

CLOSER TO THE HEART

A DUNGEONS & DRAGONS® *LIVING FORGOTTEN REALMS* ADVENTURE

BY BILL BUCHALTER & MICHAEL PEARMAN

REVIEWED BY DAN ANDERSON, GREG MARKS, AND PIETER SLEIJPEN

PLAYTESTED BY BRIAN ADRIANSE, DOMINIC AMANN, GREG BOWERS,
JESSICA BUCHALTER, MATT BUTLER, JONAH FELDMAN, BEN HEISLER,
ZACH JOHNSON, JEREMY JORDAN, GREG JUNG, STEVE JUNG,
BRYAN LECLAIR, PAIGE LEITMAN, STEPHEN NOA, BRANDON PATEL,
HEIDI PRITCHETT, JOHN RICHARDSON, AND BRIAN SCHONER

Restoring the Companion would be the first step toward retaking control of Elturel. Someone must journey into the depths of the Astral Sea to recover the final component, known as the Heart of Light, for the ritual that would restore the Companion. But to find the Heart requires more than just skill. Only the Trinity can lead the way. A *Living Forgotten Realms* adventure for characters of the Paragon tier (levels 11-20). The adventure is a loose sequel to *ELTU4-4*, and connected to *SPEC5-1* and *ADCP5-1*. Plot-wise, the events of this adventure take place before *ADCP5-1*.

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

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

PREPARING FOR PLAY

In order to play this adventure, you'll need copies of the 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** 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 supports the entire Paragon tier of play (levels 11-20). Heroic tier and Epic tier characters may not play this adventure. The highest level character in the party must be within three (3) levels of the lowest level character in the party.

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

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

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

FAILING TO DEFEAT AN ENCOUNTER

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

In the Rewards section, there is a baseline XP award (the minimum amount a PC can earn). There are also one or more XP awards available for completing specific objectives as outlined by the adventure. Part of the DM's

job is to decide if and when the PCs have fulfilled each objective, even if they failed at some of the individual encounters along the way.

CHARACTER DEATH

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

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

Regardless of which option is chosen, any character who dies during an adventure gains 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

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

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

Adventure Level	Easy DC	Moderate DC	Hard DC
12	14	20	28
14	15	21	29
16	16	22	31
18	17	23	32
20	18	24	34

ADVENTURE BACKGROUND

A few years ago the Order of Blue Fire attacked Elturel, the capital city of Elturgard, in an attempt to expand the plaguelands surrounding the city (ADCP2-1). The Paladins of Torm defeated the Order of Blue Fire, but at a heavy price. The southern portions of Elturel were left in ruins, and many of the paladins and citizens of the city were killed. Many of those who survived were left spellscarred.

With the Temple of Torm spread thin and weakened, their enemies seized the opportunity in their struggle against them. One entity in particular, Vacacarian, hatched a devious plan to undermine the authority of the Temple of Torm by offering a cure to the spellplagued citizens of Elturel and a solution to cleansing the plaguezones of the city. By solving a problem which the paladins had not been able to, this entity could discredit the followers of Torm and sow seeds of dissension in the region of Elturgard.

But the cure was not without a cost. The ritual to cleanse Elturel and its citizens of the spellplague destroyed the city's protective ward, known as the Companion. The Companion, a gift to the city of Elturel from Amaunator, was a constant radiant sun which hung over the city. The light of the Companion granted protection against all undead. Following the cleansing, the Companion was left hanging dark and cold above the city; a reminder of yet another casualty of war.

Through treachery, Forces of the Order of Blue Fire and the nearby yuan-ti kingdom Narjara with support from Netheril conquered the city of Elturel. Worse, he

Companion proved to be corrupted, aiding the spellscarred. Some of the city's leaders escaped, and now they are working to reclaim their city.

Tyrangal, an enigmatic eladrin woman (from ADCP2-1 *The Paladins' Plague* or from any of the SPEC2-1 series of adventures) is working with a resistance force to reclaim Elturel. The PCs may also have previously served the paladins of Torm in the series of Elturgard adventures. Those include the *Sinister Intentions* Major Quest line (ELTU3-1, ELTU3-3, and ELTU3-5) or the *Controlling Chaos* Major Quest line (ELTU3-2, ELTU3-4, and ELTU3-6).

DM'S INTRODUCTION

In this adventure the PCs must gather a crucial component for a ritual to restore the Companion above Elturel - an event that should greatly aid the resistance to reclaim the city from Najara.

The PCs are hired by a mysterious eladrin woman named Tyrangal. They may already be familiar with Tyrangal from previous adventures: either from ADCP2-1 *The Paladins' Plague* or from any of the SPEC2-1 series of adventures. The PCs may also have previously served the paladins of Torm in the series of Elturgard adventures which followed the events of ADCP2-1. Those would include the *Sinister Intentions* Major Quest line (ELTU3-1, ELTU3-3, and ELTU3-5) or the *Controlling Chaos* Major Quest line (ELTU3-2, ELTU3-4, and ELTU3-6). If the PCs have played any of these adventures and served Tyrangal or the paladins of Torm before, then they are personally summoned to the Elfsong Tavern in Baldur's Gate. Otherwise, the PCs find their reputations precede them and that they have been requested to come to the Elfsong Tavern.

When the PCs go to the tavern they are ushered by the tavern's owner, Duren Elandara, through a door which is actually a magical portal to the city of Sigil, where Tyrangal is waiting for the PCs.

Tyrangal tries to persuade the PCs to carry out a difficult task for her. She seeks to help the paladins of Torm restore the Companion above Elturel, and thus reestablish their control over the region of Elturgard. Because the Companion was originally a gift from the sun god Amaunator, only a piece of his very essence, known as the *Heart of Light*, can be used in the ritual to restore it. Unfortunately the *Heart of Light* is hidden away in a lost temple in the vastness of the Astral Sea. The only way to find the *Heart of Light* is to use three items: a compass, a disk and a map. The three items together are known as the *Trinity*, and the pieces of the *Trinity* have been scattered and lost for centuries.

Tyrangal believes she has located the pieces of the Trinity and she needs the PCs help in recovering them and then using them to retrieve the *Heart of Light*. Due to the rapidly growing threat of war in Elturgard, Tyrangal asks the PCs to recover either the *Compass* or the *Disk* - she retrieves whichever piece the PCs do not.

The *Compass* was last seen in possession of an old sea captain whose ship sank in the Sea of Fallen Stars. She believes the compass lies in the wreckage at the bottom of the sea. If the PCs choose to retrieve it they find the wreckage has now been claimed as property of the sahuagin.

The *Disk* fell into the hands of a gnomish wizard named Babek Soulstitch. Babek had an affinity for clockwork constructs and spent the last years of his life locked away in a laboratory high atop his tower in Neverwinter. If the PCs choose to retrieve the disk they are attacked by his guardian constructs and eventually find that the eccentric old gnome used the disk as a gear in his greatest masterpiece: a clockwork titan, of which he had dark and sinister plans for.

With the *Compass* or *Disk* in hand, the PCs return to Sigil to meet again with Tyrangal. Now that two pieces of the *Trinity* are found, Tyrangal sends the PCs to search for the *Map* in the Marketplace Eternal, as she goes and tends to new events in Elturgard. Tyrangal has heard rumors that a merchant in the marketplace who deals in rare books and maps may have it, or at least know where to find it. The PCs must find a way to deal with the merchant and purchase the *Map* from him.

Once the PCs have recovered all three pieces of the *Trinity* they can charter a vessel to sail them across the Astral Sea. Using the *Trinity* the PCs locate the lost temple of Amaunator, and must defeat his guardians before they can finally recover the *Heart of Light* and return to Tyrangal, victorious.

PLAYER'S INTRODUCTION

If any of the PCs have previously played any of the adventures listed in the DM's introduction then they have been summoned to Baldur's Gate by the mysterious eladrin woman, Tyrangal. Also, if the PCs have any story rewards which indicate their dedication to the paladins of Torm, or they are members of the Order of Torm meta-organization, they are also summoned by Tyrangal. Read the following for those PCs:

Only days ago a curious letter arrived from a familiar ally, the mysterious eladrin woman known as Tyrangal. It reads, "Your service to Elturgard and the paladins of Torm is once again needed. Meet me in the city of

Baldur's Gate. Time is short, and events are already in motion to once again regain control of Elturgard. Come to the Elfsong Tavern and inquire with Duren Elendara. He will know how to find me. I eagerly await your arrival!"

You now find yourself walking the bustling streets of Baldur's Gate, the jewel of the Sword Coast.

If any of the PCs do not have previous experience with Tyrangal or the paladins of Torm, or have not adventured in Elturgard, then read the following for those PCs:

Your travels have brought you to Baldur's Gate, the jewel of the Sword Coast. The streets of the city are alive with the hustle and bustle of merchants, adventurers and citizens who seem unphased by the commotion.

Many of the sellswords in town talk openly about the barkeep at the Elfsong Tavern. His name is Duren Elandara, and supposedly he has been looking for adventurers to assist with a task, but so far he has turned away everyone. The sellswords seem offended that they weren't found worthy of Duren's task. With nothing pressing on your time at the moment, it might be an interesting diversion to see what this barkeep has to say.

At this point the PCs should proceed to the Elfsong Tavern and Encounter 1.

ENCOUNTER 1: THE PROPOSAL

IMPORTANT NPCs

Duren Elendara, tavern owner, half elf male

Tyrangal, eladrin female (actually a shapechanged copper dragon)

The PCs make their way to the Elfsong Tavern, either by invitation from Tyrangal, or because they are intrigued by rumors on the street about the tavern owner. As they enter the tavern read the following:

The Elfsong Tavern is bustling this time of day. Servers dart in and out of the crowds, carrying armloads of food and drink to the waiting patrons. The mood is light and welcoming. Behind the bar is a half elf man with a broad smile. He notices your approach and with a warm greeting says, "Welcome travelers to the Elfsong Tavern. My name is Duren Elendara. What can I get for you this fine afternoon?"

Any PCs who played BALD1-2 *The Night I Called The Undead Out*, may remember Duren and his sister, Alicia, as the owners of the tavern. Duren immediately recognizes any PCs who played BALD1-2 and greet them warmly. He has heard many tales of the PCs exploits since their adventure in Baldur's Gate, and he is honored to have them once more grace his tavern with their presence.

For PCs who received a personal summons from Tyrangal, read the following:

Duren leans in from behind the bar and his voice becomes much softer. "I see that you have answered Lady Tyrangal's summons. She will be most pleased. If you would follow me, Tyrangal is anxious to meet with you."

For PCs who did not receive a summons read:

Duren leans in from behind the bar and his voice becomes much softer. "I must say, you are a welcome sight. The rabble that has graced my tavern as of late has been discouraging. But I am humbled that great adventurers such as you would take the time to hear me out. I'm actually working for a woman named Tyrangal. If you'd be so kind as to follow me, my Lady can give you more details."

Duren leads the PCs into the cellar of the Elfsong Tavern and moves aside two large casks of ale to reveal an unassuming door. He reaches into a pocket in his apron and pulls out a copper colored key, the head of

which looks like a dragon's scale. He unlocks the door and pulls it open, motioning for the PCs to enter.

As the PCs pass through the door they see a beautiful eladrin woman sitting at a round table in the middle of what looks to be a cluttered study. Through the window, just over her shoulder, a bustling city can be seen, but it is definitely not Baldur's Gate. It was daytime when the PCs entered the Elfsong Tavern only minutes ago, but it is a dark outside the window with some kind of smog making it difficult to see far but the sky looks remarkably like it consists of a city. Tyrangal stands as the PCs enter, and they notice she is tall for an eladrin - nearly a head taller than a human. Her skin is the color of copper, her eyes are golden, and her hair cascades to her knees. She is the epitome of grace and beauty. With a warm but strong voice she invites the PCs to join her.

Welcome to Sigil, the City of Doors. I hope you don't mind the ruse but complete secrecy must accompany this meeting. Please, sit down. Enjoy some food and drink with me. I see that you received my message and I am grateful that you answered my call. There is much to do and time is critical so I will get right to the point.

Duren gives the PCs one last smile, waves goodbye and closes the door. Should a PC try to open the door, they find a stuffed broom closet where the tavern was moments ago.

With a DC 20 History check the PCs know the following about Sigil:

- Sigil is known as the City of Doors, the City of Secrets or even the Cage, because it's many planar portals that all require specific keys. Without a proper key there is no way to leave the city.
- Sigil contains innumerable portals. Any bounded opening (a doorway, an arch, a barrel hoop, a picture frame) could possibly be a portal to another plane, or to another point in Sigil itself.
- To use a portal, you must possess a portal key - a specific object that has some affinity for what is on the other side of the portal.

PCs who have previously dealt with Tyrangal may already know her true nature; that she is actually a shapechanged copper dragon. PCs meeting Tyrangal for the first time may find out the following about her if they succeed at the appropriate skill checks. Note that because of Tyrangal's shapechange, a Nature skill check does not identify her as a dragon.

- **DC 20 Arcana:** Tyrangal looks distinctly different from most eladrin (known as moon or sun elves) you have met in your travels through Faerûn. She may be native to the Feywild, a magical world that is the motherland of all fey.
- **DC 35 Arcana:** A shapechange might explain Tyrangal's appearance.
- **DC 20 Insight:** Tyrangal seems trustworthy. You don't get the feeling she is trying to deceive you.
- **DC 35 History:** A copper dragon named Gaulauntyr lost her mind and caused great devastation during the Rage of Dragons (1373 DR). It is said the dragon recovered and returned after Mystra's death, using the name Tyrangal. She involves herself in many affairs, primarily those involving the Spellplague. Her motives are cloaked in mystery, and she often acts through intermediaries. For the past few years she seems to have a particular interest in Eltugard.

Tyrangal begins by explaining the situation in Eltugard. The PCs may or may not be aware that the Companion above Elturel is no longer functioning. They also may not be familiar with the circumstances by which it was destroyed. Give the PCs the top portion of Handout 1 to bring them up to speed on recent events in Elturel. Tyrangal then explains why she is in need of help:

- Tyrangal wishes to help the paladins of Torm reestablish their control over the region of Eltugard by restoring the Companion.
- She has researched a ritual that can restore the Companion, but it requires a very special component known as the *Heart of Light*.
- The *Heart of Light* is a piece of the very essence of Amaunator. Give the PCs the bottom portion of Handout 1 to explain the origins of the *Heart of Light*.
- The *Heart of Light* is hidden within the vastness of the Astral Sea and the only way to possibly find it is to use three special items: a *Compass*, a *Disk* and a *Map*. The three items together are known as the *Trinity*, and the pieces of the *Trinity* have been scattered and lost for centuries.
- Tyrangal believes she has located the pieces of the *Trinity*. She needs the PCs help in recovering them and then using them to retrieve the *Heart of Light* before Elturel's sinister force sets war into motion.
- In the interest of time, Tyrangal asks the PCs to begin by recovering either the *Compass* or the *Disk*. She will retrieve whichever piece the PCs do not.

Tyrangal can give the PCs the following information about the *Compass* and the *Disk* to help them decide which piece they would like to recover:

The Compass:

- The *Compass* was last in possession of a captain named Jarvis Masten. Captain Masten's ship, the *Emerald Maiden*, sunk in the waters of the Sea of Fallen Stars, off the northern coast of the Pirate Isle.
- Tyrangal has spoken with a few surviving crew members from the *Emerald Maiden* and though it was years ago they still remember to this day the haunting landmark where their ship sank. Carved into the side of a sheer, rocky cliff was a giant skull, its eyes and mouth dripping with moss and vegetation that made it appear to be bleeding green blood.
- The survivors recall swimming for their lives as the screams of their mates echoed against the cliffs. Something foul and evil was dragging the poor crew to the watery depths. Some describe huge turtle-shaped silhouettes.
- The survivors do recall their captain kept an unusual compass in his quarters. It didn't function like a typical compass; it was actually completely useless. It was made of wood and had strange carvings around the edges.

The Disk:

- The *Disk* fell into the hands of a gnomish wizard named Babek Soulstitch.
- Bebek spent the last years of his life as a hermit. He rarely left his tower located on the southern tip of the Crags, north of Neverwinter.
- Babek was shunned by his peers for his fanatical preoccupation with extending life through mechanical means.
- Tyrangal believes the *Disk* is most likely still located somewhere in Babek's workshop at the top of his tower.

ENDING THE ENCOUNTER

After giving the PCs the information on the *Compass* and the *Disk*, read the following:

Tyrangal addresses your group, "As I previously mentioned, we are currently in Sigil, City of Doors. I have set up my study here because it has allowed me to move undetected as my informants and I researched the Trinity objects and investigated multiple locations in search of them. This place has been most useful indeed. I have tuned the doors in my study as portals to open at the locations where I am certain lie the Compass and Disk."

Tyrangal draws a set of bizarre looking keys from her robe. The first key looks to be made of coral and shell, while the other made of steel and leather. She

walks across the room and opens a different door with each key. She motions to the portals. "Chose which piece you would like to retrieve, the Compass or the Disk. I will recover the other."

If the PCs choose to retrieve the *Compass*, Tyrangal hands them a ritual scroll of Waterborn with the proper ritual components before they step through the portal to aid in their search underwater (there is a description of the ritual in the NEW ITEMS section at the end of the adventure). Tyrangal also hands the PCs the key to the door they choose. She instructs the PCs that the portal remains open as long as they are in possession of the portal key. They are to return to the study after they have recovered their piece. She will meet the PCs back here to discuss plans to find the *Map* when this portion is completed.

If the PCs choose the *Compass* proceed with Encounter 2A. If the PCs choose to retrieve the *Disk*, proceed to Encounter 2B.

TROUBLESHOOTING

It is possible, in a setting where real life time is not a factor that the PCs may wish to retrieve both the *Compass* and the *Disk*. This is acceptable and shouldn't be discouraged, but make the PCs aware there are no additional rewards for undertaking both encounters, and it will obviously be more difficult since it requires them to expend more resources. If they still wish to retrieve both pieces Tyrangal opens one doorway at a time and await their return to the study before opening the second doorway for them.

MILESTONE

This encounter does not count toward a milestone.

TREASURE

The PCs receive a ritual scroll of Waterborn only if they choose to retrieve the *Compass*.

ENCOUNTER 2A: THE WRECK OF THE EMERALD MAIDEN

ENCOUNTER LEVEL: AL+2

CREATURES

This encounter includes the following creatures at all Adventure Levels:

- 2 sahuagin beast master (B)
- 2 dragon turtle (T)
- 1 sahuagin necromancer (N)
- 10 waterlogged zombies

SCALING THE ENCOUNTER

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

Four PCs: Remove one dragon turtle.

Six PCs: Add one beast master.

SETUP

As the PCs pass through the portal from Tyrangal's study to the coast of the Pirate Isle read the following:

Passing through the portal Tyrangal's study is replaced by a wet sandy beach, the doorway a natural rocky arch in the cliff. Stretching out before you lays a rocky shore. The surf crashes against an outcropping of jagged rocks. A sheer cliff looms over the bay, a menacing skull carved into its face, just as the survivors had remembered in their nightmares. Their descriptions are hauntingly accurate; thick moss and vines cling to the surface of the cliff, giving the skull the appearance that it is weeping a sickly green blood. Somewhere beneath these waves lies the wreckage of Captain Masten's ship, the Emerald Maiden, and a long lost piece of the Trinity.

The PCs should have the use of either their own items, or the Waterborn ritual scroll Tyrangal gave them. As the PCs swim into the depths of the sea, the outline of a ship broken in three sections becomes visible. The *Emerald Maiden* lies covered in coral and barnacles, now teaming with sea life. It is also the territory of a group of sahuagin!

FEATURES OF THE AREA

Illumination: The shipwreck is 50 feet below the surface of the water, so very little light makes it to this depth. The encounter takes place in dim light.

Surface of the Water: A PC who swims more than 50 feet from the bottom of the sea is considered above water. The sahuagin prefer not to follow PCs out of the water instead focusing on PCs still underwater. If all the PCs swim above water consider it as if they have fled the fight; the sahuagin do not pursue.

Sunken Ship: The ship tiles represent the upper decks of the wreckage of the *Emerald Maiden*. The wreckage is lodged into the sea floor, but sticks up 10 feet higher. PCs can take shelter inside the wreckage of the ship, which provides superior cover against attacks made from outside the ship.

Sand Bar: The sandy areas of the map represent an underwater shelf which is higher (more shallow) than the surrounding water. This area is 20 feet above the rest of the sea floor, and the water here is only 30 feet deep.

Sea Current: The current in this portion of the sea is swirling fairly strong. Any creature without the aquatic keyword must make a DC Hard Athletics check at the start of their turn or slide 4 squares in the directions indicated by the arrows on the map.

TACTICS

The sahuagin necromancer begins his first turn using *bloated corpses*, raising the fallen sailors of the *Emerald Maiden* from the dead. As long as the number of minions is not twice the number of PCs the necromancer begins each turn raising more zombies. When placing the zombies try to raise them adjacent or as close as possible to ranged PCs and leaders.

The beast masters keep their dragon turtles close and try to use them to gain combat advantage against the PCs. Don't forget that the dragon turtles can take advantage of the beast master's *sick 'em* power to attack a PC that hits the beast master. The dragon turtles are trained well and never use their *breath weapon* attack on their masters or the necromancer (unless directly ordered to do so by their masters). They don't hesitate, however, to breathe on zombies.

ENDING THE ENCOUNTER

The encounter ends when the PCs have defeated all the sahuagin or forced them to flee. When the PCs search the wreckage of the *Emerald Maiden* they find the *Compass* in Captain Masten's quarters in the stern section of the shipwreck. Tyrangal's portal is still open on the beach and the PCs may use it to return to her study. Proceed to Encounter 3

TROUBLESHOOTING

If the PCs are struggling and considering fleeing the fight, remind them that they must recover the *Compass* to find the *Heart of Light*. They can try to search the wreckage of the ship before fleeing.

If the PCs flee the combat without recovering the *Compass* they cannot complete the adventure. If they take time to regroup and attempt to return to the shipwreck, the PCs can spend healing surges to heal, but they cannot recover used encounter powers before returning to finish the fight. Each creature that was still alive when the PCs fled regains one quarter of their hit points (the equivalent of spending a healing surge).

MILESTONE

This encounter counts toward a milestone.

TREASURE

In addition to recovering the *Compass*, when the PCs search the ship they find a *waterbane weapon* +3 at AL12/14/16 or +4 at AL18/20 and 250/650/1350/2600/3900 gold pieces per PC. If they defeat the sahuagin necromancer the PCs also find a *necroshard weapon* +3 at AL12/14/16 or +4 at AL18/20.

SPEEDING UP COMBAT

If you are playing in a time-sensitive setting, consider having the dragon turtles use their *into the shell* power when their master dies. The turtle remains in its shell for the rest of the combat. Make it clear to the players that this is the dragon turtle's way of fleeing the fight.

Likewise, if both dragon turtles are defeated the beast masters flee the fight. They don't like the odds without their pets.

Award the PCs full XP for any creatures that flee the fight.

You could also allow the PCs to find the *Compass* with a Hard DC Perception check (as a minor action), grab it during the combat, and simply leave.

ENCOUNTER 2A: THE WRECK OF THE EMERALD MAIDEN (AL 12)

Sahuagin Necromancer (N)	Level 13 Elite Controller
Medium natural humanoid (aquatic)	XP 1,600
HP 260; Bloodied 130	Initiative +8
AC 27, Fortitude 24, Reflex 25, Will 26	Perception +10
Speed 6, swim 8	Low-light vision
Saving Throws +2; Action Points 1	
TRAITS	
Blood Frenzy	
The sahuagin gains a +1 bonus to attack rolls and a +2 bonus to damage rolls against bloodied enemies.	
STANDARD ACTIONS	
m Necrotic Trident (necrotic, weapon) • At-Will	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 3d6 + 11 necrotic damage.	
R Reaving Bolt (implement, necrotic) • Recharge 5-6	
Attack: Ranged 10 (one creature); +16 vs. Reflex	
Hit: 4d6 + 18 necrotic damage and ongoing 10 necrotic damage (save ends).	
First Failed Saving Throw: The target is immobilized (save ends).	
Second Failed Saving Throw: The target falls unconscious (save ends).	
A Corrupted Waters (implement, necrotic) • Encounter	
Attack: Area burst 1 within 10 (creatures in burst); +16 vs. Fortitude	
Hit: 3d8 + 11 necrotic damage and the target is slowed (save ends).	
MINOR ACTIONS	
Bloated Corpses (summoning) • At-Will 1/round	
Effect: The sahuagin necromancer raises 3 waterlogged zombies from the dead. Place the zombies within 5 squares of the necromancer and their initiative is immediately following the necromancer's turn. At no time may the necromancer raise more zombies than twice the number of PCs.	
TRIGGERED ACTIONS	
Raging Dead • At-Will	
Trigger: An undead minion ally within 5 squares of the necromancer drops to 0 hit points.	
Effect (Immediate Interrupt): The undead minion ally takes no damage from the triggering attack and gains a +2 bonus to attack rolls until the end of its next turn.	
Skills Arcana +16	
Str 16 (+9)	Dex 15 (+8)
Con 18 (+10)	Int 20 (+11)
	Wis 18 (+10)
	Cha 22 (+12)
Alignment evil	Languages Common
Equipment trident	

Note: Based on blackfire necromancer. Added *blood frenzy* sahuagin trait, *bloated corpses*, and re-skinned for sahuagin.

2 Sahuagin Beast Masters (B)	Level 12 Skirmisher
Medium natural humanoid (aquatic)	XP 700
HP 122; Bloodied 61	Initiative +11
AC 26, Fortitude 25, Reflex 23, Will 24	Perception +7
Speed 6, swim 8	Low-light vision
TRAITS	
Blood Frenzy	
The sahuagin gains a +1 bonus to attack rolls and a +2 bonus to damage rolls against bloodied enemies.	
O Pack Frenzy • Aura 5	
Any allied natural beast within the aura gains a +2 bonus to damage rolls.	
Combat Advantage	
The sahuagin beast master deals 2d6 extra damage against any target granting combat advantage to it.	
STANDARD ACTIONS	
m Trident (weapon) • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 3d6 + 10 damage.	
r Javelin (weapon) • At-Will	
Attack: Ranged 10/20 (one creature); +17 vs. AC	
Hit: 3d6 + 10 damage.	
MINOR ACTIONS	
Blood in the Water • Recharge 5-6	
Effect: One allied natural beast within 5 squares of the sahuagin beast master can make a melee basic attack as a free action.	
TRIGGERED ACTIONS	
Sick 'Em • At-Will	
Trigger: The sahuagin beast master is hit by a melee attack.	
Effect (Immediate Reaction): An allied natural beast adjacent to the attacker can make a melee basic attack as a free action against the attacker. The sahuagin beast master then shifts 1 square.	
Skills Intimidate +15, Nature +12	
Str 22 (+12)	Dex 17 (+9)
Con 18 (+10)	Int 13 (+7)
	Wis 13 (+7)
	Cha 19 (+10)
Alignment evil	Languages Common
Equipment trident, javelin (3)	
Note: Based on orc beastmaster. Added <i>blood frenzy</i> sahuagin trait and re-skinned for sahuagin.	

2 Dragon Turtles (T)	Level 11 Soldier
Large natural beast (aquatic, dragon)	XP 600
HP 117; Bloodied 58	Initiative +10
AC 29, Fortitude 26, Reflex 23, Will 22	Perception +12
Speed 4, swim 8	Darkvision
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 1 (one creature); +16 vs. AC	
Hit: 3d6 + 9 damage.	
M Bite • At-Will	
Attack: Melee 1 (one creature); +16 vs. AC	
Hit: 3d6 + 9 damage and the target is grabbed (escape DC 19). The dragon turtle cannot make <i>bite</i> attacks while grabbing a creature but it can use <i>clamping jaws</i> .	
M Double Attack • At-Will	
Effect: The dragon turtle makes two <i>claw</i> attacks.	
C Steam Breath (fire) • Recharge when first bloodied	
Attack: Close blast 5 (creatures in blast); +14 vs. Reflex	
Hit: 3d6 + 11 fire damage.	
Miss: Half damage.	
MOVE ACTIONS	
Into the Shell	
Effect: The dragon turtle can retreat into its shell. It gains +10 to all defenses while inside its shell. The dragon turtle cannot use this power if it has a creature grabbed and it cannot make attacks while inside its shell. The dragon turtle can emerge from its shell as a standard action.	
MINOR ACTIONS	
M Clamping Jaws • At-Will 1/round	
Requirement: The dragon turtle must start its turn with the target grabbed.	
Attack: Melee 1 (one creature grabbed by the dragon turtle's bite attack); +14 vs. Fortitude	
Hit: 4d6 + 15 damage.	
Miss: Half damage.	
Skills Intimidate +11	
Str 22 (+11)	Dex 16 (+8) Wis 14 (+7)
Con 21 (+10)	Int 11 (+5) Cha 12 (+6)
Alignment unaligned Languages Common, Draconic	
Note: Based on elder dragon eel. Removed <i>swallow</i> and added <i>into the shell</i> and generally re-skinned as a turtle.	

Waterlogged Zombies	Level 11 Minion Soldier
Medium natural animate (aquatic, undead)	XP 150
HP 1; a missed attack never damages a minion.	Initiative +6
AC 27, Fortitude 21, Reflex 25, Will 23	Perception +7
Speed 5, swim 5	Darkvision
Immune disease, poison	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 1 (one creature); +16 vs. AC	
Hit: 9 damage.	
M Flesh Ripping Bite (necrotic) • Encounter	
Attack: Melee 1 (one creature); +16 vs. AC	
Hit: 9 necrotic damage and ongoing 5 necrotic damage (save ends).	
TRIGGERED ACTIONS	
C Death Burst (necrotic)	
Trigger: When reduced to 0 hit points.	
Attack: Close burst 1 (creatures in burst); +14 vs. Fortitude	
Hit: 9 necrotic damage.	
Str 18 (+9)	Dex 6 (+3) Wis 12 (+6)
Con 21 (+10)	Int 1 (+0) Cha 3 (+1)
Alignment unaligned Languages --	
Note: Based on zombie tombwalker.	

ENCOUNTER 2A: THE WRECK OF THE EMERALD MAIDEN (AL 14)

Sahuagin Necromancer (N)	Level 15 Elite Controller
Medium natural humanoid (aquatic)	XP 2,400
HP 294; Bloodied 147	Initiative +10
AC 29, Fortitude 26, Reflex 27, Will 28	Perception +11
Speed 6, swim 8	Low-light vision
Saving Throws +2; Action Points 1	
TRAITS	
Blood Frenzy	
The sahuagin gains a +1 bonus to attack rolls and a +2 bonus to damage rolls against bloodied enemies.	
STANDARD ACTIONS	
m Necrotic Trident (necrotic, weapon) • At-Will	
Attack: Melee 1 (one creature); +20 vs. AC	
Hit: 3d6 + 13 necrotic damage.	
R Reaving Bolt (implement, necrotic) • Recharge 5-6	
Attack: Ranged 10 (one creature); +18 vs. Reflex	
Hit: 4d8 + 17 necrotic damage and ongoing 10 necrotic damage (save ends).	
First Failed Saving Throw: The target is immobilized (save ends).	
Second Failed Saving Throw: The target falls unconscious (save ends).	
A Corrupted Waters (implement, necrotic) • Encounter	
Attack: Area burst 1 within 10 (creatures in burst); +18 vs. Fortitude	
Hit: 3d8 + 13 necrotic damage and the target is slowed (save ends).	
MINOR ACTIONS	
Bloated Corpses (summoning) • At-Will 1/round	
Effect: The sahuagin necromancer raises 3 waterlogged zombies from the dead. Place the zombies within 5 squares of the necromancer and their initiative is immediately following the necromancer's turn. At no time may the necromancer raise more zombies than twice the number of PCs.	
TRIGGERED ACTIONS	
Raging Dead • At-Will	
Trigger: An undead minion ally within 5 squares of the necromancer drops to 0 hit points.	
Effect (Immediate Interrupt): The undead minion ally takes no damage from the triggering attack and gains a +2 bonus to attack rolls until the end of its next turn.	
Skills Arcana +17	
Str 17 (+10)	Dex 16 (+10)
Con 19 (+11)	Int 21 (+12)
	Wis 19 (+11)
	Cha 23 (+13)
Alignment evil	Languages Common
Equipment trident	

Note: Based on blackfire necromancer. Added *blood frenzy* sahuagin trait, *bloated corpses*, and re-skinned for sahuagin.

2 Sahuagin Beast Masters (B)	Level 14 Skirmisher
Medium natural humanoid (aquatic)	XP 1,000
HP 139; Bloodied 69	Initiative +13
AC 28, Fortitude 27, Reflex 25, Will 26	Perception +9
Speed 6, swim 8	Low-light vision
TRAITS	
Blood Frenzy	
The sahuagin gains a +1 bonus to attack rolls and a +2 bonus to damage rolls against bloodied enemies.	
O Pack Frenzy • Aura 5	
Any allied natural beast within the aura gains a +2 bonus to damage rolls.	
Combat Advantage	
The sahuagin beast master deals 2d6 extra damage against any target granting combat advantage to it.	
STANDARD ACTIONS	
m Trident (weapon) • At-Will	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 3d6 + 12 damage.	
r Javelin (weapon) • At-Will	
Attack: Ranged 10/20 (one creature); +19 vs. AC	
Hit: 3d6 + 12 damage.	
MINOR ACTIONS	
Blood in the Water • Recharge 5-6	
Effect: One allied natural beast within 5 squares of the sahuagin beast master can make a melee basic attack as a free action.	
TRIGGERED ACTIONS	
Sick 'Em • At-Will	
Trigger: The sahuagin beast master is hit by a melee attack.	
Effect (Immediate Reaction): An allied natural beast adjacent to the attacker can make a melee basic attack as a free action against the attacker. The sahuagin beast master then shifts 1 square.	
Skills Intimidate +17, Nature +14	
Str 23 (+13)	Dex 18 (+11)
Con 19 (+11)	Int 14 (+9)
	Wis 14 (+9)
	Cha 20 (+12)
Alignment evil	Languages Common
Equipment trident, javelin (3)	
Note: Based on orc beastmaster. Added <i>blood frenzy</i> sahuagin trait and re-skinned for sahuagin.	

2 Dragon Turtles (T)		Level 13 Soldier
Large natural beast (aquatic, dragon)		XP 800
HP 134; Bloodied 67		Initiative +11
AC 31, Fortitude 28, Reflex 25, Will 24		Perception +13
Speed 4, swim 8		Darkvision
STANDARD ACTIONS		
m Claw • At-Will		
Attack: Melee 1 (one creature); +18 vs. AC		
Hit: 3d6 + 11 damage.		
M Bite • At-Will		
Attack: Melee 1 (one creature); +18 vs. AC		
Hit: 3d6 + 11 damage and the target is grabbed (escape DC 20). The dragon turtle cannot make bite attacks while grabbing a creature but it can use <i>clamping jaws</i> .		
M Double Attack • At-Will		
Effect: The dragon turtle makes two <i>claw</i> attacks.		
C Steam Breath (fire) • Recharge when first bloodied		
Attack: Close blast 5 (creatures in blast); +16 vs. Reflex		
Hit: 3d8 + 11 fire damage.		
Miss: Half damage.		
MOVE ACTIONS		
Into the Shell		
Effect: The dragon turtle can retreat into its shell. It gains +10 to all defenses while inside its shell. The dragon turtle cannot use this power if it has a creature grabbed and it cannot make attacks while inside its shell. The dragon turtle can emerge from its shell as a standard action.		
MINOR ACTIONS		
M Clamping Jaws • At-Will 1/round		
Requirement: The dragon turtle must start its turn with the target grabbed.		
Attack: Melee 1 (one creature grabbed by the dragon turtle's <i>bite</i> attack); +16 vs. Fortitude		
Hit: 4d6 + 18 damage.		
Miss: Half damage.		
Skills Intimidate +12		
Str 23 (+12)	Dex 17 (+9)	Wis 15 (+8)
Con 22 (+12)	Int 12 (+7)	Cha 13 (+7)
Alignment unaligned Languages Common, Draconic		
Note: Based on elder dragon eel. Removed <i>swallow</i> and added <i>into the shell</i> and generally re-skinned as a turtle.		

Waterlogged Zombies		Level 13 Minion Soldier	
Medium natural animate (aquatic, undead)		XP 200	
HP 1; a missed attack never damages a minion.		Initiative +7	
AC 29, Fortitude 23, Reflex 27, Will 25		Perception +8	
Speed 5, swim 5		Darkvision	
Immune disease, poison			
STANDARD ACTIONS			
m Slam • At-Will			
Attack: Melee 1 (one creature); +18 vs. AC			
Hit: 10 damage.			
M Flesh Ripping Bite (necrotic) • Encounter			
Attack: Melee 1 (one creature); +18 vs. AC			
Hit: 10 necrotic damage and ongoing 5 necrotic damage (save ends).			
TRIGGERED ACTIONS			
C Death Burst (necrotic)			
Trigger: When reduced to 0 hit points.			
Attack: Close burst 1 (creatures in burst); +16 vs. Fortitude			
Hit: 10 necrotic damage.			
Str 20 (+10)	Dex 8 (+4)	Wis 15 (+7)	
Con 23 (+11)	Int 3 (+1)	Cha 5 (+2)	
Alignment unaligned		Languages --	
Note: Based on zombie tombwalker.			

ENCOUNTER 2A: THE WRECK OF THE EMERALD MAIDEN (AL 16)

Sahuagin Necromancer (N)	Level 17 Elite Controller
Medium natural humanoid (aquatic)	XP 3,200
HP 328; Bloodied 164	Initiative +11
AC 31, Fortitude 28, Reflex 29, Will 30	Perception +13
Speed 6, swim 8	Low-light vision
Saving Throws +2; Action Points 1	
TRAITS	
Blood Frenzy	
The sahuagin gains a +2 bonus to attack rolls and a +4 bonus to damage rolls against bloodied enemies.	
STANDARD ACTIONS	
m Necrotic Trident (necrotic, weapon) • At-Will	
Attack: Melee 1 (one creature); +22 vs. AC	
Hit: 3d8 + 12 necrotic damage.	
R Reaving Bolt (implement, necrotic) • Recharge 5-6	
Attack: Ranged 10 (one creature); +20 vs. Reflex	
Hit: 4d8 + 20 necrotic damage and ongoing 15 necrotic damage (save ends).	
First Failed Saving Throw: The target is immobilized (save ends).	
Second Failed Saving Throw: The target falls unconscious (save ends).	
A Corrupted Waters (implement, necrotic) • Encounter	
Attack: Area burst 1 within 10 (creatures in burst); +20 vs. Fortitude	
Hit: 3d8 + 15 necrotic damage and the target is slowed (save ends).	
MINOR ACTIONS	
Bloated Corpses (summoning) • At-Will 1/round	
Effect: The sahuagin necromancer raises 3 waterlogged zombies from the dead. Place the zombies within 5 squares of the necromancer and their initiative is immediately following the necromancer's turn.	
At no time may the necromancer raise more zombies than twice the number of PCs.	
TRIGGERED ACTIONS	
Raging Dead • At-Will	
Trigger: An undead minion ally within 5 squares of the necromancer drops to 0 hit points.	
Effect (Immediate Interrupt): The undead minion ally takes no damage from the triggering attack and gains a +2 bonus to attack rolls until the end of its next turn.	
Skills Arcana +19	
Str 18 (+12)	Dex 17 (+11)
Con 20 (+13)	Int 22 (+14)
	Wis 20 (+13)
	Cha 24 (+15)
Alignment evil	Languages Common
Equipment trident	

Note: Based on blackfire necromancer. Added *blood frenzy* sahuagin trait, *bloated corpses*, and re-skinned for sahuagin.

2 Sahuagin Beast Masters (B)	Level 16 Skirmisher
Medium natural humanoid (aquatic)	XP 1,400
HP 156; Bloodied 78	Initiative +14
AC 30, Fortitude 29, Reflex 27, Will 28	Perception +10
Speed 6, swim 8	Low-light vision
TRAITS	
Blood Frenzy	
The sahuagin gains a +2 bonus to attack rolls and a +4 bonus to damage rolls against bloodied enemies.	
O Pack Frenzy • Aura 5	
Any allied natural beast within the aura gains a +4 bonus to damage rolls.	
Combat Advantage	
The sahuagin beast master deals 2d8 extra damage against any target granting combat advantage to it.	
STANDARD ACTIONS	
m Trident (weapon) • At-Will	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 3d8 + 11 damage.	
r Javelin (weapon) • At-Will	
Attack: Ranged 10/20 (one creature); +21 vs. AC	
Hit: 3d8 + 11 damage.	
MINOR ACTIONS	
Blood in the Water • Recharge 5-6	
Effect: One allied natural beast within 5 squares of the sahuagin beast master can make a melee basic attack as a free action.	
TRIGGERED ACTIONS	
Sick 'Em • At-Will	
Trigger: The sahuagin beast master is hit by a melee attack.	
Effect (Immediate Reaction): An allied natural beast adjacent to the attacker can make a melee basic attack as a free action against the attacker. The sahuagin beast master then shifts 1 square.	
Skills Intimidate +18, Nature +15	
Str 24 (+15)	Dex 19 (+12)
Con 20 (+13)	Int 15 (+10)
	Wis 15 (+10)
	Cha 21 (+13)
Alignment evil	Languages Common
Equipment trident, javelin (3)	

Note: Based on orc beastmaster. Added *blood frenzy* sahuagin trait and re-skinned for sahuagin.

2 Dragon Turtles (T)	Level 15 Soldier
Large natural beast (aquatic, dragon)	XP 1,200
HP 151; Bloodied 75	Initiative +13
AC 33, Fortitude 30, Reflex 27, Will 26	Perception +15
Speed 4, swim 8	Darkvision
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 1 (one creature); +20 vs. AC	
Hit: 3d6 + 13 damage.	
M Bite • At-Will	
Attack: Melee 1 (one creature); +20 vs. AC	
Hit: 3d6 + 13 damage and the target is grabbed (escape DC 22). The dragon turtle cannot make <i>bite</i> attacks while grabbing a creature but it can use <i>clamping jaws</i> .	
M Double Attack • At-Will	
Effect: The dragon turtle makes two <i>claw</i> attacks.	
C Steam Breath (fire) • Recharge when first bloodied	
Attack: Close blast 5 (creatures in blast); +18 vs. Reflex	
Hit: 3d8 + 13 fire damage.	
Miss: Half damage.	
MOVE ACTIONS	
Into the Shell	
Effect: The dragon turtle can retreat into its shell. It gains +15 to all defenses while inside its shell. The dragon turtle cannot use this power if it has a creature grabbed and it cannot make attacks while inside its shell. The dragon turtle can emerge from its shell as a standard action.	
MINOR ACTIONS	
M Clamping Jaws • At-Will 1/round	
Requirement: The dragon turtle must start its turn with the target grabbed.	
Target:	
Attack: Melee 1 (one creature grabbed by the dragon turtle's bite attack); +18 vs. Fortitude	
Hit: 4d8 + 17 damage.	
Miss: Half damage.	
Skills Intimidate +14	
Str 24 (+14)	Dex 18 (+11) Wis 16 (+10)
Con 23 (+13)	Int 13 (+8) Cha 14 (+9)
Alignment unaligned Languages Common, Draconic	
Note: Based on elder dragon eel. Removed <i>swallow</i> and added <i>into the shell</i> and generally re-skinned as a turtle.	

Waterlogged Zombies	Level 15 Minion Soldier
Medium natural animate (aquatic, undead)	XP 300
HP 1; a missed attack never damages a minion.	Initiative +8
AC 31, Fortitude 25, Reflex 29, Will 27	Perception +9
Speed 5, swim 5	Darkvision
Immune disease, poison	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 1 (one creature); +20 vs. AC	
Hit: 11 damage.	
M Flesh Ripping Bite (necrotic) • Encounter	
Attack: Melee 1 (one creature); +20 vs. AC	
Hit: 11 necrotic damage and ongoing 10 necrotic damage (save ends).	
TRIGGERED ACTIONS	
C Death Burst (necrotic)	
Trigger: When reduced to 0 hit points.	
Attack: Close burst 1 (creatures in burst); +18 vs. Fortitude	
Hit: 11 necrotic damage.	
Str 22 (+11)	Dex 10 (+5) Wis 17 (+8)
Con 25 (+12)	Int 5 (+2) Cha 7 (+3)
Alignment unaligned Languages --	
Note: Based on zombie tombwalker.	

ENCOUNTER 2A: THE WRECK OF THE EMERALD MAIDEN (AL 18)

Sahuagin Necromancer (N)	Level 19 Elite Controller
Medium natural humanoid (aquatic)	XP 4,800
HP 362; Bloodied 181	Initiative +13
AC 33, Fortitude 30, Reflex 31, Will 32	Perception +14
Speed 6, swim 8	Low-light vision
Saving Throws +2; Action Points 1	
TRAITS	
Blood Frenzy	
The sahuagin gains a +2 bonus to attack rolls and a +4 bonus to damage rolls against bloodied enemies.	
STANDARD ACTIONS	
m Necrotic Trident (necrotic, weapon) • At-Will	
Attack: Melee 1 (one creature); +24 vs. AC	
Hit: 3d8 + 14 necrotic damage.	
R Reaving Bolt (implement, necrotic) • Recharge 5-6	
Attack: Ranged 10 (one creature); +22 vs. Reflex	
Hit: 4d10 + 19 necrotic damage and ongoing 15 necrotic damage (save ends).	
First Failed Saving Throw: The target is immobilized (save ends).	
Second Failed Saving Throw: The target falls unconscious (save ends).	
A Corrupted Waters (implement, necrotic) • Encounter	
Attack: Area burst 1 within 10 (creatures in burst); +22 vs. Fortitude	
Hit: 4d6 + 16 necrotic damage and the target is slowed (save ends).	
MINOR ACTIONS	
Bloated Corpses (summoning) • At-Will 1/round	
Effect: The sahuagin necromancer raises 3 waterlogged zombies from the dead. Place the zombies within 5 squares of the necromancer and their initiative is immediately following the necromancer's turn.	
At no time may the necromancer raise more zombies than twice the number of PCs.	
TRIGGERED ACTIONS	
Raging Dead • At-Will	
Trigger: An undead minion ally within 5 squares of the necromancer drops to 0 hit points.	
Effect (Immediate Interrupt): The undead minion ally takes no damage from the triggering attack and gains a +2 bonus to attack rolls until the end of its next turn.	
Skills Arcana +20	
Str 19 (+13)	Dex 18 (+13)
Con 21 (+14)	Int 23 (+15)
	Wis 21 (+14)
	Cha 25 (+16)
Alignment evil	Languages Common
Equipment trident	

Note: Based on blackfire necromancer. Added *blood frenzy* sahuagin trait, *bloated corpses*, and re-skinned for sahuagin.

2 Sahuagin Beast Masters (B)	Level 18 Skirmisher
Medium natural humanoid (aquatic)	XP 2,000
HP 173; Bloodied 86	Initiative +16
AC 32, Fortitude 31, Reflex 29, Will 30	Perception +12
Speed 6, swim 8	Low-light vision
TRAITS	
Blood Frenzy	
The sahuagin gains a +2 bonus to attack rolls and a +4 bonus to damage rolls against bloodied enemies.	
O Pack Frenzy • Aura 5	
Any allied natural beast within the aura gains a +4 bonus to damage rolls.	
Combat Advantage	
The sahuagin beast master deals 2d8 extra damage against any target granting combat advantage to it.	
STANDARD ACTIONS	
m Trident (weapon) • At-Will	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 3d8 + 13 damage.	
r Javelin (weapon) • At-Will	
Attack: Ranged 10/20 (one creature); +23 vs. AC	
Hit: 3d8 + 13 damage.	
MINOR ACTIONS	
Blood in the Water • Recharge 5-6	
Effect: One allied natural beast within 5 squares of the sahuagin beast master can make a melee basic attack as a free action.	
TRIGGERED ACTIONS	
Sick 'Em • At-Will	
Trigger: The sahuagin beast master is hit by a melee attack.	
Effect (Immediate Reaction): An allied natural beast adjacent to the attacker can make a melee basic attack as a free action against the attacker. The sahuagin beast master then shifts 1 square.	
Skills Intimidate +20, Nature +17	
Str 25 (+16)	Dex 20 (+14)
Con 21 (+14)	Int 16 (+12)
	Wis 16 (+12)
	Cha 22 (+15)
Alignment evil	Languages Common
Equipment trident, javelin (3)	

Note: Based on orc beastmaster. Added *blood frenzy* sahuagin trait and re-skinned for sahuagin.

2 Dragon Turtles (T)	Level 17 Soldier
Large natural beast (aquatic, dragon)	XP 1,600
HP 168; Bloodied 84	Initiative +14
AC 35, Fortitude 32, Reflex 29, Will 28	Perception +16
Speed 4, swim 8	Darkvision
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 1 (one creature); +22 vs. AC	
Hit: 3d8 + 12 damage.	
M Bite • At-Will	
Attack: Melee 1 (one creature); +22 vs. AC	
Hit: 3d8 + 12 damage and the target is grabbed (escape DC23). The dragon turtle cannot make <i>bite</i> attacks while grabbing a creature but it can use <i>clamping jaws</i> .	
M Double Attack • At-Will	
Effect: The dragon turtle makes two claw attacks.	
C Steam Breath (fire) • Recharge when first bloodied	
Attack: Close blast 5 (creatures in blast); +20 vs. Reflex	
Hit: 3d8 + 15 fire damage.	
Miss: Half damage.	
MOVE ACTIONS	
Into the Shell	
Effect: The dragon turtle can retreat into its shell. It gains +15 to all defenses while inside its shell. The dragon turtle cannot use this power if it has a creature grabbed and it cannot make attacks while inside its shell. The dragon turtle can emerge from its shell as a standard action.	
MINOR ACTIONS	
M Clamping Jaws • At-Will 1/round	
Requirement: The dragon turtle must start its turn with the target grabbed.	
Attack: Melee 1 (one creature grabbed by the dragon turtle's bite attack); +20 vs. Fortitude	
Hit: 4d8 + 20 damage.	
Miss: Half damage.	
Skills Intimidate +15	
Str 25 (+15)	Dex 19 (+12) Wis 17 (+11)
Con 24 (+15)	Int 14 (+10) Cha 15 (+10)
Alignment unaligned Languages Common, Draconic	
Note: Based on elder dragon eel. Removed <i>swallow</i> and added <i>into the shell</i> and generally re-skinned as a turtle.	

Waterlogged Zombies	Level 17 Minion Soldier
Medium natural animate (aquatic, undead)	XP 400
HP 1; a missed attack never damages a minion.	Initiative +9
AC 33, Fortitude 27, Reflex 31, Will 29	Perception +10
Speed 5, swim 5	Darkvision
Immune disease, poison	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 1 (one creature); +22 vs. AC	
Hit: 12 damage.	
M Flesh Ripping Bite (necrotic) • Encounter	
Attack: Melee 1 (one creature); +22 vs. AC	
Hit: 12 necrotic damage and ongoing 10 necrotic damage (save ends).	
TRIGGERED ACTIONS	
C Death Burst (necrotic)	
Trigger: When reduced to 0 hit points.	
Attack: Close burst 1 (creatures in burst); +20 vs. Fortitude	
Hit: 12 necrotic damage.	
Str 24 (+12)	Dex 12 (+6) Wis 19 (+10)
Con 27 (+13)	Int 7 (+3) Cha 9 (+4)
Alignment unaligned Languages --	
Note: Based on zombie tombwalker.	

ENCOUNTER 2A: THE WRECK OF THE EMERALD MAIDEN (AL 20)

Sahuagin Necromancer (N)	Level 21 Elite Controller
Medium natural humanoid (aquatic)	XP 6,400
HP 396; Bloodied 198	Initiative +14
AC 35, Fortitude 32, Reflex 33, Will 34	Perception +16
Speed 6, swim 8	Low-light vision
Saving Throws +2; Action Points 1	
TRAITS	
Blood Frenzy	
The sahuagin gains a +2 bonus to attack rolls and a +6 bonus to damage rolls against bloodied enemies.	
STANDARD ACTIONS	
m Necrotic Trident (necrotic, weapon) • At-Will	
Attack: Melee 1 (one creature); +26 vs. AC	
Hit: 4d6 + 15 necrotic damage.	
R Reaving Bolt (implement, necrotic) • Recharge 5-6	
Attack: Ranged 10 (one creature); +24 vs. Reflex	
Hit: 4d12 + 18 necrotic damage and ongoing 20 necrotic damage (save ends).	
First Failed Saving Throw: The target is immobilized (save ends).	
Second Failed Saving Throw: The target falls unconscious (save ends).	
A Corrupted Waters (implement, necrotic) • Encounter	
Attack: Area burst 1 within 10 (creatures in burst); +24 vs. Fortitude	
Hit: 4d6 + 18 necrotic damage and the target is slowed (save ends).	
MINOR ACTIONS	
Bloated Corpses (summoning) • At-Will 1/round	
Effect: The sahuagin necromancer raises 3 waterlogged zombies from the dead. Place the zombies within 5 squares of the necromancer and their initiative is immediately following the necromancer's turn.	
At no time may the necromancer raise more zombies than twice the number of PCs.	
TRIGGERED ACTIONS	
Raging Dead • At-Will	
Trigger: An undead minion ally within 5 squares of the necromancer drops to 0 hit points.	
Effect (Immediate Interrupt): The undead minion ally takes no damage from the triggering attack and gains a +2 bonus to attack rolls until the end of its next turn.	
Skills Arcana +22	
Str 20 (+15)	Dex 19 (+14) Wis 22 (+16)
Con 22 (+16)	Int 24 (+17) Cha 26 (+18)
Alignment evil	Languages Common
Equipment trident	

Note: Based on blackfire necromancer. Added *blood frenzy* sahuagin trait, *bloated corpses*, and re-skinned for sahuagin.

2 Sahuagin Beast Masters (B)	Level 20 Skirmisher
Medium natural humanoid (aquatic)	XP 2,800
HP 190; Bloodied 95	Initiative +17
AC 34, Fortitude 33, Reflex 31, Will 32	Perception +13
Speed 6, swim 8	Low-light vision
TRAITS	
Blood Frenzy	
The sahuagin gains a +2 bonus to attack rolls and a +6 bonus to damage rolls against bloodied enemies.	
O Pack Frenzy • Aura 5	
Any allied natural beast within the aura gains a +6 bonus to damage rolls.	
Combat Advantage	
The sahuagin beast master deals 2d8 extra damage against any target granting combat advantage to it.	
STANDARD ACTIONS	
m Trident (weapon) • At-Will	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 3d8 + 15 damage.	
r Javelin (weapon) • At-Will	
Attack: Ranged 10/20 (one creature); +25 vs. AC	
Hit: 3d8 + 15 damage.	
MINOR ACTIONS	
Blood in the Water • Recharge 5-6	
Effect: One allied natural beast within 5 squares of the sahuagin beast master can make a melee basic attack as a free action.	
TRIGGERED ACTIONS	
Sick 'Em • At-Will	
Trigger: The sahuagin beast master is hit by a melee attack.	
Effect (Immediate Reaction): An allied natural beast adjacent to the attacker can make a melee basic attack as a free action against the attacker. The sahuagin beast master then shifts 1 square.	
Skills Intimidate +21, Nature +18	
Str 26 (+18)	Dex 21 (+15) Wis 17 (+13)
Con 22 (+16)	Int 17 (+13) Cha 23 (+16)
Alignment evil	Languages Common
Equipment trident, javelin (3)	

Note: Based on orc beastmaster. Added *blood frenzy* sahuagin trait and re-skinned for sahuagin.

2 Dragon Turtles (T)		Level 19 Soldier
Large natural beast (aquatic, dragon)		XP 2,400
HP 185; Bloodied 92		Initiative +16
AC 37, Fortitude 34, Reflex 31, Will 30		Perception +18
Speed 4, swim 8		Darkvision
STANDARD ACTIONS		
m Claw • At-Will		
Attack: Melee 1 (one creature); +24 vs. AC		
Hit: 3d8 + 14 damage.		
M Bite • At-Will		
Attack: Melee 1 (one creature); +24 vs. AC		
Hit: 3d8 + 14 damage and the target is grabbed (escape DC 24). The dragon turtle cannot make <i>bite</i> attacks while grabbing a creature but it can use <i>clamping jaws</i> .		
M Double Attack • At-Will		
Effect: The dragon turtle makes two <i>claw</i> attacks.		
C Steam Breath (fire) • Recharge when first bloodied		
Attack: Close blast 5 (creatures in blast); +22 vs. Reflex		
Hit: 4d6 + 16 fire damage.		
Miss: Half damage.		
MOVE ACTIONS		
Into the Shell		
Effect: The dragon turtle can retreat into its shell. It gains +20 to all defenses while inside its shell. The dragon turtle cannot use this power if it has a creature grabbed and it cannot make attacks while inside its shell. The dragon turtle can emerge from its shell as a standard action.		
MINOR ACTIONS		
M Clamping Jaws • At-Will 1/round		
Requirement: The dragon turtle must start its turn with the target grabbed.		
Attack: Melee 1 (one creature grabbed by the dragon turtle's bite attack); +22 vs. Fortitude		
Hit: 4d10 + 19 damage.		
Miss: Half damage.		
Skills Intimidate +17		
Str 26 (+17)	Dex 20 (+14)	Wis 18 (+13)
Con 25 (+16)	Int 15 (+11)	Cha 16 (+12)
Alignment unaligned Languages Common, Draconic		
Note: Based on elder dragon eel. Removed <i>swallow</i> and added <i>into the shell</i> and generally re-skinned as a turtle.		

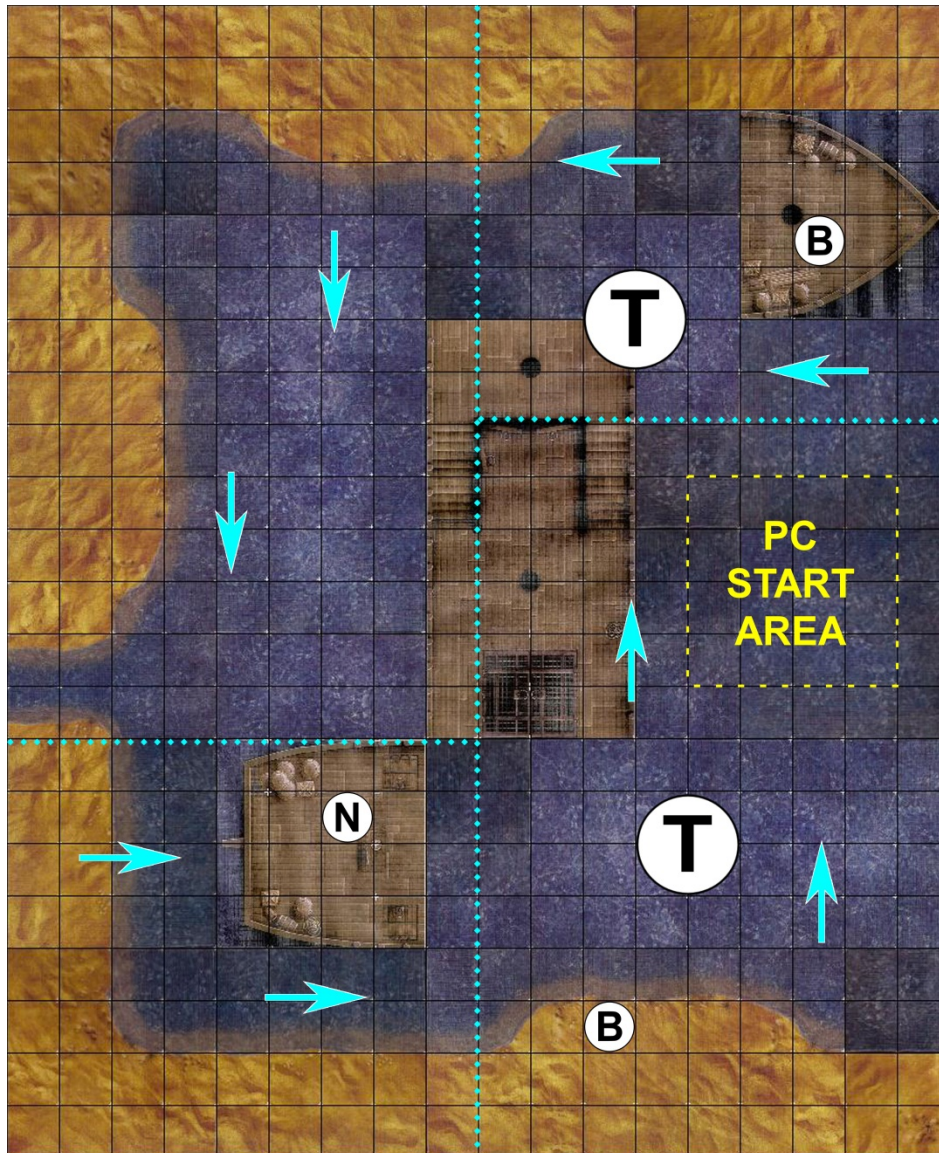
Waterlogged Zombies		Level 19 Minion Soldier
Medium natural animate (aquatic, undead)		XP 600
HP 1; a missed attack never damages a minion.		Initiative +10
AC 35, Fortitude 29, Reflex 33, Will 31		Perception +11
Speed 5, swim 5		Darkvision
Immune disease, poison		
STANDARD ACTIONS		
m Slam • At-Will		
Attack: Melee 1 (one creature); +24 vs. AC		
Hit: 13 damage.		
M Flesh Ripping Bite (necrotic) • Encounter		
Attack: Melee 1 (one creature); +24 vs. AC		
Hit: 13 necrotic damage and ongoing 15 necrotic damage (save ends).		
TRIGGERED ACTIONS		
C Death Burst (necrotic)		
Trigger: When reduced to 0 hit points.		
Attack: Close burst 1 (creatures in burst); +21 vs. Fortitude		
Hit: 13 necrotic damage.		
Str 26 (+13)	Dex 14 (+7)	Wis 21 (+11)
Con 29 (+14)	Int 9 (+4)	Cha 11 (+5)
Alignment unaligned Languages --		
Note: Based on zombie tombwalker.		

ENCOUNTER 2A: THE WRECK OF THE EMERALD MAIDEN

TILE SETS NEEDED

Ashes of Athas x3

DM Reward Ship Tiles x1



The blue dotted lines and arrows indicate the current zones and directions.

Sahuagin Necromancer (N)

Sahuagin Beastmasters (B)

Dragon Turtles (T)

Place zombies in squares adjacent to the ship as they are raised.

ENCOUNTER 2B: THE TOWER OF BABEK SOULSTICH

ENCOUNTER LEVEL: AL+2

CREATURES

This encounter includes the following creatures at all Adventure Levels:

- 1 clockwork titan (T)
- 2 steel predators (P)
- 2 clockwork arbalesters (A)
- 10 steam spiders (S)

SCALING THE ENCOUNTER

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

Four PCs: Remove one steel predator.

Six PCs: Add one steel predator.

SETUP

If the PCs chose to recover the Disk, read the following as they step through Tyrangal's portal:

Stepping through the portal, Tyrangal's study is replaced by the undergrowth of a dense forest and the doorway in two trees crashed into one another forming a natural arch. Ahead lays a clearing at the base of an impressive mountain range. The silhouette of the warlock's ruined tower rises up to pierce the dreary sky. Slightly leaning and in a sad state of disrepair, the structure exudes an atmosphere of solitude and desolation. The gardens surrounding the tower that must once have been ripe with spring vegetables are now badly overgrown and littered with broken game traps, a few still clutching their decaying unclaimed prizes.

As the PCs approach the tower entrance, they find that the door is unlocked and opens quietly with ease.

The stairwell is narrow and the steps are shallow, which makes climbing it rather cumbersome for larger characters. Some spots on the walls and a few stairs have the remains of doodles and calculations written upon them. Closer inspection reveals they are mostly sketches of mechanical contraptions and alchemical equations; perhaps a sign of the gnome stopping along the tiresome climb to work out a problem or two.

At the top of the stairs, the constricted climb opens up to a spacious but silent circular room. The pungent odor of oils and spell components still hangs in the air.

Note: When the PCs enter the room do not put any of the creatures on the map. Allow the PCs to look around the room and at the workbenches. The workbenches are covered with stacks of scrolls, tomes and strangely shaped tools of various sizes.

Passive Perception or active checks do not notice any sign of danger and do not detect the missing artifact. Babek's creations are so haphazardly built that they are perfectly camouflaged within the piles of scrap around the room. A DC Easy Arcana check detects faint traces of magic throughout the room, but this is a warlock's workshop so that is to be expected. As soon as the PCs begin rummaging through the items on the workbenches or through the scrap piles, a deep voice resonates from the pile at the bottom of the room,

"Are you here to repair the Master?" Cold, glowing, blue eyes burn through the blackness and stare at you. It repeats, "Are you here to repair the Master?"

Scraps of metal cascade off the mechanical titan and skitter across the floor as it steps out of the junk pile. Note that at this time only the clockwork titan makes its presence known. Do not place the steel predators and the arbalesters on the map yet. Allow the PCs to role play the scene.

The titan is not aggressive and does not attack, but it repeats its question for a third time as a compartment in its chest opens. It extracts the small decaying form of Babek Soulstich from inside its chassis. Like a ragdoll, the gnome's body dangles as the titan clutches it by the head and offers it up to the PCs. The construct's question turns to a demand:

"I have broken the Master. Fix him."

Allow the PCs to further role play. It should become obvious from Babek's decomposing body that he has been dead for quite some time (well past the point of a raise dead ritual) and the PCs can do nothing about it.

A DC Moderate Perception check or Passive Perception spots the Disk among the inner workings of the titan. Babek used the Disk as one of the titan's gears and it can be seen through the open compartment on its chest.

The titan, growing impatient, stuffs the body back into itself.

"If you will not fix the Master, then your presence is not authorized. Initiating defensive protocols."

The titan's blue eyes turn red as a protective shield slides down over its face. The massive forearms swivel in upon themselves, exchanging hands for formidable weapons. Columns of steam bellow out of pipes protruding from the titan's back, blasting the dust off everything around it and producing a terrible howling alarm. Sounds of movement can be heard around the room. Clockwork arbalesters drop down from the rafters and lock securely into place.

FEATURES OF THE AREA

Illumination: The workshop is drenched in darkness, with only a faint amount of light trickling in from slender openings high above, near the ceiling. The room is dimly lit.

Ceiling: The ceiling is 30 feet high and stretches to the point of the tower roof. The rafters are 20 feet above the floor, so flying above 20 feet is not possible for large or larger creatures.

Stairs: A single spiral staircase is located in the west end of the workshop and is difficult terrain.

Furnishings: The workshop is mostly void of furniture except for a few wooden workbenches scattered around the room. The workbenches provide cover for small creatures and are difficult terrain.

Shelves: The perimeter of the room is lined with floor-to-ceiling bookshelves clinging precariously to the walls. The shelves hold a vast array of metal parts: gears, rods, pins and panels, along with jars, vials of foul smelling liquids, leather strappings and a plethora of odds-and-ends as far as the eye can see. The shelves can be used to inflict damage to creatures that are forced into them. When a creature is slid into the shelves, roll a 1d4 to determine damage type:

- 1 = a vial of acid falls from the shelf and breaks on the creature. The creature takes damage equal to the AL plus ongoing 5 acid damage at AL 12/14/16 and ongoing 10 acid damage at AL 18/20, save ends.
- 2 = the creature is impaled upon sharp metal pieces hanging from the shelf. The creature takes damage equal to the AL. The creature is also dazed until the end of its next turn.
- 3 = several large gears fall on top of the creature. The creature takes damage equal to the AL and is knocked prone.
- 4 = A jar topples over and smashes down next to the creature, releasing 1d4 steam spiders. Place the steam spiders in any squares adjacent to the creature or the bookshelf. The number of steam spiders in play should never exceed twice the number of PCs. See Steam Spider stat block for details.

Floors: The floor of the workshop is stained with grease and oil making some spots difficult and slippery to navigate. Any PC that enters or ends their turn in a grease slick (the black tiles on the map) is slid 2 squares in a random direction. Roll a 1d8 to determine direction.

Scrap Piles: Towering piles of scrap metal, tubing and wire clutter up the floor throughout the workshop. These spaces are considered difficult terrain.

TACTICS

In the first round of the battle, place only the titan and arbalesters on the board. At the end of round one, read the following:

The titan's pipes screech out a deafening tone as his eyes flash a quick sequence of blinks. "Initiating predators. Commencing second force. Engage." Sharp, clanking sounds arise from several of the smaller junk piles as a number of larger constructs jerk and sputter into motion and spill out onto the floor.

Roll initiative for the steel predators and add them to the combat in the second round.

The floor-to-ceiling shelves can be used to inflict damage on any creature that gets pushed into them. Use the titan's threatening reach along with *drop the hammer* and *buzz saw* to keep the PCs close to the walls and to slide them into the shelves. Also use the steel predators' *vicious pounce* to slide PCs into the shelves.

Use the arbalesters' *double shot* to attack multiple PCs per round, if possible. Focus their fire upon the ranged PCs. Note that the arbalesters begin the battle chained (speed 0, but immune to forced movement), but if they are getting overwhelmed with heavy fire or they are stuck in a damaging zone, the titan can release their bonds with a minor action and allow them to reposition to a better location.

When the titan becomes bloodied, use its *re-routing power* ability to consume the energy of its allies and heal itself.

ENDING THE ENCOUNTER

The encounter ends when the PCs have defeated the constructs. They can now try to remove the *Disk* from the clockwork titan's chest cavity.

The mad gnome has magically fused the *Disk* into the inner workings of the titan and it will take all their strength to rip it free from the construct. But first they have to remove Babek's corpse.

Behold the gruesome sight. The rotting corpse of Babek Soulstitch stares blankly into space with eyeless sockets. The battle has smashed and lodged his swollen carcass inside the cramped compartment of the titan's chassis. Moldy flesh clings to the mechanical coffin. It would require a careful touch to not completely destroy the gnome's remains during the extraction.

The PCs have two options for removing Babek's body. They can attempt to carefully remove it from the titan, which requires a DC Moderate Thievery or Heal check, or they can carelessly rip the corpse from the chassis to expose the Disk. If the PCs remove the gnome's corpse carefully or make any attempt to be respectful toward his remains, the ghost of the poor gnome materializes before them. He doesn't speak, but he floats over to his corpse and removes a dusty gem from a hidden pocket in the tattered remains of his robe. He hands the gem to the PCs and gives them a melancholy smile before fading away. As the PCs examine the gem it begins to replay a recording of Babek's final days. Give the PCs Handout 2 which they may read at their leisure to learn a little more about the story of Babek Soulstitch.

Once Babek's corpse has been removed, the Disk can be accessed easily through the opening in the titan's chest. The PCs can return to the portal outside the tower and travel back to Tyrangal's study in Sigil.

TROUBLESHOOTING

The PCs may be annoyed or frustrated that they are unable to detect the constructs in the tower, even if they brightly illuminate the workshop. Remind the PCs that Babek's creations are quite crude and virtually indistinguishable from the piles of scrap lying about his workshop. Since the constructs are deactivated when the PCs enter the room, they give off no detectable magic. Note that the constructs do not gain an advantage from being hidden and do not get a surprise round. Roll initiative as normal when the constructs activate.

MILESTONE

This encounter counts toward a milestone.

TREASURE

In addition to recovering the Disk, the PCs find a chest containing 250/650/1350/2600/3900 gold pieces per PC. They also find a *ring of the warforged* on Babek's body. Attached to one of the titan's arms they find a *blade of the eldritch knight* +3 at AL12/14/16 or +4 at AL18/20. On the shelves of the room they find (3) *noxious grenades* (level 16 version), at AL 14+ plus three *vials of aboleth slime* (level 15 at AL 14, level 20 at AL 16+) and at AL

18+ plus two *unguent of blindsight* and at AL20 a *bead of force* (level 25). These can be used during the adventure, but if not, they can be selected as a treasure bundle at the end of the adventure (in which case it does not count as an item found slot, but it is a treasure bundle, so no other bundles can be selected).

SPEEDING UP COMBAT

In a time sensitive setting, such as a convention, allow the PCs a chance make a Moderate DC Arcana or Perception check. On a success the PCs notice that the titan appears to be the power source for all the other constructs, and by defeating the titan they automatically deactivate the rest of the constructs. Another way to convey this idea (especially if they fail the skill checks) is to give the players a hint with your narration. Any time the titan takes a particularly devastating hit, describe how the light emanating from the titan's eyes seems to flicker and go dark for just a moment. At the same time, the other constructs' eyes also flicker.

Award the PCs full XP for overcoming any constructs that are deactivated when the titan is defeated.

ENCOUNTER 2B: THE TOWER OF BABEK SOULSTITCH (AL 12)

Clockwork Titan (T)	Level 13 Elite Controller
Huge natural animate (living construct)	XP 1,600
HP 260; Bloodied 130	Initiative +10
AC 29, Fortitude 29, Reflex 24, Will 24	Perception +8
Speed 8	Darkvision
Saving Throws +2 (+4 against ongoing damage); Action Points 1	
TRAITS	
Unstoppable Charger	
A clockwork titan can take additional actions after it resolves a charge attack.	
Threatening Reach	
A clockwork titan can make opportunity attacks against all enemies within its reach (3 squares).	
STANDARD ACTIONS	
m Buzz Saw • At-Will	
Attack: Melee 3 (one creature); +18 vs. AC	
Hit: 3d6 + 11 and the clockwork titan slides the target 3 squares.	
M Drop the Hammer • At-Will	
Attack: Melee 3 (one creature); +18 vs. AC	
Hit: 3d6 + 11 damage, and 10 damage to one enemy adjacent to the target.	
Effect: The clockwork titan slides the target 3 squares and one enemy adjacent to the target is knocked prone.	
MINOR ACTIONS	
Re-routing Power (healing) • At-Will 1/round	
Requirement: The clockwork titan must be bloodied	
Effect: Burst 10 (one allied construct); the clockwork titan regains hit points equal to half the remaining hit points of the target (round down). The target is immediately reduced to 0 hit points.	
Str 25 (+13)	Dex 15 (+8)
Con 18 (+10)	Int 2 (+2)
	Wis 15 (+8)
	Cha 5 (+3)
Alignment Unaligned Languages Common	
Note: Based on warforged titan. Added <i>re-routing power</i> and reskinned for clockwork titan.	

2 Steel Predators (P)	Level 12 Soldier
Large immortal animate (living construct)	XP 700
HP 126; Bloodied 63	Initiative +12
AC 28; Fortitude 26; Reflex 24; Will 22	Perception +10
Speed 8	Darkvision
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 2 (one creature); +17 vs. AC	
Hit: 3d6 + 10 damage and target is marked until the end of the steel predator's next turn.	
M Snap Jaw • At-Will	
Effect: The steel predator makes a <i>bite</i> attack. On a hit, the target is also knocked prone and the predator makes another <i>bite</i> attack against a different target.	
M Vicious Pounce • At-Will	
Requirement: The steel predator charges.	
Attack: Melee 2 (one creature); +15 vs. Fortitude	
Hit: 3d6 + 10 damage and the target is pushed 1 squares and knocked prone. The predator moves into the space vacated by the target.	
C Resonating Roar (thunder) • Recharge 5-6 or when the steel predator takes thunder or lightning damage	
Attack: Close burst 3 (enemies within burst); +15 vs. Fortitude	
Hit: 2d8 + 6 thunder damage and the target is deafened and dazed (save ends both).	
TRIGGERED ACTIONS	
Shifting Steel • At-Will	
Trigger: When a creature adjacent to the steel predator shifts.	
Effect (<i>Immediate Reaction</i>): The predator shifts into the space vacated by the triggering creature.	
Skills Acrobatics +15, Endurance +17, Stealth +15	
Str 18 (+10)	Dex 19 (+10)
Con 22 (+12)	Int 11 (+6)
	Wis 19 (+10)
	Cha 8 (+5)
Alignment evil Languages Supernal	

ENCOUNTER 2B: THE TOWER OF BABEK SOULSTITCH (AL 12)

2 Clockwork Arbalesters (A)		Level 12 Artillery
Medium natural humanoid (construct, homunculus)		XP 700
HP 95; Bloodied 47		Initiative +12
AC 24; Fortitude 23; Reflex 22; Will 23		Perception +15
Speed 6 (0 when chained)		Darkvision
Immune disease, poison (push, pull, slide when chained)		
TRAITS		
Guard Self		
At the start of the arbalester's turn, if an enemy is within 2 squares, the arbalester recharges its double shot power.		
STANDARD ACTIONS		
m Slam • At-Will		
Attack: Melee 1 (one creature); +15 vs. AC		
Hit: 3d6 + 10 damage.		
R Bolt • At-Will		
Attack: Ranged 20/40 (one creature); +19 vs. AC		
Hit: 3d6 + 10 damage.		
R Double Shot • Recharge 4-6		
Effect: The arbalester makes two bolt attacks, each against a different target. The targets must be within 5 squares of each other. If an ally of the clockwork arbalester is within 5 squares of its first target, there is a 50% chance it will target that ally with its second shot.		
Str 19 (+10)	Dex 22 (+12)	Wis 19 (+10)
Con 17 (+9)	Int 9 (+5)	Cha 12 (+7)
Alignment unaligned Languages -		
Note: Based on mutant arbalester.		

4 Steam Spiders (S)		Level 11 Minion Skirmisher
Tiny natural animate (living construct)		XP 75
HP 1; A missed attack never damages a minion		Initiative +13
AC 25, Fortitude 22, Reflex 24, Will 24		Perception +6
Speed 6		Darkvision
Immune acid, poison		
STANDARD ACTIONS		
m Bite (poison) • At-Will		
Attack: Melee 1 (one creature); +16 vs. AC		
Hit: 9 damage and ongoing 5 poison damage (save ends)		
M Venomous Scurry (poison) • At-Will		
Effect: The steam spider shifts its speed without provoking opportunity attacks and it makes a bite attack at any point during the move.		
TRIGGERED ACTIONS		
C Death Burst (acid)		
Trigger: When the steam spider drops to 0 hit points.		
Attack (No Action): Close burst 1 (enemies within burst); +14 vs. Reflex		
Hit: 9 acid damage.		
Str 12 (+6)	Dex 22 (+11)	Wis 13 (+6)
Con 9 (+4)	Int 9 (+4)	Cha 17 (+8)
Alignment unaligned Languages -		
Note: Based on phoera. Changed to minion, removed <i>phoenix heat, feathers of flame</i> and re-skinned for spider.		

ENCOUNTER 2B: THE TOWER OF BABEK SOULSTITCH (AL 14)

Clockwork Titan (T)	Level 15 Elite Controller
Huge natural animate (living construct)	XP 2,400
HP 294; Bloodied 147	Initiative +12
AC 31, Fortitude 31, Reflex 26, Will 26	Perception +10
Speed 8	Darkvision
Saving Throws +2 (+4 against ongoing damage); Action Points 1	
TRAITS	
Unstoppable Charger	
A clockwork titan can take additional actions after it resolves a charge attack.	
Threatening Reach	
A clockwork titan can make opportunity attacks against all enemies within its reach (3 squares).	
STANDARD ACTIONS	
m Buzz Saw • At-Will	
Attack: Melee 3 (one target); +20 vs. AC	
Hit: 3d6 + 13 and the clockwork titan slides the target 3 squares.	
M Drop the Hammer • At-Will	
Attack: Melee 3 (one target); +20 vs. AC	
Hit: 3d6 + 13 damage, and 11 damage to one enemy adjacent to the target.	
Effect: The clockwork titan slides the target 3 squares and one enemy adjacent to the target is knocked prone.	
MINOR ACTIONS	
Re-routing Power (healing) • At-Will 1/round	
Requirement: The clockwork titan must be bloodied	
Effect: Burst 10 (one allied construct); the clockwork titan regains hit points equal to half the remaining hit points of the target (round down). The target is immediately reduced to 0 hit points.	
Str 26 (+15)	Dex 16 (+10) Wis 16 (+10)
Con 19 (+11)	Int 3 (+3) Cha 6 (+5)
Alignment Unaligned Languages Common	
Note: Based on Warforged Titan. Added <i>re-routing power</i> and reskinned for clockwork titan.	

2 Steel Predators (P)	Level 14 Soldier
Large immortal animate (living construct)	XP 1,000
HP 143; Bloodied 71	Initiative +14
AC 30; Fortitude 28; Reflex 26; Will 24	Perception +12
Speed 8	Darkvision
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 2 (one target); +19 vs. AC	
Hit: 3d6 + 12 damage and target is marked until the end of the steel predator's next turn.	
M Snap Jaw • At-Will	
Effect: The steel predator makes a <i>bite</i> attack. On a hit, the target is also knocked prone and the predator makes another <i>bite</i> attack against a different target.	
M Vicious Pounce • At-Will	
Requirement: The steel predator charges.	
Attack: Melee 2 (one creature); +17 vs. Fortitude	
Hit: 3d6 + 12 damage and the target is pushed 1 squares and knocked prone. The predator moves into the space vacated by the target.	
C Resonating Roar (thunder) • Recharge 5-6 or when the steel predator takes thunder or lightning damage	
Attack: Close burst 3 (enemies within burst); +17 vs. Fortitude	
Hit: 2d8 + 7 thunder damage and the target is deafened and dazed (save ends both).	
TRIGGERED ACTIONS	
Shifting Steel • At-Will	
Trigger: When a creature adjacent to the steel predator shifts.	
Effect (Immediate Reaction): The predator shifts into the space vacated by the triggering creature.	
Skills Acrobatics +17, Endurance +16, Stealth +17	
Str 19 (+11)	Dex 20 (+12) Wis 20 (+12)
Con 23 (+13)	Int 12 (+8) Cha 9 (+6)
Alignment evil Languages Supernal	

ENCOUNTER 2B: THE TOWER OF BABEK SOULSTITCH (AL 14)

2 Clockwork Arbalesters (A)	Level 14 Artillery
Medium natural humanoid (construct, homunculus)	XP 1,000
HP 108; Bloodied 54	Initiative +13
AC 26; Fortitude 25; Reflex 24; Will 25	Perception +17
Speed 6 (0 when chained)	Darkvision
Immune disease, poison (push, pull, slide when chained)	
TRAITS	
Guard Self	
At the start of the arbalester's turn, if an enemy is within 2 squares, the arbalester recharges its double shot power.	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 3d6 + 12 damage.	
R Bolt • At-Will	
Attack: Ranged 20/40 (one creature); +21 vs. AC	
Hit: 3d6 + 12 damage.	
R Double Shot • Recharge 4-6	
Effect: The arbalester makes two <i>bolt</i> attacks, each against a different target. The targets must be within 5 squares of each other. If an ally of the clockwork arbalester is within 5 squares of its first target, there is a 50% chance it will target that ally with its second shot.	
Str 20 (+12)	Dex 23 (+13) Wis 20 (+12)
Con 18 (+11)	Int 10 (+7) Cha 13 (+8)
Alignment unaligned Languages -	
Note: Based on mutant arbalester.	

4 Steam Spiders (S)	Level 13 Minion Skirmisher
Tiny natural animate (living construct)	XP 100
HP 1; A missed attack never damages a minion	Initiative +14
AC 27, Fortitude 24, Reflex 26, Will 26	Perception +8
Speed 6	Darkvision
Immune acid, poison	
STANDARD ACTIONS	
m Bite (poison) • At-Will	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 10 damage and ongoing 5 poison damage (save ends)	
M Venomous Scurry (poison) • At-Will	
Effect: The steam spider shifts its speed without provoking opportunity attacks and it makes a <i>bite</i> attack at any point during the move.	
TRIGGERED ACTIONS	
C Death Burst (acid)	
Trigger: When the steam spider drops to 0 hit points.	
Attack (No Action): Close burst 1 (enemies within burst); +16 vs. Reflex	
Hit: 10 acid damage.	
Str 13 (+7)	Dex 23 (+12) Wis 14 (+8)
Con 10 (+6)	Int 10 (+6) Cha 18 (+10)
Alignment unaligned Languages -	
Note: Based on phoera. Changed to minion, removed <i>phoenix heat</i> , <i>feathers of flame</i> and re-skinned for spider.	

ENCOUNTER 2B: THE TOWER OF BABEK SOULSTITCH (AL 16)

Clockwork Titan (T)	Level 17 Elite Controller
Huge immortal animate (living construct)	XP 3,200
HP 328; Bloodied 164	Initiative +13
AC 33, Fortitude 33, Reflex 28, Will 28	Perception +11
Speed 8	Darkvision
Saving Throws +2 (+4 against ongoing damage); Action Points 1	
TRAITS	
Unstoppable Charger	
A clockwork titan can take additional actions after it resolves a charge attack.	
Threatening Reach	
A clockwork titan can make opportunity attacks against all enemies within its reach (3 squares).	
STANDARD ACTIONS	
m Buzz Saw • At-Will	
Attack: Melee 3 (one creature); +22 vs. AC	
Hit: 3d8 + 12 and the clockwork titan slides the target 3 squares.	
M Drop the Hammer • At-Will	
Attack: Melee 3 (one creature); +22 vs. AC	
Hit: 3d8 + 12 damage, and 12 damage to one enemy adjacent to the target.	
Effect: The clockwork titan slides the target 3 squares and one enemy adjacent to the target is knocked prone.	
MINOR ACTIONS	
Re-routing Power (healing) • At-Will 1/round	
Requirement: The clockwork titan must be bloodied	
Effect: Burst 10 (one allied construct); the clockwork titan regains hit points equal to half the remaining hit points of the target (round down). The target is immediately reduced to 0 hit points.	
Str 27 (+16)	Dex 17 (+11) Wis 17 (+11)
Con 20 (+13)	Int 4 (+5) Cha 7 (+6)
Alignment Unaligned Languages Common	
Note: Based on Warforged Titan. Added <i>re-routing power</i> and reskinned for clockwork titan.	

2 Steel Predators (P)	Level 16 Soldier
Large immortal animate (living construct)	XP 1,400
HP 160; Bloodied 80	Initiative +15
AC 32; Fortitude 30; Reflex 28; Will 26	Perception +13
Speed 8	Darkvision
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 2 (one target); +23 vs. AC	
Hit: 3d8 + 11 damage and target is marked until the end of the steel predator's next turn.	
M Snap Jaw • At-Will	
Effect: The steel predator makes a <i>bite</i> attack. On a hit, the target is also knocked prone and the predator makes another <i>bite</i> attack against a different target.	
M Vicious Pounce • At-Will	
Requirement: The steel predator charges.	
Attack: Melee 2 (one creature); +21 vs. Fortitude	
Hit: 3d8 + 11 damage and the target is pushed 1 squares and knocked prone. The predator moves into the space vacated by the target.	
C Resonating Roar (thunder) • Recharge 5-6 or when the steel predator takes thunder or lightning damage	
Attack: Close burst 3 (enemies within burst); +21 vs. Fortitude	
Hit: 3d6 + 8 thunder damage and the target is deafened and dazed (save ends both).	
TRIGGERED ACTIONS	
Shifting Steel • At-Will	
Trigger: When a creature adjacent to the steel predator shifts.	
Effect (Immediate Reaction): The predator shifts into the space vacated by the triggering creature.	
Skills Acrobatics +18, Endurance +20, Stealth +18	
Str 20 (+13)	Dex 21 (+13) Wis 21 (+13)
Con 24 (+15)	Int 13 (+9) Cha 10 (+8)
Alignment evil Languages Supernal	

ENCOUNTER 2B: THE TOWER OF BABEK SOULSTITCH (AL 16)

2 Clockwork Arbalesters (A)	Level 16 Artillery
Medium natural humanoid (construct, homunculus)	XP 1,400
HP 121; Bloodied 60	Initiative +15
AC 28; Fortitude 27; Reflex 26; Will 27	Perception +18
Speed 6 (0 when chained)	Darkvision
Immune disease, poison (push, pull, slide when chained)	
TRAITS	
Guard Self	
At the start of the arbalester's turn, if an enemy is within 2 squares, the arbalester recharges its double shot power.	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 3d8 + 11 damage.	
R Bolt • At-Will	
Attack: Ranged 20/40 (one creature); +23 vs. AC	
Hit: 3d8 + 11 damage.	
R Double Shot • Recharge 4-6	
Effect: The arbalester makes two bolt attacks, each against a different target. The targets must be within 5 squares of each other. If an ally of the clockwork arbalester is within 5 squares of its first target, there is a 50% chance it will target that ally with its second shot.	
Str 21 (+13)	Dex 24 (+15)
Con 19 (+12)	Int 11 (+8)
	Cha 14 (+10)
Alignment unaligned	Languages -
Note: Based on mutant arbalester.	

4 Steam Spiders (S)	Level 15 Minion Skirmisher
Tiny natural animate (living construct)	XP 150
HP 1; A missed attack never damages a minion	Initiative +16
AC 29, Fortitude 26, Reflex 28, Will 28	Perception +9
Speed 6	Darkvision
Immune acid, poison	
STANDARD ACTIONS	
m Bite (poison) • At-Will	
Attack: Melee 1 (one creature); +20 vs. AC	
Hit: 11 damage and ongoing 5 poison damage (save ends).	
M Venomous Scurry (poison) • At-Will	
Effect: The steam spider shifts its speed without provoking opportunity attacks and it makes a bite attack at any point during the move.	
TRIGGERED ACTIONS	
C Death Burst (acid)	
Trigger: When the steam spider drops to 0 hit points.	
Attack (No Action): Close burst 1 (enemies within burst); +18 vs. Reflex	
Hit: 11 acid damage.	
Str 14 (+9)	Dex 24 (+14)
Con 11 (+7)	Int 11 (+7)
	Cha 19 (+11)
Alignment unaligned	Languages -
Note: Based on phoera. Changed to minion, removed <i>phoenix heat</i> , <i>feathers of flame</i> and re-skinned for spider.	

ENCOUNTER 2B: THE TOWER OF BABEK SOULSTITCH (AL 18)

Clockwork Titan (T)	Level 19 Elite Controller
Huge immortal animate (living construct)	XP 4,800
HP 362; Bloodied 181	Initiative +15
AC 33, Fortitude 33, Reflex 28, Will 28	Perception +13
Speed 8	Darkvision
Saving Throws +2 (+4 against ongoing damage); Action Points 1	
TRAITS	
Unstoppable Charger	
A clockwork titan can take additional actions after it resolves a charge attack.	
Threatening Reach	
A clockwork titan can make opportunity attacks against all enemies within its reach (3 squares).	
STANDARD ACTIONS	
m Buzz Saw • At-Will	
Attack: Melee 3 (one creature); +24 vs. AC	
Hit: 3d8 + 14 and the clockwork titan slides the target 3 squares.	
M Drop the Hammer • At-Will	
Attack: Melee 3 (one creature); +24 vs. AC	
Hit: 3d8 + 14 damage, and 13 damage to one enemy adjacent to the target.	
Effect: The clockwork titan slides the target 3 squares and one enemy adjacent to the target is knocked prone.	
MINOR ACTIONS	
Re-routing Power (healing) • At-Will 1/round	
Requirement: The clockwork titan must be bloodied	
Effect: Burst 10 (one allied construct); the clockwork titan regains hit points equal to half the remaining hit points of the target (round down). The target is immediately reduced to 0 hit points.	
Str 28 (+18)	Dex 18 (+13)
Con 21 (+14)	Int 5 (+6)
	Wis 18 (+13)
	Cha 8 (+8)
Alignment Unaligned Languages Common	
Note: Based on Warforged Titan. Added <i>re-routing power</i> and reskinned for clockwork titan.	

2 Steel Predators (P)	Level 18 Soldier
Large immortal animate (living construct)	XP 2,000
HP 177; Bloodied 88	Initiative +17
AC 34; Fortitude 32; Reflex 30; Will 28	Perception +15
Speed 8	Darkvision
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 2 (one creature); +23 vs. AC	
Hit: 3d8 + 13 damage and target is marked until the end of the steel predator's next turn.	
M Snap Jaw • At-Will	
Effect: The steel predator makes a <i>bite</i> attack. On a hit, the target is also knocked prone and the predator makes another <i>bite</i> attack against a different target.	
M Vicious Pounce • At-Will	
Requirement: The steel predator charges.	
Attack: Melee 2 (one creature); +21 vs. Fortitude	
Hit: 3d8 + 13 damage and the target is pushed 1 squares and knocked prone. The predator moves into the space vacated by the target.	
C Resonating Roar (thunder) • Recharge 5-6 or when the steel predator takes thunder or lightning damage	
Attack: Close burst 3 (enemies within burst); +21 vs. Fortitude	
Hit: 3d6 + 9 thunder damage and the target is deafened and dazed (save ends both).	
TRIGGERED ACTIONS	
Shifting Steel • At-Will	
Trigger: when a creature adjacent to the steel predator shifts	
Effect (immediate Reaction): the predator shifts into the space vacated by the triggering creature.	
Skills Acrobatics +20, Endurance +21, Stealth +20	
Str 21 (+14)	Dex 22 (+15)
Con 25 (+16)	Int 14 (+11)
	Wis 22 (+15)
	Cha 11 (+9)
Alignment evil Languages Supernal	

ENCOUNTER 2B: THE TOWER OF BABEK SOULSTITCH (AL 18)

2 Clockwork Arbalesters (A)	Level 18 Artillery
Medium immortal humanoid (construct, homunculus)	XP 2,000
HP 134; Bloodied 67	Initiative +16
AC 30; Fortitude 29; Reflex 28; Will 29	Perception +20
Speed 6 (0 when chained)	Darkvision
Immune disease, poison (push, pull, slide when chained)	
TRAITS	
Guard Self	
At the start of the arbalester's turn, if an enemy is within 2 squares, the arbalester recharges its double shot power.	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 3d8 + 13 damage.	
R Bolt • At-Will	
Attack: Ranged 20/40 (one creature); +25 vs. AC	
Hit: 3d8 + 13 damage.	
R Double Shot • Recharge 4-6	
Effect: The arbalester makes two bolt attacks, each against a different target. The targets must be within 5 squares of each other. If an ally of the clockwork arbalester is within 5 squares of its first target, there is a 50% chance it will target that ally with its second shot.	
Str 22 (+15)	Dex 25 (+16) Wis 22 (+15)
Con 20 (+14)	Int 12 (+10) Cha 15 (+11)
Alignment unaligned Languages -	
Note: Based on mutant arbalester.	

4 Steam Spiders (S)	Level 17 Minion Skirmisher
Tiny immortal animate (living construct)	XP 200
HP 1; A missed attack never damages a minion	Initiative +17
AC 31, Fortitude 28, Reflex 30, Will 30	Perception +11
Speed 6	Darkvision
Immune acid, poison	
STANDARD ACTIONS	
m Bite (poison) • At-Will	
Attack: Melee 1 (one creature); +22 vs. AC	
Hit: 12 damage and ongoing 10 poison damage (save ends).	
M Venomous Scurry (poison) • At-Will	
Effect: The steam spider shifts its speed without provoking opportunity attacks and it makes a bite attack at any point during the move.	
TRIGGERED ACTIONS	
C Death Burst (acid)	
Trigger: When the steam spider drops to 0 hit points.	
Attack (No Action): Close burst 1 (enemies within burst); +20 vs. Reflex	
Hit: 12 acid damage.	
Str 15 (+10)	Dex 25 (+15) Wis 16 (+11)
Con 12 (+9)	Int 12 (+9) Cha 20 (+13)
Alignment unaligned Languages -	
Note: Based on phoera. Changed to minion, removed phoenix heat, feathers of flame and re-skinned for spider.	

ENCOUNTER 2B: THE TOWER OF BABEK SOULSTITCH (AL 20)

Clockwork Titan (T)	Level 21 Elite Controller
Huge immortal animate (living construct)	XP 6,400
HP 396; Bloodied 198	Initiative +16
AC 37, Fortitude 37, Reflex 32, Will 32	Perception +14
Speed 8	Darkvision
Saving Throws +2 (+4 against ongoing damage); Action Points 1	
TRAITS	
Unstoppable Charger	
A clockwork titan can take additional actions after it resolves a charge attack.	
Threatening Reach	
A clockwork titan can make opportunity attacks against all enemies within its reach (3 squares).	
STANDARD ACTIONS	
m Buzz Saw • At-Will	
Attack: Melee 3 (one creature); +26 vs. AC	
Hit: 4d6 + 15 and the clockwork titan slides the target 3 squares.	
M Drop the Hammer • At-Will	
Attack: Melee 3 (one creature); +26 vs. AC	
Hit: 4d6 + 15 damage, and 14 damage to one enemy adjacent to the target.	
Effect: The clockwork titan slides the target 3 squares and one enemy adjacent to the target is knocked prone.	
MINOR ACTIONS	
Re-routing Power (healing) • At-Will 1/round	
Requirement: The clockwork titan must be bloodied	
Effect: Burst 10 (one allied construct); the clockwork titan regains hit points equal to half the remaining hit points of the target (round down). The target is immediately reduced to 0 hit points.	
Str 29 (+19)	Dex 19 (+14)
Con 22 (+16)	Int 6 (+8)
	Wis 19 (+14)
	Cha 9 (+9)
Alignment Unaligned Languages Common	
Note: Based on Warforged Titan. Added <i>re-routing power</i> and reskinned for clockwork titan.	

2 Steel Predators (P)	Level 20 Soldier
Large immortal animate (living construct)	XP 2,800
HP 194; Bloodied 97	Initiative +18
AC 26; Fortitude 34; Reflex 32; Will 30	Perception +16
Speed 8	Darkvision
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 2 (one creature); +25 vs. AC	
Hit: 3d8 + 15 damage and target is marked until the end of the steel predator's next turn.	
M Snap Jaw • At-Will	
Effect: The steel predator makes a <i>bite</i> attack. On a hit, the target is also knocked prone and the predator makes another <i>bite</i> attack against a different target.	
M Vicious Pounce • At-Will	
Requirement: The steel predator charges.	
Attack: Melee 2 (one creature); +23 vs. Fortitude	
Hit: 3d8 + 15 damage and the target is pushed 1 squares and knocked prone. The predator moves into the space vacated by the target.	
C Resonating Roar (thunder) • Recharge 5-6 or when the steel predator takes thunder or lightning damage	
Attack: Close burst 3 (enemies within burst); +23 vs. Fortitude	
Hit: 3d6 + 11 thunder damage and the target is deafened and dazed (save ends both).	
TRIGGERED ACTIONS	
Shifting Steel • At-Will	
Trigger: When a creature adjacent to the steel predator shifts.	
Effect (Immediate Reaction): the predator shifts into the space vacated by the triggering creature.	
Skills Acrobatics +21, Endurance +23, Stealth +21	
Str 22 (+16)	Dex 23 (+16)
Con 26 (+18)	Int 15 (+12)
	Wis 23 (+16)
	Cha 12 (+11)
Alignment evil Languages Supernal	

ENCOUNTER 2B: THE TOWER OF BABEK SOULSTITCH (AL 20)

2 Clockwork Arbalesters (A)	Level 20 Artillery
Medium immortal humanoid (construct, homunculus)	XP 2,800
HP 147; Bloodied 73	Initiative +18
AC 32; Fortitude 31; Reflex 30; Will 31	Perception +21
Speed 6 (0 when chained)	Darkvision
Immune disease, poison (push, pull, slide when chained)	
TRAITS	
Guard Self	
At the start of the arbalester's turn, if an enemy is within 2 squares, the arbalester recharges its double shot power.	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 3d8 + 15 damage.	
R Bolt • At-Will	
Attack: Ranged 20/40 (one creature); +27 vs. AC	
Hit: 3d8 + 15 damage.	
R Double Shot • Recharge 4-6	
Effect: The arbalester makes two bolt attacks, each against a different target. The targets must be within 5 squares of each other. If an ally of the clockwork arbalester is within 5 squares of its first target, there is a 50% chance it will target that ally with its second shot.	
Str 23 (+16)	Dex 26 (+18) Wis 23 (+16)
Con 21 (+15)	Int 13 (+11) Cha 16 (+13)
Alignment unaligned Languages -	
Note: Based on mutant arbalester.	

4 Steam Spiders (S)	Level 19 Minion Skirmisher
Tiny immortal animate (living construct)	XP 300
HP 1; A missed attack never damages a minion	Initiative +19
AC 33, Fortitude 30, Reflex 32, Will 32	Perception +12
Speed 6	Darkvision
Immune acid, poison	
STANDARD ACTIONS	
m Bite (poison) • At-Will	
Attack: +24 vs. AC	
Hit: 13 damage and ongoing 10 poison damage (save ends).	
M Venomous Scurry (poison) • At-Will	
Effect: The steam spider shifts its speed without provoking opportunity attacks and it makes a bite attack at any point during the move.	
TRIGGERED ACTIONS	
C Death Burst (acid)	
Trigger: When the steam spider drops to 0 hit points.	
Attack (No Action): Close burst 1 (enemies within burst); +22 vs. Reflex	
Hit: 13 acid damage.	
Str 16 (+12)	Dex 26 (+17) Wis 17 (+12)
Con 13 (+10)	Int 13 (+10) Cha 21 (+14)
Alignment unaligned Languages -	
Note: Based on phoera. Changed to minion, removed phoenix heat, feathers of flame and re-skinned for spider.	

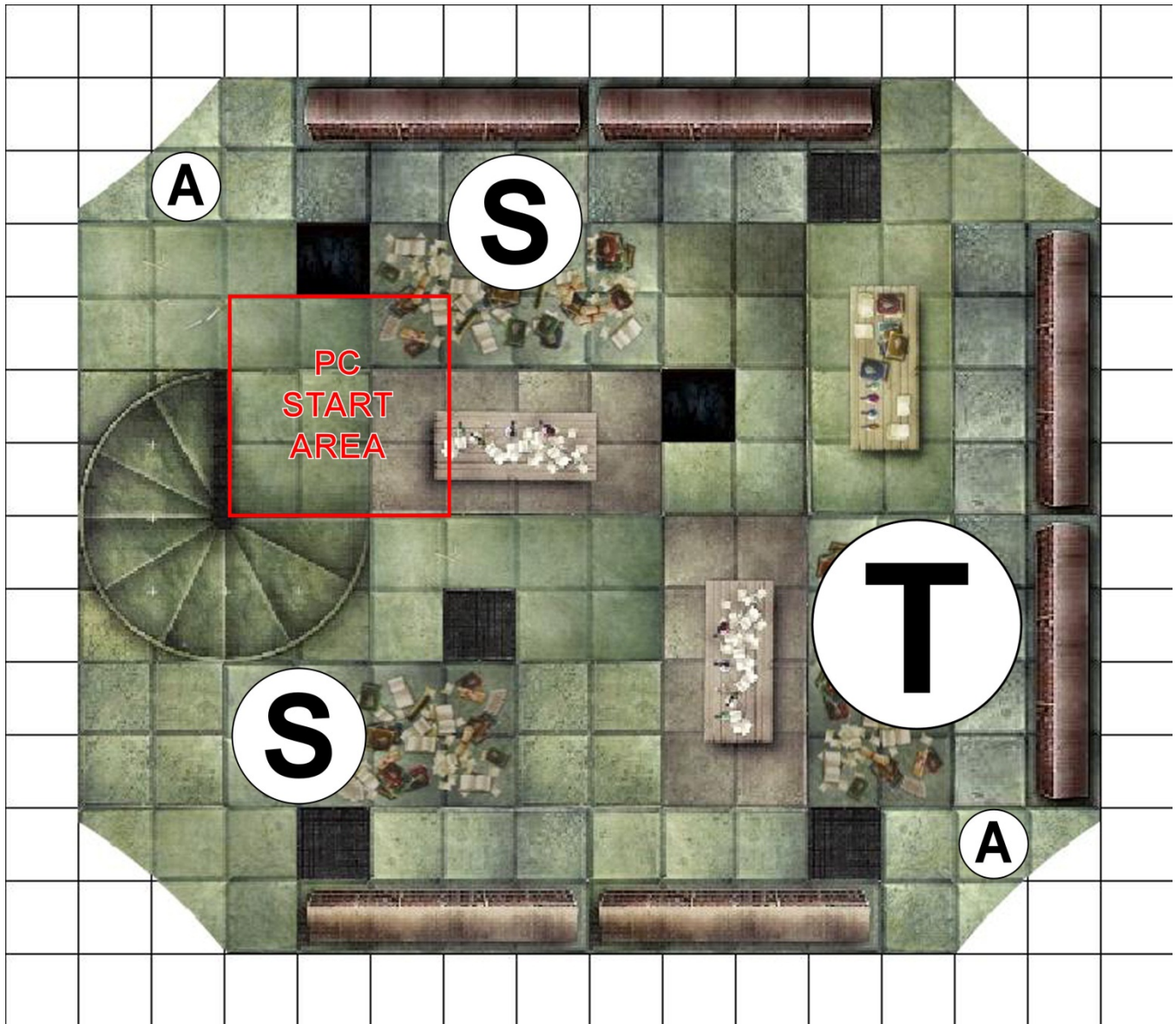
ENCOUNTER 2B: THE TOWER OF BABEK SOULSTITCH

TILE SETS NEEDED:

Arcane Corridors x2

Arcane Towers x2

Dungeon Tiles Master Set - The Dungeon x2



PCs start in the stairwell landing
Clockwork Titan (T)
Steel Predators (S)
Clockwork Arbalesters (A)

ENCOUNTER 3: TWO DOWN, ONE TO GO

IMPORTANT NPC

Tyrangal, Eladrin female

The PCs return to Tyrangal's study in Sigil through the portal door:

As the familiar surroundings of Tyrangal's study shimmer back into view the portal door closes behind you. The door used by Tyrangal still stands open; she hasn't completed her portion of the mission yet.

If the PCs recovered the Compass read the following:

After a short wait, the remaining portal flickers as Tyrangal bursts through. Monstrous bellowing can be heard and flashes of smoke and steel can be seen just on the other side before she slams the door closed behind her. Bruised and bloodied, she pauses for a moment to catch her breath before noticing your presence behind her. She quickly composes herself, brushes her hair out of her face and strides across the room.

If the PCs recovered the Disk, read the following:

After a short wait, the remaining portal flickers as Tyrangal bursts through. The sound of waves crashing on the shore, seagulls squawking, and the salty smell of seawater, wafts into the room. You're pretty sure you see a giant turtle just beyond the portal before Tyrangal slams the door closed behind her. Bruised, bloodied and soaked to the bone she stops to catch her breath before noticing your presence behind her. She quickly composes herself, picks a strand of seaweed out of her damp hair, and sloshes across the room.

Tyrangal returns, a bit worse for wear, and tosses her piece of the Trinity on the table. She takes a few moments to collect herself and asks for a report from the PCs. If they were able to recover their piece of the Trinity she is pleased. She explains the next step in their task.

THE MAP

- The third and final piece of the Trinity is a map of the Astral Sea, but this is no ordinary map. The lost temple where Amaunator hid his *Heart of Light* is not charted on any known maps of the Astral Sea.
- At first glance the *Map of the Trinity* most likely won't stand out from any common map.
- History records are vague and incomplete, but they suggest that when the three pieces of the Trinity are

combined they reveal information which isn't visible when the pieces are viewed individually.

- Tyrangal has learned that the foremost expert on ancient maps is a man named Selwin Lassiter.
- Lassiter keeps a shop in the Marketplace Eternal - the bazaar that surrounds Eternal Sun, the home of Amaunator on the Astral Plane.
- Tyrangal has a hunch that Selwin is in possession of the *Map of the Trinity*. Even if he is not, it is likely he knows where to find it.
- Selwin doesn't do business with just anyone. He only deals with those he trusts, and visits to his shop are by invitation or appointment only. The PCs need to find some way to gain his confidence and access to his shop.

Tyrangal tosses a pouch on the table. Inside are five astral diamonds. She explains that the PCs are to use this money to deal with Selwin Lassiter should he have the Map, and convince him to sell it to the PCs. She believes the diamonds should be more than enough to purchase the Map, but assures the PCs she gladly compensates them if they are forced to dip into their own resources. If any gold remains the PCs are free to use it however they see fit. They are also going to have to secure a ship to sail the Astral Sea, so surely some of that gold will come in handy for that as well.

Once the PCs have all three pieces of the Trinity in hand they need to figure out exactly how to use them. Tyrangal admits she has no idea how they work, since she has never actually seen them and the histories are ancient and incomplete. She trusts that once the pieces are reunited, their use becomes clear.

With that, Tyrangal pulls another key from a desk drawer. This key is gold, and the head of the key is shaped like a sun. She unlocks another door on the other side of her study and invites the PCs through. This door leads to the center of the Marketplace Eternal.

Tyrangal explains that she cannot accompany the PCs on this portion of the quest. She has other pressing matters to attend to, and there are plots afoot which require her attention. But she trusts that the PCs are more than capable of completing the rest of the mission. She wishes the PCs good fortune and hands them the portal key. Hopefully the next time they return it is with the *Heart of Light* in hand!

As the PCs pass through the portal proceed to Encounter 4.

MILESTONE

This encounter does not count toward a milestone.

TREASURE

The PCs receive 5 astral diamonds from Tyrangal in this encounter, however, it is to be used for securing the Map in Encounter 4 and not necessarily considered a reward that the PCs are to keep.

ENCOUNTER 4: THIS LITTLE PC WENT TO MARKET

IMPORTANT NPCs

Selwin Lassiter, shop owner, human male.

Ruzgar Ransur, captain of the *Celestial Dawn*, windsoul genasi male.

As the PCs pass through the portal from Tyrangal's study to the Marketplace Eternal, read the following:

The Marketplace Eternal stretches as far as the eye can see in all directions. Unlike the loud, raucous marketplaces found in most cities in Faerûn, this place has an air of reverence to it. The merchants are not only trading their wares, but in a very real sense their commerce is an act of worship to their god, Waukeen. Therefore the Marketplace Eternal is treated with a great deal of respect.

A Religion check tells the following about Waukeen:

DC20: Waukeen is the goddess of coins and wealth. Waukeen frowns upon destruction of trade goods and favors those who oppose the spread of false rumors that could harm someone's commerce.

DC35: During the Time of Troubles (1358 DR) Waukeen was imprisoned in the Abyss by Graz'zt. There is a cult of followers who believe Graz'zt imprisoned Waukeen not paying her debts to him, but followers of Waukeen denounce that as heresy.

Despite the reverent atmosphere, the Marketplace Eternal is not a dull or boring place by any means. Quite the contrary, it is an amazing and extraordinary bazaar. Describe the various surroundings to the PCs that they see:

- The streets are paved with gilded bricks and lined with shops displaying some of the most fascinating wares imaginable.
- There are menageries of wondrous creatures from other planes for sale.
- Performers entertain the crowds with mystical shows of light and magic. Artists paint pictures that come alive on the canvas with every stroke of the brush.

- The smell of delicacies dance in the air tempting even the most discerning of palates. Everything from fruits from the Feywild, to spices from the Elemental Chaos, to meats from the Abyss is for sale.

As the PCs wander the marketplace in search of Selwin Lassiter's shop, allow them to search for any items that they might like to purchase. For the purposes of this adventure, assume that the PCs can find any one uncommon magic item that they wish to purchase of their level +1 from a player legal source. At the end of the adventure the PCs may choose to keep this item as part of Story Reward SPEC66.

SCENE 1: INVITATION ONLY

Any number of merchants can point the PCs in the direction of Selwin's shop, but gaining entrance is another matter. As the PCs make their way to the shop, read the following:

The directions given to you lead to a modest, unmarked shop on the outskirts of the Marketplace. Unlike the other shops, there is no storefront window to showcase his wares. The shop could easily be mistaken for a residence or just overlooked entirely. An ornate sign on the door reads "Please ring bell for service. By Appointment Only." A brass bell hangs above the door with a short chain hanging down to ring it.

When the PCs ring the bell a small elderly man answers the door. Despite his age and stature his voice is strong and his walk is graceful. Selwin may be old, but he is by no means decrepit. He is polite, but short with the PCs. "I'm sorry, but as the sign clearly reads, I deal by appointment only. Good day."

As he closes the door allow the PCs to make an appropriate DC Moderate skill check to convince Selwin to deal with them. Once the PCs convince Selwin to allow them into his bookshop they can inquire about purchasing a map – they don't necessarily have to say that they are looking for the *Map of the Trinity*, but may instead choose to only mention that they are looking for a map of the Astral Sea. How discrete the PCs choose to be is completely up to them.

Selwin is familiar with the legends of the *Trinity* and how it leads to the *Heart of Light*. The problem is, he possesses a number of maps of the Astral Sea, and has never determined that any of them could be the *Map of the Trinity*. But if Selwin has any idea that the PCs have discovered he is in possession of the *Map of the Trinity* he knows it is very valuable and is reluctant to come down on his price.

When the PCs ask to see his selection of maps, Selwin disappears into the back of his shop and returns with a dozen different maps, each meticulously rolled up and stored in polished ivory cases. He places the maps on a large table and invites the PCs to examine them and see if they are interested in any of them.

A DC Moderate Arcana check can immediately determine that three of the maps are giving off a magical aura of some kind, hinting to the PCs that one of those maps could be the one they're looking for.

A DC Moderate History check allows a PC to recognize that the markings and symbols on one of the maps is too recent to have been old enough to make it the *Map of the Trinity*.

Of course some of the stars of one of the maps appear to be faintly glowing. If the PCs move the *Compass* and the *Disk* closer to the map the glowing gets brighter and more intense. That is definitely the *Map* they are looking for!

Selwin's asking price for the *Map* is 4 astral diamonds. The PCs can attempt to bargain with him using a Bluff or Diplomacy check. If Selwin knows the PCs are searching for the *Map of the Trinity*, then the PCs must make a DC Hard check. If the PCs have been discrete and not revealed what they are looking for then they can haggle Selwin's price down with a DC Moderate check. On a success Selwin lowers his price to 3 astral diamonds.

After the PCs complete their business with Selwin, read the following:

Upon completing your purchase, Selwin discretely inquires, "It's none of my business, of course, but adventurers such as yourselves rarely purchase a map such as this without intending to put it to use. I wonder, are you planning a journey through the Astral Sea? If so, I might be able to be of further assistance."

Selwin recommends that the PCs look for an astral schooner in port named the *Celestial Dream*. It is captained by a windsoul genasi named Ruzgar Ransur. Selwin assures the PCs that Captain Ransur knows the Astral Sea better than any captain in port, and if the PCs are looking to charter a ship they won't do better.

Selwin pulls a piece of stationary from his desk, his initials monogrammed at the top in gold leaf. He pens a quick recommendation for the PCs to Captain Ransur.

SCENE 2: COME SAIL AWAY WITH ME

The final task for the PCs is to charter a ship to sail them across the Astral Sea to the lost temple of Amaunator and the *Heart of Light*.

With the recommendation from Selwin in hand, the PCs can make their way to the port of Eternal Sun. Dozens of astral ships line the port; everything from massive greatships to small, fast clippers. The ships' crews are made up of sailors of every race imaginable. The PCs have no trouble locating the *Celestial Dream* and they find Captain Ransur standing on the bow of his ship barking orders to his crew as they hurry to load provisions and cargo onto the schooner.

Ransur is a windsoul genasi who has sailed the Astral Sea for the past 20 years. He keeps his dealings above board, has no love for piracy or smugglers, and has earned the loyalty and respect of his crew. The only thing he loves more than sailing the vast openness of the Astral Sea is his ship, the *Celestial Dream*.

Any attempt to haggle with Captain Ransur requires a DC Hard Bluff or Diplomacy check. The PCs can also attempt to make DC Moderate Athletics, Arcana, History, or Nature checks to convince the captain that they are handy on a ship and might be more useful than the average passenger. On a successful check, grant the PCs a +2 bonus on their attempt to negotiate on the price of the passage. On a successful Bluff or Diplomacy check the captain will lower his price to 1.5 diamonds.

ENDING THE ENCOUNTER

Once the PCs have obtained the *Map* and secured passage on the *Celestial Dream* the encounter is over. Proceed to Encounter 5.

MILESTONE

This encounter does not count towards a milestone.

TREASURE

The PCs may have chosen to purchase an uncommon magic item in this encounter. If so, note this at the end of the adventure on Story Reward **SPEC66**. Also, depending how well the PCs negotiate with Selwin and Captain Ransur, they may have as much as 5,000 gold pieces left from the 5 astral diamonds Tyrangal gave them. Each PC may keep a maximum of 1,000 gold each at the end of the encounter.

ENCOUNTER 5: SAILING THE ASTRAL SEA

PUZZLE / SKILL CHALLENGE, LEVEL EQUAL TO THE AL

The PCs have reunited the three pieces of the *Trinity* and have the key to Amaunator's *Heart of Light*. None alive today have any idea how to use it. The PCs must unlock the secrets of the *Trinity* to lead them to the *Heart of Light*.

These unassuming pieces are the Trinity. A brass Disk, a wooden Compass carved with strange symbols, and an old, weathered Map. It hardly seems worthy of the effort expended to recover them. Yet somehow they hold the secrets to restoring hope for Elturel. But how?

While you are preparing to run this adventure be sure to print and cut out the pieces of the *Compass* and the *Disk* from the PDF entitled Trinity Handout Packet ahead of time. There are instructions on the first page of the packet that detail how these pieces should be printed. Also, the sections of the *Map* should be cut out and taped together ahead of time to create one large map. There is a key in the handout packet to help with putting the *Map* together correctly.

As shown in the instructions in the Trinity Handout Packet, the PCs need to align the *Disk* on the *Map* in the correct position, and then place the *Compass* on top of the *Disk* using the rune symbols around the edges. If they have done this correctly then the PCs have a heading which leads them to the next waypoint.

There are five waypoints in all, including the initial starting waypoint. In the handout packet is a DM's Key to show the location of each waypoint. If the PCs find all five waypoints in the correct order they have successfully located the lost temple of the *Heart of Light*.

At this point make it clear to the players they have two options. They can actually try to work the puzzle by using the *Trinity* to discover the location of the *Heart of Light*. This involves working with the *Disk*, *Compass* and *Map* with skill checks for hints or help.

The other option, if the players prefer or you lack time, is to skip using the pieces of the *Trinity* and simply do the skill challenge portion of the encounter. At each waypoint there is a scene describing the hazards and challenges the PCs face as they travel through the Astral Sea. These take place on the journey between waypoints.

If the PCs choose not to do the puzzle with the *Trinity*, add a DC Hard Arcana, History, Perception, or Religion check after each scene to see if the PCs

properly use the *Trinity* to find the next waypoint. On a failed check the PCs get "lost" along the way. The entire skill challenge doesn't have a complexity, per se, as the PCs must find the lost temple for the adventure to continue, but for the purposes of judging success or failure of the challenge, if the PCs get lost 3 or more times on their way to the temple the challenge is considered a failure.

THE PUZZLE

If the players decide to work the *Trinity* puzzle read the following to get them started:

You noticed in Selwin's shop there are four stars on the Map which seem to glow brightly and more intense as you place the Disk and Compass closer to the Map.

Show the PCs the four stars that are glowing at waypoint 1 from the DM's Key. The PCs need to figure out how to place the *Disk* on the *Map* with the notches in the *Disk* lined up with the glowing stars. If they are struggling, allow them to make a DC Moderate Perception check for a hint that the stars seem to be in the same pattern as the notches on the *Disk*.

Once the PCs place the *Disk* in the correct position read the following:

As you place the Disk in its proper position on the Map one of the symbols on the Disk begins to glow. Also, one of the symbols on the Compass begins glow.

Give the PCs symbols 1A and 1B from the Trinity Handout Packet. Symbol 1A is the glowing symbol on the *Disk* and 1B is the glowing symbol on the *Compass*. The PCs must place the *Compass* over the *Disk* and rotate the *Compass* until the two glowing symbols align. When this is done correctly the *Compass* points in the general direction of the next waypoint. The PCs can follow that line to find the center point star of the next waypoint. If the PCs are struggling allow them a DC Moderate Perception check to help locate the center point star.

They can now repeat the above at the second waypoint to lead them to the next waypoint, and so on, until they have found the fifth and last waypoint.

There is a video of how the *Trinity* puzzle is to be assembled and how it is used at the following link:

<http://youtu.be/b6749EJGw7I>

Between each waypoint the PCs encounter some kind of difficulty or obstacle which they must overcome.

SCENE 1: RIDING THE STORM OUT

Arcana, Endurance [Moderate DC] (group check).
Endurance, Heal as secondary checks.

NOTE: This scene takes place between waypoints 1 and 2.

The *Celestial Dream* sails into the heart of a psychic storm. The clouds darken and the PCs feel a surge of energy burrowing into their minds. The crew of the ship falls to their knees clutching their heads and screaming in pain. The PCs must make a DC Moderate group check using Arcana or Endurance to fight off the effects of the storm. PCs who fail the check lose a healing surge as the psychic energy pierces their mind and overwhelms them in agony. PCs that succeed at the check can make a DC Hard Endurance or Heal check to aid any PCs who failed their checks. On a success the PC that failed does not lose a healing surge.

SCENE 2: PIRATE ATTACK!

Any Skill [Hard DC] (group check)

NOTE: This scene takes place between waypoints 2 and 3.

The harsh, raspy sounds of horns resonate through the air as an enormous shadow spreads across the bow of the Celestial Dream. From out of nowhere, the underbelly of a Githyanki ship soars into view, so close that the top of the Dream's mast scrapes the bottom of the Githyanki ship as it flies by, sending splinters raining down onto the deck. Whooping and jeering can be heard from above as the Githyanki pirates prepare to board. Captain Ransur barks orders and cannon blasts erupt from both ships, filling the sky with smoke and fire. Grappling hooks crash down on the deck and a swarm of pirates begins boarding!

The PCs must make a DC Hard group check using any skill they would like, as long as the player can give a good explanation of how the PC will use that skill. Allow the players to be as creative as they like as you describe a fevered battle between the crew of the *Celestial Dream* and the marauding githyanki. If the group fails this check each PC who failed their check loses a healing surge before the pirates are eventually fought off.

The PCs can loot the corpses of the defeated githyanki pirates and find 200/350/700/1350/2000 gold pieces each and a githyanki silver weapon +3 at AL12/14/16 or +4 at AL18/20.

SCENE 3: FLUSHED!

Arcana, Athletics, Nature, Perception Thievery [Moderate DC] (group check)

NOTE: This scene takes place between waypoints 3 and 4.

A massive whirlpool looms ahead threatening to suck the *Celestial Dream* into its swirling maelstrom of energy. Lightning crackles as the chaotic magic of the Astral Sea turns the very air around the ship electric. The hairs on the PCs bodies stand on end as the wild, uncontrolled residual magic of the Dawn War creates a vortex that pulls the ship off course.

The PCs must make a DC Moderate group check using Arcana, Nature or Perception to help guide and navigate the ship past the whirlpool. With Arcana the PCs can use the magical instrumentation of the ship to help Captain Ransur change its course. PCs can use Athletics or Thievery to lash down the ships sails and secure the riggings to keep them from being destroyed in the magical storm. With Nature the PCs can predict the flow and ebb of the currents in the sea which might lead them further into the whirlpool. With Perception they can help keep a watch out for safe areas to navigate the ship away from the whirlpool.

On a failed group check each PC loses a healing surge as the *Celestial Dream* narrowly misses being sucked into the vortex and smashed to pieces.

SCENE 4: THAT'S NO MOON!

Arcana, Bluff, Diplomacy, Intimidate, Religion [Moderate DC] (group check)

NOTE: This scene takes place between waypoints 4 and 5.

The Trinity has pointed the way through the vastness of Astral Sea. Ahead lies something the crew of the Celestial Dream has never seen. From afar it began as a bright dot, twinkling in the distance. But as the ship reaches the final waypoint it has grown larger and larger; a raging ball of gaseous fire and flames. Solar flares dance off its surface as an intense heat threatens to ignite the very sails of the ship. The Compass is pointing directly into the center of the burning mass.

"You've got to be joking?" Captain Ransur looks at you in disbelief. "You can't expect me to sail my crew into that! You're out of your minds!"

The PCs must make DC Moderate Bluff, Diplomacy or Intimidate checks to convince Captian Ransur and the crew of the *Celestial Dream* to sail ahead. The PCs

themselves might be unsure about sailing into the star, but Arcana checks can detect increased magic flowing from the pieces of the Trinity toward the star, as if it is beckoning the PCs in. Religion checks can be used to remind the crew that Amaunator is the god of the sun and that with the Trinity in hand they are protected and safe.

As the PCs try to convince the crew to continue, role-play the scene as much as possible.

If the PCs succeed at the group check Captain Ransur pulls his crew in line and barks orders for them to sail into the star at the PCs' command. Read the following:

The Celestial Dream slowly lurches toward the glowing sun-like star. The crew holds their breath in anticipation of their eminent demise. As the ship sails forward, the pieces of the Trinity start to pulsate and a visible aura of twilight colors begins encompassing the boat. The crew lets out a nervous cheer, but it is quickly silenced by a terrifying blast. A giant solar flare erupts off the surface of the star and slams into the force field, knocking the crew to the deck. Sparks fly as liquid fire runs down the surface of the shield. The Trinity pulsates faster and faster while the ship's shield brightens. A second flare ignites and bullets towards the ship. This time, the liquid fire wraps around the Celestial Dream like a gargantuan tentacle and pulls it straight into the star's fiery core!

If the PCs fail the group check the captain agrees to let them use a lifeboat to venture into the star, but he refuses to risk the *Celestial Dream* and her crew. He promises to wait for the PCs to return - if they don't burn up on the spot.

The Celestial Dream slowly recedes into the distance as your lifeboat approaches the glowing sun-like star. True to his word, Captain Ransur stands on the bow, keeping a close eye on your progress through his telescope. The pieces of the Trinity start to pulsate and a visible aura of twilight colors encompasses the lifeboat. Suddenly a giant solar flare erupts off the surface of the star and slams into the force field, rocking the tiny lifeboat. Sparks fly as liquid fire runs down the surface of the shield. The Trinity pulsates faster and faster while the boat's shield brightens. A second flare ignites and bullets towards the boat. This time, the liquid fire wraps around the lifeboat like a gargantuan tentacle and pulls it straight into the star's fiery core!

ENDING THE ENCOUNTER

Solving the *Trinity* puzzle counts as a complete success for this encounter, regardless of the number of group check failures the PCs may have earned in the scenes between waypoints.

If the players chose to make skill checks only, without doing the *Trinity* puzzle, then they succeed if they did not get lost - which means they did not fail at three or more Arcana, History, Perception, or Religion checks between scenes. If they get lost, they still eventually find the temple, but the encounter does not count towards a milestone, and the monsters in Encounter 6 gain a +4 on their initiative checks.

At this point proceed to Encounter 6.

MILESTONE

This encounter counts towards a milestone. If the PCs failed the encounter, they do not earn an Action Point even if they reached a second milestone.

TREASURE

At the end of Scene 2, the PCs find 200/350/700/1350/2000 gold pieces each and a githyanki silver weapon +3 at AL12/14/16 or +4 at AL18/20.

ENCOUNTER 6: SANDS THROUGH THE HOURGLASS

ENCOUNTER LEVEL: AL+2

CREATURES

This encounter includes the following creatures at all Adventure Levels:

1 timekeeper lightpriest (L)

2 timekeeper sunblade (B)

2 righteous sentinel (S)

SCALING THE ENCOUNTER

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

Four PCs: Remove one sunblade.

Six PCs: Add one sunblade.

SETUP

The PCs have sailed into the sun-like star. Once they are sucked into the core of the star they see a solitary temple floating on a small mote-like island. As they approach the temple they see it is covered in dazzling gold, reflecting the light of the star in all directions.

If the PCs sailed in the Celestial Dream the crew of the ship is awestruck. Their screams and whimpers of terror turn to excited chatter. The captain looks around and laughs,

“It’s good to see everyone is back to normal. I thought we were dead for sure! You adventurers are as crazy as they come but I’ll give you one thing, no one has seen the likes of this! Come on and help me make sure these scallywags don’t actually succeed in their plans to pillage the temple. We still have to get out in one piece.”

The captain skillfully navigates the boat alongside the floating temple where the PCs are able to leap onto its steps leading up to the entrance.

If the PCs used the life boat instead of the Celestial Dream, read:

As quickly as it appeared, the fiery tentacle extinguishes with a hiss, leaving your tiny boat floating in the star’s hollow core. A solitary temple covered in dazzling gold floats on a mote-like island, reflecting the light of the star in all directions.

The entrance to the temple is a pair of huge double doors, which at first glance do not seem to have a handle or any way to open. Pushing on the doors does nothing.

Examining the door reveals an ornate sun emblem engraved in the doors with a small recess carved into the center of the emblem that is roughly the same size as the Disk. If the PCs place the Disk in the recess of the emblem the doors begin to glow with a brilliant light.

The doors of the temple slowly open. Inside is a chamber worthy of a god. The smooth polished marble walls and floor of the temple are laced with veins of gold and silver that catch the light and send it dancing around the room. The domed ceiling of the temple portrays a brilliant sun whose rays slowly rotate around its gleaming center. A small flight of stairs in the back of the temple lead to an ornate altar flanked by two lit braziers. Four ornate pillars stand in the corners of the temple’s main chamber. The center of each pillar appears to be an hourglass. As the opalescent sand reaches the bottom of each hourglass they magically turn themselves and the sand begins to flow once more.

After the PCs have chosen their starting locations and you have described the features of the temple to the PCs, read the following:

Flashes of light and flame erupt from the floor of the temple and quickly burn away. In their place stand five large angelic figures. They speak in unison, their monotone voices echoing throughout the temple. “We have sworn to protect the Heart of Light, and protected we shall keep it.”

With a DC Moderate Religion check the PCs notice the two armored sentinels in the front of the temple are decorated with the symbol of Torm. Torm must be in allegiance with Amaunator to help protect the Heart of Light. The other guardians (the timekeepers) are wearing holy symbols of Amaunator. Note that the automatons are part of a test to verify that the PCs are strong enough to guard the Heart. They cannot be reasoned with.

FEATURES OF THE AREA

Illumination: The temple is brightly illuminated.

Ceiling: The domed ceiling in the main chamber is 50 feet high. An animated sun crest encompasses the dome; its sunrays march slowly clockwise, dancing around the glowing center. The ceiling above the altar is 30 feet high.

Stairs: There is a short set of stairs located in the back of the temple, climbing 10 feet up to an altar.

Ascending the stairs to the altar is considered difficult terrain. Descending the stairs is normal terrain.

Pillars: An ornate pillar stands in each of the four corners of the main chamber. In the center of each pillar is a large hourglass. The opalescent sand inside each hourglass slowly swirls and sinks from top to bottom. As the hourglasses empty they automatically pivot to start another cycle of time. The hourglasses are indestructible and cannot be damaged by any means.

The pillars provide cover. The dust floating inside the temple slows down as it nears the pillars, giving the pillars a soft, hazy look. Each pillar emits an aura 2 of warped time energy. PCs are dazed and take a -2 to all attacks while in the aura. The timekeepers and sentinels are immune to the effects.

The PCs can disable the aura surrounding the pillars by performing a successful DC Moderate Arcana or Thievery check, but only if none of the timekeepers or sentinels are standing on or adjacent to the sun symbol in the center of the temple. The PC who deactivates the pillar's aura is rewarded with a vision. Describe a scene where time seems to stand still for a moment, and the PC sees images flash before their eyes. (These visions are of events which take place in the Battle Interactive.) Give one of the four visions from Handout 3 to that PC.

Sun Symbol: The yellow circle in the center of the room is a symbol of Amaunator. Observant PCs realize the symbol is linked to the hourglass pillars and protects the guardians of the temple.

Any timekeeper or sentinel standing on or adjacent to the symbol (the area indicated by the yellow square on the map) gains +2 to all defenses. Followers of Amaunator also gain this benefit while standing in the area. As long as any timekeepers or sentinels are in this area the hourglass pillars may not be deactivated.

Altar: The back of the temple is an altar dedicated to Amaunator. Beside the altar are two large braziers. There is basin on the altar containing a glowing mist, and strange runes are carved on the surface of the altar.

TACTICS

If the lightpriest wins a high initiative and can catch a large number of the PCs while they are still grouped together, use *slow time* to open. The lightpriest mostly stays in the back of the temple, using his *blinding light* power on PCs in range and saving his *lightwave* power for any PCs that attempt to rush the altar. If two or three of the sunblades and sentinels become bloodied, move them closer to the lightpriest and use his *rejuvenating burst* to heal them.

The sentinels should remain in the sun symbol area whenever possible to protect the hourglass pillars from

being deactivated. Use their *blinding radiance* power to pull PCs adjacent to them and in the aura of the hourglass pillars.

The sunblades remain mobile during the fight, moving into flanking as much as possible or attacking dazed PCs to take advantage of the extra damage from combat advantage. If they become immobilized or locked down by the PCs don't forget to use *bend time*.

ENDING THE ENCOUNTER

The encounter ends when the PCs have defeated all the timekeepers and sentinels. The guardians of the temple fight to the death and do not surrender or flee. The PCs may now proceed to the altar and recover the *Heart of Light*.

As the PCs approach the altar, they clearly see the basin on the altar full of brightly glowing mist. If they attempt to reach into the basin to retrieve the *Heart of Light*, they find nothing. The mist simply swirls around their hands and appears to be drawn to the symbols etched into the surface of the altar. The PCs need to identify one final symbol to obtain the Heart of Light.

Give the PCs Handout 4. These are the symbols engraved on the altar. With a DC Hard Arcana, Perception or Religion check the PCs realize there is a correlation between the route they took to the temple and the runes carved on the basin. If they trace a line between each waypoint, in the order they visited them, their path should match one of the runes on the altar. Don't tell the PCs, but Rune #15 is the correct rune.

If the PCs only succeed at a Moderate DC Arcana, Perception or Religion check they feel the answer lies with the map, but do not instruct them to retrace their steps on the map. They must figure that out themselves.

Once the PCs identify what they believe is the correct rune, they can place one hand in the basin and one hand on the rune. The mist is channeled from the basin to the rune, and if the PCs chose correctly the mist is completely absorbed into the rune. Read the following:

As the last of the mist flows from the basin to the rune an intense light begins to emit from the basin. It slowly rises into the air before you and blazes like a tiny sun. The bright light eclipses as the surface begins to crystalize, taking on the unmistakable shape of a heart.

The *Heart of Light* hovers in the air until one of the PCs reaches out to take it. As they take it a strong but approving, disembodied voice rings out:

You have proven yourselves worthy, brave adventurers. Go! Take my Light into the world with the blessings of Amaunator so that it may shine once more upon the wicked.

The PCs get three attempts to pick the correct rune before all the mist dissipates from the bowl. Each time the PCs choose an incorrect rune, allow them to make another Arcana, Perception or Religion check to figure out the correlation between the runes and the waypoints on the map. If the PCs chose the wrong rune three times they have lost their chance to recover the *Heart of Light*. Read the following:

As the last of the mist flows from the basin into the rune an unnatural quiet falls over the temple. After a moment the silence is broken by a strong, sorrowful voice. "You have overcome many trials, but alas, you are not worthy to carry my Light into the world. Perhaps another can succeed where you have failed."

In either case, the PCs are free to leave the temple and head back to Tyrangal. The trinity continues to provide protection as they make their way back to the Celestial Dream.

MILESTONE

This encounter counts toward a milestone.

TREASURE

In addition to recovering the *Heart of Light*, the PCs find a *symbol of the radiant flame* +3 at AL12/14/16 or +4 at AL 18/20 on the timekeeper lightpriest, *holy radiance armor* +3 at AL12/14/16 or +4 at AL18/20 on the righteous sentinels, and a *sunblade* +3 at AL12/14/16 or +4 at AL 18/20 on the timekeeper sunblades.

ENCOUNTER 6: SANDS THROUGH THE HOURGLASS (AL 12)

Timekeeper Lightpriest (L)	Level 13 Elite Controller
Large immortal humanoid (angel, fire, radiant)	XP 1,600
HP 260; Bloodied 130	Initiative +10
AC 27, Fortitude 26, Reflex 24, Will 24	Perception +10
Speed 8	
Resist 10 fire, 10 radiant	
Saving Throws +2; Action Points 1	
TRAITS	
Astral Resonance	
As long as the timekeeper lightpriest has an unbloodied ally within 10 squares, it receives a +2 bonus to attack rolls.	
STANDARD ACTIONS	
m Flaming Scepter (fire, radiant, weapon) • At-Will	
Attack: Melee 2 (one creature); +18 vs. AC	
Hit: 3d6 + 11 fire and radiant damage.	
r Blinding Light (fire, radiant) • At-Will	
Attack: Ranged 10 (one creature); +16 vs. Fortitude	
Hit: 3d6 + 11 fire and radiant damage and the target is blinded until the end of the timekeeper's next turn.	
C Lightwave (fire, radiant) • Encounter	
Attack: Close blast 5 (enemies only); +16 vs. Reflex	
Hit: 3d8 + 11 fire and radiant damage and the target is pushed 3 squares.	
C Rejuvenating Burst (fire, healing, radiant) • Recharge when first bloodied	
Attack: Close burst 5 (enemies within burst); +16 vs. Fortitude	
Hit: 3d8 +11 fire and radiant damage and the timekeeper and all allies in burst regain 20 hit points.	
A Slow Time (fire, radiant) • Recharge 5-6	
Attack: Area burst 1 within 20 (enemies within area); +16 vs. Reflex	
Hit: 3d8 +11 fire and radiant damage and the target is slowed and takes -2 to all attacks (save ends both).	
First Failed Saving Throw: Target takes 10 fire and radiant damage, is immobilized and takes -3 to all attacks (save ends both).	
Second Failed Saving Throw: Target takes 10 fire and radiant damage, is restrained and takes -4 to all attacks (save ends both).	
MOVE ACTIONS	
Bend Time • Recharge when first bloodied	
Effect: The timekeeper teleports 8 squares.	
Str 20 (+11) Dex 16 (+9) Wis 18 (+10)	
Con 18 (+10) Int 18 (+10) Cha 22 (+12)	
Alignment lawful good Languages Common, Supernal	
Equipment scepter, holy symbol	
Note: Based on Astral Giant Lightpriest. Added fire and radiant keywords, angelic traits, changed to elite, and modified the <i>lighttrap</i> power into the <i>slow time</i> power.	

Timekeeper Sunblade (B)	Level 13 Lurker
Large immortal humanoid (angel, fire, radiant)	XP 800
HP 102; Bloodied 51	Initiative +17
AC 27, Fortitude 25, Reflex 25, Will 26	Perception +19
Speed 8	
Resist 10 fire, 10 radiant	
TRAITS	
Combat Advantage	
The timekeeper sunblade deals an extra 2d6 damage against any target it has combat advantage against.	
Astral Resonance	
As long as the timekeeper sunblade has an unbloodied ally within 10 squares, it receives a +2 bonus to attack rolls.	
STANDARD ACTIONS	
m Blazing Longsword (fire, radiant, weapon) • At-Will	
Attack: Melee 2 (one creature); +18 vs. AC	
Hit: 3d6 + 11 fire and radiant damage.	
r Solar Flare (fire, radiant) • At-Will	
Attack: Ranged 10 (one creature); +18 vs. AC	
Hit: 3d6 + 11 fire and radiant damage.	
C Blinding Radiance (fire, radiant) • Recharge 5-6	
Attack: Close burst 5 (enemies within burst); +16 vs. Will	
Hit: 3d8 +11 fire and radiant damage and the target is blinded (save ends).	
Aftereffect: Target takes -2 to all attacks until the end of its next turn.	
MOVE ACTIONS	
Bend Time • Recharge when first bloodied	
Effect: The timekeeper teleports 8 squares.	
TRIGGERED ACTIONS	
Reverse Time • Recharge when first bloodied	
Trigger: An enemy or ally hits or misses with an attack roll.	
Effect (Immediate Interrupt): Timekeeper sunblade can force one enemy to reroll an attack with a -2 penalty or can allow one ally to reroll a missed attack with a +2 bonus.	
Str 19 (+10) Dex 18 (+10) Wis 20 (+11)	
Con 18 (+10) Int 16 (+9) Cha 17 (+9)	
Alignment lawful good Languages Common, Supernal	
Equipment longsword, chain armor	
Note: Based on Astral Giant Star-strider with fire and radiant keywords, angelic traits, and added the <i>reverse time</i> power.	

2 Righteous Sentinel (S)	Level 14 Soldier
Large immortal humanoid (angel, radiant)	XP 1,000
HP 140; Bloodied 70	Initiative +10
AC 30, Fortitude 29, Reflex 24, Will 24	Perception +11
Speed 7	
Resist 10 radiant	
TRAITS	
O Radiant Defender (radiant) • Aura 2	
While in the aura, an enemy that uses an attack power that fails to target a creature that has this aura active takes 10 radiant damage.	
STANDARD ACTIONS	
m Radiant Greatsword (radiant, weapon) • At-Will	
Attack: Melee 2 (one creature); +19 vs. AC	
Hit: 3d6 + 12 radiant damage.	
r Torm's Justice (radiant) • At-Will	
Attack: Ranged 10 (one creature); +19 vs. AC	
Hit: 3d6 + 12 radiant damage and target falls prone.	
C Righteous Command (radiant) • Recharge 5-6	
Attack: Close burst 3 (enemies within burst); +17 vs. Will	
Hit: The righteous sentinel slides the target up to 3 squares into a space adjacent to the sentinel and the target takes ongoing 10 radiant damage (save ends).	
Str 22 (+13)	Dex 12 (+8)
Con 20 (+12)	Int 8 (+6)
Wis 8 (+6)	Cha 12 (+8)
Alignment lawful good Languages Common, Supernal	
Equipment plate armor, greatsword	
Note: Based on Fire Giant Knight. Added radiant keywords and angelic traits.	

ENCOUNTER 6: SANDS THROUGH THE HOURGLASS (AL 14)

Timekeeper Lightpriest (L)	Level 15 Elite Controller
Large immortal humanoid (angel, fire, radiant)	XP 2,400
HP 294; Bloodied 147	Initiative +11
AC 29, Fortitude 28, Reflex 26, Will 26	Perception +11
Speed 8	
Resist 10 fire, 10 radiant	
Saving Throws +2; Action Points 1	
TRAITS	
Astral Resonance	
As long as the timekeeper lightpriest has an unbloodied ally within 10 squares, it receives a +2 bonus to attack rolls.	
STANDARD ACTIONS	
m Flaming Scepter (fire, radiant, weapon) • At-Will	
Attack: Melee 2 (one creature); +20 vs. AC	
Hit: 3d6 + 13 fire and radiant damage.	
r Blinding Light (fire, radiant) • At-Will	
Attack: Ranged 10 (one creature); +18 vs. Fortitude	
Hit: 3d6 + 13 fire and radiant damage and the target is blinded until the end of the timekeeper's next turn.	
C Lightwave (fire, radiant) • Encounter	
Attack: Close blast 5 (enemies only); +18 vs. Reflex	
Hit: 3d8 + 13 fire and radiant damage and the target is pushed 3 squares.	
C Rejuvenating Burst (fire, healing, radiant) • Recharge when first bloodied	
Attack: Close burst 5 (enemies within burst); +18 vs. Fortitude	
Hit: 3d8 + 13 fire and radiant damage and the timekeeper and all allies in burst regain 20 hit points.	
A Slow Time (fire, radiant) • Recharge 5-6	
Attack: Area burst 1 within 20 (enemies only); +18 vs. Reflex	
Hit: 3d8 + 13 fire and radiant damage and the target is slowed and takes -2 to all attacks (save ends both).	
First Failed Saving Throw: Target takes 10 fire and radiant damage, is immobilized and takes -3 to all attacks (save ends both).	
Second Failed Saving Throw: Target takes 10 fire and radiant damage, is restrained and takes -4 to all attacks (save ends both).	
MOVE ACTIONS	
Bend Time • Recharge when first bloodied	
Effect: The timekeeper teleports 8 squares.	
Str 21 (+12) Dex 17 (+10) Wis 19 (+11)	
Con 19 (+11) Int 19 (+11) Cha 23 (+13)	
Alignment lawful good Languages Common, Supernal	
Equipment scepter, holy symbol	
Note: Based on Astral Giant Lightpriest. Added fire and radiant keywords, angelic traits, changed to elite, and modified the <i>lighttrap</i> power into the <i>slow time</i> power.	

Timekeeper Sunblade (B)	Level 15 Lurker
Large immortal humanoid (angel, fire, radiant)	XP 1,200
HP 115; Bloodied 57	Initiative +15
AC 29, Fortitude 27, Reflex 26, Will 27	Perception +17
Speed 8	
Resist 10 fire, 10 radiant	
TRAITS	
Combat Advantage	
The timekeeper sunblade deals an extra 2d6 damage against any target it has combat advantage against.	
Astral Resonance	
As long as the timekeeper sunblade has an unbloodied ally within 10 squares, it receives a +2 bonus to attack rolls.	
STANDARD ACTIONS	
m Blazing Longsword (fire, radiant, weapon) • At-Will	
Attack: Melee 2 (one creature); +20 vs. AC	
Hit: 3d6 + 13 fire and radiant damage.	
r Solar Flare (fire, radiant) • At-Will	
Attack: Ranged 10 (one creature); +20 vs. AC	
Hit: 3d6 + 13 fire and radiant damage.	
C Blinding Radiance (fire, radiant) • Recharge 5-6	
Attack: Close burst 5 (enemies within burst); +18 vs. Will	
Hit: 3d8 + 13 fire and radiant damage and the target is blinded (save ends).	
Aftereffect: Target takes -2 to all attacks until the end of its next turn.	
MOVE ACTIONS	
Bend Time • Recharge when first bloodied	
Effect: The timekeeper teleports 8 squares.	
TRIGGERED ACTIONS	
Reverse Time • Recharge when first bloodied	
Trigger: An ally or enemy hits or misses with an attack roll.	
Effect (Immediate Interrupt): Timekeeper sunblade can force one enemy to reroll an attack with a -2 penalty or can allow one ally to reroll a missed attack with a +2 bonus.	
Str 20 (+12) Dex 19 (+11) Wis 21 (+12)	
Con 19 (+11) Int 17 (+10) Cha 18 (+11)	
Alignment lawful good Languages Common, Supernal	
Equipment longsword, chain armor	
Note: Based on Astral Giant Star-strider with fire and radiant keywords, angelic traits, and added the <i>reverse time</i> power.	

2 Righteous Sentinel (S)	Level 16 Soldier
Large immortal humanoid (angel, radiant)	XP 1,400
HP 157; Bloodied 78	Initiative +11
AC 32, Fortitude 31, Reflex 26, Will 26	Perception +12
Speed 7	
Resist 10 radiant	
TRAITS	
O Radiant Defender (radiant) • Aura 2	
While in the aura, an enemy that uses an attack power that fails to target a creature that has this aura active takes 10 radiant damage.	
STANDARD ACTIONS	
m Radiant Greatsword (radiant, weapon) • At-Will	
Attack: Melee 2 (one creature), +21 vs. AC	
Hit: 3d8 + 11 radiant damage.	
r Torm's Justice (radiant) • At-Will	
Attack: Ranged 10 (one creature); +21 vs. AC	
Hit: 3d8 + 11 radiant damage and target falls prone.	
C Righteous Command (radiant) • Recharge 5-6	
Attack: Close burst 3 (enemies within burst); +19 vs. Will	
Hit: The righteous sentinel slides the target up to 3 squares into a space adjacent to the sentinel and the target takes ongoing 10 radiant damage (save ends).	
Str 23 (+14)	Dex 13 (+9)
Con 21 (+13)	Int 9 (+7)
Wis 9 (+7)	Cha 13 (+9)
Alignment lawful good Languages Common, Supernal	
Equipment plate armor, greatsword	
Note: Based on Fire Giant Knight. Added radiant keywords and angelic traits.	

ENCOUNTER 6: SANDS THROUGH THE HOURGLASS (AL 16)

Timekeeper Lightpriest (L) Level 17 Elite Controller	
Large immortal humanoid (angel, fire, radiant) XP 3,200	
HP 328; Bloodied 164	Initiative +13
AC 31, Fortitude 30, Reflex 28, Will 28	Perception +13
Speed 8	
Resist 15 fire, 15 radiant	
Saving Throws +2; Action Points 1	
TRAITS	
Astral Resonance	
As long as the timekeeper lightpriest has an unbloodied ally within 10 squares, it receives a +2 bonus to attack rolls.	
STANDARD ACTIONS	
m Flaming Scepter (fire, radiant, weapon) • At-Will	
Attack: Melee 2 (one creature); +22 vs. AC	
Hit: 3d8 + 12 fire and radiant damage.	
r Blinding Light (fire, radiant) • At-Will	
Attack: Ranged 10 (one creature); +20 vs. Fortitude	
Hit: 3d8 + 12 fire and radiant damage and the target is blinded until the end of the timekeeper's next turn.	
C Lightwave (fire, radiant) • Encounter	
Attack: Close blast 5 (enemies only); +20 vs. Reflex	
Hit: 3d8 + 15 fire and radiant damage and the target is pushed 3 squares.	
C Rejuvenating Burst (fire, healing, radiant) • Recharge when first bloodied	
Attack: Close burst 5 (enemies within burst); +20 vs. Fortitude	
Hit: 3d8 + 15 fire and radiant damage and the timekeeper and all allies in burst regain 30 hit points.	
A Slow Time (fire, radiant) • Recharge 5-6	
Attack: Area burst 1 within 20 (enemies within burst); +20 vs. Reflex	
Hit: 3d8 + 15 fire and radiant damage and the target is slowed and takes -2 to all attacks (save ends both).	
First Failed Saving Throw: Target takes 15 fire and radiant damage, is immobilized and takes -3 to all attacks (save ends both).	
Second Failed Saving Throw: Target takes 15 fire and radiant damage, is restrained and takes -4 to all attacks (save ends both).	
MOVE ACTIONS	
Bend Time • Recharge when first bloodied	
Effect: The timekeeper teleports 8 squares.	
Str 22 (+14)	Dex 18 (+12) Wis 20 (+13)
Con 20 (+13)	Int 20 (+13) Cha 24 (+15)
Alignment lawful good Languages Common, Supernal	
Equipment scepter, holy symbol	
Note: Based on Astral Giant Lightpriest. Added fire and radiant keywords, angelic traits, changed to elite, and modified the <i>lighttrap</i> power into the <i>slow time</i> power.	

Timekeeper Sunblade (B) Level 17 Lurker	
Large immortal humanoid (angel, fire, radiant) XP 1,600	
HP 128; Bloodied 64	Initiative +17
AC 31, Fortitude 29, Reflex 29, Will 30	Perception +19
Speed 8	
Resist 15 fire, 15 radiant	
TRAITS	
Combat Advantage	
The timekeeper sunblade deals an extra 2d8 damage against any target it has combat advantage against.	
Astral Resonance	
As long as the timekeeper sunblade has an unbloodied ally within 10 squares, it receives a +2 bonus to attack rolls.	
STANDARD ACTIONS	
m Blazing Longsword (fire, radiant, weapon) • At-Will	
Attack: Melee 2 (one creature); +22 vs. AC	
Hit: 3d8 + 12 fire and radiant damage.	
r Solar Flare (fire, radiant) • At-Will	
Attack: Ranged 10 (one creature); +22 vs. AC	
Hit: 3d8 + 12 fire and radiant damage.	
C Blinding Radiance (fire, radiant) • Recharge 5-6	
Attack: Close burst 5 (enemies within burst); +20 vs. Will	
Hit: 3d8 + 15 fire and radiant damage and the target is blinded (save ends).	
Aftereffect: Target takes -2 to all attacks until the end of its next turn.	
MOVE ACTIONS	
Bend Time • Recharge when first bloodied	
Effect: The timekeeper teleports 8 squares.	
TRIGGERED ACTIONS	
Reverse Time • Recharge when first bloodied	
Trigger: An ally or enemy hits or misses with an attack roll.	
Effect (Immediate Interrupt): Timekeeper sunblade can force one enemy to reroll an attack with a -2 penalty or can allow one ally to reroll a missed attack with a +2 bonus.	
Str 21 (+13)	Dex 20 (+13) Wis 22 (+14)
Con 20 (+13)	Int 18 (+12) Cha 19 (+12)
Alignment lawful good Languages Common, Supernal	
Equipment longsword, chain armor	
Note: Based on Astral Giant Star-strider with fire and radiant keywords, angelic traits, and added the <i>reverse time</i> power.	

2 Righteous Sentinel (S)	Level 18 Soldier
Large immortal humanoid (angel, radiant)	XP 2,000
HP 174; Bloodied 87	Initiative +13
AC 34, Fortitude 33, Reflex 28, Will 28	Perception +14
Speed 7	
Resist 15 radiant	
TRAITS	
O Radiant Defender (radiant) • Aura 2	
While in the aura, an enemy that uses an attack power that fails to target a creature that has this aura active takes 15 radiant damage.	
STANDARD ACTIONS	
m Radiant Greatsword (radiant, weapon) • At-Will	
Attack: Melee 2 (one creature); +23 vs. AC	
Hit: 3d8 + 13 radiant damage.	
r Torm's Justice (radiant) • At-Will	
Attack: Ranged 10 (one creature); +23 vs. AC	
Hit: 3d8 + 13 radiant damage and target falls prone.	
C Righteous Command (radiant) • Recharge 5-6	
Attack: Close burst 3 (enemies within burst); +21 vs. Will	
Hit: The righteous sentinel slides the target up to 3 squares into a space adjacent to the sentinel and the target takes ongoing 15 radiant damage (save ends).	
Str 24 (+16)	Dex 14 (+11)
Con 22 (+15)	Int 10 (+9)
	Wis 10 (+9)
	Cha 14 (+11)
Alignment lawful good Languages Common, Supernal	
Equipment plate armor, greatsword	
Note: Based on Fire Giant Knight. Added radiant keywords and angelic traits.	

ENCOUNTER 6: SANDS THROUGH THE HOURGLASS (AL 18)

Timekeeper Lightpriest (L) Level 19 Elite Controller	
Large immortal humanoid (angel, fire, radiant) XP 4,800	
HP 362; Bloodied 181	Initiative +14
AC 33, Fortitude 32, Reflex 30, Will 30	Perception +14
Speed 8	
Resist 15 fire, 15 radiant	
Saving Throws +2; Action Points 1	
TRAITS	
Astral Resonance	
As long as the timekeeper lightpriest has an unbloodied ally within 10 squares, it receives a +2 bonus to attack rolls.	
STANDARD ACTIONS	
m Flaming Scepter (fire, radiant, weapon) • At-Will	
Attack: Melee 2 (one creature); +24 vs. AC	
Hit: 3d8 + 14 fire and radiant damage.	
r Blinding Light (fire, radiant) • At-Will	
Attack: Ranged 10 (one creature); +22 vs. Fortitude	
Hit: 3d8 + 14 fire and radiant damage and the target is blinded until the end of the timekeeper's next turn.	
C Lightwave (fire, radiant) • Encounter	
Attack: Close blast 5 (enemies within blast); +22 vs. Reflex	
Hit: 4d6 + 16 fire and radiant damage and the target is pushed 3 squares.	
C Rejuvenating Burst (fire, healing, radiant) • Recharge when first bloodied	
Attack: Close burst 5 (enemies within burst); +22 vs. Fortitude	
Hit: 4d6 + 16 fire and radiant damage and the timekeeper and all allies in burst regain 30 hit points.	
A Slow Time (fire, radiant) • Recharge 5-6	
Attack: Area burst 1 within 20 (enemies within area); +22 vs. Reflex	
Hit: 4d6 + 16 fire and radiant damage and the target is slowed and takes -2 to all attacks (save ends both).	
First Failed Saving Throw: Target takes 15 fire and radiant damage, is immobilized and takes -3 to all attacks (save ends both).	
Second Failed Saving Throw: Target takes 15 fire and radiant damage, is restrained and takes -4 to all attacks (save ends both).	
MOVE ACTIONS	
Bend Time • Recharge when first bloodied	
Effect: The timekeeper teleports 8 squares.	
Str 23 (+15)	Dex 19 (+13)
Con 21 (+14)	Int 21 (+14)
	Wis 21 (+14)
	Cha 25 (+16)
Alignment lawful good	
Languages Common, Supernal	
Equipment scepter, holy symbol	
Note: Based on Astral Giant Lightpriest. Added fire and radiant keywords, angelic traits, changed to elite, and modified the <i>lighttrap</i> power into the <i>slow time</i> power.	

Timekeeper Sunblade (B) Level 19 Lurker	
Large immortal humanoid (angel, fire, radiant) XP 2,400	
HP 141; Bloodied 70	Initiative +18
AC 33, Fortitude 31, Reflex 30, Will 31	Perception +20
Speed 8	
Resist 15 fire, 15 radiant	
TRAITS	
Combat Advantage	
The timekeeper sunblade deals an extra 2d8 damage against any target it has combat advantage against.	
Astral Resonance	
As long as the timekeeper sunblade has an unbloodied ally within 10 squares, it receives a +2 bonus to attack rolls.	
STANDARD ACTIONS	
m Blazing Longsword (fire, radiant, weapon) • At-Will	
Attack: Melee 2 (one creature); +24 vs. AC	
Hit: 3d8 + 14 fire and radiant damage.	
r Solar Flare (fire, radiant) • At-Will	
Attack: Ranged 10 (one creature); +24 vs. AC	
Hit: 3d8 + 14 fire and radiant damage.	
C Blinding Radiance (fire, radiant) • Recharge 5-6	
Attack: Close burst 5 (enemies within burst); +22 vs. Will	
Hit: 4d6 + 16 fire and radiant damage and the target is blinded (save ends).	
Aftereffect: Target takes -2 to all attacks until the end of its next turn.	
MOVE ACTIONS	
Bend Time • Recharge when first bloodied	
Effect: The timekeeper teleports 8 squares.	
TRIGGERED ACTIONS	
Reverse Time • Recharge when first bloodied	
Trigger: An ally or enemy hits or misses with an attack roll.	
Effect (Immediate Interrupt): Timekeeper sunblade can force one enemy to reroll an attack with a -2 penalty or can allow one ally to reroll a missed attack with a +2 bonus.	
Str 22 (+15)	Dex 21 (+14)
Con 21 (+14)	Int 19 (+13)
	Wis 23 (+15)
	Cha 20 (+14)
Alignment lawful good	
Languages Common, Supernal	
Equipment longsword, chain armor	
Note: Based on Astral Giant Star-strider with fire and radiant keywords, angelic traits, and added the <i>reverse time</i> power.	

2 Righteous Sentinel (S)	Level 20 Soldier
Large immortal humanoid (angel, radiant)	XP 2,800
HP 191; Bloodied 95	Initiative +14
AC 36, Fortitude 35, Reflex 30, Will 30	Perception +15
Speed 7	
Resist 15 radiant	
TRAITS	
O Radiant Defender (radiant) • Aura 2	
While in the aura, an enemy that uses an attack power that fails to target a creature that has this aura active takes 15 radiant damage.	
STANDARD ACTIONS	
m Radiant Greatsword (radiant, weapon) • At-Will	
Attack: Melee 2 (one creature); +25 vs. AC	
Hit: 3d8 + 15 radiant damage.	
r Torm's Justice (radiant) • At-Will	
Attack: Ranged 10 (one creature); +25 vs. AC	
Hit: 3d8 + 15 radiant damage and target falls prone.	
C Righteous Command (radiant) • Recharge 5-6	
Attack: Close burst 3 (enemies within burst); +23 vs. Will	
Hit: The righteous sentinel slides the target up to 3 squares into a space adjacent to the sentinel and the target takes ongoing 15 radiant damage (save ends).	
Str 25 (+17)	Dex 15 (+12)
Con 23 (+16)	Int 11 (+10)
	Wis 11 (+10)
	Cha 15 (+12)
Alignment lawful good	Languages Common, Supernal
Equipment plate armor, greatsword	
Note: Based on Fire Giant Knight. Added radiant keywords and angelic traits.	

ENCOUNTER 6: SANDS THROUGH THE HOURGLASS (AL 20)

Timekeeper Lightpriest (L)	Level 21 Elite Controller
Large immortal humanoid (angel, fire, radiant)	XP 6,400
HP 396; Bloodied 198	Initiative +16
AC 35, Fortitude 34, Reflex 32, Will 32	Perception +16
Speed 8	
Resist 20 fire, 20 radiant	
Saving Throws +2; Action Points 1	
TRAITS	
Astral Resonance	
As long as the timekeeper lightpriest has an unbloodied ally within 10 squares, it receives a +2 bonus to attack rolls.	
STANDARD ACTIONS	
m Flaming Scepter (fire, radiant, weapon) • At-Will	
Attack: Melee 2 (one creature); +26 vs. AC	
Hit: 4d6 + 15 fire and radiant damage.	
r Blinding Light (fire, radiant) • At-Will	
Attack: Ranged 10 (one creature); +26 vs. Fortitude	
Hit: 4d6 + 15 fire and radiant damage and the target is blinded until the end of the timekeeper's next turn.	
C Lightwave (fire, radiant) • Encounter	
Attack: Close blast 5 (enemies within blast); +24 vs. Reflex	
Hit: 4d6 + 18 fire and radiant damage and the target is pushed 3 squares.	
C Rejuvenating Burst (fire, healing, radiant) • Recharge when first bloodied	
Attack: Close burst 5 (enemies within burst); +24 vs. Fortitude	
Hit: 4d6 + 18 fire and radiant damage and the timekeeper and all allies in burst regain 40 hit points.	
A Slow Time (fire, radiant) • Recharge 5-6	
Attack: Area burst 1 within 20 (enemies within burst); +24 vs. Reflex	
Hit: 4d6 + 18 fire and radiant damage and the target is slowed and takes -2 to all attacks (save ends both).	
First Failed Saving Throw: Target takes 20 fire and radiant damage, is immobilized and takes -3 to all attacks (save ends both).	
Second Failed Saving Throw: Target takes 20 fire and radiant damage, is restrained and takes -4 to all attacks (save ends both).	
MOVE ACTIONS	
Bend Time • Recharge when first bloodied	
Effect: The timekeeper teleports 8 squares.	
Str 24 (+17) Dex 20 (+15) Wis 22 (+16)	
Con 22 (+16) Int 22 (+16) Cha 26 (+18)	
Alignment lawful good Languages Common, Supernal	
Equipment scepter, holy symbol	
Note: Based on Astral Giant Lightpriest. Added fire and radiant keywords, angelic traits, changed to elite, and modified the <i>lighttrap</i> power into the <i>slow time</i> power.	

Timekeeper Sunblade (B)	Level 21 Lurker
Large immortal humanoid (angel, fire, radiant)	XP 3,200
HP 154; Bloodied 77	Initiative +20
AC 35, Fortitude 33, Reflex 33, Will 34	Perception +22
Speed 8	
Resist 20 fire, 20 radiant	
TRAITS	
Combat Advantage	
The timekeeper sunblade deals an extra 2d6 damage against any target it has combat advantage against.	
Astral Resonance	
As long as the timekeeper sunblade has an unbloodied ally within 10 squares, it receives a +2 bonus to attack rolls.	
STANDARD ACTIONS	
m Blazing Longsword (fire, radiant, weapon) • At-Will	
Attack: Melee 2 (one creature); +26 vs. AC	
Hit: 4d6 + 15 fire and radiant damage.	
r Solar Flare (fire, radiant) • At-Will	
Attack: Ranged 10 (one creature); +26 vs. AC	
Hit: 4d6 + 15 fire and radiant damage.	
C Blinding Radiance (fire, radiant) • Recharge 5-6	
Attack: Close burst 5 (enemies within burst); +24 vs. Will	
Hit: 4d6 + 18 fire and radiant damage and the target is blinded (save ends).	
Aftereffect: Target takes -2 to all attacks until the end of its next turn.	
MOVE ACTIONS	
Bend Time • Recharge when first bloodied	
Effect: The timekeeper teleports 8 squares.	
TRIGGERED ACTIONS	
Reverse Time • Recharge when first bloodied	
Trigger: An ally or enemy hits or misses with an attack roll.	
Effect (<i>Immediate Interrupt</i>): Timekeeper sunblade can force one enemy to reroll an attack with a -2 penalty or can allow one ally to reroll a missed attack with a +2 bonus.	
Str 23 (+16) Dex 22 (+16) Wis 24 (+17)	
Con 22 (+16) Int 20 (+15) Cha 21 (+15)	
Alignment lawful good Languages Common, Supernal	
Equipment longsword, chain armor	
Note: Based on Astral Giant Star-strider with fire and radiant keywords, angelic traits, and added the <i>reverse time</i> power.	

2 Righteous Sentinel (S)	Level 22 Soldier
Large immortal humanoid (angel, radiant)	XP 4,150
HP 208; Bloodied 104	Initiative +16
AC 38, Fortitude 37, Reflex 32, Will 32	Perception +17
Speed 7	
Resist 20 radiant	
TRAITS	
O Radiant Defender (radiant) • Aura 2	
While in the aura, an enemy that uses an attack power that fails to target a creature that has this aura active takes 20 radiant damage.	
STANDARD ACTIONS	
m Radiant Greatsword (radiant, weapon) • At-Will	
Attack: Melee 2 (one creature); +27 vs. AC	
Hit: 4d6 + 16 radiant damage.	
r Torm's Justice (radiant) • At-Will	
Attack: Ranged 10 (one creature); +27 vs. AC	
Hit: 4d6 + 16 radiant damage and target falls prone.	
C Righteous Command (radiant) • Recharge 5-6	
Attack: Close burst 3 (enemies within burst); +25 vs. Will	
Hit: The righteous sentinel slides the target up to 3 squares into a space adjacent to the sentinel and the target takes ongoing 20 radiant damage (save ends).	
Str 26 (+19)	Dex 16 (+14)
Con 24 (+18)	Int 12 (+12)
	Wis 12 (+12)
	Cha 16 (+14)
Alignment lawful good Languages Common, Supernal	
Equipment plate armor, greatsword	
Note: Based on Fire Giant Knight. Added radiant keywords and angelic traits.	

ENCOUNTER 6: SANDS THROUGH THE HOURGLASS MAP

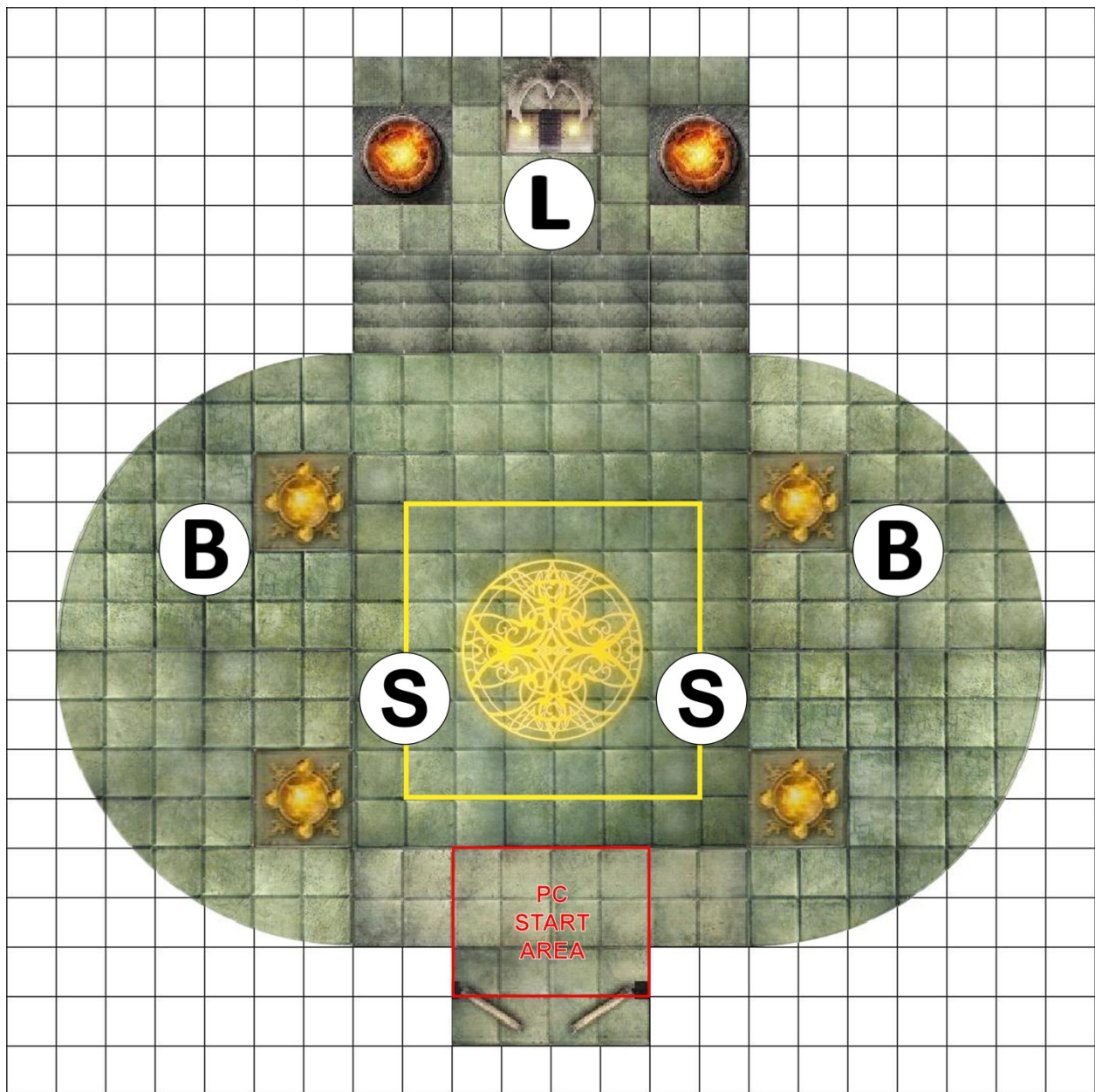
TILE SETS NEEDED:

Dungeon Tiles Master Set - The Dungeon x2

Arcane Towers x2

Arcane Corridors x2 (large braziers)

Fane of the Forgotten Gods x4 (hourglass pillars)



Timekeeper Sunblade (B)
Timekeeper Lightpriest (L)
Righteous Sentinel (S)

ENCOUNTER 7: CONCLUSION

IMPORTANT NPC

Everyn Cadwy, paladin of Torm, human male

The PCs have recovered the *Heart of Light* and sailed back to Eternal Sun aboard the *Celestial Dream*. The trip back is uneventful, as Captain Ransur is able to find a nearby color strand leading straight back to Eternal Sun. The PCs make their way back to the Eternal Marketplace and find the door portal back to Tyrangal's study. As they pass through the portal read the following:

Stepping through the portal the familiar surroundings of Tyrangal's study waver back into focus. Glancing around the room Tyrangal is nowhere to be seen. But a tall, broad shouldered human man sits in a high back chair reading a book. He looks up as you enter the room and anxiously stands to greet you. The man is wearing a royal blue tabard adorned with an armored glove - the symbol of Torm.

"I'm glad you've returned!" he bellows. "Tyrangal asked that I wait here for your arrival."

PCs who previously played the ELTU series of adventures recognize the man as Everyn Cadwy, a paladin of Torm. He explains that Tyrangal is still detained on important business, but he assures the PCs that he was sent by her to take the *Heart of Light* to the priests of Amaunator and Torm.

Everyn motions to a large table in the center of the study. A feast fit for a king is spread out waiting for the PCs. He asks to see the *Heart of Light* and is eager to hear the PCs tale of its recovery.

If the PCs recovered the *Heart*, read the following:

"Tyrangal has asked that I extend her hospitality to you and invite you to remain here as long as you like to rest and recuperate. You will find a generous reward in the chest," Everyn motions to a large wooden chest on the other side of the room, "and when you are ready to return to Faerûn, this key unlocks a door portal taking you back to Baldur's Gate." Everyn places a key on the table, the head of which resembles a flaming fist. Unfortunately I cannot stay to celebrate with you. I must deliver the Heart as soon as possible. Your service to Torm and Elturgard will not soon be forgotten. Thank you!

With that, Everyn pulls another key from his tunic, unlocks a door, and portals out of the room.

TROUBLESHOOTING

If the PCs failed to recover the *Heart of Light*, Everyn is obviously disappointed. He begs the PCs pardon, but he needs to report to Tyrangal immediately to make arrangements to recover the *Heart*. He asks the PCs if they are still in possession of the *Trinity*, and takes it from them to use in recovering the *Heart*. He half-heartedly invites the PCs to partake of the food on the table and leaves them the key to the portal door leading back to Baldur's Gate.

MILESTONE

This encounter does not count toward a milestone.

TREASURE

If the PCs recovered the *Heart of Light* they can search the chest and find that Tyrangal has left them 470/1300/3550/8250/12900 gold pieces each. Also in the chest is a *torc of fortune* +3 at AL12/14/16 or +4 at AL18/20, a *staff of portals* +3 at AL12/14/16 or +4 at AL18/20 and a *crown of the brilliant sun* at AL12/14/16 or a *sun sphere* at AL18/20.

REWARDS SUMMARY

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

EXPERIENCE POINTS AND BASE GOLD

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. No character can earn more than the listed maximum XP.

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 12

Minimum Possible XP: 1,536 XP

Recover the Trinity: +538 XP

Recover the Heart of Light: +806 XP

Maximum Possible XP: 2,880 XP

Base Gold per PC: 1,920 gp

ADVENTURE LEVEL 14

Minimum Possible XP: 2,160 XP

Recover the Trinity: +768 XP

Recover the Heart of Light: +1152 XP

Maximum Possible XP: 4,080 XP

Base Gold per PC: 3,300 gp

ADVENTURE LEVEL 16

Minimum Possible XP: 3,012 XP

Recover the Trinity: +1075 XP

Recover the Heart of Light: +1613 XP

Maximum Possible XP: 5,700 XP

Base Gold per PC: 6,600 gp

ADVENTURE LEVEL 18

Minimum Possible XP: 4,320 XP

Recover the Trinity: +1536 XP

Recover the Heart of Light: +2304 XP

Maximum Possible XP: 8,160 XP

Base Gold per PC: 13,200 gp

ADVENTURE LEVEL 20

Minimum Possible XP: 6,024 XP

Recover the Trinity: +2150 XP

Recover the Heart of Light: +3226 XP

Maximum Possible XP: 11,400 XP

Base Gold per PC: 19,800 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.)

EACH PC SELECTS ONE OF THE FOLLOWING:

Note: All of the treasures except for Treasure C come at different item levels based on the Adventure Level played (not the PC's level).

Treasure A: *waterbane* weapon (+3/level 13 at AL12/14/16, +4/level 18 at AL18/20; *Adventurer's Vault*)
Found in Encounter 2A

Treasure B: *necroshard* weapon (+3/level 15 at AL12/14/16, +4/level 20 at AL18/20; *Dungeon Magazine* 176)

Found in Encounter 2A - only if the PCs defeated the sahuagin necromancer

Treasure C: *ring of the warforged* (level 17 uncommon; *Dragon Magazine* 380)
Found in Encounter 2B

Treasure D: *blade of the eldritch knight* (+3/level 15 at AL12/14/16, +4/level 20 at AL18/20; *Adventurer's Vault* 2)
Found in Encounter 2B

Treasure E: 3x *noxious grenades* (level 16; *Eberron Players Guide*); plus at AL 14+ 3x *aboleth slime* (level 15) **or** at AL 16+ 3x *aboleth slime* (level 20) (*Dungeon Survival Handbook*); plus at AL 18+ 2x *unguent of blindsight* (level 21; *Adventurer's Vault*); plus at AL 20 a *bead of force* (level 25; *Mordenkainen's Magnificent Emporium*)

Note: While it counts as the treasure bundle for this adventure, it does **NOT** take up an item found slot.

Found in Encounter 2B

Treasure F: *githyanki silver* weapon (+3/level 14 at AL12/14/16, +4/level 19 at AL18/20; *Manual of the Planes*)
Found in Encounter 5

Treasure G: *sunblade* (+3/level 14 at AL12/14/16, +4/level 19 at AL18/20; *Adventurer's Vault*)
Found in Encounter 6

Treasure H: *symbol of the radiant flame* (+3/level 13 at AL12/14/16, +4/level 18 at AL18/20; *Adventurer's Vault* 2)
Found in Encounter 6

Treasure I: *holy radiance* armor (+3/level 15 at AL12/14/16, +4/level 20 at AL18/20; *Adventurer's Vault* 2)
Found in Encounter 6

Treasure J: *torc of fortune* (+3/level 14 at AL12/14/16, +4/level 19 at AL18/20; *P1 King of the Trollhaunt Warrens*)

Found in Encounter 7

Treasure K: *staff of portals* (+3/level 14 at AL12/14/16, +4/level 19 at AL18/20; *Manual of the Planes*)
Found in Encounter 7

Treasure L: *crown of the brilliant sun* (level 14 uncommon at AL12/14/16; *Adventurer's Vault* 2) or *Sun Sphere* (level 20 uncommon at AL18/20; *Adventurer's Vault* 2)

Found in Encounter 7

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

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

Found in Encounter 6 as a reward for their service to the ambassador and Cormyr.

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

AL 12: *potion of vitality* (level 15) plus 240 gp

AL 14: *potion of vitality* (level 15) plus 1140 gp

AL 16: *potion of vitality* (level 15) plus 2040 gp

AL 18: *potion of vitality* (level 15) plus 3360 gp

AL 20: *potion of vitality* (level 15) plus 8160 gp

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

AL 12: 1200 gp

AL 14: 2100 gp

AL 16: 4200 gp

AL 18: 8400 gp

AL 20: 13200 gp

STORY AWARDS

Award these if the PC completes the condition for the award in the adventure.

PCs earn **SPEC67** in Encounter 4 when they visit the Eternal Marketplace. This reward entitles them to purchase any one uncommon item of their level +1, but they must do it during this adventure. This does not count as a found magic item, and the PC may still choose a treasure bundle for this adventure, but they must pay full market price for the item they purchase. Write the name and the level of the item purchased on the story reward.

If the PCs recovered all three pieces of the *Trinity* and the *Heart of Light* they earn **SPEC68**.

SPEC67 Shopping Spree

During your visit to the Marketplace Eternal you saw wonders and treasures like nothing found on Faerûn. You couldn't resist this opportunity to find that unique item that your heart has desired for so long, and you were thrilled to find a merchant with one for sale!

This Story Award grants you purchase access to one Uncommon item of your character level + 1 or less from a player resource, with a maximum item level of 21. You do not need to buy the item immediately; if you don't have the cash on hand or want to save the favor for later, you have the merchant's contact information and can return to the Marketplace Eternal after any adventure to complete the transaction.

When you use this Story Award to purchase an item, write the name and the level of the item in the space below and make a logsheet entry deducting the appropriate amount of gold. You pay full market price for the item, so it does not cost you a found-item slot, nor does it count as a Treasure selection for the adventure.

SPEC68 Closer to the Heart

You've managed to recover three ancient artifacts known as the *Trinity*: a wooden compass, a bronze disk, and an unassuming map of the Astral Sea. On their own these items seem quite mundane, but together they are the key to navigating the vastness of the Astral Sea and recovering the *Heart of Light*.

Using the *Trinity* you successfully braved the perils of the Astral Sea and found a lost temple of Amaunator hidden in the center of a white-hot burning star. You bested the guardians of the temple and retrieved the *Heart of Light* - a piece of the very essence of the God of the Sun himself.

This mighty artifact must surely be able to aid the paladins of Torm and the clerics of Amaunator in restoring the Companion and retaking the city of Elturel from its conquerors.

NEW ITEMS

ABOLETH SLIME

UNCOMMON

Level 15 1,000 gp

Level 20 5,000 gp

Alchemical Item: Poison Formula

Cost: 4,500 gp

Key Skill: Arcana, Dungeoneering, or Nature

Time: 1 hour

Attack Power (Polymorph) • Consumable (Standard

Action): *Attack:* Ranged 5/10 (one creature); the item's level + 3 vs. Fortitude

Hit: The target takes ongoing 10 damage and is weakened (save ends both).

Effect: The target gains the aberrant origin until the end of the encounter.

Source: *Into the Unknown: The Dungeon Survival Handbook*, page(s) 116.

BEAD OF FORCE

UNCOMMON

Level 25 25,000 gp

Consumable

Attack Power (Force) • Consumable (Standard

Action): *Attack:* Ranged 10 (one creature of size Medium or smaller); the bead's level + 3 vs. Reflex

Hit: The target is restrained, cannot teleport, and takes ongoing 10 force damage (save ends all). Until the effect ends, line of effect cannot be traced into or out of the target's space, and attacks cannot enter or exit it.

Level 25 or 30: Ongoing 15 force damage.

Miss: The target is slowed and takes ongoing 5 force damage (save ends both).

Level 25 or 30: Ongoing 10 force damage on a miss.

Source: *Mordenkainen's Magnificent Emporium*, page(s) 98.

BLADE OF THE ELDRITCH KNIGHT

UNCOMMON

Level 15 +3 25,000 gp

Level 20 +4 125,000 gp

Weapon: Heavy blade

Enhancement Bonus: attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: When you use a standard action to make a melee attack with this blade, your melee reach increases to 5 for that attack.

Source: *Adventurer's Vault 2*, page(s) 114.

CROWN OF THE BRILLIANT SUN

UNCOMMON

Level 14

Price: 21,000 gp

Head Slot

Property: When you hit an enemy with a lightning power and deal damage to it, you can deal radiant damage instead.

Source: *Adventurer's Vault 2*, page(s) 115.

GITHYANKI SILVER WEAPON

UNCOMMON

Level 14 +3 21,000 gp

Level 19 +4 105,000 gp

Weapon: Heavy blade

Enhancement Bonus: attack rolls and damage rolls

Critical: +1d8 psychic damage per plus

Power (Psychic) (Free Action): All damage dealt by this weapon is psychic damage. Another free action returns the damage to normal.

Power (Teleportation) • Daily (Free Action): Use this power when you hit with this weapon. The target is banished to a demiplane (save ends). It disappears from sight, cannot take actions, and cannot be targeted. On a save, the target reappears in the space it last occupied. If that space is occupied, the target returns to the nearest unoccupied space of its choosing.

Source: *Manual of the Planes*, page(s) 153.

HOLY RADIANCE ARMOR

UNCOMMON

Level 15 +3 25,000 gp

Level 20 +4 125,000 gp

Armor: Chain

Enhancement Bonus: AC

Power (Healing) • Daily (Minor Action): You expend your use of a Channel Divinity power for this encounter and shed bright light 20 squares in all directions until the end of the encounter. While within the light, you and each ally gain regeneration 3 while bloodied and a +2 power bonus to saving throws.

Source: *Adventurer's Vault 2*, page(s) 9.

NECROSHARD WEAPON

UNCOMMON

Level 15 +3 25,000 gp

Level 20 +4 125,000 gp

Weapon: Any melee**Enhancement Bonus:** attack rolls and damage rolls**Critical:** +1d10 necrotic damage per plus**Property:** Weapon attacks made with the weapon against living creatures gain a +1 bonus on attack rolls vs. Fortitude.**Power (Necrotic) • Daily (Free Action):** Use this power when you hit with the weapon. The target takes an extra 1d8 necrotic damage and is weakened until the end of your next turn.**Level 15 or 20:** 2d8 necrotic damage.**Source:** *Dungeon Magazine* 176, page(s) 37.**NOXIOUS GRENADE**

COMMON

Level 16 1,800 gp

Alchemical Item: Volatile Formula**Cost:** 700 gp**Key Skill:** Arcana or Thievery**Time:** 1 hour**Power (Poison, Zone) • Consumable (Standard Action):** Make an attack: Area burst 1 within 10; targets each creature in burst; +14 vs. Fortitude; the target takes a -2 penalty to attack rolls (save ends). The burst creates a zone; all squares within the zone are lightly obscured. The zone lasts until the end of your next turn. Each creature that enters the zone is subject to an attack from the noxious gas: +14 vs. Fortitude; the target takes a -2 penalty to attack rolls (save ends).**Level 16:** +19 vs. Fortitude**Source:** *Eberron Player's Guide*, page(s) 102.**RING OF THE WARFORGED**

UNCOMMON

Level: 17**Price:** 65,000 gp**Ring Slot****Property:** You are able to attach (but not embed) warforged components as if you were a warforged.**Power Daily (Immediate Interrupt):** Use this power when an attack would bloody you. You gain 10 temporary hit points. If you have reached a milestone today, you instead gain 20 temporary hit points.**Source:** *Dragon Magazine* 380, page(s) 73.**STAFF OF PORTALS**

UNCOMMON

Level 14 +3 21,000 gp

Level 19 +4 105,000 gp

Implement: Staff**Enhancement Bonus:** attack rolls and damage rolls**Critical:** +1d6 damage per plus**Property:** On a critical hit you teleport the target 3 squares.

Level 19: Teleport the target 4 squares

Power (Teleportation) • Daily (Free Action): Use this power after you use a power that has the teleportation keyword. You and all allies within 2 squares of you can teleport 5 squares.**Source:** *Manual of the Planes*, page(s) 156.**SUNBLADE**

UNCOMMON

Level 14 +3 21,000 gp

Level 19 +4 105,000 gp

Weapon: Heavy blade**Enhancement Bonus:** attack rolls and damage rolls**Critical:** +1d6 damage per plus**Property:** This weapon can shed bright or dim light up to 20 squares. You control the brightness and range of the light.**Power (Radiant) (Free Action):** All damage dealt by this weapon is radiant damage. Another free action returns the damage to normal.**Power (Radiant) • Daily (Standard Action):** You cause motes of light to burst out and attach to your enemies. Make an attack: Close burst 1; targets enemies; Strength vs. Reflex (apply a bonus to the attack roll equal to the weapon's enhancement bonus); on a hit, the target takes 1d8 radiant damage.

Level 14 or 19: 2d8 radiant damage.

Source: *Adventurer's Vault*, page(s) 79.**SUN SPHERE**

UNCOMMON

Level 20

Price: 125,000 gp

Head Slot

Property: You gain a +1 item bonus to Will.**Power (Fire, Radiant) • Encounter (Minor Action):** Each enemy adjacent to you takes fire and radiant damage equal to your Strength modifier.**Special:** If you have the Cosmic Magic class feature and are in the phase of the sun, this power affects each enemy within 2 squares of you.**Source:** *Adventurer's Vault* 2, page(s) 118.

SYMBOL OF THE RADIANT FLAME

UNCOMMON

Level 13 +3 17,000 gp

Level 18 +4 85,000 gp

Implement: Holy symbol**Enhancement Bonus:** attack rolls and damage rolls**Critical:** +1d6 fire and radiant damage per plus, and each ally within 5 squares of you gains a bonus to damage rolls equal to the symbol's enhancement bonus until the end of your next turn. The bonus damage is fire and radiant.**Property:** Primal characters can wield this holy symbol in one hand to use it as a totem implement for primal powers.**Power Daily (Free Action):** *Trigger:* You score a critical hit with an attack power using this holy symbol.*Effect:* The bonus to allies' damage rolls when you score a critical hit with this symbol lasts until the end of the encounter.**Source:** *Adventurer's Vault* 2, page(s) 32.**TORC OF FORTUNE**

UNCOMMON

Level 14 +3 21,000 gp

Level 19 +4 105,000 gp

Neck Slot**Enhancement Bonus:** Fortitude, Reflex, and Will**Property:** You can shift 2 when you succeed on a saving throw on your turn.**Power Daily (Free Action):** Add 2 to the result of a d20 roll you just made. Use the new result.**Source:** *P1 King of the Trollhaunt Warrens*, page(s) 23.**UNGUENT OF BLINDSIGHT**

UNCOMMON

Level 21

Price: 9,000 gp**Consumable****Power Consumable (Standard Action):** Rub this unguent on your closed eyelids. You gain blindsight 10 until the end of the encounter.**Source:** *Adventurer's Vault*, page(s) 192.**WATERBANE WEAPON**

UNCOMMON

Level 13 +3 17,000 gp

Level 18 +4 85,000 gp

Weapon: Axe, crossbow, heavy blade, light blade or spear**Enhancement Bonus:** attack rolls and damage rolls**Critical:** +1d6 damage per plus, +1d10 damage per plus against creatures that have the aquatic or water keyword.**Property:** You take no attack penalty when using this weapon underwater.**Power Daily (Minor Action):** Your next attack with this weapon gains a +2 power bonus to the attack roll if you are underwater, or a +5 power bonus to the attack roll against a creature that has the water or the aquatic keyword.**Source:** *Adventurer's Vault*, page(s) 82.**NEW RITUAL****WATERBORN****Component Cost:** 850 gp**Market Price:** 2,000 gp**Key Skill:** Arcana or Nature**Level:** 14**Category:** Exploration**Time:** 10 minutes**Duration:** Special

Targets of the Waterborn ritual can explore the ocean's depths at length and with leisure. Up to eight creatures (including yourself if you choose) gain the ability to breathe underwater. In addition to this ability, targets can speak normally and gain a swim speed equal to their land speed. Subjects are unaffected by the cold and pressure of the deep ocean.

This ritual does not negate the ability to breathe air or move on land. Equipment and possessions, such as books and scrolls, on a creature affected by the ritual remain undamaged by the water.

Check Result Duration

19 or lower 4 hours

20-29 8 hours

30-39 16 hours

40 or higher 2 days

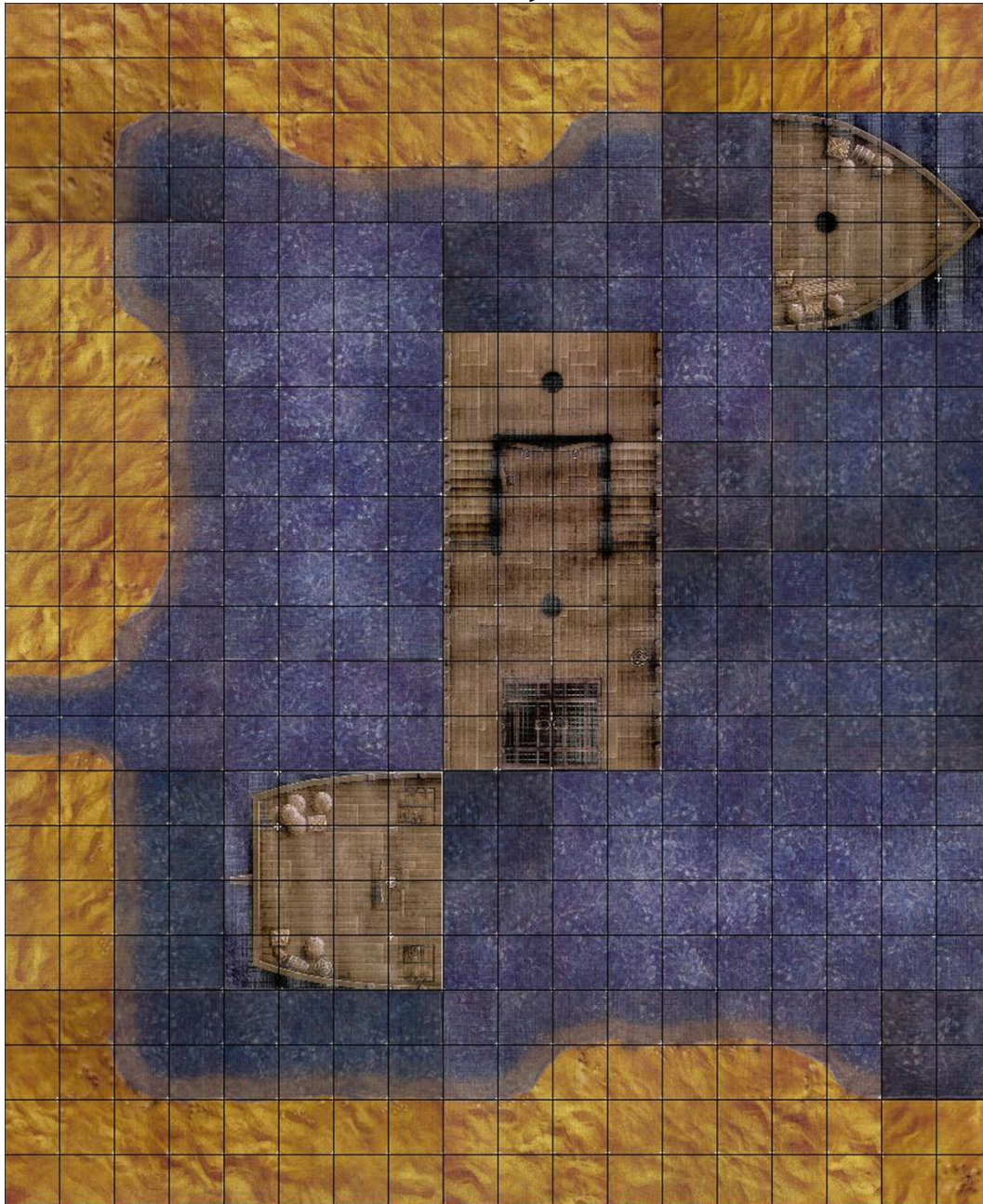
Source: *Forgotten Realms Player's Guide*, page(s) 147.

APPENDIX 1: THE WRECK OF THE EMERALD MAIDEN CLEAN MAP

TILE SETS NEEDED

Ashes of Athas x3

DM Reward Ship Tiles x1



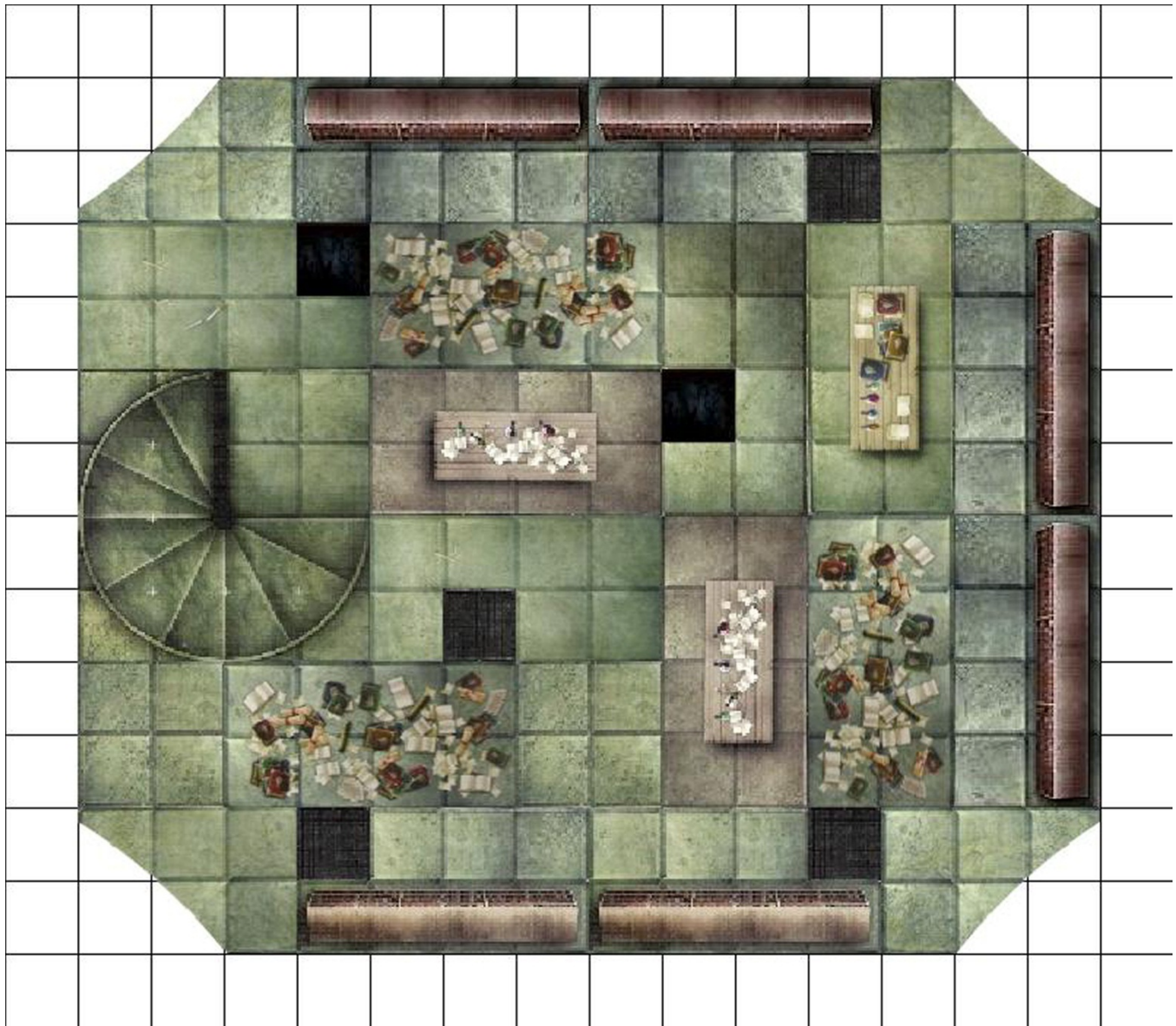
APPENDIX 2: THE TOWER OF BABEK SOULSTITCHN CLEAN MAP

TILE SETS NEEDED:

Arcane Corridors x2

Arcane Towers x2

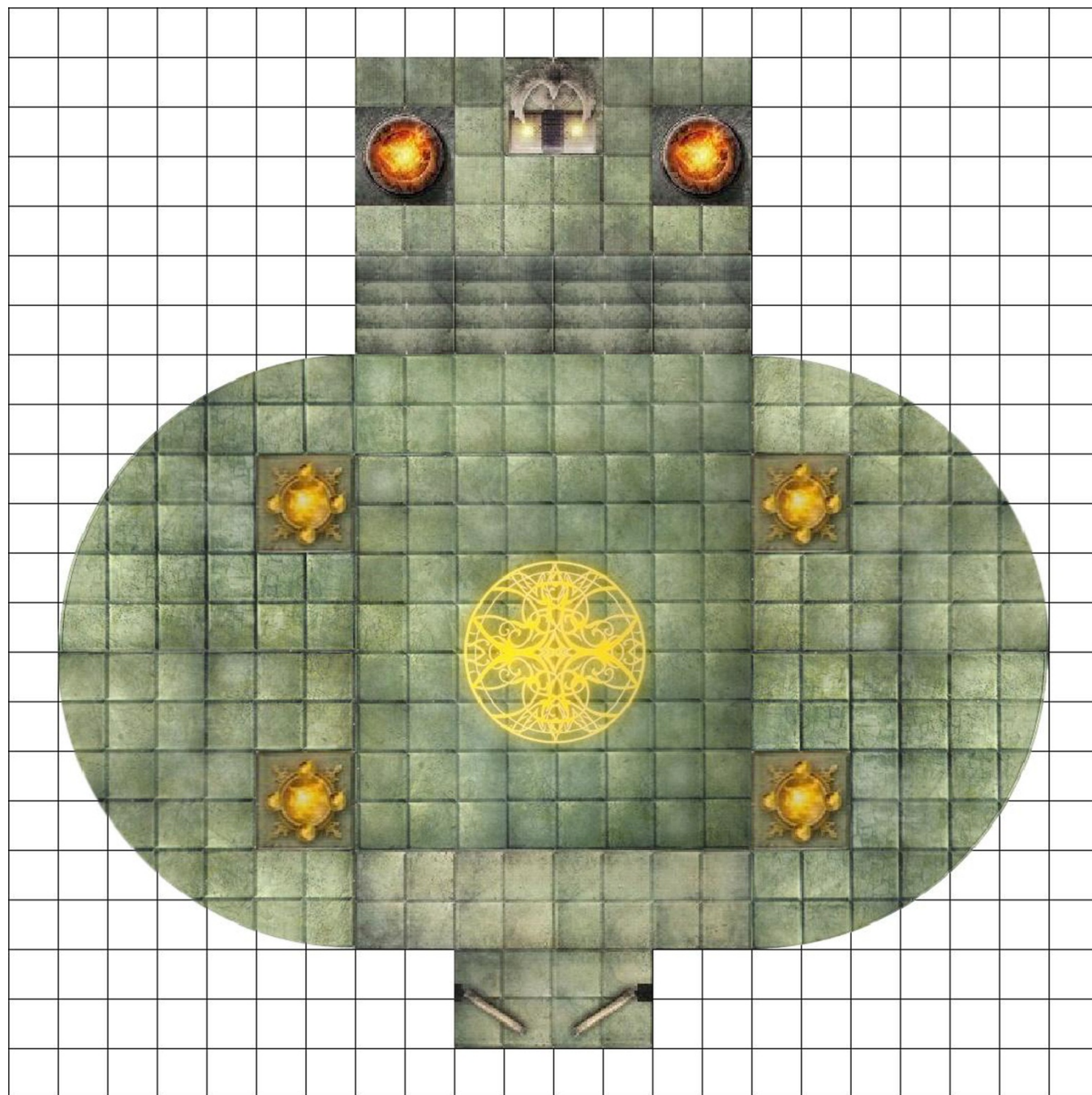
Dungeon Tiles Master Set - The Dungeon x2



APPENDIX 3: SANDS THROUGH THE HOURGLASS CLEAN MAP

Tile Sets Needed:

Dungeon Tiles Master Set - The Dungeon x2
Arcane Towers x2
Arcane Corridors x2 (large braziers)
Fane of the Forgotten Gods x4 (hourglass pillars)



HANDOUT 1: HISTORY OF ELTURGARD, ELTUREL AND AMAUNATOR

THE ORDER OF BLUE FIRE AND THE WAR ON ELTUREL

The Order of Blue Fire is generally seen as a benevolent group of spellscarred who formed after the events of the Spellplague. Their goal was to help the victims of the Spellplague while researching and learning more about its effects on Faerûn. In reality, the Order revealed themselves to be nothing more than a front for a cult whose ultimate goal is to spread the spellplague and complete the work that was begun with the murder of Mystra. The Order of Blue Fire showed their true colors when they attacked Elturel, the capital city of Elturgard, in an attempt to expand the plaguelands surrounding the city.

The Paladins of Torm defeated the Order of Blue Fire, but at a heavy price. The southern portions of Elturel were left in ruins, and several of the paladins and citizens of the city were killed. Many of those who survived were left spellscarred. With the Order of Torm spread thin and weakened, their enemies seized the opportunity to scheme against them. One entity in particular hatched a devious plan to undermine the authority of the Order of Torm by offering a cure to the spellplagued citizens of Elturel and a solution to cleansing the plaguezones of the city. By solving a problem which the paladins had not been able to, this entity hoped to discredit the followers of Torm and sow seeds of dissension in the region of Elturgard.

But the cure was not without a cost. The ritual to cleanse Elturel and its citizens of the spellplague destroyed the city's protective ward, known as the Companion. The Companion, a gift to the city of Elturel from the priests of Amaunator, was a constant radiant sun which hung over the city. The light of the Companion granted protection from all undead. Following the ritual to cleanse the spellplague, the Companion is now left hanging dark and cold above the city; a reminder of yet another casualty of war.

AMAUNATOR AND THE HEART OF LIGHT

Amaunator lost much of his power when scores of his followers died in the fall of Netheril. Many of his followers who survived abandoned him because they felt he had done nothing to save them. While this was partly true, the reason Amaunator did not intervene was because he had no lawful right to interfere with magic, which was the domain of Mystra. Amaunator, being the Keeper of the Law, would never break that contract.

With the loss of so many of his followers Amaunator began the process of dying of neglect. He didn't have enough power to remain in the outer planes, so he retreated to the Astral Plane. It was during this period that he created the Heart of Light - a small shard of his very essence which could survive in the event he perished completely. Amaunator meant for the Heart of Light to live on so there would always be some pure Light in the world to offset the Darkness. He hid the Heart of Light deep in the Astral Sea for safekeeping, presumably with instructions on what to do with it in the event of his death.

Scholars disagree on the exact time, but at some point Amaunator gained enough power to reappear in Faerûn, but in the form a deity known as Lathander. As Lathander gained followers and regained strength he reclaimed his place as the dominant sun god in Faerûn. Shortly after the Spellplague in DR1385, known as the Year of Blue Fire, Lathander revealed himself once again to be Amaunator.

HANDOUT 2: BABEK'S AUDITORY GEM

My research progresses! I have finished the construction of my new body. I was able to procure some necessary parts from town. That bloody merchant promised me some rare metals and he delivered. I was pleasantly surprised to find a most interesting piece in the junk. It's an unusual looking gear with some markings unfamiliar to me. I've detected some magical properties that I might be able to exploit. The heavens are shining down upon me today...

What luck I am having! The gear makes the perfect keystone to complete my new found friend. I do feel a bit giddy when considering the potential of this magnificent construct. I was able to tap into that gear and use it for the power source. I've tuned all my other creations to sync to it, that way when I am finally transferred I will have complete control over my minions. Should work out brilliantly... This is indeed my finest creation! I'll have my work cut out for me over the next few weeks though. Seems the transferal needs a willing participant...Some sort of trust so the bond will remain. The machine has the mind of a child so it shouldn't be too difficult to persuade it to trust me. That's it! I shall care for it as a parent would tend a child. It will grow to depend on me and won't question my actions...a beautiful plan indeed. I'll need to name him; after all he is my son...Kano...I'll name him Kano...

The bond Kano and I are developing is coming along nicely. It should prove beneficial when I assume his body as my own. He actually believes I'm his father...The poor fool. Nevertheless, I need him too. It is of the upmost importance that he believes this ruse. I've been pouring over the tomes to make sure all the preparations have been completed. I modified Kano and constructed a hatch in his chest for the spell's components. I caught him putting the books I read to him each night in there...*chuckle*...I, uh...I have to separate myself from this. It won't be long now before I shall reap my rewards, and then no one will question my power...And they thought it couldn't be done...

Today is the day! After this, I will live forever and be stronger than everyone! I convinced Kano that I needed to perform some modifications to him so that he can help me out around the workshop, help watch the place... [*Sounds of Babek climbing inside of Kano's compartment can be heard; chanting begins.*]

Something's wrong! The magic is being disrupted by something! But what? The gear! Somehow I've activated its runes. I can't stop the process... *choke* The **PAIN!** *AHHH*, my gods what is going on! [*Sounds of scratching and banging can be heard*] No, no, no Kano - you **MUST** let me out! [*A deep voice can be heard faintly saying: I will keep you safe Master.*] Kano, I demand you let me out! [*Master must not hurt himself. I will not permit it. Master must remain with Kano*] I won't hurt myself again! Kano, I need help! I prom..promissss...he...l...p...me.....Kano. [*Kano help Master. Keep Master safe from himself...*]...log ends.

HANDOUT 3: VISIONS OF THE FUTURE

Each time a PC deactivates one of the hourglass pillars in Encounter 6, give them one of these visions:

VISION 1

It is dusk and shadows lengthen through an apple orchard. Ravens caw and flutter in trees whose leaves blacken and fall. Snakes slither among bones scattered between the roots of trees. Worms and insects crawl in and out of fruit, rotting on the branches. Here and there a handful of apples shine perfectly in a flickering light, as of yet untouched. Your perspective changes and you see a band of famers carrying torches and barrels of oil. Some look resolute. Others are crying. Many look uncertain.

VISION 2

You are flying with clouds below you. Something hard grips your shoulders tightly, but you cannot see what it is. In fact, twisting, you cannot see yourself. You hear voices near you, but cannot make out what they say, clarity drowned out by the rushing wind. On the horizon you see a blue glow below the cloud line. It is rushing toward you quickly. You feel a great rush of adrenaline. Whatever was holding you has gone. You are falling. Breaching the clouds you see a great ball of blue fire. You are falling directly towards it.

VISION 3

You are sitting on a farmhouse porch playing with a glass figurine twice as big as your small child-sized hands. Several of your siblings' toys are in a box nearby, just out of reach. You are careful because the figurine is obviously fragile and must be very expensive. You are pleased that you have been trusted enough to play with it. You see a boy watching you. He is dirty and thin, but smiles nicely as he walks up. He seems somehow familiar. "Would you like a turn?" you ask, handing him the figurine. The boy takes the figurine smiling wide and smashes the head leaving a jagged edge.

"No," he says, "I want all the turns." The boy stabs you in the neck repeatedly with the broken glass while laughing. As red clouds your vision, you notice that the boy has broken everyone else's toys as well. Father will be so cross.

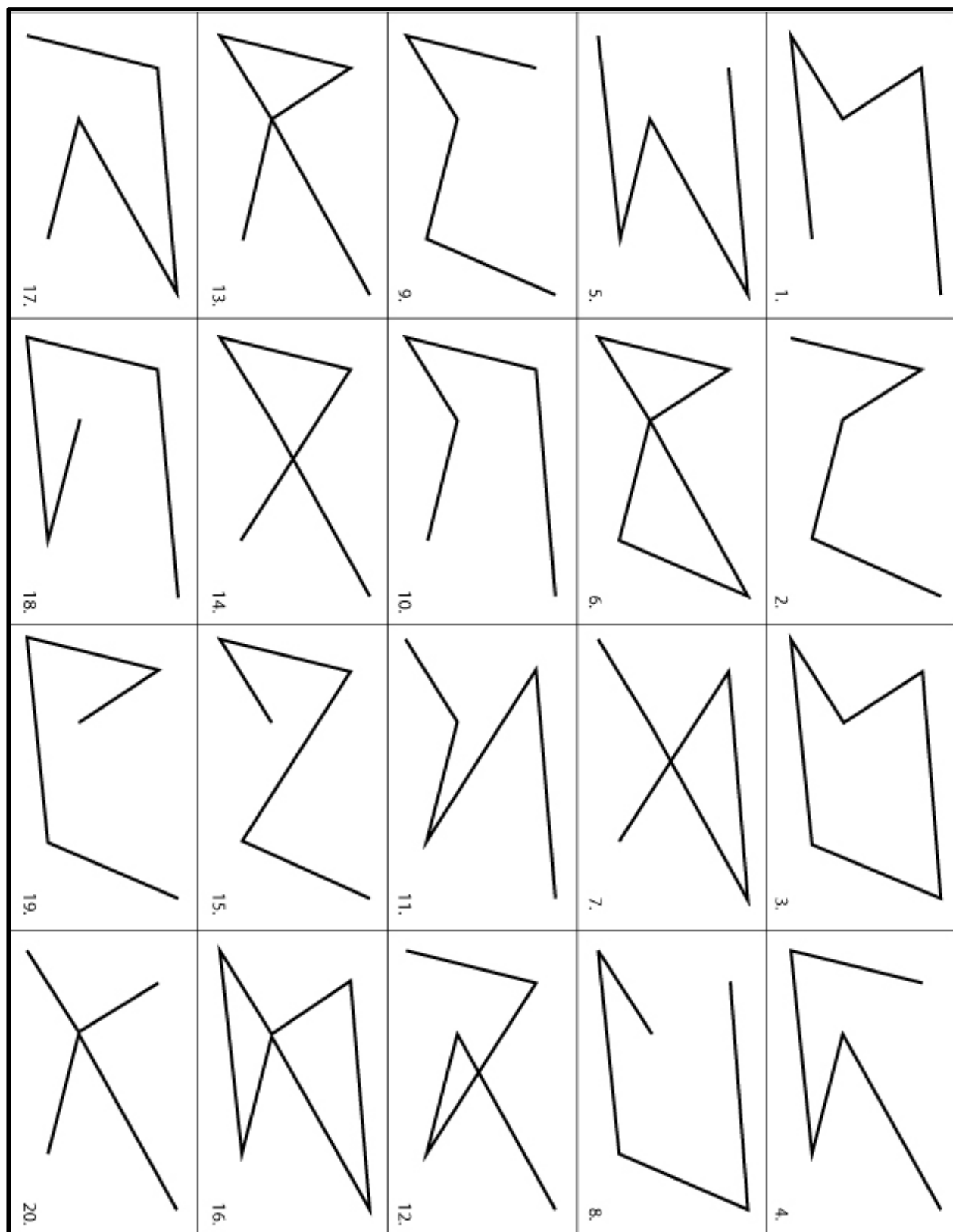
VISION 4

You are walking down a city street at dusk. It is very quiet. A few lanterns shine a distant poles but there does not seem to be anyone left in the city. You see a man and a woman up ahead, coming towards you dressed in evening finery. The man wears yellow robes and the mask of a smiling harlequin. Shadows dance behind his eyes and he walks such that he robes rarely flutter. The woman looks frantic, with wild hair and a confused, fearful look that is almost hungry. The man has his arm wrapped tightly around hers, unmoving despite her wild gyrations. "Are you coming to the party?" the man asks with a deep, sibilant voice. "Almost everyone will be there. It is the first of the year and they always say the first party of the season is best."

The woman has a crazed look in her eye, "I like those that end with a bang."

The man turns to look at her, "No, I think I prefer the whimper."

HANDOUT 4: AMAUNATOR'S ALTAR SYMBOLS



DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

SPEC5~2 CLOSER TO THE HEART

SPEC67 Shopping Spree

During your visit to the Marketplace Eternal you saw wonders and treasures like nothing found on Faerûn. You couldn't resist this opportunity to find that unique item that your heart has desired for so long, and you were thrilled to find a merchant with one for sale!

This Story Award grants you purchase access to one Uncommon item of your character level + 1 or less from a player resource, with a maximum item level of 21. You do not need to buy the item immediately; if you don't have the cash on hand or want to save the favor for later, you have the merchant's contact information and can return to the Marketplace Eternal after any adventure to complete the transaction.

When you use this Story Award to purchase an item, write the name and level of the item in the space below and make a logsheet entry deducting the appropriate amount of gold from your total. You pay full market price for the item, so it does not cost you a found-item slot, nor does it count as a Treasure selection for the adventure.

SPEC68 Closer to the Heart

You've managed to recover three ancient artifacts known as the *Trinity*: a wooden compass, a bronze disk, and an unassuming map of the Astral Sea. On their own these items seem quite mundane, but together they are the key to navigating the vastness of the Astral Sea and recovering the *Heart of Light*.

Using the *Trinity* you successfully braved the perils of the Astral Sea and found a lost temple of Amaunator hidden in the center of a white-hot burning star. You bested the guardians of the temple and retrieved the *Heart of Light* - a piece of the very essence of the God of the Sun himself.

This mighty artifact must surely be able to aid the paladins of Torm and the clerics of Amaunator in restoring the Companion and retaking the city of Elturel from its conquerors.

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(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.

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DUNGEONS & DRAGONS

SESSION TRACKING

DUNGEON MASTER

DM Name: _____

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