	XP 350
HP 130; <b>Bloodied</b> 65	<b>Initiative</b> +3
AC 16, <b>Fortitude</b> 18, <b>Reflex</b> 14, <b>Will</b> 16	<b>Perception</b> +5
<b>Speed</b> 6	
<b>TRAITS</b>	
<b>Dreadnought's Wrath</b> • <b>Aura</b> 2	
While in the aura, bloodied allies have a +2 power bonus to attack rolls and damage rolls.	
<b>Staggering Critical</b>	
Whenever the dreadnought scores a critical hit, the target is stunned until the end of the target's next turn.	
<b>STANDARD ACTIONS</b>	
m <b>Halberd</b> (weapon) • <b>At-Will</b>	
Attack: Melee 2 (one creature); +9 vs. AC	
Hit: 2d10 + 5 damage. The dreadnought pushes the target up to 2 squares and then shifts up to 2 squares to a square adjacent to the target.	
<b>TRIGGERED ACTIONS</b>	
m <b>Low Blow</b> (weapon) • <b>At-Will</b> (1/round)	
Attack: Melee 2 (one creature); +7 vs. Fortitude	
Hit: 3d6 + 5 damage, and the target falls prone.	
r <b>You Fight Now!</b> • <b>Recharge</b> when first bloodied	
Effect: Ranged 5 (one ally). The target can charge as a free action.	
<b>Skills</b> Athletics +13, Intimidate +6	
<b>Str</b> 23 (+8)	<b>Dex</b> 13 (+3) <b>Wis</b> 16 (+5)
<b>Con</b> 15 (+4)	<b>Int</b> 10 (+2) <b>Cha</b> 8 (+1)
<b>Alignment</b> evil <b>Languages</b> Common, Shou	
<b>Equipment</b> halberd, scale armor	
Base Creature: Lizardfolk Dreadnought, from Monster Vault: Threats to the Nentir Vale.	

## ENCOUNTER 3: IN THE NICK OF TIME (AL 4)

1-2 Zhent Spies	Level 3 Lurker
Medium natural humanoid	XP 150
HP 35; <b>Bloodied</b> 17	<b>Initiative</b> +8
AC 17, <b>Fortitude</b> 13, <b>Reflex</b> 15, <b>Will</b> 14	<b>Perception</b> +8
<b>Speed</b> 6	
<b>STANDARD ACTIONS</b>	
m <b>Poisoned Dagger</b> (poison, weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 2d4 + 6 damage, and the target takes a -2 penalty to AC and Reflex until the end of the spy's next turn.	
r <b>Fastlight Strike</b> (radiant) • <b>At-Will</b>	
Requirement: The spy must be invisible.	
Attack: Ranged 5 (one creature); +6 vs. Will	
Hit: 3d6 + 7 radiant damage, and the target is blinded and takes ongoing 5 radiant damage (save ends both).	
Miss: Half damage, and the target is blinded until the end of its next turn.	
<b>Witchcloak</b> • <b>At-Will</b>	
Effect: The spy becomes invisible until the end of its next turn or until immediately after it attacks.	
<b>Skills</b> Stealth +9, Thievery +9	
<b>Str</b> 12 (+2)	<b>Dex</b> 17 (+4) <b>Wis</b> 15 (+3)
<b>Con</b> 11 (+1)	<b>Int</b> 7 (-1) <b>Cha</b> 9 (+0)
<b>Alignment</b> evil	<b>Languages</b> Common, Shou
<b>Equipment</b> leather armor, poisoned dagger	
Base Creature: Lizardfolk Fen Spy, from Monster Vault: Threats to the Nentir Vale.	

1-2 Zhent Battlestaves	Level 5 Soldier
Medium natural humanoid	XP 200
HP 62; <b>Bloodied</b> 31	<b>Initiative</b> +8
AC 21, <b>Fortitude</b> 17, <b>Reflex</b> 19, <b>Will</b> 15	<b>Perception</b> +2
<b>Speed</b> 6	
<b>STANDARD ACTIONS</b>	
m <b>Quarterstaff</b> (weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 2d6 + 6 damage, and the target is slowed until the end of its next turn.	
Effect: The battlestaff marks the target until the end of the target's next turn.	
M <b>Staff Sweep</b> (weapon) • <b>At-Will</b>	
Attack: Melee 2 (one creature); +8 vs. Reflex	
Hit: 1d6 + 6 damage, and the target falls prone.	
M <b>Slap Down</b> • <b>Recharge</b> 4 5 6	
Effect: The battlestaff uses <i>quarterstaff</i> and <i>staff sweep</i> .	
<b>TRIGGERED ACTIONS</b>	
<b>Menacing Glare</b> • <b>At-Will</b>	
Trigger: An enemy within 5 squares of the battlestaff marks it.	
Effect (Free Action): Close burst 5 (triggering enemy). The battlestaff marks the target until the end of the target's next turn.	
<b>Skills</b> Athletics +9, Stealth +11	
<b>Str</b> 15 (+4)	<b>Dex</b> 18 (+6) <b>Wis</b> 10 (+2)
<b>Con</b> 14 (+4)	<b>Int</b> 8 (+1) <b>Cha</b> 8 (+1)
<b>Alignment</b> evil	<b>Languages</b> Common, Shou
<b>Equipment</b> leather armor, quarterstaff	
Base Creature: Lizardfolk Dreadtail, from Monster Vault: Threats to the Nentir Vale.	

1 Zhent Dreadnought	Level 6 Elite Brute (Leader)
Medium natural humanoid	XP 500
HP 170; <b>Bloodied</b> 85	<b>Initiative</b> +4
AC 18, <b>Fortitude</b> 20, <b>Reflex</b> 16, <b>Will</b> 18	<b>Perception</b> +6
<b>Speed</b> 6	
<b>TRAITS</b>	
<b>Dreadnought's Wrath</b> • <b>Aura</b> 2	
While in the aura, bloodied allies have a +2 power bonus to attack rolls and damage rolls.	
<b>Staggering Critical</b>	
Whenever the dreadnought scores a critical hit, the target is stunned until the end of the target's next turn.	
<b>STANDARD ACTIONS</b>	
m <b>Halberd</b> (weapon) • <b>At-Will</b>	
Attack: Melee 2 (one creature); +11 vs. AC	
Hit: 2d10 + 7 damage. The dreadnought pushes the target up to 2 squares and then shifts up to 2 squares to a square adjacent to the target.	
<b>TRIGGERED ACTIONS</b>	
m <b>Low Blow</b> (weapon) • <b>At-Will</b> (1/round)	
Attack: Melee 2 (one creature); +9 vs. Fortitude	
Hit: 3d6 + 7 damage, and the target falls prone.	
r <b>You Fight Now!</b> • <b>Recharge</b> when first bloodied	
Effect: Ranged 5 (one ally). The target can charge as a free action.	
<b>Skills</b> Athletics +14, Intimidate +7	
<b>Str</b> 23 (+9)	<b>Dex</b> 13 (+4) <b>Wis</b> 16 (+6)
<b>Con</b> 15 (+5)	<b>Int</b> 10 (+3) <b>Cha</b> 8 (+2)
<b>Alignment</b> evil	<b>Languages</b> Common, Shou
<b>Equipment</b> halberd, scale armor	
Base Creature: Lizardfolk Dreadnought, from Monster Vault: Threats to the Nentir Vale.	



## ENCOUNTER 3: IN THE NICK OF TIME (AL 6)

1-2 Zhent Spies	Level 5 Lurker
Medium natural humanoid	XP 200
HP 47; Bloodied 23	Initiative +9
AC 19, Fortitude 15, Reflex 17, Will 16	Perception +9
Speed 6	
<b>STANDARD ACTIONS</b>	
m <b>Poisoned Dagger</b> (poison, weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 3d4 + 6 damage, and the target takes a -2 penalty to AC and Reflex until the end of the spy's next turn.	
r <b>Fastlight Strike</b> (radiant) • <b>At-Will</b>	
Requirement: The spy must be invisible.	
Attack: Ranged 5 (one creature); +8 vs. Will	
Hit: 3d6 + 10 radiant damage, and the target is blinded and takes ongoing 5 radiant damage (save ends both).	
Miss: Half damage, and the target is blinded until the end of its next turn.	
<b>Witchcloak</b> • <b>At-Will</b>	
Effect: The spy becomes invisible until the end of its next turn or until immediately after it attacks.	
Skills Stealth +10, Thievery +10	
Str 12 (+3)	Dex 17 (+5) Wis 15 (+4)
Con 11 (+2)	Int 7 (+0) Cha 9 (+1)
Alignment evil Languages Common, Shou	
Equipment leather armor, poisoned dagger	
Base Creature: Lizardfolk Fen Spy, from Monster Vault: Threats to the Nentir Vale.	

1-2 Zhent Battlestaves	Level 7 Soldier
Medium natural humanoid	XP 300
HP 78; Bloodied 39	Initiative +9
AC 23, Fortitude 19, Reflex 21, Will 17	Perception +3
Speed 6	
<b>STANDARD ACTIONS</b>	
m <b>Quarterstaff</b> (weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 2d6 + 8 damage, and the target is slowed until the end of its next turn.	
Effect: The battlestaff marks the target until the end of the target's next turn.	
M <b>Staff Sweep</b> (weapon) • <b>At-Will</b>	
Attack: Melee 2 (one creature); +10 vs. Reflex	
Hit: 1d6 + 8 damage, and the target falls prone.	
M <b>Slap Down</b> • <b>Recharge</b> 4 5 6	
Effect: The battlestaff uses <i>quarterstaff</i> and <i>staff sweep</i> .	
<b>TRIGGERED ACTIONS</b>	
<b>Menacing Glare</b> • <b>At-Will</b>	
Trigger: An enemy within 5 squares of the battlestaff marks it.	
Effect (Free Action): Close burst 5 (triggering enemy). The battlestaff marks the target until the end of the target's next turn.	
Skills Athletics +10, Stealth +12	
Str 15 (+5)	Dex 18 (+7) Wis 10 (+3)
Con 14 (+5)	Int 8 (+2) Cha 8 (+2)
Alignment evil Languages Common, Shou	
Equipment leather armor, quarterstaff	
Base Creature: Lizardfolk Dreadtail, from Monster Vault: Threats to the Nentir Vale.	

1 Zhent Dreadnought	Level 8 Elite Brute (Leader)
Medium natural humanoid	XP 700
HP 210; Bloodied 105	Initiative +5
AC 20, Fortitude 22, Reflex 18, Will 20	Perception +7
Speed 6	
<b>TRAITS</b>	
<b>Dreadnought's Wrath</b> • <b>Aura 2</b>	
While in the aura, bloodied allies have a +2 power bonus to attack rolls and damage rolls.	
<b>Staggering Critical</b>	
Whenever the dreadnought scores a critical hit, the target is stunned until the end of the target's next turn.	
<b>STANDARD ACTIONS</b>	
m <b>Halberd</b> (weapon) • <b>At-Will</b>	
Attack: Melee 2 (one creature); +13 vs. AC	
Hit: 2d10 + 9 damage. The dreadnought pushes the target up to 2 squares and then shifts up to 2 squares to a square adjacent to the target.	
<b>TRIGGERED ACTIONS</b>	
m <b>Low Blow</b> (weapon) • <b>At-Will</b> (1/round)	
Attack: Melee 2 (one creature); +11 vs. Fortitude	
Hit: 3d6 + 9 damage, and the target falls prone.	
r <b>You Fight Now!</b> • <b>Recharge</b> when first bloodied	
Effect: Ranged 5 (one ally). The target can charge as a free action.	
Skills Athletics +15, Intimidate +8	
Str 23 (+10)	Dex 13 (+5) Wis 16 (+7)
Con 15 (+6)	Int 10 (+4) Cha 8 (+3)
Alignment evil Languages Common, Shou	
Equipment halberd, scale armor	
Base Creature: Lizardfolk Dreadnought, from Monster Vault: Threats to the Nentir Vale.	



## ENCOUNTER 3: IN THE NICK OF TIME (AL 8)

1-2 Zhent Spies	Level 7 Lurker
Medium natural humanoid	XP 300
HP 59; <b>Bloodied</b> 29	Initiative +10
AC 21, <b>Fortitude</b> 17, <b>Reflex</b> 19, <b>Will</b> 18	Perception +10
Speed 6	
<b>STANDARD ACTIONS</b>	
m <b>Poisoned Dagger</b> (poison, weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 3d4 + 8 damage, and the target takes a -2 penalty to AC and Reflex until the end of the spy's next turn.	
r <b>Fastlight Strike</b> (radiant) • <b>At-Will</b>	
Requirement: The spy must be invisible.	
Attack: Ranged 5 (one creature); +10 vs. Will	
Hit: 4d6 + 10 radiant damage, and the target is blinded and takes ongoing 5 radiant damage (save ends both).	
Miss: Half damage, and the target is blinded until the end of its next turn.	
<b>Witchcloak</b> • <b>At-Will</b>	
Effect: The spy becomes invisible until the end of its next turn or until immediately after it attacks.	
Skills Stealth +11, Thievery +11	
Str 12 (+4)	Dex 17 (+6) Wis 15 (+5)
Con 11 (+3)	Int 7 (+1) Cha 9 (+2)
Alignment evil Languages Common, Shou	
Equipment leather armor, poisoned dagger	
Base Creature: Lizardfolk Fen Spy, from Monster Vault: Threats to the Nentir Vale.	

1-2 Zhent Battlestaves	Level 9 Soldier
Medium natural humanoid	XP 400
HP 94; <b>Bloodied</b> 47	Initiative +10
AC 25, <b>Fortitude</b> 21, <b>Reflex</b> 23, <b>Will</b> 19	Perception +4
Speed 6	
<b>STANDARD ACTIONS</b>	
m <b>Quarterstaff</b> (weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 2d6 + 10 damage, and the target is slowed until the end of its next turn.	
Effect: The battlestaff marks the target until the end of the target's next turn.	
M <b>Staff Sweep</b> (weapon) • <b>At-Will</b>	
Attack: Melee 2 (one creature); +12 vs. Reflex	
Hit: 1d6 + 10 damage, and the target falls prone.	
M <b>Slap Down</b> • <b>Recharge</b> 4 5 6	
Effect: The battlestaff uses <i>quarterstaff</i> and <i>staff sweep</i> .	
<b>TRIGGERED ACTIONS</b>	
<b>Menacing Glare</b> • <b>At-Will</b>	
Trigger: An enemy within 5 squares of the battlestaff marks it.	
Effect (Free Action): Close burst 5 (triggering enemy). The battlestaff marks the target until the end of the target's next turn.	
Skills Athletics +11, Stealth +13	
Str 15 (+6)	Dex 18 (+8) Wis 10 (+4)
Con 14 (+6)	Int 8 (+3) Cha 8 (+3)
Alignment evil Languages Common, Shou	
Equipment leather armor, quarterstaff	
Base Creature: Lizardfolk Dreadtail, from Monster Vault: Threats to the Nentir Vale.	

1 Zhent Dreadnought	Level 10 Elite Brute (Leader)
Medium natural humanoid	XP 1000
HP 250; <b>Bloodied</b> 125	Initiative +6
AC 22, <b>Fortitude</b> 24, <b>Reflex</b> 20, <b>Will</b> 22	Perception +8
Speed 6	
<b>TRAITS</b>	
<b>Dreadnought's Wrath</b> • <b>Aura 2</b>	
While in the aura, bloodied allies have a +2 power bonus to attack rolls and damage rolls.	
<b>Staggering Critical</b>	
Whenever the dreadnought scores a critical hit, the target is stunned until the end of the target's next turn.	
<b>STANDARD ACTIONS</b>	
m <b>Halberd</b> (weapon) • <b>At-Will</b>	
Attack: Melee 2 (one creature); +15 vs. AC	
Hit: 2d10 + 11 damage. The dreadnought pushes the target up to 2 squares and then shifts up to 2 squares to a square adjacent to the target.	
<b>TRIGGERED ACTIONS</b>	
m <b>Low Blow</b> (weapon) • <b>At-Will</b> (1/round)	
Attack: Melee 2 (one creature); +13 vs. Fortitude	
Hit: 3d6 + 11 damage, and the target falls prone.	
r <b>You Fight Now!</b> • <b>Recharge</b> when first bloodied	
Effect: Ranged 5 (one ally). The target can charge as a free action.	
Skills Athletics +16, Intimidate +9	
Str 23 (+11)	Dex 13 (+6) Wis 16 (+8)
Con 15 (+7)	Int 10 (+5) Cha 8 (+4)
Alignment evil Languages Common, Shou	
Equipment halberd, scale armor	
Base Creature: Lizardfolk Dreadnought, from Monster Vault: Threats to the Nentir Vale.	

## ENCOUNTER 3: IN THE NICK OF TIME (AL 10)

1-2 Zhent Spies	Level 9 Lurker
Medium natural humanoid	XP 400
HP 71; Bloodied 35	Initiative +11
AC 23, Fortitude 19, Reflex 21, Will 20	Perception +11
Speed 6	
<b>STANDARD ACTIONS</b>	
m <b>Poisoned Dagger</b> (poison, weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 4d4 + 8 damage, and the target takes a -2 penalty to AC and Reflex until the end of the spy's next turn.	
r <b>Fastlight Strike</b> (radiant) • <b>At-Will</b>	
Requirement: The spy must be invisible.	
Attack: Ranged 5 (one creature); +12 vs. Will	
Hit: 5d6 + 10 radiant damage, and the target is blinded and takes ongoing 5 radiant damage (save ends both).	
Miss: Half damage, and the target is blinded until the end of its next turn.	
<b>Witchcloak</b> • <b>At-Will</b>	
Effect: The spy becomes invisible until the end of its next turn or until immediately after it attacks.	
Skills Stealth +12, Thievery +12	
Str 12 (+5)	Dex 17 (+7) Wis 15 (+6)
Con 11 (+4)	Int 7 (+2) Cha 9 (+3)
Alignment evil Languages Common, Shou	
Equipment leather armor, poisoned dagger	
Base Creature: Lizardfolk Fen Spy, from Monster Vault: Threats to the Nentir Vale.	

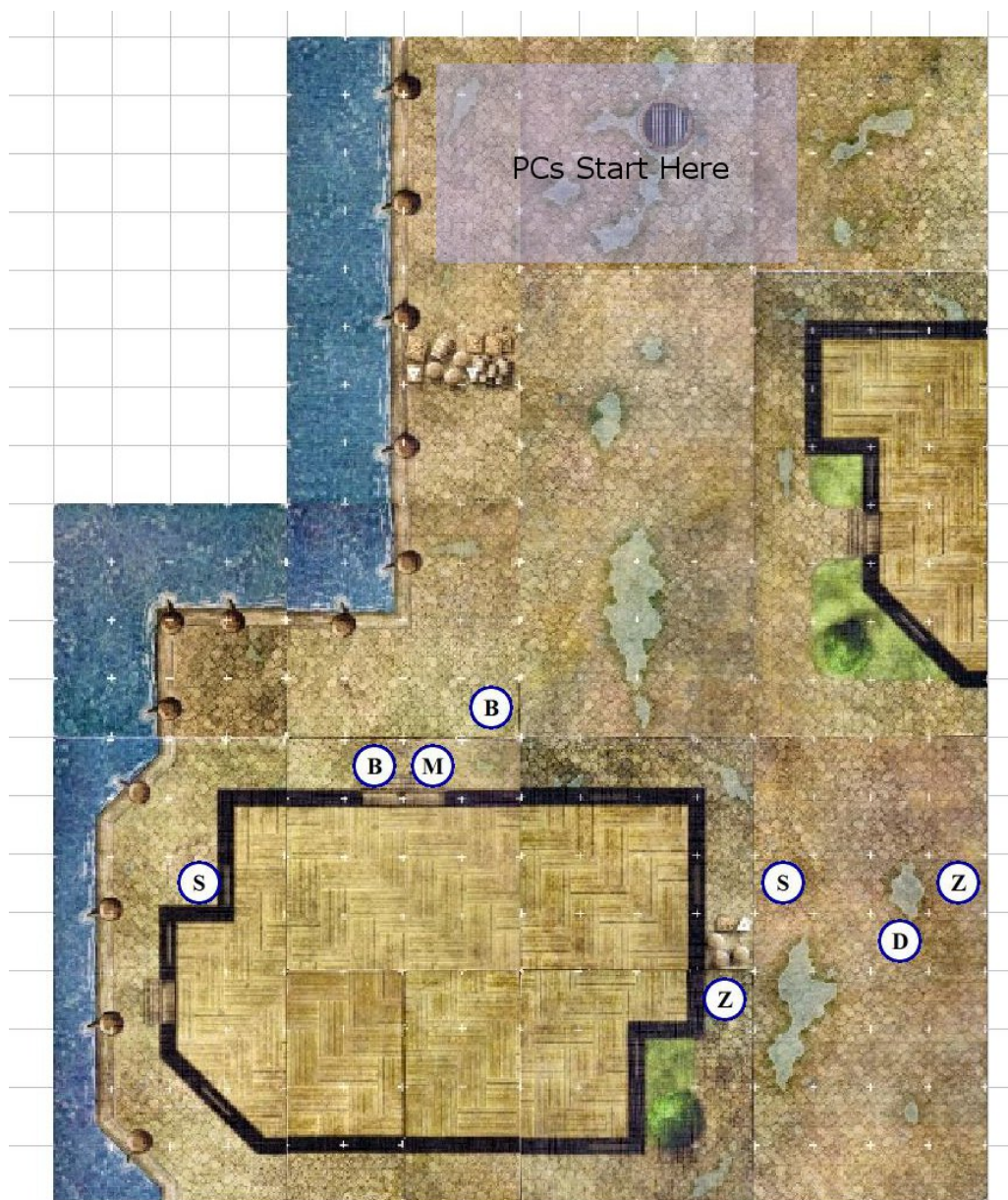
1-2 Zhent Battlestaves	Level 11 Soldier
Medium natural humanoid	XP 600
HP 110; Bloodied 55	Initiative +11
AC 27, Fortitude 23, Reflex 25, Will 21	Perception +5
Speed 6	
<b>STANDARD ACTIONS</b>	
m <b>Quarterstaff</b> (weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +16 vs. AC	
Hit: 2d6 + 12 damage, and the target is slowed until the end of its next turn.	
Effect: The battlestaff marks the target until the end of the target's next turn.	
M <b>Staff Sweep</b> (weapon) • <b>At-Will</b>	
Attack: Melee 2 (one creature); +14 vs. Reflex	
Hit: 1d6 + 12 damage, and the target falls prone.	
M <b>Slap Down</b> • <b>Recharge</b> 4 5 6	
Effect: The battlestaff uses <i>quarterstaff</i> and <i>staff sweep</i> .	
<b>TRIGGERED ACTIONS</b>	
<b>Menacing Glare</b> • <b>At-Will</b>	
Trigger: An enemy within 5 squares of the battlestaff marks it.	
Effect (Free Action): Close burst 5 (triggering enemy). The battlestaff marks the target until the end of the target's next turn.	
Skills Athletics +12, Stealth +14	
Str 15 (+7)	Dex 18 (+9) Wis 10 (+5)
Con 14 (+7)	Int 8 (+4) Cha 8 (+4)
Alignment evil Languages Common, Shou	
Equipment leather armor, quarterstaff	
Base Creature: Lizardfolk Dreadtail, from Monster Vault: Threats to the Nentir Vale.	

1 Zhent Dreadnought	Level 12 Elite Brute (Leader)
Medium natural humanoid	XP 1400
HP 290; Bloodied 145	Initiative +7
AC 24, Fortitude 26, Reflex 22, Will 24	Perception +9
Speed 6	
<b>TRAITS</b>	
<b>Dreadnought's Wrath</b> • <b>Aura 2</b>	
While in the aura, bloodied allies have a +2 power bonus to attack rolls and damage rolls.	
<b>Staggering Critical</b>	
Whenever the dreadnought scores a critical hit, the target is stunned until the end of the target's next turn.	
<b>STANDARD ACTIONS</b>	
m <b>Halberd</b> (weapon) • <b>At-Will</b>	
Attack: Melee 2 (one creature); +17 vs. AC	
Hit: 3d10 + 8 damage. The dreadnought pushes the target up to 2 squares and then shifts up to 2 squares to a square adjacent to the target.	
<b>TRIGGERED ACTIONS</b>	
m <b>Low Blow</b> (weapon) • <b>At-Will</b> (1/round)	
Attack: Melee 2 (one creature); +15 vs. Fortitude	
Hit: 4d6 + 10 damage, and the target falls prone.	
r <b>You Fight Now!</b> • <b>Recharge</b> when first bloodied	
Effect: Ranged 5 (one ally). The target can charge as a free action.	
Skills Athletics +17, Intimidate +10	
Str 23 (+12)	Dex 13 (+7) Wis 16 (+9)
Con 15 (+8)	Int 10 (+6) Cha 8 (+5)
Alignment evil Languages Common, Shou	
Equipment halberd, scale armor	
Base Creature: Lizardfolk Dreadnought, from Monster Vault: Threats to the Nentir Vale.	

## ENCOUNTER 3: IN THE NICK OF TIME MAP

### TILE SETS NEEDED

*Dungeon Tiles Master Set: The City* x1



Merchant (M), Merchant's bodyguards (B), Zhent Spy (S), Zhent Battlestaves (Z), Zhent Dreadnought (D)

## ENCOUNTER 4: IRIAEBOR ELEVEN

### SKILL CHALLENGE LEVEL 1/3/5/7/9 COMPLEXITY 3

#### SETUP

The PCs have found out that a considerable Zhent contingent is camping in the section of Iriaebor known as Old City, a ruined part of the city that has been walled off and was given over to a dangerous troll infestation many years ago. The camp is very large and the PCs cannot hope to take it on alone. They need to gather allies, get through the Old City safely, and then raid the camp for evidence.

*The Old City is dangerous enough on its own with all of the trolls that now call it home. A camp full of Zhent mercenaries does nothing to make the place any safer. If you are going to fully stamp out the infestation, you're going to need plenty of allies, and a solid plan to bring back proof of the Zhents' treachery in the city.*

This encounter has been divided up as a skill challenge to facilitate those groups that have limited time, but is intentionally freeform. If you are playing this adventure as part of a home game or you aren't operating under time constraints, consider expanding this encounter and role-playing the scenes more extensively.

#### SKILL CHALLENGE: IRIAEBOR ELEVEN

**Goal:** The PCs attempt to gather a force, come up with a plan and raid the Zhent camp.

**Complexity:** 3 (8 successes before 3 failures)

**Primary Skills:** Acrobatics, Arcana, Athletics, Diplomacy, Insight Intimidate, Nature, Perception, Stealth, Streetwise.

**Victory:** The PCs manage to gather a group of allies to assault the Zhent camp.

**Defeat:** The PCs do not gather enough allies to properly assault the camp. They start the final combat down two surges each. The Zhent officers gain a surprise round as they had enough warning of the PCs approach to prepare an ambush.

#### SCENE 1: CALLING IN FAVORS (3 SUCCESSES)

*The camp is too large and its denizens too well-armed for you to launch an assault unaided. It is now time to call upon allies to drive the Zhent mercenaries from the old city.*

Ask the PCs which groups they might go to for aid, and play up the different possible allies they might find. Below is a possible list of allies, how they might aid a plan, and what the PCs need to do to convince them.

- **Dusk Talons:** The Dusk Talons are a mercenary group consisting of brigands, thieves, rogues and freedom fighters. They are led by Nualla A'Ashemmi and are underground for the most part because of the recent murders. If the PCs can successfully contact them by scouring the underbelly of the city they can offer agents to help in sneaking up to the camp and scouting safe routes. The Dusk Talons very much want to prove their innocence and thus attempts to convince them to join are made against the Easy DC. PCs receive a +2 bonus to Stealth and Streetwise checks made in Scenes 3 and 4.
- **Lion's Den:** The Lion's Den is a group of merchants and allied adventurers in the area. Their contact in the city is Liahanna Conma, a tiefling merchant from the city of Scornubel. She is in Iriaebor because of the frightened merchants who might wish to employ bodyguards. Any request made of the Lion's Den should be a cost-benefit negotiation, but if convinced it's worth their while to join, the Lion's Den offers the assistance of adventurers that are part of their organization. They have the ability to quickly gather spellcasters that are specialized with fire or acid magic. PCs receive a +2 bonus to Arcana and Nature checks made in Scenes 3 and 4.
- **Order of Torm:** The Order of Torm rules Elturel and is made up of the paladins and clergy of Torm along with some followers of Amaunator. They are a lawful organization and wish this disorder to be ended. Convincing them to join is more an effort to convince them to be part of the team, and not take over the operation. If convinced to join the alliance, the paladins fight on the front lines. They also have healers to deal with the wounded. This means that should the PCs fail the skill challenge, they lose only one healing surge, and not two.
- **Freedom Guard:** The Freedom Guard, formerly called the Shield of Iriaebor, are the protectors of the city. They patrol the city and the surrounding lands. When approached by the PCs they are extremely uncooperative, to the point of being belligerently and oddly unhelpful. They claim they are reluctant to help because of their small numbers and the potential dangers outside of the city walls. They are very insistent in this matter no matter how much the PCs press. Should the



PCs attempt to convince them anyway, they will need to donate at least 20 gp times the AL (for supplies), to even have a chance, and then checks are made against the Hard DC in order to get the help of a handful of the copper-banded guards. These guards often patrol the Old City and now where the trolls frequent. PCs receive a +2 bonus to Perception and Streetwise checks made in Scenes 3 and 4.

- **Lord Krieger:** Lord Krieger is the leader of the merchant guilds and the most common councilman in residence at the High Tower. He is quite willing to help and no check is needed to enlist his aid. He can offer the services of the High Tower Guards. The sight of the Guards at the PCs back lends weight to their arguments and they are useful in gathering the disparate groups into a more cohesive unit. PCs receive a +2 bonus to Diplomacy and Intimidate checks made in Scene 1.
- **Lady Brialle:** Lady Brialle owns the largest farm in Iriaebor and she represents the farmers and common folk outside the city walls on the council. Her biggest concern is protecting her holdings and the people who work there. She has no guards to offer, but if convinced to join the attack, she can provide some woodsmen who are skilled in tracking. PCs receive a +2 bonus to Nature and Perception checks made in Scenes 3 and 4.
- **Lord Dreskel:** Lord Dreskel owns several warehouses in Iriaebor and represents the commonfolk in the city on the council. He is more concerned with the common man and those that make their living on the docks than any political infighting. Merchants losing their lives can be very bad for business. If convinced to aid, he can offer some of his burlier dockworkers who will be helpful in setting up defenses, making camps and general labor. PCs receive a +2 bonus to Acrobatics and History checks made in Scenes 2 and 3.
- **Local Temples:** The local temples of Torm, Chauntea, Amaunator, and Waukeen are the ones most likely to offer any sort of help. For the temple of Torm, consult the Order of Torm entry above. It is important for the clergy of Waukeen to aid the merchants of the city. GoldEye Darus Wintros will contract some of his clergy, for a small fee (5 gp times the AL), to help deal with any wards around the camp. The PCs gain a +2 bonus to Arcana checks made during Scene 4. The temple of Amaunator is small, but can be convinced to join in a righteous cause. They are

more likely to help those that also worship the Keeper of the Yellow Sun. The clergy give a +2 bonus to History checks made in Scenes 2 and 4. The followers of Chauntea have few combat ready troops, but have great sway in the community. Bringing them to the PCs' side gives a +2 bonus to checks made to convince Lord Dreskel and Lady Brialle to join the alliance.

Attempts made to convince a meta-organization (the Dusk Talons, Order of Torm, or the Lion's Den) made by a member of that meta-organization are made at +4. Bonuses gained from allies do not stack. For example, should the PCs enlist both Lady Brialle and the Lion's Den, they gain only a +2 total bonus to Nature checks.

**Diplomacy [Moderate DC]** (1 success; no maximum)  
The PCs convince the different groups that the resources they expend are well worth it. They are convinced working together is important despite ideological differences.

**Insight [Moderate DC]** (not a success or failure)  
The PC knows just what to say to be more convincing to the various groups. This gives a +2 to the next social check in the skill challenge.

**Intimidate [Moderate DC]** (1 success; no maximum)  
The PC conveys all of the terrible things that will happen if this is allowed to continue. Working together is the only way this attack would succeed.

**Religion [Moderate DC]** (1 success; no maximum)  
The temples and the Order of Torm often work by their own rules and Religion will be a useful skill in dealing with them. When dealing with these groups only, the PC may use Religion in place of Diplomacy. People who show an aptitude for the dogma are appreciated.

## SCENE 2: THE WAR ROOM (1 SUCCESS)

*You have assembled a formidable force, but blindly rushing into the encampment is still likely to get a lot of good people killed. Now it is time to devise a plan to outwit the enemy tactically. Your allies have gathered and want to hear how you intend to use all these resources you have gathered.*

**History [Moderate DC]** (1 success; 1 maximum)  
The Zhentarim may now be a mercenary organization but they still run very much like the military outfit they once were. The PC can sketch a rough map of the camp layout based on previous tactics used by the Zhentarim.

The PCs gain a +4 bonus to this check if they successfully interrogated prisoners from Encounter 3.

**Nature [Moderate DC]** (1 success; 1 maximum)

The trolls are a danger but could also be an asset. The PC figures out how to bait the creatures to attack the camp to cause chaos for the Zhents.

**Streetwise [Hard DC]** (1 success; 1 maximum)

The PC considers an ancient map of the Old City, along with reports from the Freedom Guard about how it has since changed, and plots a route to safely advance the allied forces.

**SCENE 3: THE FINAL APPROACH (2 SUCCESSES)**

*There is no perfectly safe route to the camp occupied by the mercenaries. There are only those that are less dangerous than others. You need to lead your allies to the forward position from which they will attack, while minimizing losses due to the terrain and random attacks by trolls!*

**Acrobatics [Moderate DC]** (1 success; 1 maximum)

Dive through a tavern window to avoid being noticed. On a failure, the PC falls onto the jagged glass and loses one healing surge. If the PC's check result beats the Hard DC or higher, the PC gains extra ground and a +3 bonus to his or her next Acrobatics, Athletics, or Stealth check in this skill challenge.

**Nature [Moderate DC]** (1 success; 1 maximum)

The PC understands trolls along with their patterns of hunting and movement. They pick the best way to avoid their notice.

**Perception [Moderate DC]** (not a success or failure; 1 maximum)

The PC watches for trolls and anything else that might attack. This gives a +2 bonus to checks for all PCs during the rest of the scene.

**Stealth [Moderate DC]** (1 success; no maximum)

The PC leads everyone carefully through the old city to the encampment. This way the camp is likely to have no warning ahead of time.

**Streetwise [Moderate DC]** (1 success; no maximum)

The PC leads others through the sewers and alleys of the Old City to sneak as close as possible to the camp.

**SCENE 4: ENTERING THE CAMP (2 SUCCESSES)**

*The Zhents have set up camp in what must have been a private garden. The ruins of a once stately home now fall silently to ruin. These old buildings are too unsafe to use for shelter, so orderly rows of tents have been spread out behind them. Guards make regular patrols around the perimeter of the camp while posted sentries watch all the obvious avenues of approach.*

**Arcana [Moderate DC]** (1 success; no maximum)

The PC casts a minor spell to make lights or noises to distract the guard patrols.

If the PC uses a power that duplicates this effect such as *ghost sound* or *prestidigitation*, they succeed without rolling.

**History [Moderate DC]** (1 success; 1 maximum)

The use of military strategy helps the PC find the best point of attack for their allies around the camp.

**Nature [Moderate DC]** (1 success; 1 maximum)

Some of the trolls in the area are baited into attacking the camp. The monsters' attack causes chaos that the PCs can then use as cover to get into the heart of the camp.

The PCs receive a +2 bonus to this check if they succeeded in a Nature check during Scene 2.

**Perception [Moderate DC]** (1 success; 1 maximum)

A PC can steal a few minutes to watch the movements of the patrols about the camp. This gives the party the optimal time to break through to sneak their way to the heart of the camp.

**Mandatory: Stealth [Moderate DC]** (group check)

The party needs to make their way through the chaos and infiltrate the camp without being noticed. This should be the final, climactic check of the encounter (even if the PCs can't fail the skill challenge at this point, you should still use the results of this check to influence the start of the next encounter).

## ENDING THE ENCOUNTER

The skill challenge ends with the PCs entering the Zhent camp while their allies engage the bulk of the force there.

**Success:** The PCs manage to gather a group of allies to assault the Zhent camp without alerting their enemies prematurely. The PCs successfully enter the camp during the assault and locate the leaders' command tent.

**Failure:** The PCs do not gather enough allies to properly assault the camp or otherwise failing in their

planning and approach. They start the final combat down two surges each. The Zhent officers gain a surprise round as they had enough warning of the PCs approach to prepare an ambush.

#### **MILESTONE AND MINOR OBJECTIVE**

This encounter counts toward a milestone. If the PCs successfully raise their allies and sneak into the Zhent camp, they complete a minor objective and earn 25/35/50/70/100 XP.

#### **TREASURE**

The PCs do not find any treasure in this encounter.

## ENCOUNTER 5: LOVE IT WHEN A PLAN COMES TOGETHER

### ENCOUNTER LEVEL 4 / 6 / 8 / 10 / 12

#### CREATURES

This encounter includes the following creatures at all ALs:

- 1 Champion of Bane (Arazmous) (C)
- 1 Zhent Dark Adept (A)
- 2 Tar Devil Brawler (B)
- 1 Tar Devil Harrier (H)

Optional (not on map to start):

- 4 Zhent Reinforcements
- 4 Troll Runts

#### SCALING THE ENCOUNTER

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

**Four PCs:** Remove one of the Tar Devil Brawlers.

**Six PCs:** Add another Zhent Dark Adept.

#### SETUP

At this point, the PCs have made their way to the heart of the camp where the officers' tents are found, searching for evidence that will exonerate the Dusk Talons of the crimes they stand accused of.

Remember that any PC that is a member of the Dusk Talons meta-organization gets a +1 bonus to attack rolls against members of the Zhentarim.

As the adventurers enter the area, read:

*The sound of battle has caused the officers of the camp to step out to assess the situation. At first glance the commander is human with long lustrous black hair, but this massive man must certainly have the blood of some giant in his ancestry. He has chains wrapped about both arms that end in heavy flails. They begin to loosen as he brings the flails to bear against any enemy he sees.*

*From another tent appears a cleric with a holy symbol of Bane prominently resting against his chest. He is soon accompanied by several devils that appear from different areas of the camp.*

#### FEATURES OF THE AREA

This area has a few important features.

**Illumination:** The illumination at the camp depends on what time of day the PCs decide to attack. If

they wait until nighttime then it is only dim illumination (torchlight). If they marshal their forces and go immediately after Encounter 4 then it is still daytime and therefore bright illumination.

**Building:** The building has fallen into ruin. There is no roof and what's left of the walls are only 10 feet (2 squares) high. The areas of rubble inside the building are difficult terrain.

**Campfire:** Standing in the campfire causes fire damage equal to the AL. A creature takes this damage when entering the fire or beginning its turn there.

**Road:** This was once a fine cobblestone road but now plants push through where there is damage. The whole area is difficult terrain.

**Tents:** Anyone inside of the tents can choose to hide from those outside, blocking line of sight. Any attack that deals at least 10 points of damage can destroy a tent square, either cutting a hole in the canvas or collapsing the entire tent (attacker's choice).

**Trees:** The trunks of the large trees are blocking terrain. They provide cover to anyone hiding behind them. The smaller trees are just difficult terrain.

#### TACTICS

How the combat begins depends on whether the party failed the skill challenge in Encounter 4 or not. If the PCs succeeded, run the combat as normal with the PCs approaching under cover from the ruins. If the PCs failed the skill challenge, the Zhents are hiding in the tents and ruins (split them equally), watching for the PCs and gain a surprise round, attacking as soon as the PCs enter the map in the open space.

Arazmous, the champion of Bane, begins combat by activating his *expanding threat* aura. He then wades into combat, trying to keep as many PCs in his aura as possible. The Zhents have no plans to take prisoners, but should Arazmous be defeated the others may surrender if it is clear they cannot win this combat.

The Dark Adept targets one of the brawlers with his *dark imperative*. He tries to catch as many PCs in his *fiery tendrils* attack as he can.

The devils try to slow and immobilize obvious melee attackers and then move past the party's line to attack ranged attackers in rear. The devils fight until slain, at which point they disappear in a flash of light, returning to the plane they were summoned from.

If the PCs have directed a horde of trolls to attack the Zhent camp, at the end of the first round a group of four troll runts chase four Zhent reinforcements onto the map. The trolls attack anything that antagonizes them (the Zhent reinforcements first) and if there is no immediate foe, they attack the nearest non-troll (PC or



Zhent). The Zhent reinforcements focus on the troll runts until they are defeated. If they are prevented from attacking the trolls, they will attack the nearest PC.

If the PCs are having a particularly easy or difficult time of this encounter, you can fine-tune the strength of this combat by adding additional Zhent reinforcements or troll runts (adding more Zhents only makes things worse for the PCs; additional trolls can be used to increase the danger to the PCs, or to distract the main Zhent NPCs if the PCs are struggling).

## ENDING THE ENCOUNTER

Once the PCs defeat the Zhent officers they can interrogate any prisoners or enter the champion's tent and search for the documentation they need to prove the Dusk Talons' innocence (See Concluding the Adventure for more details).

### MILESTONE AND MAJOR OBJECTIVE

This encounter counts toward a milestone. If the PCs successfully defeat the Zhent incursion, they complete a major objective and earn 125/175/250/350/500 XP.

### TREASURE

The Zhents have 20/35/50/100/150 gold per PC and a *chainreach* weapon, a suit of *ebon armor*, a *hellfire staff* and a ritual book with Create Campsite, Eye of Alarm, and Explorer's Fire.

## ENCOUNTER 5: LOVE IT WHEN A PLAN COMES TOGETHER (AL 2)

1 Champion of Bane	Level 4 Elite Soldier
Medium natural humanoid, half-elf	XP 350
HP 126; Bloodied 63	Initiative +10
AC 20, Fortitude 17, Reflex 17, Will 15	Perception +7
Speed 7	low-light vision, blindsight (see <i>weapon sense</i> )
TRAITS	
<b>Writhing Chains • Aura 1</b>	
When any enemy within the aura makes an attack that does not include the champion as a target, that enemy falls prone and takes 5 damage.	
<b>Weapon sense</b>	
The champion of bane has blindsight out to the size of his <i>writhing chains</i> aura.	
STANDARD ACTIONS	
m <b>Biting Chain</b> (weapon) • <b>At-Will</b>	
Attack: Melee 2 (one creature); +9 vs. AC	
Hit: 2d4 + 7 damage.	
m <b>Crushing Chain</b> (weapon) • <b>At-Will</b>	
Attack: Melee 2 (one creature); +11 vs. AC	
Hit: 2d4 + 3 damage.	
M <b>Double Attack</b> • <b>At-Will</b>	
Effect: The champion uses <i>biting chain</i> and <i>crushing chain</i> , or uses <i>crushing chain</i> twice.	
M <b>Cursed Chains of Earth</b> • <b>Recharge 6</b>	
Attack: Melee 2 (one creature); +9 vs. Reflex	
Hit: 2d6 + 5 damage, and the target is restrained (save ends).	
First Failed Saving Throw: The target is instead petrified (save ends).	
MINOR ACTIONS	
C <b>Expanding Threat</b> • <b>Recharge</b> at the start of any turn when <i>writhing chains</i> is aura 1	
Effect: The <i>writhing chains</i> expands to aura 3. At the start of the champion's next turn, the <i>writhing chains</i> expands to aura 5. At the start of its following turn, the dragon makes the following attack.	
Attack (No Action): Close burst 5 (enemies in burst); +7 vs. Reflex	
Hit: 2d8 + 5 damage, and the target falls prone and cannot stand up (save ends).	
Effect: The <i>writhing chains</i> aura reverts to its original state and size (aura 1).	
TRIGGERED ACTIONS	
All <b>Fall Down</b> • <b>At-Will</b>	
Trigger: The champion is pushed, pulled, slid, or knocked prone.	
Effect (Free Action): Each enemy in the champion's aura falls prone.	
Skills Acrobatics +13, Athletics +10	
Str 17 (+5)	Dex 22 (+8) Wis 15 (+4)
Con 23 (+8)	Int 14 (+4) Cha 14 (+4)
Alignment evil Languages Common, Shou	
Equipment cursed chain of earth, ring-mail	
Base Creature: Young Earthquake Dragon, from Monster Manual 3, with flavor based changes	

1 Zhent Dark Adept	Level 4 Controller (Leader)
Medium natural humanoid, human	XP 175
HP 54; Bloodied 27	Initiative +3
AC 18, Fortitude 15, Reflex 15, Will 17	Perception +6
Speed 6	
STANDARD ACTIONS	
m <b>Dark Dagger</b> (fire, weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +7 vs. Reflex	
Hit: 1d4 + 5 fire damage, and the dark adept slides the target up to 3 squares.	
A <b>Fiery Tendrils</b> (fire, implement) • <b>At-Will</b>	
Attack: Area burst 1 within 10 (creatures in burst); +7 vs. Reflex	
Hit: 1d6 + 7 fire damage, and the target is slowed and grants combat advantage until the end of the dark adept's next turn.	
MINOR ACTIONS	
<b>Dark Imperative</b> • <b>Recharge</b> when first bloodied	
Trigger: Close burst 5 (one ally in the burst). The dark adept slides the target up to 3 squares, and the target gains 10 temporary hit points. Until the target has no temporary hit points, its melee attacks deal 4 extra necrotic damage.	
Skills Arcana +9, Religion +9	
Str 13 (+3)	Dex 12 (+3) Wis 18 (+6)
Con 14 (+4)	Int 15 (+4) Cha 13 (+3)
Alignment evil Languages Common, Shou, Supernal	
Equipment chainmail, dagger, zhent surcoat	
Base Creature: Iron Circle Dark Adept, from Monster Vault: Threats to the Nentir Vale.	

1-3 Tar Devil Brawler	Level 2 Brute
Medium immortal humanoid (devil)	XP 125
HP 43; Bloodied 21	Initiative +4
AC 14, Fortitude 13, Reflex 15, Will 13	Perception +6
Speed 6	Darkvision
Resist 10 fire; Vulnerable 5 acid	
TRAITS	
<b>Tar Splatter</b> • <b>Aura 1</b>	
Any enemy that starts its turn in the aura cannot shift during that turn.	
STANDARD ACTIONS	
m <b>Slam</b> (fire) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 2d6 + 6 fire damage.	
M <b>Tar Strike</b> (fire) • <b>Recharge 5 6</b>	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 3d6 + 4 fire damage, and the target is immobilized and takes ongoing 5 fire damage (save ends both).	
Str 12 (+2)	Dex 17 (+4) Wis 11 (+1)
Con 13 (+2)	Int 10 (+1) Cha 12 (+2)
Alignment evil Languages Supernal	
Source: Tar Devil Brawler, from Monster Vault: Threats to the Nentir Vale.	

1 Tar Devil Harrier	Level 1 Artillery
Medium immortal humanoid (devil)	XP 100
<b>HP</b> 24; <b>Bloodied</b> 12	<b>Initiative</b> +4
<b>AC</b> 15, <b>Fortitude</b> 12, <b>Reflex</b> 14, <b>Will</b> 12	<b>Perception</b> +7
<b>Speed</b> 6	<b>Darkvision</b>
<b>Resist</b> 10 fire; <b>Vulnerable</b> 5 acid	
STANDARD ACTIONS	
m <b>Kukri</b> (weapon) • <b>At-Will</b>	
<b>Attack:</b> Melee 1 (one creature); +6 vs. AC	
<b>Hit:</b> 1d6 + 3 damage.	
r <b>Tar Ball</b> (fire) • <b>At-Will</b>	
<b>Attack:</b> Ranged 10 (one creature); +6 vs. Reflex	
<b>Hit:</b> 2d6 + 2 fire damage, and the target is slowed and takes ongoing 2 fire damage (save ends both).	
MINOR ACTIONS	
C <b>Fuming Cloud</b> (fire, zone) • <b>Encounter</b>	
<b>Attack:</b> Close burst 1 (creatures in burst); +4 vs. Fortitude	
<b>Hit:</b> 1d6 + 2 fire damage	
<b>Effect:</b> The burst creates a zone that lasts until the end of the encounter. The zone is difficult terrain. While entirely within the zone, creatures have partial concealment, and any creature ends its turn in the zone takes 2 fire damage.	
<b>Str</b> 15 (+2)	<b>Dex</b> 18 (+4)
<b>Con</b> 12 (+1)	<b>Int</b> 11 (+0)
	<b>Wis</b> 14 (+2)
	<b>Cha</b> 11 (+0)
<b>Alignment</b> evil	<b>Languages</b> Supernal

Source: Tar Devil Harrier, from Monster Vault: Threats to the Nentir Vale.

Troll Runt	Level 1 Minion Brute
Large natural humanoid	XP 25
<b>HP</b> 1; a missed attack never damages a minion	<b>Initiative</b> +4
<b>AC</b> 13, <b>Fortitude</b> 14, <b>Reflex</b> 13, <b>Will</b> 11	<b>Perception</b> +2
<b>Speed</b> 8	
TRAITS	
<b>Troll Runt Healing</b>	
If the troll runt is reduced to 0 hit points by an attack that does not deal acid or fire damage, it falls prone and remains at 0 hit points until the start of its next turn, when it regains 1 hit point. If an attack deals acid or fire damage to the troll runt while it is at 0 hit points, it is destroyed.	
STANDARD ACTIONS	
m <b>Claw</b> • <b>At-Will</b>	
<b>Attack:</b> Melee 1 (one creature); +6 vs. AC	
<b>Hit:</b> 5 damage.	
<b>Str</b> 18 (+4)	<b>Dex</b> 16 (+3)
<b>Con</b> 16 (+3)	<b>Int</b> 5 (-3)
	<b>Wis</b> 14 (+2)
	<b>Cha</b> 10 (+0)
<b>Alignment</b> chaotic evil	<b>Languages</b> Giant

Source: Troll Runt, from Dungeon Magazine 169

Zhent Reinforcement	Level 1 Minion Skirmisher
Medium natural humanoid, human	XP 25
<b>HP</b> 1; a missed attack never damages a minion	<b>Initiative</b> +4
<b>AC</b> 15, <b>Fortitude</b> 14, <b>Reflex</b> 13, <b>Will</b> 12	<b>Perception</b> +2
<b>Speed</b> 6	
STANDARD ACTIONS	
m <b>Battleaxe</b> (weapon) • <b>At-Will</b>	
<b>Attack:</b> Melee 1 (one creature); +6 vs. AC. The attack can score a critical hit on a roll of 18-20.	
<b>Hit:</b> 3 damage, or 6 if the attack was a critical hit.	
<b>Str</b> 16 (+3)	<b>Dex</b> 14 (+2)
<b>Con</b> 17 (+3)	<b>Int</b> 8 (-1)
	<b>Wis</b> 14 (+2)
	<b>Cha</b> 10 (+0)
<b>Alignment</b> evil	<b>Languages</b> Giant

Base Creature: Tigerclaw Hordeling, from Monster Vault: Threats to the Nentir Vale

## ENCOUNTER 5: LOVE IT WHEN A PLAN COMES TOGETHER (AL 4)

1 Champion of Bane	Level 6 Elite Soldier
Medium natural humanoid, half-elf	XP 500
HP 158; Bloodied 79	Initiative +11
AC 22, Fortitude 19, Reflex 19, Will 17	Perception +8
Speed 7	low-light vision, blindsight (see <i>weapon sense</i> )
TRAITS	
<b>Writhing Chains • Aura 1</b>	
When any enemy within the aura makes an attack that does not include the champion as a target, that enemy falls prone and takes 5 damage.	
<b>Weapon Sense</b>	
The champion of bane has blindsight out to the size of his <i>writhing chains</i> aura.	
STANDARD ACTIONS	
m <b>Biting Chain</b> (weapon) • <b>At-Will</b>	
Attack: Melee 2 (one creature); +11 vs. AC	
Hit: 2d4 + 9 damage.	
m <b>Crushing Chain</b> (weapon) • <b>At-Will</b>	
Attack: Melee 2 (one creature); +13 vs. AC	
Hit: 2d4 + 7 damage.	
M <b>Double Attack</b> • <b>At-Will</b>	
Effect: The champion uses <i>biting chain</i> and <i>crushing chain</i> , or uses <i>crushing chain</i> twice.	
M <b>Cursed Chains of Earth</b> • <b>Recharge 6</b>	
Attack: Melee 2 (one creature); +11 vs. Reflex	
Hit: 2d8 + 7 damage, and the target is restrained (save ends).	
First Failed Saving Throw: The target is instead petrified (save ends).	
MINOR ACTIONS	
C <b>Expanding threat</b> • <b>Recharge</b> at the start of any turn when <i>writhing chains</i> is aura 1	
Effect: The <i>writhing chains</i> expands to aura 3. At the start of the champion's next turn, the <i>writhing chains</i> expands to aura 5. At the start of its following turn, the dragon makes the following attack.	
Attack (No Action): Close burst 5 (enemies in burst); +9 vs. Reflex	
Hit: 2d8 + 7 damage, and the target falls prone and cannot stand up (save ends).	
Effect: The <i>writhing chains</i> aura reverts to its original state and size (aura 1).	
TRIGGERED ACTIONS	
All <b>Fall Down</b> • <b>At-Will</b>	
Trigger: The champion is pushed, pulled, slid, or knocked prone.	
Effect (Free Action): Each enemy in the champion's aura falls prone.	
Skills Acrobatics +15, Athletics +11	
Str 17 (+6)	Dex 22 (+9) Wis 15 (+5)
Con 23 (+9)	Int 14 (+5) Cha 14 (+5)
Alignment evil Languages Common, Shou	
Equipment cursed chain of earth, ring-mail	
Base Creature: Young Earthquake Dragon, from Monster Manual 3, with flavor based changes	

1 Zhent Dark Adept	Level 6 Controller (Leader)
Medium natural humanoid, human	XP 250
HP 70; Bloodied 35	Initiative +4
AC 20, Fortitude 17, Reflex 17, Will 19	Perception +7
Speed 6	
STANDARD ACTIONS	
m <b>Dark Dagger</b> (fire, weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +9 vs. Reflex	
Hit: 1d6 + 7 fire damage, and the dark adept slides the target up to 3 squares.	
A <b>Fiery Tendrils</b> (fire, implement) • <b>At-Will</b>	
Attack: Area burst 1 within 10 (creatures in burst); +9 vs. Reflex	
Hit: 1d6 + 9 fire damage, and the target is slowed and grants combat advantage until the end of the dark adept's next turn.	
MINOR ACTIONS	
<b>Dark Imperative</b> • <b>Recharge</b> when first bloodied	
Trigger: Close burst 5 (one ally in the burst). The dark adept slides the target up to 3 squares, and the target gains 10 temporary hit points. Until the target has no temporary hit points, its melee attacks deal 6 extra necrotic damage.	
Skills Arcana +10, Religion +10	
Str 13 (+4)	Dex 12 (+4) Wis 18 (+7)
Con 14 (+5)	Int 15 (+5) Cha 13 (+4)
Alignment evil Languages Common, Shou, Supernal	
Equipment chainmail, dagger, zhent surcoat	
Base Creature: Iron Circle Dark Adept, from Monster Vault: Threats to the Nentir Vale.	

1-3 Tar Devil Brawler	Level 4 Brute
Medium immortal humanoid (devil)	XP 175
HP 63; Bloodied 31	Initiative +5
AC 16, Fortitude 15, Reflex 17, Will 15	Perception +7
Speed 6	Darkvision
Resist 10 fire; Vulnerable 5 acid	
TRAITS	
<b>Tar Splatter</b> • <b>Aura 1</b>	
Any enemy that starts its turn in the aura cannot shift during that turn.	
STANDARD ACTIONS	
m <b>Slam</b> (fire) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 2d6 + 8 fire damage.	
M <b>Tar Strike</b> (fire) • <b>Recharge 5 6</b>	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 3d6 + 6 fire damage, and the target is immobilized and takes ongoing 5 fire damage (save ends both).	
Str 12 (+3)	Dex 17 (+5) Wis 11 (+2)
Con 13 (+3)	Int 10 (+2) Cha 12 (+1)
Alignment evil Languages Supernal	
Base Creature: Tar Devil Brawler, from Monster Vault: Threats to the Nentir Vale.	

1 Tar Devil Harrier	Level 3 Artillery
Medium immortal humanoid (devil)	XP 150
<b>HP 36; Bloodied 18</b>	<b>Initiative +5</b>
<b>AC 17, Fortitude 14, Reflex 16, Will 14</b>	<b>Perception +8</b>
<b>Speed 6</b>	Darkvision
<b>Resist 10 fire; Vulnerable 5 acid</b>	
STANDARD ACTIONS	
m <b>Kukri</b> (weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 1d6 + 5 damage.	
r <b>Tar Ball</b> (fire) • <b>At-Will</b>	
Attack: Ranged 10 (one creature); +8 vs. Reflex	
Hit: 2d6 + 4 fire damage, and the target is slowed and takes ongoing 4 fire damage (save ends both).	
MINOR ACTIONS	
C <b>Fuming Cloud</b> (fire, zone) • <b>Encounter</b>	
Attack: Close burst 1 (creatures in burst); +6 vs. Fortitude	
Hit: 1d6 + 4 fire damage	
Effect: The burst creates a zone that lasts until the end of the encounter. The zone is difficult terrain. While entirely within the zone, creatures have partial concealment, and any creature ends its turn in the zone takes 4 fire damage.	
<b>Str 15 (+3)</b>	<b>Dex 18 (+5)</b>
<b>Con 12 (+2)</b>	<b>Int 11 (+1)</b>
	<b>Wis 14 (+3)</b>
	<b>Cha 11 (+1)</b>
<b>Alignment evil</b>	<b>Languages Supernal</b>

Source: Tar Devil Harrier, from Monster Vault: Threats to the Nentir Vale.

Troll Runt	Level 3 Minion Brute
Large natural humanoid	XP 37
<b>HP 1; a missed attack never damages a minion</b>	<b>Initiative +5</b>
<b>AC 15, Fortitude 16, Reflex 15, Will 13</b>	<b>Perception +3</b>
<b>Speed 8</b>	
TRAITS	
<b>Troll Runt Healing</b>	
If the troll runt is reduced to 0 hit points by an attack that does not deal acid or fire damage, it falls prone and remains at 0 hit points until the start of its next turn, when it regains 1 hit point. If an attack deals acid or fire damage to the troll runt while it is at 0 hit points, it is destroyed.	
STANDARD ACTIONS	
m <b>Claw</b> • <b>At-Will</b>	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 6 damage.	
<b>Str 18 (+5)</b>	<b>Dex 16 (+4)</b>
<b>Con 16 (+4)</b>	<b>Int 5 (-2)</b>
	<b>Wis 14 (+3)</b>
	<b>Cha 10 (+1)</b>
<b>Alignment chaotic evil</b>	<b>Languages Giant</b>

Source: Troll Runt, from Dungeon Magazine 169

Zhent Reinforcement	Level 3 Minion Skirmisher
Medium natural humanoid, human	XP 37
<b>HP 1; a missed attack never damages a minion</b>	<b>Initiative +5</b>
<b>AC 17, Fortitude 16, Reflex 15, Will 14</b>	<b>Perception +3</b>
<b>Speed 6</b>	
STANDARD ACTIONS	
m <b>Battleaxe</b> (weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +8 vs. AC. The attack can score a critical hit on a roll of 18-20.	
Hit: 4 damage, or 7 if the attack was a critical hit.	
<b>Str 16 (+4)</b>	<b>Dex 14 (+3)</b>
<b>Con 17 (+4)</b>	<b>Int 8 (+0)</b>
	<b>Wis 14 (+3)</b>
	<b>Cha 10 (+1)</b>
<b>Alignment evil</b>	<b>Languages Giant</b>
Base Creature: Tigerclaw Hordeling, from Monster Vault: Threats to the Nentir Vale	

## ENCOUNTER 5: LOVE IT WHEN A PLAN COMES TOGETHER (AL 6)

1 Champion of Bane	Level 8 Elite Soldier
Medium natural humanoid, half-elf	XP 700
HP 190; Bloodied 95	Initiative +12
AC 24, Fortitude 21, Reflex 21, Will 19	Perception +9
Speed 7	low-light vision, blindsight (see <i>weapon sense</i> )
TRAITS	
<b>Writhing Chains • Aura 1</b>	
When any enemy within the aura makes an attack that does not include the champion as a target, that enemy falls prone and takes 5 damage.	
<b>Weapon Sense</b>	
The champion of bane has blindsight out to the size of his <i>writhing chains</i> aura.	
STANDARD ACTIONS	
m <b>Biting Chain</b> (weapon) • At-Will	
Attack: Melee 2 (one creature); +13 vs. AC	
Hit: 3d4 + 9 damage.	
m <b>Crushing Chain</b> (weapon) • At-Will	
Attack: Melee 2 (one creature); +15 vs. AC	
Hit: 3d4 + 7 damage.	
M <b>Double Attack</b> • At-Will	
Effect: The champion uses <i>biting chain</i> and <i>crushing chain</i> , or uses <i>crushing chain</i> twice.	
M <b>Cursed Chains of Earth</b> • Recharge 6	
Attack: Melee 2 (one creature); +13 vs. Reflex	
Hit: 2d10 + 5 damage, and the target is restrained (save ends).	
First Failed Saving Throw: The target is instead petrified (save ends).	
MINOR ACTIONS	
C <b>Expanding Threat</b> • Recharge at the start of any turn when <i>writhing chains</i> is aura 1	
Effect: The <i>writhing chains</i> expands to aura 3. At the start of the champion's next turn, the <i>writhing chains</i> expands to aura 5. At the start of its following turn, the dragon makes the following attack.	
Attack (No Action): Close burst 5 (enemies in burst); +11 vs. Reflex	
Hit: 3d8 + 4 damage, and the target falls prone and cannot stand up (save ends).	
Effect: The <i>writhing chains</i> aura reverts to its original state and size (aura 1).	
TRIGGERED ACTIONS	
All <b>Fall Down</b> • At-Will	
Trigger: The champion is pushed, pulled, slid, or knocked prone.	
Effect (Free Action): Each enemy in the champion's aura falls prone.	
Skills Acrobatics +15, Athletics +12	
Str 17 (+7)	Dex 22 (+10) Wis 15 (+6)
Con 23 (+10)	Int 14 (+6) Cha 14 (+6)
Alignment evil Languages Common, Shou	
Equipment cursed chain of earth, ring-mail	
Base Creature: Young Earthquake Dragon, from Monster Manual 3, with flavor based changes	

1 Zhent Dark Adept	Level 8 Controller (Leader)
Medium natural humanoid, human	XP 350
HP 86; Bloodied 43	Initiative +5
AC 22, Fortitude 19, Reflex 19, Will 21	Perception +8
Speed 6	
STANDARD ACTIONS	
m <b>Dark Dagger</b> (fire, weapon) • At-Will	
Attack: Melee 1 (one creature); +11 vs. Reflex	
Hit: 3d4 + 6 fire damage, and the dark adept slides the target up to 3 squares.	
A <b>Fiery Tendrils</b> (fire, implement) • At-Will	
Attack: Area burst 1 within 10 (creatures in burst); +11 vs. Reflex	
Hit: 2d6 + 8 fire damage, and the target is slowed and grants combat advantage until the end of the dark adept's next turn.	
MINOR ACTIONS	
<b>Dark Imperative</b> • Recharge when first bloodied	
Trigger: Close burst 5 (one ally in the burst). The dark adept slides the target up to 3 squares, and the target gains 10 temporary hit points. Until the target has no temporary hit points, its melee attacks deal 8 extra necrotic damage.	
Skills Arcana +11, Religion +11	
Str 13 (+5)	Dex 12 (+5) Wis 18 (+8)
Con 14 (+6)	Int 15 (+6) Cha 13 (+5)
Alignment evil Languages Common, Shou, Supernal	
Equipment chainmail, dagger, zhent surcoat	
Base Creature: Iron Circle Dark Adept, from Monster Vault: Threats to the Nentir Vale.	

1-3 Tar Devil Brawler	Level 6 Brute
Medium immortal humanoid (devil)	XP 250
HP 83; Bloodied 41	Initiative +6
AC 18, Fortitude 17, Reflex 15, Will 17	Perception +8
Speed 6	Darkvision
Resist 10 fire; Vulnerable 5 acid	
TRAITS	
<b>Tar Splatter</b> • Aura 1	
Any enemy that starts its turn in the aura cannot shift during that turn.	
STANDARD ACTIONS	
m <b>Slam</b> (fire) • At-Will	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 3d6 + 7 fire damage.	
M <b>Tar Strike</b> (fire) • Recharge 5 6	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 4d6 + 5 fire damage, and the target is immobilized and takes ongoing 5 fire damage (save ends both).	
Str 12 (+4)	Dex 17 (+6) Wis 11 (+3)
Con 13 (+4)	Int 10 (+3) Cha 12 (+2)
Alignment evil Languages Supernal	
Base Creature: Tar Devil Brawler, from Monster Vault: Threats to the Nentir Vale.	

1 Tar Devil Harrier	Level 5 Artillery
Medium immortal humanoid (devil)	XP 200
<b>HP 48; Bloodied 24</b>	<b>Initiative +6</b>
<b>AC 19, Fortitude 16, Reflex 18, Will 16</b>	<b>Perception +9</b>
<b>Speed 6</b>	Darkvision
<b>Resist 10 fire; Vulnerable 5 acid</b>	
STANDARD ACTIONS	
m <b>Kukri</b> (weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 2d6 + 4 damage.	
r <b>Tar Ball</b> (fire) • <b>At-Will</b>	
Attack: Ranged 10 (one creature); +10 vs. Reflex	
Hit: 2d6 + 6 fire damage, and the target is slowed and takes ongoing 6 fire damage (save ends both).	
MINOR ACTIONS	
C <b>Fuming Cloud</b> (fire, zone) • <b>Encounter</b>	
Attack: Close burst 1 (creatures in burst); +8 vs. Fortitude	
Hit: 1d6 + 6 fire damage	
Effect: The burst creates a zone that lasts until the end of the encounter. The zone is difficult terrain. While entirely within the zone, creatures have partial concealment, and any creature ends its turn in the zone takes 6 fire damage.	
<b>Str 15 (+4)</b>	<b>Dex 18 (+6)</b>
<b>Con 12 (+3)</b>	<b>Int 11 (+2)</b>
	<b>Wis 14 (+4)</b>
	<b>Cha 11 (+2)</b>
<b>Alignment evil</b>	<b>Languages Supernal</b>
Source: Tar Devil Harrier, from Monster Vault: Threats to the Nentir Vale.	

Troll Runt	Level 5 Minion Brute
Large natural humanoid	XP 50
<b>HP 1; a missed attack never damages a minion</b>	<b>Initiative +6</b>
<b>AC 17, Fortitude 18, Reflex 17, Will 15</b>	<b>Perception +4</b>
<b>Speed 8</b>	
TRAITS	
<b>Troll Runt Healing</b>	
If the troll runt is reduced to 0 hit points by an attack that does not deal acid or fire damage, it falls prone and remains at 0 hit points until the start of its next turn, when it regains 1 hit point. If an attack deals acid or fire damage to the troll runt while it is at 0 hit points, it is destroyed.	
STANDARD ACTIONS	
m <b>Claw</b> • <b>At-Will</b>	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 7 damage.	
<b>Str 18 (+6)</b>	<b>Dex 16 (+5)</b>
<b>Con 16 (+5)</b>	<b>Int 5 (-1)</b>
	<b>Wis 14 (+4)</b>
	<b>Cha 10 (+2)</b>
<b>Alignment chaotic evil</b>	<b>Languages Giant</b>
Source: Troll Runt, from Dungeon Magazine 169	

Zhent Reinforcement	Level 5 Minion Skirmisher
Medium natural humanoid, human	XP 50
<b>HP 1; a missed attack never damages a minion</b>	<b>Initiative +6</b>
<b>AC 19, Fortitude 18, Reflex 17, Will 16</b>	<b>Perception +4</b>
<b>Speed 6</b>	
STANDARD ACTIONS	
m <b>Battleaxe</b> (weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +10 vs. AC. The attack can score a critical hit on a roll of 18-20.	
Hit: 5 damage, or 8 if the attack was a critical hit.	
<b>Str 16 (+5)</b>	<b>Dex 14 (+4)</b>
<b>Con 17 (+5)</b>	<b>Int 8 (+1)</b>
	<b>Wis 14 (+4)</b>
	<b>Cha 10 (+2)</b>
<b>Alignment evil</b>	<b>Languages Giant</b>
Base Creature: Tigerclaw Hordeling, from Monster Vault: Threats to the Nentir Vale	



## ENCOUNTER 5: LOVE IT WHEN A PLAN COMES TOGETHER (AL 8)

1 Champion of Bane	Level 10 Elite Soldier
Medium natural humanoid, half-elf	XP 1000
HP 224; Bloodied 122	Initiative +13
AC 26, Fortitude 23, Reflex 23, Will 21	Perception +10
Speed 7	low-light vision, blindsight (see <i>weapon sense</i> )
TRAITS	
<b>Writhing Chains • Aura 1</b>	
When any enemy within the aura makes an attack that does not include the champion as a target, that enemy falls prone and takes 10 damage.	
<b>Weapon Sense</b>	
The champion of bane has blindsight out to the size of his <i>writhing chains</i> aura.	
STANDARD ACTIONS	
m <b>Biting Chain</b> (weapon) • <b>At-Will</b>	
Attack: Melee 2 (one creature); +15 vs. AC	
Hit: 4d4 + 9 damage.	
m <b>Crushing Chain</b> (weapon) • <b>At-Will</b>	
Attack: Melee 2 (one creature); +17 vs. AC	
Hit: 3d4 + 4 damage.	
M <b>Double Attack</b> • <b>At-Will</b>	
Effect: The champion uses <i>biting chain</i> and <i>crushing chain</i> , or uses <i>crushing chain</i> twice.	
M <b>Cursed Chains of Earth</b> • <b>Recharge 5 6</b>	
Attack: Melee 2 (one creature); +15 vs. Reflex	
Hit: 2d10 + 8 damage, and the target is restrained (save ends).	
First Failed Saving Throw: The target is instead petrified (save ends).	
MINOR ACTIONS	
C <b>Expanding Threat</b> • <b>Recharge</b> at the start of any turn when <i>writhing chains</i> is aura 1	
Effect: The <i>writhing chains</i> expands to aura 3. At the start of the champion's next turn, the <i>writhing chains</i> expands to aura 5. At the start of its following turn, the dragon makes the following attack.	
Attack (No Action): Close burst 5 (enemies in burst); +13 vs. Reflex	
Hit: 3d8 + 5 damage, and the target falls prone and cannot stand up (save ends).	
Effect: The <i>writhing chains</i> aura reverts to its original state and size (aura 1).	
TRIGGERED ACTIONS	
All <b>Fall Down</b> • <b>At-Will</b>	
Trigger: The champion is pushed, pulled, slid, or knocked prone.	
Effect (Free Action): Each enemy in the champion's aura falls prone.	
Skills Acrobatics +16, Athletics +13	
Str 17 (+8)	Dex 22 (+11) Wis 15 (+7)
Con 23 (+11)	Int 14 (+7) Cha 14 (+7)
Alignment evil Languages Common, Shou	
Equipment cursed chain of earth, ring-mail	
Base Creature: Adult Earthquake Dragon, from Monster Manual 3, with flavor based changes	

1 Zhent Dark Adept	Level 10 Controller (Leader)
Medium natural humanoid, human	XP 500
HP 102; Bloodied 51	Initiative +6
AC 24, Fortitude 21, Reflex 21, Will 23	Perception +9
Speed 6	
STANDARD ACTIONS	
m <b>Dark Dagger</b> (fire, weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +13 vs. Reflex	
Hit: 3d4 + 8 fire damage, and the dark adept slides the target up to 3 squares.	
A <b>Fiery Tendrils</b> (fire, implement) • <b>At-Will</b>	
Attack: Area burst 1 within 10 (creatures in burst); +13 vs. Reflex	
Hit: 2d6 + 10 fire damage, and the target is slowed and grants combat advantage until the end of the dark adept's next turn.	
MINOR ACTIONS	
<b>Dark Imperative</b> • <b>Recharge</b> when first bloodied	
Trigger: Close burst 5 (one ally in the burst). The dark adept slides the target up to 3 squares, and the target gains 15 temporary hit points. Until the target has no temporary hit points, its melee attacks deal 10 extra necrotic damage.	
Skills Arcana +12, Religion +12	
Str 13 (+6)	Dex 12 (+6) Wis 18 (+9)
Con 14 (+7)	Int 15 (+7) Cha 13 (+6)
Alignment evil Languages Common, Shou, Supernal	
Equipment chainmail, dagger, zhent surcoat	
Base Creature: Iron Circle Dark Adept, from Monster Vault: Threats to the Nentir Vale.	

1-3 Tar Devil Brawler	Level 8 Brute
Medium immortal humanoid (devil)	XP 350
HP 103; Bloodied 51	Initiative +7
AC 20, Fortitude 19, Reflex 17, Will 19	Perception +9
Speed 6	Darkvision
Resist 10 fire; Vulnerable 5 acid	
TRAITS	
<b>Tar Splatter</b> • <b>Aura 1</b>	
Any enemy that starts its turn in the aura cannot shift during that turn.	
STANDARD ACTIONS	
m <b>Slam</b> (fire) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 3d6 + 9 fire damage.	
M <b>Tar Strike</b> (fire) • <b>Recharge 5 6</b>	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 4d6 + 7 fire damage, and the target is immobilized and takes ongoing 5 fire damage (save ends both).	
Str 12 (+5)	Dex 17 (+7) Wis 11 (+4)
Con 13 (+5)	Int 10 (+4) Cha 12 (+3)
Alignment evil Languages Supernal	
Base Creature: Tar Devil Brawler, from Monster Vault: Threats to the Nentir Vale.	



1 Tar Devil Harrier	Level 7 Artillery
Medium immortal humanoid (devil)	XP 300
<b>HP</b> 60; <b>Bloodied</b> 30	<b>Initiative</b> +7
<b>AC</b> 21, <b>Fortitude</b> 18, <b>Reflex</b> 20, <b>Will</b> 18	<b>Perception</b> +10
<b>Speed</b> 6	Darkvision
<b>Resist</b> 10 fire; <b>Vulnerable</b> 5 acid	
STANDARD ACTIONS	
m <b>Kukri</b> (weapon) • <b>At-Will</b>	
<b>Attack:</b> Melee 1 (one creature); +12 vs. AC	
<b>Hit:</b> 2d6 + 6 damage.	
r <b>Tar Ball</b> (fire) • <b>At-Will</b>	
<b>Attack:</b> Ranged 10 (one creature); +12 vs. Reflex	
<b>Hit:</b> 3d6 + 5 fire damage, and the target is slowed and takes ongoing 8 fire damage (save ends both).	
MINOR ACTIONS	
C <b>Fuming Cloud</b> (fire, zone) • <b>Encounter</b>	
<b>Attack:</b> Close burst 1 (creatures in burst); +10 vs. Fortitude	
<b>Hit:</b> 2d6 + 5 fire damage	
<b>Effect:</b> The burst creates a zone that lasts until the end of the encounter. The zone is difficult terrain. While entirely within the zone, creatures have partial concealment, and any creature ends its turn in the zone takes 8 fire damage.	
<b>Str</b> 15 (+5)	<b>Dex</b> 18 (+7)
<b>Con</b> 12 (+4)	<b>Int</b> 11 (+3)
	<b>Wis</b> 14 (+5)
	<b>Cha</b> 11 (+3)
<b>Alignment</b> evil	<b>Languages</b> Supernal

Source: Tar Devil Harrier, from Monster Vault: Threats to the Nentir Vale.

Troll Runt	Level 7 Minion Brute
Large natural humanoid	XP 75
<b>HP</b> 1; a missed attack never damages a minion	<b>Initiative</b> +7
<b>AC</b> 19, <b>Fortitude</b> 20, <b>Reflex</b> 19, <b>Will</b> 17	<b>Perception</b> +5
<b>Speed</b> 8	
TRAITS	
<b>Troll Runt Healing</b>	
If the troll runt is reduced to 0 hit points by an attack that does not deal acid or fire damage, it falls prone and remains at 0 hit points until the start of its next turn, when it regains 1 hit point. If an attack deals acid or fire damage to the troll runt while it is at 0 hit points, it is destroyed.	
STANDARD ACTIONS	
m <b>Claw</b> • <b>At-Will</b>	
<b>Attack:</b> Melee 1 (one creature); +12 vs. AC	
<b>Hit:</b> 8 damage.	
<b>Str</b> 18 (+6)	<b>Dex</b> 16 (+5)
<b>Con</b> 16 (+5)	<b>Int</b> 5 (-1)
	<b>Wis</b> 14 (+4)
	<b>Cha</b> 10 (+2)
<b>Alignment</b> chaotic evil	<b>Languages</b> Giant

Source: Troll Runt, from Dungeon Magazine 169

Zhent Reinforcement	Level 7 Minion Skirmisher
Medium natural humanoid, human	XP 75
<b>HP</b> 1; a missed attack never damages a minion	<b>Initiative</b> +7
<b>AC</b> 21, <b>Fortitude</b> 20, <b>Reflex</b> 19, <b>Will</b> 18	<b>Perception</b> +5
<b>Speed</b> 6	
STANDARD ACTIONS	
m <b>Battleaxe</b> (weapon) • <b>At-Will</b>	
<b>Attack:</b> Melee 1 (one creature); +12 vs. AC. The attack can score a critical hit on a roll of 18-20.	
<b>Hit:</b> 6 damage, or 9 if the attack was a critical hit.	
<b>Str</b> 16 (+6)	<b>Dex</b> 14 (+5)
<b>Con</b> 17 (+6)	<b>Int</b> 8 (+2)
	<b>Wis</b> 14 (+5)
	<b>Cha</b> 10 (+3)
<b>Alignment</b> evil	<b>Languages</b> Giant
Base Creature: Tigerclaw Hordeling, from Monster Vault: Threats to the Nentir Vale	

## ENCOUNTER 5: LOVE IT WHEN A PLAN COMES TOGETHER (AL 10)

1 Champion of Bane	Level 12 Elite Soldier
Medium natural humanoid, half-elf	XP 1400
HP 254; Bloodied 127	Initiative +14
AC 28, Fortitude 25, Reflex 25, Will 23	Perception +11
Speed 7	low-light vision, blindsight (see <i>weapon sense</i> )
TRAITS	
<b>Writhing Chains • Aura 1</b>	
When any enemy within the aura makes an attack that does not include the champion as a target, that enemy falls prone and takes 10 damage.	
<b>Weapon Sense</b>	
The champion of bane has blindsight out to the size of his <i>writhing chains</i> aura.	
STANDARD ACTIONS	
m <b>Biting Chain</b> (weapon) • <b>At-Will</b>	
Attack: Melee 2 (one creature); +17 vs. AC	
Hit: 5d4 + 9 damage.	
m <b>Crushing Chain</b> (weapon) • <b>At-Will</b>	
Attack: Melee 2 (one creature); +19 vs. AC	
Hit: 3d4 + 6 damage.	
M <b>Double Attack</b> • <b>At-Will</b>	
Effect: The champion uses <i>biting chain</i> and <i>crushing chain</i> , or uses <i>crushing chain</i> twice.	
M <b>Cursed Chains of Earth</b> • <b>Recharge 5 6</b>	
Attack: Melee 2 (one creature); +17 vs. Reflex	
Hit: 2d10 + 10 damage, and the target is restrained (save ends).	
First Failed Saving Throw: The target is instead petrified (save ends).	
MINOR ACTIONS	
C <b>Expanding Threat</b> • <b>Recharge</b> at the start of any turn when <i>writhing chains</i> is aura 1	
Effect: The <i>writhing chains</i> expands to aura 3. At the start of the champion's next turn, the <i>writhing chains</i> expands to aura 5. At the start of its following turn, the dragon makes the following attack.	
Attack (No Action): Close burst 5 (enemies in burst); +15 vs. Reflex	
Hit: 3d8 + 7 damage, and the target falls prone and cannot stand up (save ends).	
Effect: The <i>writhing chains</i> aura reverts to its original state and size (aura 1).	
TRIGGERED ACTIONS	
All <b>Fall Down</b> • <b>At-Will</b>	
Trigger: The champion is pushed, pulled, slid, or knocked prone.	
Effect (Free Action): Each enemy in the champion's aura falls prone.	
Skills Acrobatics +17, Athletics +14	
Str 17 (+9)	Dex 22 (+12) Wis 15 (+8)
Con 23 (+12)	Int 14 (+8) Cha 14 (+8)
Alignment evil Languages Common, Shou	
Equipment cursed chain of earth, ring-mail	
Base Creature: Adult Earthquake Dragon, from Monster Manual 3, with flavor based changes	

1 Zhent Dark Adept	Level 12 Controller (Leader)
Medium natural humanoid, human	XP 700
HP 118; Bloodied 59	Initiative +7
AC 26, Fortitude 23, Reflex 23, Will 25	Perception +10
Speed 6	
STANDARD ACTIONS	
m <b>Dark Dagger</b> (fire, weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +15 vs. Reflex	
Hit: 4d4 + 8 fire damage, and the dark adept slides the target up to 3 squares.	
A <b>Fiery Tendrils</b> (fire, implement) • <b>At-Will</b>	
Attack: Area burst 1 within 10 (creatures in burst); +15 vs. Reflex	
Hit: 3d6 + 9 fire damage, and the target is slowed and grants combat advantage until the end of the dark adept's next turn.	
MINOR ACTIONS	
<b>Dark Imperative</b> • <b>Recharge</b> when first bloodied	
Trigger: Close burst 5 (one ally in the burst). The dark adept slides the target up to 3 squares, and the target gains 15 temporary hit points. Until the target has no temporary hit points, its melee attacks deal 12 extra necrotic damage.	
Skills Arcana +13, Religion +13	
Str 13 (+7)	Dex 12 (+7) Wis 18 (+10)
Con 14 (+8)	Int 15 (+8) Cha 13 (+7)
Alignment evil Languages Common, Shou, Supernal	
Equipment chainmail, dagger, zhent surcoat	
Base Creature: Iron Circle Dark Adept, from Monster Vault: Threats to the Nentir Vale.	

1-3 Tar Devil Brawlers	Level 10 Brute
Medium immortal humanoid (devil)	XP 500
HP 123; Bloodied 61	Initiative +8
AC 22, Fortitude 21, Reflex 19, Will 21	Perception +10
Speed 6	Darkvision
Resist 10 fire; Vulnerable 5 acid	
TRAITS	
<b>Tar Splatter</b> • <b>Aura 1</b>	
Any enemy that starts its turn in the aura cannot shift during that turn.	
STANDARD ACTIONS	
m <b>Slam</b> (fire) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 4d6 + 8 fire damage.	
M <b>Tar Strike</b> (fire) • <b>Recharge 5 6</b>	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 5d6 + 6 fire damage, and the target is immobilized and takes ongoing 5 fire damage (save ends both).	
Str 12 (+6)	Dex 17 (+8) Wis 11 (+5)
Con 13 (+6)	Int 10 (+5) Cha 12 (+4)
Alignment evil Languages Supernal	
Base Creature: Tar Devil Brawler, from Monster Vault: Threats to the Nentir Vale.	

1 Tar Devil Harrier	Level 9 Artillery
Medium immortal humanoid (devil)	XP 400
<b>HP 72; Bloodied 36</b>	<b>Initiative +8</b>
<b>AC 23, Fortitude 20, Reflex 22, Will 22</b>	<b>Perception +11</b>
<b>Speed 6</b>	Darkvision
<b>Resist 10 fire; Vulnerable 5 acid</b>	
STANDARD ACTIONS	
m <b>Kukri</b> (weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 3d6 + 7 damage.	
r <b>Tar Ball</b> (fire) • <b>At-Will</b>	
Attack: Ranged 10 (one creature); +14 vs. Reflex	
Hit: 3d6 + 7 fire damage, and the target is slowed and takes ongoing 10 fire damage (save ends both).	
MINOR ACTIONS	
C <b>Fuming Cloud</b> (fire, zone) • <b>Encounter</b>	
Attack: Close burst 1 (creatures in burst); +12 vs. Fortitude	
Hit: 2d6 + 7 fire damage	
Effect: The burst creates a zone that lasts until the end of the encounter. The zone is difficult terrain. While entirely within the zone, creatures have partial concealment, and any creature ends its turn in the zone takes 10 fire damage.	
<b>Str 15 (+6)</b>	<b>Dex 18 (+8)</b>
<b>Con 12 (+5)</b>	<b>Int 11 (+4)</b>
<b>Wis 14 (+6)</b>	<b>Cha 11 (+4)</b>
<b>Alignment evil</b>	<b>Languages Supernal</b>

Source: Tar Devil Harrier, from Monster Vault: Threats to the Nentir Vale.

Troll Runt	Level 9 Minion Brute
Large natural humanoid	XP 100
<b>HP 1; a missed attack never damages a minion</b>	<b>Initiative +8</b>
<b>AC 21, Fortitude 22, Reflex 21, Will 19</b>	<b>Perception +6</b>
<b>Speed 8</b>	
TRAITS	
<b>Troll Runt Healing</b>	
If the troll runt is reduced to 0 hit points by an attack that does not deal acid or fire damage, it falls prone and remains at 0 hit points until the start of its next turn, when it regains 1 hit point. If an attack deals acid or fire damage to the troll runt while it is at 0 hit points, it is destroyed.	
STANDARD ACTIONS	
m <b>Claw</b> • <b>At-Will</b>	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 9 damage.	
<b>Str 18 (+8)</b>	<b>Dex 16 (+7)</b>
<b>Con 16 (+6)</b>	<b>Int 5 (+1)</b>
<b>Wis 14 (+6)</b>	<b>Cha 10 (+4)</b>
<b>Alignment chaotic evil</b>	<b>Languages Giant</b>

Source: Troll Runt, from Dungeon Magazine 169

Zhent Reinforcement	Level 9 Minion Skirmisher
Medium natural humanoid, human	XP 100
<b>HP 1; a missed attack never damages a minion</b>	<b>Initiative +8</b>
<b>AC 23, Fortitude 22, Reflex 21, Will 20</b>	<b>Perception +6</b>
<b>Speed 6</b>	
STANDARD ACTIONS	
m <b>Battleaxe</b> (weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +14 vs. AC. The attack can score a critical hit on a roll of 18-20.	
Hit: 7 damage, or 10 if the attack was a critical hit.	
<b>Str 16 (+7)</b>	<b>Dex 14 (+6)</b>
<b>Con 17 (+7)</b>	<b>Int 8 (+3)</b>
<b>Wis 14 (+6)</b>	<b>Cha 10 (+4)</b>
<b>Alignment evil</b>	<b>Languages Giant</b>
Base Creature: Tigerclaw Hordeling, from Monster Vault: Threats to the Nentir Vale	

## ENCOUNTER 5: LOVE IT WHEN A PLAN COMES TOGETHER (MAP)

### TILE SETS NEEDED

*Ruins of the Wild* x1 and *Sinister Woods* x2



The Zhents and devils are initially in the upper section of the map containing the tents and the fire. The PCs may set up in the bottom half of the map, approaching stealthily through the ruined building (bottom) or openly along the ancient street (right side) depending on their preferences and the result of the group Stealth check at the end of Encounter 4. The PCs can split up if some want to approach openly while others remain hidden.



## CONCLUDING THE ADVENTURE

After the battle, all that remains is for the PCs to get to the bottom of the Zhent incursion and then report back to Lord Krieger.

### CAPTURING THE CAMP

If the PCs and their allies manage to capture the camp, they are free to search it thoroughly and interrogate any surviving prisoners.

**Searching:** It is clear that the Zhents were working hard to destabilize the city. The PCs find lists of citizens who are strong supporters of Elturel, reports detailing their movements, along with maps where their homes and businesses are marked. The PCs can also find a small box full of bent copper coins, as well as five garnet necklaces identical to those found in ELTU4-1 *Born by Fiends*.

Specifically looking in the command tent, the PCs find letters from someone named Scyllira, hiring the Zhents and directing them to destabilize the city by sowing distrust between the various power groups. It is clear from the letters that Scyllira is working for someone else, as she refers to her “client” in the letters, but she never specifies who that might be.

**Interrogation:** The regular soldiers captured in the raid cannot give much helpful information, knowing only the same things as the other Zhents in Encounter Three. If Arazmous was captured alive, he knows much more. The Zhents were hired by Scyllira, an information broker, criminal, and slaver who was working across the Elturgard border at the Boareskyr Bridge (last encountered by some PCs in ELTU3-5 *In the Blood*). The Zhents do not know why she hired them or for whom, but assume she would know. They do know that she is on the move and is no longer to be found at the bridge. Their mission was to destabilize the power structure of the city and pit the four main power groups (the city leaders, the Order of Torm, the Dusk Talons, and the Lion’s Den) against each other. Arazmous knows that this operation is only one facet of a greater plot against Elturgard that is close to fruition, but he is not privy to other details.

### BACK TO THE HIGH TOWER

When the PCs return to Lord Krieger, likely with a significant number of prisoners, he is very happy to hear what they have to say. The amount of proof they have gathered should be more than enough to allay most suspicions against the Dusk Talons and will give him a chance to potentially bring the different groups together.

*“You have more than earned your reward, my friends. You have pulled this city back from the brink of open riots in the streets. Perhaps with what you have given me, I will even be able to bring the various groups together against this unseen foe. I hope that I can count on your assistance again in the near future to help me bring these enemies to justice.”*

### TREASURE

Lord Krieger's office pays the PCs 35/55/125/250/375 gold each. If she survived, Ylna Strathmore gives the PCs a vial of *alchemist's essence* (and some gold depending on AL) for rescuing her.

### STORY AWARDS

The PCs receive **ELTU23 Brothers in Arms** for each of the groups that they recruited during Scene 1 of Encounter 4. Cross out those groups not recruited.

If the PCs defeated the Zhents and were able to gather proof clearing the Dusk Talons (likely), they receive both **ELTU24 Honor among Thieves** and **ELTU25 Ancient Plans**.

## REWARDS SUMMARY

At the conclusion of the adventure, the PCs earn XP, gold, access to Treasures, and possibly Story Awards. All totals listed here are per PC.

## 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 / Baseline Award: 225 XP per PC**

**Major Objective:** Defeat the Zhent incursion (Encounter 5): + 125 XP (or +65 XP for a partial success)

**Minor Objective 1:** Discover the next target (Encounter 2): + 25 XP

**Minor Objective 2:** Save Ylna (Encounter 3): + 25 XP

**Minor Objective 3:** Successfully sneak into the Zhent encampment (Encounter 4): + 25 XP

**Maximum Possible Experience: 425 XP per PC**

**Base Gold: 75 gp per PC**

(Encounter 3: 20 gp, Encounter 5: 20 gp; Conclusion 35 gp)

### ADVENTURE LEVEL 4

**Minimum / Baseline Award: 320 XP per PC**

**Major Objective:** Defeat the Zhent incursion (Encounter 5): + 175 XP (or +90 XP for a partial success)

**Minor Objective 1:** Discover the next target (Encounter 2): + 35 XP

**Minor Objective 2:** Save Ylna (Encounter 3): + 35 XP

**Minor Objective 3:** Successfully sneak into the Zhent encampment (Encounter 4): + 35 XP

**Maximum Possible Experience: 600 XP per PC**

**Base Gold: 125 gp per PC**

(Encounter 3: 35 gp, Encounter 5: 35 gp; Conclusion 55 gp)

### ADVENTURE LEVEL 6

**Minimum / Baseline Award: 450 XP per PC**

**Major Objective:** Defeat the Zhent incursion (Encounter 5): + 250 XP (or +125 XP for a partial success)

**Minor Objective 1:** Discover the next target (Encounter 2): + 50 XP

**Minor Objective 2:** Save Ylna (Encounter 3): + 50 XP

**Minor Objective 3:** Enter the Zhent encampment (Encounter 4): + 50 XP

**Maximum Possible Experience: 850 XP per PC**

**Base Gold: 225 gp per PC**

(Encounter 3: 50 gp, Encounter 5: 50 gp; Conclusion 125 gp)

### ADVENTURE LEVEL 8

**Minimum / Baseline Award: 640 XP per PC**

**Major Objective:** Defeat the Zhent incursion (Encounter 5): + 350 XP (or +175 XP for a partial success)

**Minor Objective 1:** Discover the next target (Encounter 2): + 70 XP

**Minor Objective 2:** Save Ylna (Encounter 3): + 70 XP

**Minor Objective 3:** Successfully sneak into the Zhent encampment (Encounter 4): + 70 XP

**Maximum Possible Experience: 1200 XP per PC**

**Base Gold: 450 gp per PC**

(Encounter 3: 100 gp, Encounter 5: 100 gp; Conclusion 250 gp)

### ADVENTURE LEVEL 10

**Minimum / Baseline Award: 900 XP per PC**

**Major Objective:** Defeat the Zhent incursion (Encounter 5): + 500 XP (or +250 XP for a partial success)

**Minor Objective 1:** Discover the next target (Encounter 2): + 100 XP

**Minor Objective 2:** Save Ylna (Encounter 3): + 100 XP

**Minor Objective 3:** Successfully sneak into the Zhent encampment (Encounter 4): + 100 XP

**Maximum Possible Experience: 1700 XP per PC**

**Base Gold: 675 gp per PC**

(Encounter 3: 150 gp, Encounter 5: 150 gp; Conclusion 375 gp)

## TREASURE

All potential NPC payments or rewards, any treasure that the PCs could have looted during the adventure, and other monetary awards are included in the “Base Gold per PC.” At the conclusion of the adventure, each character receives the listed amount of gold, less any amounts that they did not find or earn, and may additionally select one Treasure from the following list.

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 listed AL. However, those who played at a higher AL can always choose from the lower-level options. (Treasures X, Y, and Z are always available at every Adventure Level.)

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:

**Treasure A:** *viper belt* (level 4; *Adventurer's Vault*)  
Found in Encounter 3

**Treasure B:** *bottled smoke* (level 7; *Mordenkainen's Magnificent Emporium*)  
Found in Encounter 3; only available at AL 4 and above

**Treasure C:** *bashing shield* (level 5; *Player's Handbook*)  
Found in Encounter 3

**Treasure D:** *hellfire staff* (+1/level 4 at AL 2-4; +2/level 9 at 6-10; *Player's Handbook Races: Tiefling*)  
Found in Encounter 5

**Treasure E:** *ebon armor* (+1/level 3 at AL 2-4; +2/level 8 at AL 6-10; *Mordenkainen's Magnificent Emporium*)  
Found in Encounter 5

**Treasure F:** *chainreach weapon* (+1/level 5 AL 2-4; +2/level 10 at AL 6-10; *Dragon Magazine* 380)  
Found in Encounter 5

**Treasure G:** Ritual Books of Explorer's Fire, Create Campsite, and Eye of Alarm  
Found in Encounter 5

**Treasure X (Choose an Item):** A character may choose to find a Common or Uncommon permanent magic item of the player's choice from any player resource (as defined in the *LFR Campaign Guide*). This may be any Common magic item of the character's level + 2 or less, or any Uncommon magic item of the character's level or less. Only permanent magic items may be chosen with this option (no consumables, ammunition, etc.)

**Treasure Y (Consumable plus Gold):** A character may choose to find a consumable item plus additional gold instead of another Treasure. The player should write the consumable gained on their Adventure Log. Consumable items obtained in this fashion do not take up found magic item slots.

AL 2: *alchemist essence* plus 30 gp

AL 4: *alchemist essence* (level 6)

AL 6: *alchemist essence* (level 6) plus 75 gp

AL 8: *alchemist essence* (level 6) plus 225 gp

AL 10: *alchemist essence* (level 6) plus 375 gp

**Treasure Z (More Gold):** A character may choose to receive more gold (in addition to the Base Gold amount) instead of another Treasure.

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 in the adventure. Pass out certificates to the players for their Story Awards.

### ELTU23 Brothers in Arms

If only for a moment, you have managed to bring together the disparate power groups within Elturgard to fight against a common threat and planted a seed of understanding that may perhaps help form a more permanent alliance in the region.

You gain a +2 bonus to Diplomacy and Insight checks when dealing with members of the following groups: the Dusk Talons, the Lion's Den, the Order of Torm, and the Freedom Guard. (Cross out the names of any groups that you did not successfully recruit as part of your alliance during this adventure, even if you are a member of the group.)

### ELTU24 Honor among Thieves

You have earned the gratitude of Nualla a'Ashemmi and the Dusk Talons and cleared the accusations of murder that hovered over the organization's operations in Iriaebor. In order to return the favor, the Dusk Talons will help you acquire a magic item at a discounted price. (It may be best if you don't ask exactly where they find the item you request, though.)

One time only, you may purchase a single Uncommon permanent magic item of your current character level minus 2 or less from an LFR player resource. This item does not cost you a found-item slot, and you receive a 10% discount from the item's listed market price. (You may not combine this benefit with other effects or awards that give you a discount on the purchase price of a magic item.)

Void this Story Award once you have used it to purchase an item.

### ELTU25 Ancient Plans

It would appear that Vacacarian has learned more about you and is displeased with your continuing disruption of his carefully laid plans. He has begun training his followers for your eventual and inevitable confrontation.

Having been briefed in your fighting styles and tactics, and driven by their master to lay you low, agents of Vacacarian gain a +1 bonus to attack rolls against you.

If you also have Story Award **ELTU22 Ancient Eyes**, these agents are especially enthusiastic in their efforts to slay you. Allies of Vacacarian will call you out and make you a preferred target if you enter combat with them. In addition to the +1 bonus to attack rolls, Vacacarian's allies also gain a +2 bonus to damage rolls

made against you. Their recklessness makes them vulnerable, however, so you gain a +1 bonus to attack rolls that you make against agents of Vacacarian.

Just who or what Vacacarian truly is remains to be seen, and your day of reckoning may not be far off.



## MAGIC AND MOUNTS

### Alchemist's Essence

Level 1+ Common

*When this flask is shattered, its contents fill an area with a deadly distilled element.*

Lvl 1 20 gp Lvl 6 75 gp

**Alchemical Item:** Volatile

**Formula Cost:** 70 gp

**Key Skill:** Arcana or Thievery

**Time:** 30 min.

**Special:** When this item is created, the alchemist chooses acid, cold, fire, lightning, or poison. The item gains that keyword, and all damage dealt by the item is of that damage type.

✦ **Attack Power (Varies)** ✦ **Consumable (Standard Action)**

**Attack:** Area burst 1 within 10 (creatures in the burst); the item's level + 3 vs. Reflex

**Hit:** The target takes 1d6 damage of the chosen type.

**Level 6:** 2d6 damage of the chosen type.

**Level 11 or 16:** 3d6 damage of the chosen type.

**Level 21 or 26:** 4d6 damage of the chosen type.

**Miss:** Half damage.

**Reference:** *Mordenkainen's Magnificent Emporium*, page(s) 130.

### Bottled Smoke

Level 7+ Uncommon

*This brass bottle is hot to the touch, and spews forth a cloud of ash and smoke when opened.*

Lvl 7 2,600 gp

**Wondrous Item**

**Utility Power (Fire, Zone) ✦ Daily (Standard Action)**

**Effect:** Close burst 1. The burst creates a zone that lasts until the end of your next turn. Creatures have partial concealment while in the zone. Any creature other than you that starts its turn in the zone takes 1d6 fire damage.

**Sustain Minor:** The zone persists until the end of your next turn.

You must be within 10 squares of the zone to sustain it.

**Reference:** *Adventurer's Vault*, page(s) 168, *Mordenkainen's Magnificent Emporium*, page(s) 80.

### Chainreach Weapon

Level 5+ Uncommon

*This melee weapon sports several smaller chains on its hilt and blade.*

Lvl 5 +1 1,000 gp

Lvl 10 +2 5,000 gp

**Weapon:** Any melee

**Enhancement Bonus:** attack rolls and damage rolls

**Critical:** +1d6 damage per plus or +1d8 damage per plus if you have combat advantage.

**Power ✦ Daily (Minor Action):** You may make a melee basic attack against a single target up to 5 squares away. On a successful hit, the target is also knocked prone.

**Reference:** *Dragon Magazine* 380, page(s) 70.

### Ebon Armor

Level 3+ Uncommon

*This black armor's breastplate is detailed with small skulls at its joints and breastplate, as if it had been crafted for an undead warrior.*

Lvl 3 +1 680 gp

Lvl 8 +2 3,400 gp

**Armor:** Chain, scale or plate

**Enhancement Bonus:** AC

**Properties**

- You gain necrotic resistance equal to 3 + twice this armor's enhancement bonus.
- When an enemy adjacent to you dies, you gain temporary hit points equal to 3 + this armor's enhancement bonus.

**Reference:** *Mordenkainen's Magnificent Emporium*, page(s) 14.

### Hellfire Staff

Level 4+ Uncommon

*This imposing staff of flame and bone burns the flesh and soul of your enemies.*

Lvl 4 +1 840 gp

Lvl 9 +2 4,200 gp

**Implement:** Staff

**Enhancement Bonus:** attack rolls and damage rolls

**Critical:** Regain an encounter power with the fire or fear keyword that you have expended in this encounter.

**Power (Fire) ✦ (Minor Action):** The staff sheds bright light in your square and each square within 5 squares of you, and melee and close attacks with the staff deal fire damage instead of their normal damage type and have the fire keyword. You can end this effect as a free action.

**Power (Fear, Fire) ✦ Daily (Free Action):** *Trigger:* You hit an enemy with an attack power using this staff.

*Effect:* That enemy takes 1d8 extra fire damage, and you push the enemy 3 squares.

**Reference:** *Player's Handbook Races: Tiefling*, page(s) 28.

### Viper Belt

Level 4 Uncommon

*This snakeskin belt provides modest protection against poison.*

**Waist Slot** 840 gp

**Property:** Gain resist 5 poison.

**Power ✦ Encounter (No Action):** Use this power when making a saving throw against ongoing poison damage. Gain a +2 power bonus to the saving throw.

**Reference:** *Adventurer's Vault*, page(s) 167.

## APPENDIX I: META-ORGANIZATION HANDOUTS

### Handout 1: Lord Krieger

A member of the Freedom Guard, silver edging their crimson cloak, finds you and offers up a letter for you to read.

You have helped me before or others who speak highly of your skill. I write to you now to ask for help with a delicate matter. My city is in turmoil over deaths and turns against those they once highly regarded. I need your help investigating a series of murders involving merchants in my city. Bring an end to this madness and you will be well rewarded.

Lord Krieger

### Handout 2: Lion's Den

A well-dressed man, who appears to be a successful merchant, speaks to an armed guard before gesturing to you. The guard brings over an envelope with a stylized seal in wax. The notes reads:

Tymora's blessing be upon you in these difficult times. We lose those among our ranks every day and yet no one can find an answer why. Please heed Lord Krieger's call and discover why our fellow merchants are being cut down in the street of Iriaebor. An alliance with the city government can only help our position. I will offer what help I can when the time is right.

Lihanna Connara

## Handout 3: Order of Torm

A young woman, dressed in the livery of a squire, walks up to you and offers a letter sealed with the Fist of Torm.

*Times are dark in Æsturgard and forces attempt to make them darker still. There is a murderer in Iriaebor. They need to be brought into the light and face the full justice of the law. Travel to the city and make sure this is done in the name of the Loyal Fury. Listen to Lord Krieger, but be more mindful of your own council. We must sway the city to our way of thinking for the good of Æsturgard, but if the Dusk Talons are responsible for these murders then they must face justice.*

## Handout 4: Dusk Talons

You don't see the figure that bumps into you, but there is a feeling of a hand in your pocket. There is nothing missing when your coin purse is checked; instead something has been added to a coin purse. A small, totally folded note reads as follows:

*Coppers are worthless now. So we do not deign to use them. Go to Iriaebor and listen carefully to Lord Krieger. We are not responsible for the state of things. It is up to you to free us from an unfairly dealt hand. Take the job and guarantee our continued freedom.*

## APPENDIX II: IRIAEBOR AND LOCAL NPCs



### Description

Iriaebor is still an independent and strong city-state, despite the best efforts of Elturgard to bring it into the fold. The City of Thousand Spires is not free of Elturgard's influence, however. Where competing states might seek to overrun a rival through force of arms, Elturgard attempts to woo Iriaebor with gifts, largesse, and promises of safety, all delivered by sun-blazoned paladins. Some merchants of the city freely accept these gifts, even going so far as to allow small companies of Elturgard knights to stay in their guest towers. More than a few see this as a threat, but others say the resident paladins are gracious--and handy to have around when true evil is afoot.

### Government

Until recently, the government of Iriaebor consisted of the remnants of a merchant controlled council. Before the Spellplague and the crumbling of two-thirds of Old City, the city was run by Lord Bron who carefully followed the dictates of a forty person voting merchant council. The system was generally a chaotic mess as prominent merchant houses were constantly at war with one another. With fewer merchant houses remaining,

the government has been in political turmoil in recent years as the major merchant houses have struggled to maintain what little control they still have.

Very recently, the people demanded a change. The result of that change was to create a new council consisting of just 3 ruling members, each representing a portion of the city's interests. The members of the ruling council are as follows:

**Lord Krieger:** A powerful merchant guild master who, until recently, was the only leader Iriaebor has had for the past 20 years. Lord Krieger's guild oversees the import and export of wines, liqueurs, and ale. He represents the interests of the merchant guilds, which amounts mainly to the interests of the guild masters and the merchants under their control. (See below for more details)

**Lady Brialle:** A strong-willed woman who owns and runs the largest farm in Iriaebor. She also controls or has interests in several smaller farms both in Iriaebor and neighboring cities and villages. She represents the interests of the farmers.

**Lord Dreskel:** A self-made man who rose from a lowly dockworker to managing several large warehouses along the docks of the Chionthar River in Iriaebor. Lord Dreskel represents the interests of the common man

especially dock workers, warehouse employees, and even traders.

### Defense

Formerly The Shield of Iriaebor, the city's armed forces are now known as The Freedom Guard. They act to both police the city and patrol the surrounding lands and are well armed. There is a distinct hierarchy of Freedom Guard soldiers. All soldiers wear crimson capes and the color of the trim denotes the hierarchy.

Platinum: Elite Freedom Guard. These privileged soldiers are tasked with guarding and protecting the High Tower of Iriaebor and the council lords.

Bronze: These are mid-grade soldiers. They guard the city perimeter, watch over the docks and the trade ships and handle trouble reported by local businesses.

Copper: Lowest grade soldier. These are supplementary forces usually consisting of hired mercenaries. They perform the grunt work such as dungeon guard duty, patrolling the old city ruins, etc.

## REOCCURRING NPCs OF IRIAEBOR

### LORD KRIEGER

Male Human Iriaebor Council Leader

*Lord Krieger is a man with a commanding presence. Though not that tall, his manner is one of confidence and courage. He wears a crimson tunic to match the crimson capes of the city's Freedom Guard. He has dark black hair, dark skin, and eyes that seemed recessed in their own shadows. When he speaks, his voice is deep and powerful even in whispers.*

**Personality:** Intense, assertive, intimidating

**History:** Lord Krieger is the most powerful merchant guild master in Iriaebor. Lord Krieger was the one and only leader for the entire city until a recent uproar prompted a change to the age-old system started by Lord Bron. When the citizens voted for a new government, Lord Krieger kept his position as branch representative of the merchant guilds, but now that there are two additional branches of the government, his rule is as a minority power. He realizes that he was only voted to remain on the council in order to maintain some stability during the transition period. He can already see the writing on the wall and knows his days are numbered.

Lord Krieger wants to clean up the Old City ruins, rebuild the area, have the city live in peace and bring power back to the merchants. Solving the plagueland

problem for Elturgard was Lord Krieger's grand scheme to gain true independence for Iriaebor and return the government back into his hands alone. Now that the Spellplague has been cured in the area of Iriaebor's influence (events of ELTU3-6 True Blue), the area between Elturel and Iriaebor has become a beacon of hope and stability and more and more people have been flocking to the area.

### KILGRAN

Male Dwarf Fighter, Freedom Guard mercenary hire; Dusk Talon

*Kilgran is an imposing presence. Though short and stout, his body is built of pure muscle mass. He has dark, ruddy skin, and long, reddish hair that give him the appearance of a warrior with a fierce, fiery passion.*

**Personality:** Confident, assertive, courageous.

**History:** Kilgran is a dwarf fighter who started his career as a miner for the Axebolt family in Eartheart. When the mine was shut down after a foulspawn incursion (EAST1-3), Kilgran left in search of other options. He eventually settled along the Dragon Coast where he received warrior training. After some time, he joined forces with Virna and made a living as a sword for hire. When the plea went out for help in Iriaebor, Kilgran answered the call.

### VIRNA

Female Human Fighter, Freedom Guard mercenary hire; Dusk Talon

*Virna is a beautiful, but oddly imposing woman with a certain indescribable quality that instills fear. She has medium length brown hair and tan colored skin. Her eyes are piercing black and when she looks at you, it is almost as if she were looking right through you.*

**Personality:** Bold, confident, impulsive.

**History:** Virna was born and raised in Proskur where she learned to handle a sword as soon as she had the strength to wield it. Under the tutelage of her father, she trained as a sword for hire. She recently met Kilgran and they've made a living hiring out to local merchants, pirates, and inscrutable businesses. When the plea went out for help in Iriaebor, she encouraged Kilgran to go with her.

## APPENDIX III: STORY AWARDS

	Player	Player	Player	Player	Player	Player
<b>QUES1-1 Black Cloaks and Bitter Rivalries</b>						
QUES03 Zhentarim Liberator						
<b>SPEC2-1 H1 The Scourge of Scornubel</b>						
SPEC17 Justice of Torm						
<b>SPEC2-1 H2 Dogs of War</b>						
SPEC21 Impressed Ignatius von Droom						
<b>SPEC2-1 H3 The Morninglord's Laughter</b>						
SPEC24 A Spy for the Paladins						
<b>ELTU3-1 Good Intentions</b>						
ELTU02 Reputation (Dusk Talons)						
ELTU02 Reputation (Lion's Den)						
ELTU02 Reputation (Order of Torm)						
<b>ELTU3-2 Blue Wounds</b>						
ELTU03 Hero to the People						
ELTU04 Lion in the City						
<b>ELTU3-3 The Way of All Flesh</b>						
ELTU07 Reputation (Dusk Talons [Favor/Disfavor])						
ELTU07 Reputation (Lion's Den [Favor/Disfavor])						
ELTU07 Reputation (Order of Torm [Favor/Disfavor])						
ELTU07 Reputation (Shield of Kilgrave [Favor/Disfavor])						
<b>ELTU3-5 In The Blood</b>						
ELTU14 Elturgardan Favors (Dusk Talons [Favor/Disfavor])						
ELTU14 Elturgardan Favors (Lion's Den [Favor/Disfavor])						
ELTU14 Elturgardan Favors (Order of Torm [Favor/Disfavor])						
ELTU15 One For The Order						
<b>ELTU3-6 True Blue</b>						
ELTU17 Plaguebreaker						
ELTU18 Lawbearer						

## APPENDIX IV: FACTIONS IN ELTURGARD

Since the war over a year ago Elturgard has been struggling to rise from the ashes and in that struggle, various groups have been trying to determine the direction of the region's development.

There are many of these groups, but three factions have a real chance to influence and lead the region to greatness - though each has very different ideas...

### THE ORDER OF TORM

The Order has been ruling Elturgard for the past decades. The Order is formed with a mix of paladins and other devotees of Torm, supported by the faith of Amaunator. The Order of Torm desires a strict, orderly region devoted to the edicts of their god.

While they bring safety and stability, their rule is seen as too restrictive by some. This is especially true for those of other faiths, who feel they do not have freedom to spread the word of their God. Also, merchants feel hampered in their trade and especially now the safety of the region is no longer assured.

The Order of Torm is strongest in and around Elturel.

### THE LION'S DEN

The Merchant's Guild in Elturgard seeks to bring prosperity to the region. They desire free trade and freedom of choice.

The Merchant's Guild support a separate organization of adventurers to deal with local problems this group is known as the Lion's Den. 'The Den' is composed of mostly well-meaning adventurers - though some prefer to call them mercenaries.

While the guild has means to bring prosperity to the region, some feel that only money motivates the guild. During the war, the guild master himself fell victim to corruption. However, the guild assures that this is a thing of the past and that they keep tabs on all their members.

People of many different faiths in Elturgard support the Lion's Den. Most of these are unaligned or good-aligned faiths, including the faiths of Sune, Tymora, and of course Waukeen.

The Lion's Den is strongest in Scornubel, though they can be found anywhere that there is trade and indeed have started making inroads into Iriaebor.

### THE DUSK TALONS

The Dusk Talons are a group of thieves and brigands from Iriaebor, a town that has not fallen to the sway of the Order of Torm. The Talons style themselves as 'retainers for hire', apparently serving those who spend the coin to hire them, though they seem to have several unknown criteria for their would-be employers.

The Talons are a major influence in Iriaebor. They desire freedom and oppose the restrictive rule of the paladins, having no issue with using some unconventional means to achieve it.

Under the leadership of Nualla A'Ashemmi, the Talons actively oppose and strike at the Zhentarim who reside in Darkhold. The fight is primarily due to a personal vendetta by Nualla. The few successes in this struggle, especially when preventing attacks on trade caravans on the Dusk Road, have gained them some popularity in the region.



## **DUNGEONS & DRAGONS** **LIVING FORGOTTEN REALMS**

### *ELTU4-2 THE IRIAEBOR GAMBIT*

#### **ELTU23 Brothers in Arms**

If only for a moment, you have managed to bring together the disparate power groups within Elturgard to fight against a common threat and planted a seed of understanding that may perhaps help form a more permanent alliance in the region.

You gain a +2 bonus to Diplomacy and Insight checks when dealing with members of the following groups: the Dusk Talons, the Lion's Den, the Order of Torm, and the Freedom Guard. (Cross out the name of any group that you did not successfully recruit as part of your alliance during this adventure, even if you are a member of the group.)

#### **ELTU24 Honor among Thieves**

You have earned the gratitude of Nualla a'Ashemmi and the Dusk Talons by resolving the accusations of murder that hovered over the organization's operations in Iriaebor. To return the favor, the Dusk Talons will help you acquire a magic item at a discounted price. (It may be best if you don't ask exactly where they find the item you request, though.)

One time only, you may purchase a single Uncommon permanent magic item of your current character level minus 2 or less from an LFR player resource. This item does not cost you a found-item slot, and you receive a 10% discount from the item's listed market price. (You may not combine this benefit with other effects or awards that give you a discount on the purchase price of a magic item.) Void this Story Award once you have used it to purchase an item.

#### **ELTU25 Ancient Plans**

The mysterious Vacacarian has learned more about you and is displeased with your continuing disruption of his carefully laid plans. He has begun training his followers for your eventual and inevitable confrontation.

Having studied your fighting style and tactics, agents of Vacacarian gain a +1 bonus on attack rolls against you.

If you also have Story Award **ELTU22 Ancient Eyes**, these agents are especially driven to lay you low. Allies of Vacacarian will call you out and make you a preferred target if you enter combat with them. In addition to the +1 bonus to attack rolls, Vacacarian's allies also gain a +2 bonus to damage rolls against you. Their recklessness makes them vulnerable, however, so you gain a +1 bonus to attack rolls that you make against agents of Vacacarian.

Just who or what Vacacarian truly is remains to be seen, and your day of reckoning may not be far off.

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#### **ELTU24 Honor among Thieves**

You have earned the gratitude of Nualla a'Ashemmi and the Dusk Talons by resolving the accusations of murder that hovered over the organization's operations in Iriaebor. To return the favor, the Dusk Talons will help you acquire a magic item at a discounted price. (It may be best if you don't ask exactly where they find the item you request, though.)

One time only, you may purchase a single Uncommon permanent magic item of your current character level minus 2 or less from an LFR player resource. This item does not cost you a found-item slot, and you receive a 10% discount from the item's listed market price. (You may not combine this benefit with other effects or awards that give you a discount on the purchase price of a magic item.) Void this Story Award once you have used it to purchase an item.

#### **ELTU25 Ancient Plans**

The mysterious Vacacarian has learned more about you and is displeased with your continuing disruption of his carefully laid plans. He has begun training his followers for your eventual and inevitable confrontation.

Having studied your fighting style and tactics, agents of Vacacarian gain a +1 bonus on attack rolls against you.

If you also have Story Award **ELTU22 Ancient Eyes**, these agents are especially driven to lay you low. Allies of Vacacarian will call you out and make you a preferred target if you enter combat with them. In addition to the +1 bonus to attack rolls, Vacacarian's allies also gain a +2 bonus to damage rolls against you. Their recklessness makes them vulnerable, however, so you gain a +1 bonus to attack rolls that you make against agents of Vacacarian.

Just who or what Vacacarian truly is remains to be seen, and your day of reckoning may not be far off.

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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# DUNGEONS & DRAGONS

## SESSION TRACKING

### DUNGEON MASTER

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# DUNGEONS & DRAGONS

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