

BALD1-2

THE NIGHT I CALLED THE UNDEAD OUT

A DUNGEONS & DRAGONS® *LIVING
FORGOTTEN REALMS* ADVENTURE

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You are asked to recover a stolen statue from an abandoned mansion in the Bloomridge neighborhood in Baldur's Gate. What seems to be a simple task quickly turns into a night of terror. The timing of these events seems more than a bit coincidental. Can you protect the locals and still survive long enough to unravel the mystery? *A Living Forgotten Realms* adventure set in Baldur's Gate for characters levels 4-7.

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

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PREPARING FOR PLAY

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

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

Along with this adventure, you'll find a RPGA Session Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your Senior GM 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 have a letter next to them designating the type: M for melee, R for ranged, C for close, and A for area. A lower-case letter (used only in some melee and ranged attacks) denotes that the attack can be used as a basic attack.

IMPORTANT DM INFORMATION

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

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

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

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

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

In short, being the DM for a *Living Forgotten Realms* adventure isn't about following every word on the page; it's about creating a fun, challenging game environment for the players. A great deal of good information on being a DM for a D&D game can be found in Chapters 1-2 of the *Dungeon Master's Guide*.

APPROPRIATE CHARACTER LEVELS

This adventure is designed for player characters (PCs) levels 4-7. Characters that fall outside of the level range may not participate in the adventure. Make certain to check the levels of the PCs before beginning play to ensure that they are the proper level.

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

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

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

FAILING TO DEFEAT AN ENCOUNTER

If a group fails to defeat an encounter – that is, if they have to flee from a combat because it's too tough or they reach the predetermined number of failures in a skill challenge before reaching success – they are only

awarded half experience points (round down) for the encounter. If they manage to tackle the encounter later on and defeat it, award them the other half of the experience points for the encounter.

CHARACTER DEATH

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

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

MILESTONES

No matter if the characters succeed or fail in an encounter, they reach a milestone if it is the second encounter they've had since the start of the adventure or their last extended rest. Encounters that do not give out experience points do not count for purposes of reaching a milestone. Make certain to mention this information to the players when applicable, as it gives each PC another

action point and affects how some magic item powers are used.

ADVENTURE BACKGROUND

Throughout the history of Baldur's Gate, the Strongheart family always found themselves among the nobility. Their children attended the best schools and were given the best training to prepare for the leadership roles they would eventually hold. Demeran Strongheart, one of the brightest young members of the family, distinguished himself at an early age, turning into a brilliant mage. However, ambition corroded his soul, and when he finally realized that family ties and obligations would always end up leading the less capable members of the family to the greatest heights of power in the city, he decided that he would have to make his own adjustments to the normal order of succession.

Demeran knew that if he could take down some of his better-placed kinsmen, he would be able to manipulate the line of succession to place himself in a position of power. Seeking out the means to achieve his goals, Demeran discovered lichdom at middle age and did not hesitate to pursue this path.

On the night of his transformation, possessed by his newly found power, Demeran put his plans into motion. He committed a series of murders, but he was discovered before he was able to throw the city completely into chaos. The newly-created lich was destroyed in a great battle that involved forces of the Flaming Fist mercenary company in addition to the family's own retainers.

The other wizards of the family tried to gather the resources to destroy the lich's remaining essence, but they lacked sufficient power to unmake Demeran's phylactery. The search eventually led to a scholar at Candlekeep who was said to be an expert in all sorts of esoteric means for dealing with undead creatures. The old scholar managed to imprison the lich using an ancient minor artifact created long ago by the clergy of the dead god Myrkul. This statue had lost much of its power after the god's death, but kept some of its influence over the undead. Through some very specific rituals, the lich's soul was imprisoned within the statue and sealed inside his mansion in the Bloomridge district.

The family elders also decided that the true story should be kept secret, to avoid having their house cast into shame by Demeran's evil actions. The Flaming Fist agreed that making the information public would serve no purpose and consented to keeping the truth about the night's events a secret.

As time went by, the original story of Demeran Strongheart was forgotten. In the years that followed the

incident, the mansion was closely watched, but as the years turned into decades, the patrols diminished until one day they simply ceased. There are only a few people alive today who recall what happened that night, except for a least one higher rank Flaming Fist officer and some of the Strongheart elders. Although no heir of the family has ever resided in Demeran's mansion since that fateful night, the Stronghearts have always intervened when necessary to ensure that the place remains standing.

Over the decades, the statue's affinity with the undead has attracted specters and wraiths to the abandoned mansion. Those who die within the mansion's grounds are raised as zombies to join the ranks of the undead. And thus, the location has developed a very justified reputation for being haunted. The ritual binding Demeran into the statue also imbued the mansion itself as a sort of barrier. As long as the statue remains inside the manion, its power cannot reach beyond the grounds.

However, the mansion and its evil inhabitant are losing their anonymity. Two groups within the city recently stumbled upon some of the rituals and journals detailing the events of long ago. The Twilight Brotherhood, an evil merchant consortium, seeks to obtain the statue in hopes of selling its power to the highest bidder. The Thieves' Guild of Baldur's Gate, on the other hand, has much more immediate plans.

Removing the statue from the mansion would free the undead trapped within to roam the city, creating all sorts of mayhem. The Thieves' Guild has devised a plan to take advantage of this. By manipulating a group of adventurers into taking the statue, the thieves hope to unleash a horde of undead upon the Bloomridge district, creating a massive distraction for the city guard and local residents. The thieves plan to take advantage of the situation by going on a crime spree, breaking into homes and stores to steal as much as they can during the night. Best of all, the blame will fall squarely on the hapless adventurers who "stole" the statue in the first place. The player characters, naturally, will be the ones who find themselves unwittingly drawn into this plot.

PLAYER'S INTRODUCTION

It is early in the morning and the PCs have just arrived in Baldur's Gate, either by sea or by land. The PCs could be in Baldur's Gate for any number of reasons of their own. The city is a center of commerce in the Western Heartlands. Accompanying a caravan or protecting a ship are common means of coming to the city.

Those arriving by sea will dock on the eastern side of the port. On the shores of the Chionthar, to the west, one of the landmarks of the city can be spotted, the

Seatower of Balduran, proudly welcoming ships coming from the east and waving goodbye to those venturing the seas. The docks are a bustling district that busily extends as a crescent moon - also a nickname given to the city - along the Chionthar. Penetrating the city, through the sailors and working class, the characters navigate the warehouses until they cross the influx of caravans and travelers coming from the East Gate. Asking or naturally looking around for a place where adventure can be found, the PCs finally arrive at the Elfsong Tavern.

Those arriving by land must cross through the many neighborhoods located east of the city proper. Subsistence farms and poor communities built right up to the city walls are a common sight, with buildings of all shapes, sizes, and architectural styles, where artisans and their families spend their days working on their art. Extravagant marketplaces are built on narrow streets and people communicate through a gamut of languages from across the world. Eventually, these characters also arrive at the East Gate, and from there, they end up at the Elfsong Tavern.

The PCs might be between jobs, coming to the Elfsong by accident or by looking for a place that welcomes adventurers. The tavern is a famous gathering place for adventurers who can spare a coin or two to indulge in hollow joys. Read or paraphrase the following text to the players:

As you enter the Elfsong Tavern, your first sight is that of a stuffed baby beholder decorating the bar. The place is beginning to fill up with middle-class workers from the docks, gathering for a quick melted cheese sandwich before heading back for work. Even at this time of the day, a couple of drunkards are still sleeping at remote tables, no doubt recovering from the previous night.

The barkeeper bids you welcome and quickly accommodates you at a table.

Even before noon, the Elfsong Tavern is a busy place, where the middle class gathers for lunch. The menu includes the Tavern's famous heavy spiced melted cheese sandwiches, as well as a dish based on pickles (heavy on the garlic) and another on dried salt herring. Everyone's table scraps and other leavings are thrown into a caldron that always simmers next to the balcony, forming a thick stew adored by many. A generous selection of ale, stout, and wine is also offered.

A DC 20 History check (automatic success for a character from Baldur's Gate) reveals that the Elfsong Tavern draws its name from a haunting: many years ago, it was said that the voice of a female elf could be heard from time time to time, quietly singing songs of loss and lament. No one knew who this ghost was or why she

sang. Sadly, the ghostly voice that originally gave name to the place can no longer be heard. It faded decades ago, much to the sadness of the former owner, an elderly half-elven maid named "Lady" Aylth Elendara. Even in her old age, Aylth has never stopped believing that the elven voice will return.

The owners of the Elfsong Tavern are two half-elf siblings, Alicia and Duren Elendara, Aylth's grandchildren. This morning, Duren is running the place, coordinating a couple of underlings. Duren is a handsome half-elf. With his sister, he has been working hard to keep the tavern open, but business has been declining ever since the ghostly voice stopped singing.

To help bolster the tavern's flagging income, unknown to his sister, Duren has also been helping the Thieves' Guild with some minor jobs. Being close to the east gate, where adventurers abound, he has been recently charged with the task of arranging a group of mercenaries for a task. His contact is a halfling merchant by the name of Marvin Loldvyne. Duren has been instructed to direct a suitable group of adventurers to Marvin's shop for further instructions.

While serving the PCs, Duren will openly demonstrate his interest in the characters and will inquire about their previous experiences. Let the players talk a little about their previous adventures. Duren is suitably impressed, and he will mention that "a friend" has been looking for some capable hands for a dangerous mission. Assuming the PCs express any interest at all, Duren will direct them to Marvin's shop. Marvin's hours are a bit unusual, as he only opens his shop in the afternoon. This will give the PCs some time to walk around the city, visit the Temple District, acquire equipment and provisions, and otherwise take care of whatever miscellaneous business they might wish to conduct.

CAMPAIGN NOTE: QUEST CARD OPPORTUNITY

Baldur's Gate is a very cosmopolitan city. Thus, if there are any characters in the party who are looking to meet up with yellow-cloaked strangers or make conversation with pottery merchants, they may do so while exploring the city. You should improvise a suitable encounter, but keep it brief so it doesn't derail the adventure. This can be used to fulfill either Task 1 or Task 2 from the *Zhentarim Infiltration* quest card. However, a character may only fulfill one of these two tasks in this adventure.

DM's INTRODUCTION

During this adventure, the PCs will be misled into retrieving a supposedly stolen statue, hidden at an abandoned mansion in the Bloomridge district. The

statue is in fact an unclaimed minor artifact that has been kept in the mansion for some time, holding a powerful undead spirit in check. The Thieves' Guild plans to use the chaos that ensues when the statue is removed from the mansion to cover up a massive crime wave that they have been plotting for some time. Of course, the PCs will have the opportunity to undo their mistake and thwart the Guild's plans.

Once the PCs are ready to go to the meeting with Marvin, proceed to **Encounter 1**.

ENCOUNTER 1: MEETING IN THE AFTERNOON

SETUP

Halfling Merchant Marvin Loldvyne (Bluff + 16)

From the Elfsong Tavern, Duren directs the PCs through a main street going northeast along the city wall that leads directly to a famous open-air market known as The Wide. Marvin's shop is located a little further from the market, among other established shops.

Walking the streets of Baldur's Gate, the characters are mainly faced with residences and shops, with no landmark other than The Wide itself, until they reach the halfling's place of business.

This shop appears to sell mostly utilitarian goods of little interest to the adventuring sort. A sturdy, well dressed, and very charismatic male halfling comes from a door at the back of the shop.

"Ah, friends, thanks for coming! Am I correct to assume you have been sent by Duren from the Elfsong Tavern? Yes? Excellent. Let's go to my office, where we may speak more privately."

The halfling takes you to a back room, a most impressive office, embellished with animal skins and fine furnishings. He asks you to sit, and makes himself quite comfortable as well.

Marvin will first introduce himself. He makes an obvious effort to make the PCs comfortable, offering them drinks, asking about their trip to the city, their stay at the Elfsong, and so forth. When five minutes have passed - conveniently, the duration of a Discern Lies ritual, in case any PCs had cast it before entering - he will resume the conversation.

"But enough chit-chat. Let's talk about business, shall we? A couple of days ago, I noticed that a most valuable

investment of mine, an old statue recovered from some ancient ruins, was missing from my personal vault.

"Naturally, I called in the Flaming Fist to investigate the matter, but they were not successful in finding any evidence. Frankly, I don't think they took me very seriously.

"Although I haven't heard from them since, I have not given up hope of recovering my stolen property. I recently contracted the services of a scholar who promised me she would be able to locate the object using some sort of ritual ... and apparently she has!

"The scholar told me that her magic has located the statue inside an abandoned mansion in the Bloomridge district. The mansion is rumored to be haunted, but my sources tell me that it has in fact become a hideout for thieves, and that they use the ghost stories to keep people away.

"I want you to go in there and recover the statue for me. Those bandits have no right to my possessions! I am willing to pay you [20 / 30] gold pieces each for the job."

After this short briefing, the merchant will answer some of the PCs questions.

What do you know about the statue? *"The statue is quite valuable, but only for its historical interest. It was once sacred to the dead god Myrkul, but after his death, it lost its powers."*

"I purchased the statue some time ago at a truly bargain price, knowing that its true worth was far higher. Now that I have finally found a suitable buyer, I don't have the statue anymore. I can still complete the transaction, but only if I recover the statue very soon."

Who is your buyer? *"Well, I suppose that is a pertinent question. I myself have wondered if the thieves that stole the statue from me did so at his bidding. But now that I know where the statue is, this is no longer important. If you manage to recover the relic, my buyer will come back to me."*

"With that in mind, I think I will keep the name to myself. After all, knowing when to keep one's own counsel is one of the keys to this business. I may have the chance to do business with this same buyer in the future. I hope you can understand."

Do you know anything about the thieves? *"No. As soon as I found out where the statue was, I knew I had to find a group of capable sell-swords to assist me, and I asked Duren to keep an eye out for me, since many adventurers pass through his tavern. That is what led me to you."*

What about the scholar who found the statue? *"She is quite competent and very reclusive too! I had to go to the academy to get a meeting with her... she rarely leaves. I am*

sure she had nothing to do with the original theft, and she wouldn't want to be disturbed with this matter. Let's leave her alone unless we actually need her."

Why not go to the Flaming Fist? "Well, I'm sure they would claim that they are still looking for those thieves, but it's been almost a week, and I haven't heard anything. I doubt they would be interested in hearing from me again about this same matter. I'd rather bet my coins on you."

To encourage the PCs to accept his terms, Marvin offers to pay them half the reward up front, as a token of good faith.

Although Marvin is making up some lies, he is a very charismatic fellow, fun and joyful, and has a long experience in dealing with adventurers. A PC who has a passive Insight of 26 or higher, or one who specifically beats Marvin's Bluff check concerning any specific statement, will get a sense that the merchant is not being completely honest with the characters, but he will nevertheless manage to disguise his true intentions. If confronted he will say:

"Come on! Do you want me to pour out my life story to you? I have told you everything that you need to know in order to get the job done and collect a nice reward. You do want the job, right? Let's get going! My buyer won't sit around forever."

Assuming they accept, the PCs are given directions to the abandoned mansion. If the PCs ask to see proof that he really owns the statue, Marvin can produce some official-looking papers from an archaeological dig confirming that he purchased the statue legitimately. (These are forgeries, of course, but the PCs have no time to follow up on the statue's true provenance.) After leaving the shop, if the PCs decide to check on the merchant's story, they can confirm with the Flaming Fist that the halfling did indeed report a robbery whose particulars match the description that he gave them.

The PCs may also try to find some information on the merchant or the mansion. Characters who are natives of Baldur's Gate receive a +5 bonus on all these checks.

The Abandoned Mansion (History or Streetwise):

DC 15: The mansion has been abandoned for as long as anyone can remember. It has a reputation for being a "haunted house."

DC 20: The mansion belongs to the Strongheart family, who are cousins of the Grand Duke's own family. The family members left the place after one of their favored sons went missing, many decades ago, under suspicious circumstances.

DC 25: Local thieves avoid the place. Some groups have tried to use the place as a base of operations over the years, only to discover that the house really is haunted – sightings of ghosts and other undead have been reported, and those who die on the mansion's grounds supposedly become undead themselves.

DC 30: In a district where property is so highly valued, it is highly unusual for a mansion to remain abandoned. Over the years, many noble families have tried to buy the property. However, the remaining heirs of the Strongheart family exercise their political muscle every time there is an effort to condemn or raze the property.

Marvin Loldvyne (Diplomacy or Streetwise):

DC 20: The PCs may find reliable information on Marvin at a local Flaming Fist post or city administration hall. Marvin is a law-abiding citizen, his shop deals in legitimate goods, and he pays all his taxes.

DC 25: Well, he is a halfling, and as everyone knows, halflings dominate organized crime within the city. Even if Marvin isn't a criminal himself, there are plenty of rumors that he "knows people" within the Thieves' Guild of Baldur's Gate.

ENDING THE ENCOUNTER

The encounter ends when the PCs accept Marvin's assignment. He begs them to proceed to the mansion without delay, take care of the thieves (if they are present), and retrieve his property.

Marvin will have a fellow halfling follow the PCs in case they fail. This person is authorized to put together a small group and enter the mansion to finish the mission if need be. He will also be ready to react as needed if anything else goes wrong.

EXPERIENCE POINTS

The characters receive no experience for this encounter and it does not count towards a milestone.

TREASURE

The halfling pays each PC 10 / 15 gp in advance, which is half the total reward.

ENCOUNTER 2: WHISPERING MANSION

ENCOUNTER LEVEL 4 / 6 (875 / 1,300 XP)

SETUP

This encounter includes the following creatures at the low tier:

- 1 false-floor pit (T)
- 1 specter (Level 1) (S)
- 2 zombies (Level 1) (Z)
- 2 chillborn zombies (Level 4) (CZ)
- 1 rotwing zombie (Level 2) (RZ)

This encounter includes the following creatures at the high tier:

- 1 false-floor pit (T)
- 1 specter (Level 3) (S)
- 2 zombies (Level 4) (Z)
- 2 chillborn zombies (CZ)
- 1 rotwing zombie (Level 5) (RZ)

From Marvin's shop to the Bloomridge district, the PCs walk through the most beautiful parts of the city. They pass through the Twin Songs temple district and then the ducal district, where the Ducal Palace, the main administrative buildings, and the headquarters of the most prominent noble and merchant houses can be found.

When the PCs arrive at the Bloomridge district, it is early evening. Read the following:

Walking through Bloomridge, it seems hard to believe that even the slightest piece of earth or air would be abandoned here.

Located on and within the old, high walls of Baldur's Gate, through feats of engineering and magic, the neighborhood extends all the way down the side wall in swoops of stairs, galleries, and hanging gardens. It is truly an urban marvel.

Although the hour grows late, the place is still crowded with well-dressed buyers wandering through marvelously built shops and open-air cafes.

Walking a little further, away from the most highly desirable locations of the neighborhood, the pleasing architecture gives way to some older construction. Finally, tucked away in a back corner away from the glamour of the rest of the district, you reach your destination.

You stand in front of the gates that lead to the abandoned mansion. The gates are rusted and half open and the place does seem to have been abandoned for some time. The front yard is filled with overgrown grass that has been left to its own desires for far too long,

Through the overgrowth you can see the entrance to the manor itself. Although this property has surely been broken into on more than one occasion, the front door nevertheless appears to be intact.

Perhaps it is just your overactive imagination, but ghostly voices seem to come from inside the house.

The house is actually built up against the city walls, so it lacks windows and doors on the sides and at the back. The front entrance really is the only option. Arcana and Thievery checks do not indicate any magical or mundane wards or traps on the door. (The rituals of binding placed on the mansion itself also suppress magical auras, so Arcana checks made from the outside do not register anything suspicious.)

When the PCs decide to proceed, they can force or crack the door open.

The door opens up to a large entry hall, where heavy, old furniture dominates most of the empty space. The stench of mold and death dominates the place and amidst the dust and webs, you can see that trespassers have made their way here before, and met a grisly fate. A pile of skeletons is stacked in one of the corners, and a couple more lie on one of the couches, perhaps killed in their sleep. More bodies, these with the flesh still on them, litter the staircase leading up to the second floor.

The old furniture was probably expensive in its own time, but what's left of it has no value. The place has been stripped repeatedly - anything worth stealing seems to have been removed long ago.

At both sides of the room, large wooden doors dominate the walls, and at the end of the hall, a grand stair leads up, which is where the voices seem to come from.

The PCs will probably want to take some time analyzing this area, although it offers no risks for them right now.

Arcana DC 15: Besides the stench of death, a malign magic aura also dominates the place.

Arcana DC 25: Upon focusing, blurs of magical energy all around the main hall are revealed. These pocket dimensions seem inaccessible. Someone would probably need the appropriate ritual or knowledge of the trigger to access these extradimensional spaces.

The doors to either side are unlocked and lead to a series of large empty rooms at each side of the mansion. There is nothing of interest or value.

By the looks of some of the clothes worn by the skeletons stacked at the corner of the room, they are probably those of homeless people and youngsters who came here looking for excitement.

The most recent intruders were the halflings, whose (much fresher) bodies are facing down the stairs, as if they died running away from the upper floor. These bodies are all that remains of the first group that the Thieves' Guild sent to try and retrieve the statue. (Their failure to return is what led to the plan to send adventurers instead.) However, assuming they still believe Marvin's story, the PCs should be encouraged to think that the bodies are probably those of the thieves that "stole" the statue from Marvin.

When the adventurers decide to proceed upstairs, read:

The grand stairs, covered in a tattered and faded red carpet, and featuring a beautifully engraved balustrade, ascend to a short hallway, reaching an open door at the end. Through the door, you see a low table or altar of some sort, upon which a strange skull-like statue rests. Against the back wall you can see what appears to be a statue or gargoyle.

Perception DC 20: The gargoyle on the back wall is moving slightly. Upon closer inspection it seems more like a zombielike winged creature.

Arcana DC 25: The same kind of pocket dimensions from below can be found here, but unlike those on the first floor, these emanate some kind of necrotic energy. If the character succeeding on the check wishes to do so, he can expend a standard action focusing on this energy to pinpoint the location of each one. This reveals the locations of the Mad Whispers indicated on the map. A character that found the auras on the first floor gains a +5 bonus to this check.

When the PCs have all entered the room (or if they attempt to manipulate the statue or the "gargoyle" from outside) the other undead appear and attack.

FEATURES OF THE AREA

Illumination: There are no light sources in the entire house. The PCs must supply their own light.

Doors: Two wooden doors dominate the walls on both sides of the upper room. The doors are locked and lead to private bedchambers with a bed, desk, and chest of drawers.

Mad Whispers: The entire room echoes with ghostly voices, but where the pocket dimensions stand, the sounds are maddening. Whenever a PC ends his or her turn in one of the marked areas on the map, that character will be assailed by *mad whispers* due to the tens of mad wraiths imprisoned behind the portals.

The effect deals 5 psychic damage and renders the subject creature dazed until the beginning of its next turn (meaning it cannot take opportunity attacks or use immediate actions). Undead are immune to this effect.

Statue: The statue is placed upon the altar. It resists being removed (Strength check DC 20) and cannot be destroyed. If the statue is removed from the altar, a strong wind will blow through the room, coming out of nowhere and the voices will suddenly stop (as will the effects of the *mad whispers*). The pocket dimensions will remain visible to an arcane character that managed to pinpoint them, with no further alterations other than a slight change of color.

False-Floor Pit		Level 1 Warder
Trap		XP 100
A covered pit is hidden near the center of the room. Timber covered with flagstones is rigged to fall when a creature walks on it, dropping the creature into a 10-foot-deep pit.		
Trap: A 2-by-2 section of the floor hides a 10-foot-deep pit.		
Perception		
♦ DC 20: The character notices the false stonework.		
Trigger		
The trap attacks when a creature enters one of the trap's four squares.		
Attack		
Immediate Reaction		Melee
Target: The creature that triggered the trap.		
Attack: +4 vs. Reflex		
Hit: Target falls into pit, takes 1d10 damage, and falls prone.		
Miss: Tarter returns to the last square it occupied and its move action ends immediately.		
Effect: The false floor opens and the pit is no longer hidden.		
Countermeasures		
♦ An adjacent character can trigger the trap with a DC 10 Thievery check (standard action). The floor falls into the pit.		
♦ An adjacent character can disable the trap with a DC 25 Thievery check (standard action). The floor becomes safe.		
♦ A character who makes an Athletics check (DC 11, or DC 21 without a running start) can jump over the pit.		
♦ A character can climb out with a DC 15 Athletics check.		

TACTICS

The undead are not very intelligent, but they have an overriding compulsion to protect the statue, so their defensive line will form toward the back of the room, allowing the PCs to be caught in the room's traps. The zombies will target characters entering first, grabbing them, while the chillborn zombies try to hit weaker foes.

The rotwing zombie will try to make the most of its flying charge and may even allow weaker foes to make opportunity attacks if it can set up another flying charge.

The specter will try to keep as many enemies as possible inside its aura. It prefers to save its *spectral barrage* until more than two enemies are within range.

The monsters are aware of the false-floor trap and will avoid it.

SCALING THE ENCOUNTER

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

Four PCs: Remove the specter.

Six PCs: Add another chillborn zombie.

ENDING THE ENCOUNTER

After defeating the undead, the PCs can better analyze the statue. It takes the shape of a blockish elongated black skull, about a foot tall and six inches thick.

Religion DC 20: The statue resembles the holy symbol of the former god Myrkul, who was the Lord of the Dead before Kelemvor.

Arcana DC 20: The statue appears to have some power over undead creatures. It also contains a lot of necrotic energy that could probably be used to fuel other necromantic rituals.

Further investigation by the PCs cannot reveal the true nature of the statue at this time (remember that this is a mysterious ancient artifact that was sacred to a dead god, from a time when magic worked in different ways), so although the PCs may suspect that removing the statue is a bad idea, they cannot be sure of what will happen.

The PCs can now leave the mansion and deliver the statue back to Marvin, who gladly pays them the rest of their reward. If the PCs insist that he turn the statue over to a temple, he promises to do so - in the morning. He will say anything he has to in order to get the PCs to give him the statue.

In the next couple of hours, due to the absence of its ritual focus (the statue), the magical seals that hold the mansion together will fail. The pocket dimensions falter, releasing the undead trapped within.

TROUBLESHOOTING

Obviously, the plot of the adventure makes some assumptions. Here are some suggestions for keeping things on track if those assumptions don't pan out.

The characters may suspect that removing the statue from the altar is generally a bad idea. They might choose to leave it where it is and seek help from the authorities. After the PCs leave the mansion, the halfling who has

been tailing them on behalf of the Thieves' Guild will enter to make sure the job was done. Finding the undead destroyed and the statue still present, he will take the item himself. The PCs may be a little frustrated if they later find that the statue was removed either way, so you can let them see the halfling entering the mansion after they leave. If they decide to follow, have them reach him at the very moment he removes the statue from the altar. The halfling will not fight and will try to talk the PCs into letting him keep the statue (which he intends to take straight to the hideout), but will surrender it if intimidated. He admits that he was sent by Marvin to make sure the job was done.

It is possible that the PCs will refuse to give the statue to Marvin unless he tells them the truth about its powers. The merchant, much less charismatic at this point, will claim that he doesn't know anything about any undead. The manor was rumored to be haunted, and if the thieves who stole the statue from him were killed, well, they got what they deserved. He demands the statue, appealing to the PCs' professionalism (they were hired to do a job). He will deny any and all accusations that are thrown at him.

It really doesn't matter who has the statue as long as it leaves the mansion (which triggers the release of the undead horde). The thieves will have a harder time moving around without control of the artifact, but they will still manage to rob the shops and houses during the chaotic night. Talbot won't have the statue in Encounter 6, but the rituals will be with him.

The PCs might use a ritual to get some guidance (such as *Hand of Fate*). The mansion holds great dangers, and the statue itself is evil, as is the PCs' employer, but the outcome of the disastrous night can also lead to great rewards and even overall good. Many questions could possibly lead to confusion and an unclear or misleading answer.

The PCs might also want to use a ritual to speak with the dead bodies at the mansion. They don't know anything about the statue and their souls have been drawn into the pocket dimension, becoming mad wraiths, so they cannot share any useful information with the PCs.

EXPERIENCE POINTS

The characters receive 175 / 260 experience points each for defeating the undead.

TREASURE

If the PCs search the dead halfling bodies on the stairs, they find some magical equipment. If they take the statue back to Marvin and deliver it to him as agreed, he will pay them the remaining 10 / 15 gp he promised.

ENCOUNTER 2: “WHISPERING MANSION” STATISTICS (LOW LEVEL)

Chillborn Zombie (Level 4)	Level 4 Soldier
Medium natural animate (cold, undead)	XP 175
Initiative +4 Senses Perception +2; darkvision Chillborn Aura (Cold) aura 2; any creature that enters or begins its turn in the aura takes 5 cold damage. Multiple chillborn auras deal cumulative damage. HP 55; Bloodied 27; see also <i>death burst</i> AC 20; Fortitude 18, Reflex 14, Will 14 Immune disease, poison; Resist 10 cold, 10 necrotic; Vulnerable 5 fire Speed 4	
m Slam (standard; at-will) ♦ Cold +9 vs. AC; 1d6 + 3 damage, and the target is immobilized until the end of the chillborn zombie's next turn and takes ongoing 5 cold damage (save ends); see also <i>ice reaper</i> .	
C Death Burst (when reduced to 0 hit points) ♦ Cold The chillborn zombie explodes. Close burst 1; +7 vs. Fortitude; 2d6 + 1 cold damage, and the target is slowed (save ends).	
Ice Reaper ♦ Cold The chillborn zombie deals an extra 5 cold damage to an immobilized creature.	
Alignment Unaligned Languages – Str 19 (+6) Dex 10 (+2) Wis 10 (+2) Con 15 (+4) Int 2 (-2) Cha 6 (+0)	

Rotwing Zombie (Level 2)	Level 2 Skirmisher
Medium natural animate (undead)	XP 125
Initiative +5 Senses Perception +1; darkvision HP 38; Bloodied 19; see also <i>zombie weakness</i> AC 15; Fortitude 14, Reflex 14, Will 12 Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant Speed 4, fly 4 (clumsy) m Slam (standard; at-will) +7 vs. AC; 1d8 + 1 damage.	
Flying Charge When flying, the rotwing zombie deals an extra 2d6 damage on a successful charge attack.	
Zombie Weakness A critical hit to the zombie reduces it to 0 hit points instantly.	
Alignment Unaligned Languages – Str 14 (+3) Dex 14 (+3) Wis 10 (+1) Con 14 (+3) Int 1 (-4) Cha 3 (-3)	

Zombie (Level 1)	Level 1 Brute
Medium natural animate (undead)	XP 100
Initiative -2 Senses Perception -1; darkvision HP 30; Bloodied 15; see also <i>zombie weakness</i> AC 12; Fortitude 12, Reflex 8, Will 9 Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant Speed 4 m Slam (standard; at-will) +5 vs. AC; 2d6 + 1 damage.	
M Zombie Grab (standard; at-will) +3 vs. Reflex; the target is grabbed (until escape). Checks made to escape the zombie's grab take a -5 penalty.	
Zombie Weakness A critical hit to the zombie reduces it to 0 hit points instantly.	
Alignment Unaligned Languages – Str 14 (+2) Dex 6 (-2) Wis 8 (-1) Con 10 (+0) Int 1 (-5) Cha 3 (-4)	

Specter (Level 1)	Level 1 Lurker
Medium shadow humanoid (undead)	XP 100
Initiative +6 Senses Perception +4; darkvision Spectral Chill (Cold) aura 1; enemies in the aura take a -2 penalty to all defenses. HP 21; Bloodied 10 AC 13; Fortitude 13, Reflex 13, Will 14 Immune disease, poison; Resist 10 necrotic, insubstantial; Vulnerable 5 radiant Speed fly 6 (hover); phasing m Spectral Touch (standard; at-will) ♦ Necrotic +4 vs. Reflex; 1d6 + 1 necrotic damage.	
C Spectral Barrage (standard; recharge 5 6) ♦ Illusion, Psychic Close burst 2; target enemies; +4 vs. Will; 3d6 + 2 psychic damage, and the target is knocked prone.	
Invisibility (standard; at will) ♦ Illusion The specter becomes invisible until it attacks or until it is hit by an attack.	
Alignment Chaotic evil Languages Common Skills Stealth +7 Str 10 (+0) Dex 15 (+2) Wis 8 (-1) Con 13 (+1) Int 6 (-2) Cha 15 (+2)	

ENCOUNTER 2: “WHISPERING MANSION” STATISTICS (HIGH LEVEL)

Chillborn Zombie	Level 6 Soldier
Medium natural animate (cold, undead)	XP 250
Initiative +5 Senses Perception +3; darkvision Chillborn Aura (Cold) aura 2; any creature that enters or begins its turn in the aura takes 5 cold damage. Multiple chillborn auras deal cumulative damage. HP 71; Bloodied 35; see also <i>death burst</i> AC 22; Fortitude 20, Reflex 16, Will 16 Immune disease, poison; Resist 10 cold, 10 necrotic; Vulnerable 5 fire Speed 4	
m Slam (standard; at-will) ♦ Cold +11 vs. AC; 1d6 + 4 damage, and the target is immobilized until the end of the chillborn zombie's next turn and takes ongoing 5 cold damage (save ends); see also <i>ice reaper</i> .	
C Death Burst (when reduced to 0 hit points) ♦ Cold The chillborn zombie explodes. Close burst 1; +9 vs. Fortitude; 2d6 + 2 cold damage, and the target is slowed (save ends).	
Ice Reaper ♦ Cold The chillborn zombie deals an extra 5 cold damage to an immobilized creature.	
Alignment Unaligned Languages – Str 19 (+7) Dex 10 (+3) Wis 10 (+3) Con 15 (+5) Int 2 (-1) Cha 6 (+1)	

Rotwing Zombie (Level 5)	Level 5 Skirmisher
Medium natural animate (undead)	XP 200
Initiative +6 Senses Perception +2; darkvision HP 62; Bloodied 31; see also <i>zombie weakness</i> AC 18; Fortitude 17, Reflex 17, Will 15 Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant Speed 4, fly 4 (clumsy) m Slam (standard; at-will) +10 vs. AC; 1d8 + 2 damage.	
Flying Charge When flying, the rotwing zombie deals an extra 2d6 damage on a successful charge attack.	
Zombie Weakness A critical hit to the zombie reduces it to 0 hit points instantly.	
Alignment Unaligned Languages – Str 14 (+4) Dex 14 (+4) Wis 10 (+2) Con 14 (+4) Int 1 (-3) Cha 3 (-2)	

Zombie (Level 4)	Level 4 Brute
Medium natural animate (undead)	XP 175
Initiative +0 Senses Perception +1; darkvision HP 60; Bloodied 30; see also <i>zombie weakness</i> AC 15; Fortitude 15, Reflex 11, Will 12 Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant Speed 4 m Slam (standard; at-will) +8 vs. AC; 2d6 + 3 damage.	
M Zombie Grab (standard; at-will) +6 vs. Reflex; the target is grabbed (until escape). Checks made to escape the zombie's grab take a -5 penalty.	
Zombie Weakness A critical hit to the zombie reduces it to 0 hit points instantly.	
Alignment Unaligned Languages – Str 14 (+4) Dex 6 (+0) Wis 8 (+1) Con 10 (+2) Int 1 (-3) Cha 3 (-2)	

Specter (Level 3)	Level 3 Lurker
Medium shadow humanoid (undead)	XP 150
Initiative +7 Senses Perception +5; darkvision Spectral Chill (Cold) aura 1; enemies in the aura take a -2 penalty to all defenses. HP 27; Bloodied 13 AC 15; Fortitude 15, Reflex 15, Will 16 Immune disease, poison; Resist 10 necrotic, insubstantial; Vulnerable 5 radiant Speed fly 6 (hover); phasing m Spectral Touch (standard; at-will) ♦ Necrotic +6 vs. Reflex; 1d6 + 2 necrotic damage.	
C Spectral Barrage (standard; recharge 5 6) ♦ Illusion, Psychic Close burst 2; target enemies; +6 vs. Will; 3d6 + 3 psychic damage, and the target is knocked prone.	
Invisibility (standard; at will) ♦ Illusion The Specter becomes invisible until it attacks or until it is hit by an attack.	
Alignment Chaotic evil Languages Common Skills Stealth +8 Str 10 (+1) Dex 15 (+3) Wis 8 (+0) Con 13 (+2) Int 6 (-1) Cha 15 (+3)	

ENCOUNTER 2: “WHISPERING MANSION” MAP

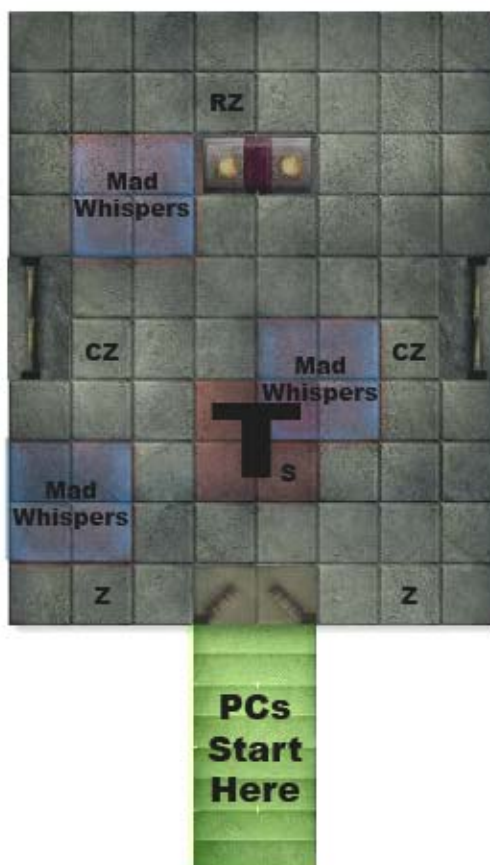
DT1: DUNGEON TILES

Floor	10x8	x1	Double Doors	2x1	x2
Stairs	4x2	x1			

DT2: ARCANE CORRIDORS

Altar	2x1	x1	DT7: FANE OF THE FORGOTTEN GODS		
			Opened Double Door	2x1	x1

T = Falso-Floor Pit
S = Specter
Z = Zombies
CZ = Chillborn Zombies
RZ = Rotwing Zombie



ENCOUNTER 3: JOY AND GRIEF

SETUP

Important NPCs:

- Duren and Alicia Elendara, Tavern Owners
- Flaming Fist Captain Lothar Bladesmith

SCENE 1: AT THE ELFSONG TAVERN

After returning the statue to Marvin and collecting their reward, the PCs can head back to the Elfsong Tavern.

If they have other plans, on their way to wherever they are going, you can have them overhear that the ghostly elven voice that once beautifully sung at the Elfsong has returned after decades and that everyone is gathering to hear the elven ghost sing.

When the PCs arrive at the tavern, read:

You can see that a quiet mob is gathering outside the tavern, while the inside is taken by patrons. As you make your way inside, Duren meets you with a silent smile, raising a finger to his lips. Beautiful music, sung by an angelic female elven voice, echoes throughout the tavern.

No one speaks a word and those who try are quieted by the crowd. The sounds of the city are suddenly gone.

Tears of joy fall from the face of most listeners and the half-elven owners are no exception. Strangers grip each other as they stand in awe; young and old alike are mesmerized by the beautiful voice.

This scene lasts for about twenty minutes, while the music slowly approaches its end. When it stops, another minute goes by before anyone speaks a word, as if people are waiting to see if the voice is coming back.

When it doesn't, Duren approaches his sister Alicia. They hug as shouts and cheers echo from the crowd.

The ghostly voice gives new strength to the PCs. Each character recovers a healing surge.

The tavern is filled to its utmost capacity and then some, with drinks and food flying in all directions. Several new servers are hired and pressed into service on the spot, as it becomes evident that the current staff is unable to deal with that many patrons.

As the night goes on, Duren and Alicia will share their joy with their clients, remember old time stories and honor their grandmother and parents. Duren will even go to the PCs, ask how things went in the morning and make other chit-chat. He is clearly elated and relieved.

When the PCs have had enough or whenever you think it is appropriate, follow to the next scene.

SCENE 2: CITY CRIER

Suddenly, a commotion can be heard outside the inn. A few moments later, someone enters and shouts: "Zombies! There are zombies attacking people in the Bloomridge!"

Initially, the tavern's patrons react with disbelief, but when the sightings of undead are confirmed by other witnesses, the general attitude shifts. Some are terrified, others are outraged, and a few joke that the rich are finally getting what they deserve.

Outside, a city crier begins to shout the news: "Hear ye, hear ye! The Bloomridge district is under siege by undead creatures. Citizens are hereby ordered to stay out of this district until further notice. The city watch and the Flaming Fist are summoning all able-bodied persons to help control the situation. Those who lend their talents to the city's defense will be suitably rewarded!"

Right about now, the PCs may be asking themselves if the return of the elven ghost to the Elfsong and this sudden undead attack on the Bloomridge had anything to do with their earlier assignment involving a suspicious statue that seemed to have power over the undead. This seems like a reasonable conclusion and should be encouraged so the PCs can feel morally obligated to help rectify the situation.

Also, if at any time the PCs wish to reveal to a Flaming Fist officer that they may have had something to do with this situation, the authorities will be curious, surprised, and intrigued, but they will ask that this matter is left for later, until things are under control. If the PCs are partially or wholly responsible for the problem, then the authorities will demand that they help solve the problem.

If the PCs decide to pay a visit to Marvin before heading out to the Bloomridge, he is nowhere to be found.

SCENE 3: BACK TO BLOOMRIDGE

When the PCs arrive back at the Bloomridge, they find a barricade with some soldiers and a Flaming Fist captain who seems to be in command and trying to get a handle on the situation. The captain calls out:

"Halt! The Bloomridge is under quarantine. Nobody goes in, all should head out of that place. Or did you come to help? We are in need of some capable hands to help defend the people in the district. Are you up for it? We are authorized to pay [20 / 30] gp to any

mercenary who helps deal with the undead... assuming you survive the night, that is."

If the PCs accept:

"Thank you! My name is Lothar Bladesmith, Captain of the Flaming Fist, and our situation is dire. Right now, we are mainly stuck with the militia and they are limited in what they can do, so I need people capable of going into the center of the infestation.

"I need you to make a break through the undead on the perimeter of the district and make your way to the central section. That's where the wealthiest merchants and nobles reside and, like it or not, they are our first priority.

"From all accounts, only a few of our soldiers have managed to get to that part of the neighborhood, so your presence there could mean the difference between life and death for those within. Go now, and good luck!"

ENDING THE ENCOUNTER

EXPERIENCE POINTS

The characters receive no experience for this encounter and it does not count towards a milestone.

TREASURE

Captain Lothar promises to pay each PC 20 / 30 gp for their efforts during the night, but the reward is better left for later, since the current situation is urgent. The Captain does not have the money on him in any case, but he is authorized to make such commitments on behalf of the Flaming Fist.

ENCOUNTER 4: IN (FOR) A FIX

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

SETUP

Number of Successes: 4

Number of Failures: 3

In this encounter, the PCs will have to navigate the Bloomridge in order to reach the most prominent mansions, where the richer nobles can be found. Their orders are to get there and help to save as many lives as they can.

During the encounter, the PCs may be confronted with different kind of undead creatures. It is not the intent of this encounter that the PCs fight these creatures. Appropriate penalties for failing each scene are described below.

Running through the streets, everyone is the same social class. The distinctions of wealth and privilege mean nothing in the chaotic scramble to escape the plague of undead. Nobles and their families, shopkeepers and waitresses, all scream in fear as they flee from the district. Local guards help the refugees while barricades are placed at intersections and other strategic locations.

SKILL CHALLENGE

In each scene, the PCs will face a different threat or situation they have to surpass. Each scene stipulates the penalties for failing it (independently of the overall success or failure of the skill challenge).

There are a total of 5 scenes, but as soon as the PCs accomplish success in 4 scenes, the encounter can end. If the PCs fail 3 scenes, you can choose to end the encounter at that point to avoid further penalties, or you may want to have them continue through the remaining scenes, for better or worse (actually, it can only get worse at that point).

Since all the PCs will be running along the same route, allow the PCs to make group checks for this skill challenge. One of the characters will make a check with the primary skill. The other characters can try to help using either primary or secondary skills (each success with any skill provides a +2 bonus to the main character, while only the group check with the primary skill determines the overall success or failure of that scene).

Each scene has different primary and secondary skills, so all characters can participate in the skill

challenge at some point. You should feel free to take this basic structure and improvise so that you and your players get the most enjoyment out of this encounter. As always, if the players propose ideas for using skills in ways not contemplated below, assign an appropriate DC and let the character make the attempt. The PCs might also make use of various powers in each scene, which should grant bonuses to the primary skill check or even an automatic success if the tactic is particularly appropriate.

SCENE 1: HELPING THE REFUGEES

Primary Skill: Heal

Secondary Skills: Athletics, Diplomacy, Intimidate

You see a group of people being chased by zombies. The zombies are slow, but some of the women carry children and some of the men are immobilized by fear.

Athletics (DC 12 / 13): Some people are hurt and can't move properly, while others are carrying children and are slowed down. Carrying a few wounded or some children may help speed up the refugees.

Diplomacy (DC 12 / 13): The people are desperate and need to be calmed down and encouraged to move in an orderly fashion if they wish to make it out of there alive.

Heal (DC 17 / 18): These refugees have already been attacked several times tonight. They are not going to be able to outrun the undead without some healing. A quick application of first aid will help the wounded and inspire the refugees' trust in the group. This is the primary skill for the challenge.

Intimidate (DC 17 / 18): It may not be the nicest approach, but done properly, intimidation can help the desperate find the strength to run for their lives.

Success: The PCs are able to help the refugees escape the pursuing undead.

Failure: Unable to speed up the refugees, the PCs need to engage the zombies to give the people time to flee. Quickly dispatched, the zombies only manage to land a few blows. All characters lose one healing surge to represent the damage they take fighting the zombies.

SCENE 2: GHOSTLY WINDS

Primary Skill: Endurance

Secondary Skills: Acrobatics, Athletics, Religion, Stealth

As you run through the now-empty streets the sounds of howling winds come from above. Ghosts and specters storm through the streets like a cyclone, closing on you.

Athletics (DC 12 / 13): There are not many places to hide. All houses are locked and the street is narrow. But it's possible to help with strength, forcing doors open, climbing on rooftops, and removing other obstacles as the group looks for a place to hide.

Endurance (DC 17 / 18): These incorporeal undead don't seem to be focused on attacking the PCs (they are passing through on their way to somewhere else). The characters can't avoid contact completely, so they make this check to fortify themselves against the soul-draining touch of the undead. This is the primary skill for the challenge.

Religion (DC 17 / 18): The character channels divine energy to try and turn the horde aside, or uses her knowledge of the creatures' tendencies to determine the best way to resist them.

Stealth (DC 12 / 13): It's not possible to outrun or escape the ghosts' path, so it might be better to hide and wait for this horde of undead to pass.

Success: The PCs are able to withstand the chill, clammy touch of death as the incorporeal undead stream through and past them. They suffer no ill effects from the encounter.

Failure: As the ghosts storm through the street, overrunning the PCs, they stand immobilized by their frightful presence. Although the ghosts do not attack, the dread and weakness will take a while to fade away. All characters suffer a -1 penalty on their attack rolls during Encounter 5.

SCENE 3: GHOUL BUTCHERS

Primary Skill: Athletics

Secondary Skills: Acrobatics, Perception, Stealth, Streetwise

Around the corner you are surprised by a group of ghouls making their meal upon some unfortunate victims. They immediately look at you and give chase.

Athletics (DC 17 / 18): The ghouls are very fast. The character will need to lead the group out of harm's way. This is the primary skill for the challenge.

Acrobatics (DC 12 / 13): On the rooftops the ghouls will have a harder time following the group and this character can help his or her friends through these more arduous paths.

Perception (DC 12 / 13): The character notices a darker path that may be overlooked by the ghouls.

Stealth (DC 12 / 13): Although it's too late to avoid the ghouls' notice altogether, whenever the group manages to gain some distance, knowing how to mislead them is very important.

Streetwise (DC 12 / 13): A character with streetwise can find obscure routes through the district, meaning the ghouls will have a harder time following the PCs.

Success: The PCs outrun the ghouls and suffer no ill effects from the encounter.

Failure: Unable to escape the ghouls, the PCs are forced to fight. Although the ghouls are quickly dispatched, their bodies explode upon their demise. All characters lose a healing surge.

SCENE 4: WIGHT RITUAL

Primary Skills: Stealth

Secondary Skills: Arcana, Bluff, Streetwise

Your attention is drawn to a plume of smoke rising from the ruins of a burned-down house. As you approach, you find a large group of wights gathered around a circle. They seem to be focused on some kind of ritual, while human captives are tied nearby.

Fighting is not a good option. The wights are numerous and the PCs can't afford the time. However, stealthily saving the captives is a viable option. If the PCs want to simply pass on by and abandon the captives to their fate, they may skip this scene (automatic success) but any character who is Good or Lawful Good should find that a totally unpalatable option.

Stealth (DC 17 / 18): The PC will try to sneak in, untie the captives and set them free without the wights noticing. This is the primary skill for the challenge.

Arcana (DC 17 / 18): A character can try to meddle with the forces being conjured in the circle, thus distracting the wights' attention from their captives.

Bluff (DC 12 / 13): One of the PCs can help by making noises to draw the wights' attention away from the captives. This will make two wight guards go

investigate and take some attention away from the character who is trying to sneak up.

Streetwise (DC 17 / 18): The character knows of a sewer entrance on a nearby street that can be used to get closer to the prisoners without approaching directly.

Success: The PCs rescue the captives and escape without drawing the wights' attention.

Failure: If the PCs are detected, they must fight the wights. Each character loses either one or two healing surges. The PCs must decide if they want to try and save the human captives during the fight (some of the wights will stop to feed on the defenseless sacrifices). If the PCs don't care about saving the prisoners' lives, then each PC only loses one healing surge. If the PCs want to intercept the wights' attacks and thereby keep the captives alive, then each PC loses two healing surges instead of one.

SCENE 5: SKELETON ARMY

Primary Skills: Diplomacy

Secondary Skills: Acrobatics, Insight, Streetwise

As you get closer to the wealthiest parts of the neighborhood, the sound of swords clashing on shields and the rhythmic stomping of hundreds of boots marching in unison can be heard.

A contingent of skeletons marches through the streets, wreaking havoc on the shops and houses nearby. This is a huge force; fighting it alone would take you half the night. The Flaming Fist must be warned and mobilized.

The PCs need to find and coordinate all the nearby Flaming Fist soldiers and militia guards to face this threat. The resistance in this area is very disorganized as few soldiers and even fewer officers have managed to make their way this far into the district without falling afoul of the undead. There are also some citizens who can at least hold a pike (which is better than standing and dying). The PCs need to take command of the situation.

Diplomacy (DC 17 / 18): The character must warn and cajole as many guards and civilians as possible to form a defensive line against the advancing skeletons. This is the primary skill for the challenge.

Acrobatics (DC 12 / 13): Jumping across the rooftops, the character helps in finding the scattered groups of Flaming Fist soldiers and militia guards in this part of the district.

Insight (DC 17 / 18): Analyzing the streets and the marching army the character comes up with the perfect position to set up an ambush.

Streetwise (DC 17 / 18): The character knows the local streets and can help the defenders navigate through them in order to find more guards and/or set up an ambush against the skeletons.

Success: The PCs rally the local soldiers and civilians and execute a successful ambush on the skeletal army. This breaks up the main body of the undead force. After the initial fighting dies down, the PCs make contact with an officer of the Flaming Fist, who says that he will take charge of the situation from now on so that the PCs can continue with their mission.

Failure: The characters fail to set up the ambush properly, or fail to find enough soldiers and able-bodied civilians to make a difference. The skeletal army cuts down most of the defenders in this area and continues its rampage. The guards start to flee and the situation remains uncontrolled. The PCs escape, but they each lose a healing surge. Furthermore, they will not get any reinforcements when entering the mansion in Encounter 8. This gives all of the undead a +1 bonus on their attack rolls in that combat encounter.

ENDING THE ENCOUNTER

Regardless of their overall success or failure on the skill challenge, the characters manage to make their way to the stairways that lead to the higher portions of the neighborhood.

EXPERIENCE POINTS

The characters receive 20 / 30 experience points for successfully completing the skill challenge.

TREASURE

There is no treasure in this encounter.

ENCOUNTER 5: THE RICH AND THE RICHER

ENCOUNTER LEVEL 4 / 6 (875 / 1,250 XP)

SETUP

This encounter includes the following creatures at the low tier:

2 wights (Level 3) (W)

2 battle wights (Level 5) (BW)

1 deathlock wight (DW)

This encounter includes the following creatures at the low tier:

2 wights (W)

2 battle wights (Level 7) (BW)

1 deathlock wight (Level 6) (DW)

You finally reach the core of the Bloomridge, facing a ramp leading to the elevated section of the neighborhood, where the richest families reside.

From where you stand, you can see that some guards have already come to the help of the locals and are engaged with skeletons, ghosts, and other undead creatures.

You can also see that two groups of wights are wreaking havoc among guards and citizens in the upper and lower neighborhood.

Above, a stout man wearing fancy and expensive clothes is trying to hold off a group of wights that want to make their way into his mansion, which is one of the most imposing around.

Down at ground level, another group attacks an elven man trying to gain some time so his family can get to safety within their home. The elf wears a cape displaying a large unicorn on the back.

The PCs will have to choose whether they will help the human noble or the elven merchant patriarch. The human is certainly wealthier, if the PCs are angling for the biggest possible reward. However, PCs who have played previous Baldur's Gate adventures will recognize the symbol on the elf noble's cloak as being that of the Unicorns.

You can find both encounters in the map below, but the PCs are not intended to face both groups of wights. Explain to the players that the wights seem strong and splitting their forces is not a good idea. Make sure they understand a choice is involved. (Of course, if they want

to fight both groups and you think they can handle the challenge, let them go for it, but each character can still only get one of the two rewards listed under the Treasure section at the end of the encounter.)

Once the players make their choice of fighting below or above the ramp, a group of Flaming Fist soldiers will emerge from the opposite direction and head to fight the other group.

After placing the miniatures on the map, roll initiative. The PCs will have a surprise round, while the wights finish up the two guards they are engaged with (no rolls required). In the next round, the wights will be aware of the PCs and combat will continue normally.

FEATURES OF THE AREA

Illumination: The area is brightly lit by torches and fire bowls.

Burning Fire: The fire bowls held by the statues have been overturned and fiery oil burns through the streets as shown on the map. Any creature passing through the fire gets covered with the oil and takes ongoing 5 fire damage (save ends). A DC 20 Athletics check (DC 10 with a running start) is enough to jump over these areas.

Fountain: The four central squares of the fountain are considered difficult terrain. They can also cancel the effects of any ongoing fire damage.

Shrine: A DC 10 Religion check reveals that the shrine is dedicated to Sune, the goddess of beauty. A PC can expend a minor action to quickly ask for the goddess's favor during the battle. The PC needs to be successful at a DC 15 Religion check to receive a minor boon, gaining +1d10 radiant damage on his or her next damage roll. Each PC may do this once and only once. Sune is revolted by this grotesque invasion in a district of the city where she is so much venerated and is eager to help her people to destroy the undead.

Small Fire Bowls: The smaller fire bowls can be turned over with a move action to create a 2-by-2-square fiery area. Afterwards, any creature that starts its turn in or enters a fiery square suffers ongoing 5 fire damage (save ends).

Stairs: The stairs go up about 20 feet. Jumping from the upper ground to the lower deals 1d10 damage and renders the character prone.

Statues: All statues are considered blocking terrain.

TACTICS

The wights' tactics are pretty straightforward. The wights and battle wights rush to face the PC defenders, forming a front line while the deathlock stays in the back. They

will not pursue the noncombatant NPCs until the threat of the PCs is finished.

The wights always hit and shift back, while the battle wights try to immobilize foes and also shift back, so if the immobilization succeeds, the target might not be able to attack. If the target does not recover, the battle wights will use their *soul reaping* attacks.

The deathlock wight tries to immobilize PCs with his *grave bolt*. He will use *reanimate* when the first battle wight falls. He will also use *horrific visage* if engaged.

The undead fight to the death, trying to drain the PCs of as many healing surges as possible.

SCALING THE ENCOUNTER

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

Four PCs: Remove the deathlock wight.

Six PCs: Add another deathlock wight.

ENDING THE ENCOUNTER

After defeating the wights, the PCs will be happy to see that the Flaming Fist soldiers have also defeated the group they have engaged. From inside their manors, both nobles go out to thank their saviors.

EXPERIENCE POINTS

The characters receive 175 / 250 experience points each for defeating the undead.

TREASURE – STOUT HUMAN NOBLE

The stout human noble is very scared, almost crying, but upon realizing he is safe, he begins to shout at the Flaming Fist officers, demanding an explanation for how this could have happened.

He does not direct his anger at the PCs, but his outburst somewhat reveals his superior and proud nature. Noticing the characters are still there, the man approaches and brusquely thanks them for their assistance. He throws a pouch of gold on the ground at their feet, then turns away and enters his mansion. The heavy thud of locks echoes from inside.

This path yields a higher cash reward (20 / 30 gp per PC) but the characters do not get the story object that they would have earned had they rescued the elf instead.

TREASURE – ELVEN MERCHANT

Thankful for his life and that of his children, the elf comes out of his mansion and approaches the PCs with obvious gratitude shining in his eyes.

“Thank you very much, kindly strangers. My name is Raniel Adarion. There is no amount of gold that could repay you for what you have just done, but please accept this as a token of my thanks.”

Raniel asks for each character’s name and offers each of them a piece of jewelry or some other valuable trinket from his personal attire (pulling rings off his fingers and so forth). This path yields a lower cash reward (10 / 15 gp per PC) but the characters also receive the “Guardian of the Unicorn” story award at the conclusion of the adventure.

ENCOUNTER 5: “THE RICH AND THE RICHER”

STATISTICS (LOW LEVEL)

Wight (Level 3)		Level 3 Skirmisher
Medium natural humanoid (undead)		XP 150
Initiative +6 Senses Perception -1; darkvision		
HP 46; Bloodied 23		
AC 17; Fortitude 16, Reflex 15, Will 14		
Immune disease, poison; Resist 10 necrotic;		
Vulnerable 5 radiant		
Speed 7		
m Claw (standard; at-will) ♦ Necrotic		
+8 vs. AC; 1d6 + 3 necrotic damage, the target loses 1 healing surge, and the wight shifts 3 squares.		
Alignment Evil		Languages Common
Skills Stealth +9		
Str 18 (+5)	Dex 16 (+4)	Wis 6 (-1)
Con 14 (+3)	Int 10 (+1)	Cha 15 (+3)

Battle Wight (Level 5)		Level 5 Soldier
Medium natural humanoid (undead)		XP 200
Initiative +5	Senses Perception +1; darkvision	
HP 66; Bloodied 33		
AC 21; Fortitude 18, Reflex 14, Will 18		
Immune disease, poison; Resist 10 necrotic;		
Vulnerable 5 radiant		
Speed 5		
m Souldraining Longsword (standard; at-will) ♦ Necrotic, Weapon		
+11 vs. AC; 1d8 + 3 necrotic damage, and the target loses 1 healing surge and is immobilized (save ends).		
R Soul Reaping (standard; recharge 5 6) ♦ Healing, Necrotic		
Ranged 5; affects an immobilized target only; +8 vs. Fortitude; 2d8 + 2 necrotic damage, and the battle wight regains 10 hit points.		
Alignment Evil	Languages Common	
Skills Intimidate +12		
Str 20 (+7)	Dex 13 (+3)	Wis 9 (+1)
Con 18 (+6)	Int 12 (+3)	Cha 20 (+7)
Equipment plate armor, heavy shield, longsword		

Deathlock Wight		Level 4 Controller
Medium natural humanoid (undead)		XP 175
Initiative +4	Senses Perception +1; darkvision	
HP 54; Bloodied 27		
AC 18; Fortitude 15, Reflex 16, Will 17		
Immune disease, poison; Resist 10 necrotic;		
Vulnerable 5 radiant		
Speed 6		
m Claw (standard; at-will) ♦ Necrotic		
+9 vs. AC; 1d6 necrotic damage, and the target loses 1 healing surge.		
R Grave Bolt (standard; at-will) ♦ Necrotic		
Ranged 20; +6 vs. Reflex; 1d6 + 4 necrotic damage, and the target is immobilized (save ends).		
R Reanimate (minor; encounter) ♦ Healing, Necrotic		
Ranged 10; affects a destroyed undead creature of a level no higher than the deathlock wight's level + 2; the target stands as a free action with a number of hit points equal to one-half its bloodied value. This power does not affect minions.		
C Horrific Visage (standard; recharge 4 5 6) ♦ Fear		
Close blast 5; +7 vs. Will; 1d6 damage, and the target is pushed 3 squares.		
Alignment Evil		Languages Common
Skills Arcana +10, Religion +10		
Str 10 (+2)	Dex 14 (+4)	Wis 9 (+1)
Con 14 (+4)	Int 16 (+5)	Cha 18 (+6)

ENCOUNTER 5: “THE RICH AND THE RICHER”

STATISTICS (HIGH LEVEL)

Wight		Level 5 Skirmisher
Medium natural humanoid (undead)		XP 200
Initiative +7	Senses Perception +0; darkvision	
HP 62; Bloodied 31		
AC 19; Fortitude 18, Reflex 17, Will 16		
Immune disease, poison; Resist 10 necrotic;		
Vulnerable 5 radiant		
Speed 7		
m Claw (standard; at-will) ♦ Necrotic		
+10 vs. AC; 1d6 + 4 necrotic damage, the target loses 1 healing surge, and the wight shifts 3 squares.		
Alignment Evil		Languages Common
Skills Stealth +10		
Str 18 (+6)	Dex 16 (+5)	Wis 6 (+0)
Con 14 (+4)	Int 10 (+2)	Cha 15 (+4)

Battle Wight (Level 7)		Level 7 Soldier
Medium natural humanoid (undead)		XP 300
Initiative +6	Senses Perception +2; darkvision	
HP 82; Bloodied 41		
AC 23; Fortitude 20, Reflex 16, Will 20		
Immune disease, poison; Resist 10 necrotic;		
Vulnerable 5 radiant		
Speed 5		
m Souldraining Longsword (standard; at-will) ♦ Necrotic, Weapon		
+13 vs. AC; 1d8 + 4 necrotic damage, and the target loses 1 healing surge and is immobilized (save ends).		
R Soul Reaping (standard; recharge 5 6) ♦ Healing, Necrotic		
Ranged 5; affects an immobilized target only; +10 vs. Fortitude; 2d8 + 4 necrotic damage, and the battle wight regains 10 hit points.		
Alignment Evil	Languages Common	
Skills Intimidate +13		
Str 20 (+8)	Dex 13 (+4)	Wis 9 (+2)
Con 18 (+7)	Int 12 (+4)	Cha 20 (+8)
Equipment plate armor, heavy shield, longsword		

Deathlock Wight (Level 6)		Level 6 Controller
Medium natural humanoid (undead)		XP 250
Initiative +5	Senses Perception +2; darkvision	
HP 70; Bloodied 35		
AC 20; Fortitude 17, Reflex 18, Will 19		
Immune disease, poison; Resist 10 necrotic;		
Vulnerable 5 radiant		
Speed 6		
m Claw (standard; at-will) ♦ Necrotic		
+11 vs. AC; 1d6 + 1 necrotic damage, and the target loses 1 healing surge.		
R Grave Bolt (standard; at-will) ♦ Necrotic		
Ranged 20; +8 vs. Reflex; 1d6 + 5 necrotic damage, and the target is immobilized (save ends).		
R Reanimate (minor; encounter) ♦ Healing, Necrotic		
Ranged 10; affects a destroyed undead creature of a level no higher than the deathlock wight's level + 2; the target stands as a free action with a number of hit points equal to one-half its bloodied value. This power does not affect minions.		
C Horrific Visage (standard; recharge 4 5 6) ♦ Fear		
Close blast 5; +9 vs. Will; 1d6 + 1 damage, and the target is pushed 3 squares.		
Alignment Evil		Languages Common
Skills Arcana +11, Religion +11		
Str 10 (+3)	Dex 14 (+5)	Wis 9 (+2)
Con 14 (+5)	Int 16 (+6)	Cha 18 (+7)

ENCOUNTER 5: “THE RICH AND THE RICHER” MAP

DT1: DUNGEON TILES

Floor	10x8	x4
Double Doors	2x1	x2
Water Fountain	4x4	x1
Wall	4x2	x2
Dragon Statues	8x2	x1

DT2: ARCANE CORRIDORS

Flame Gout	4x2	x2
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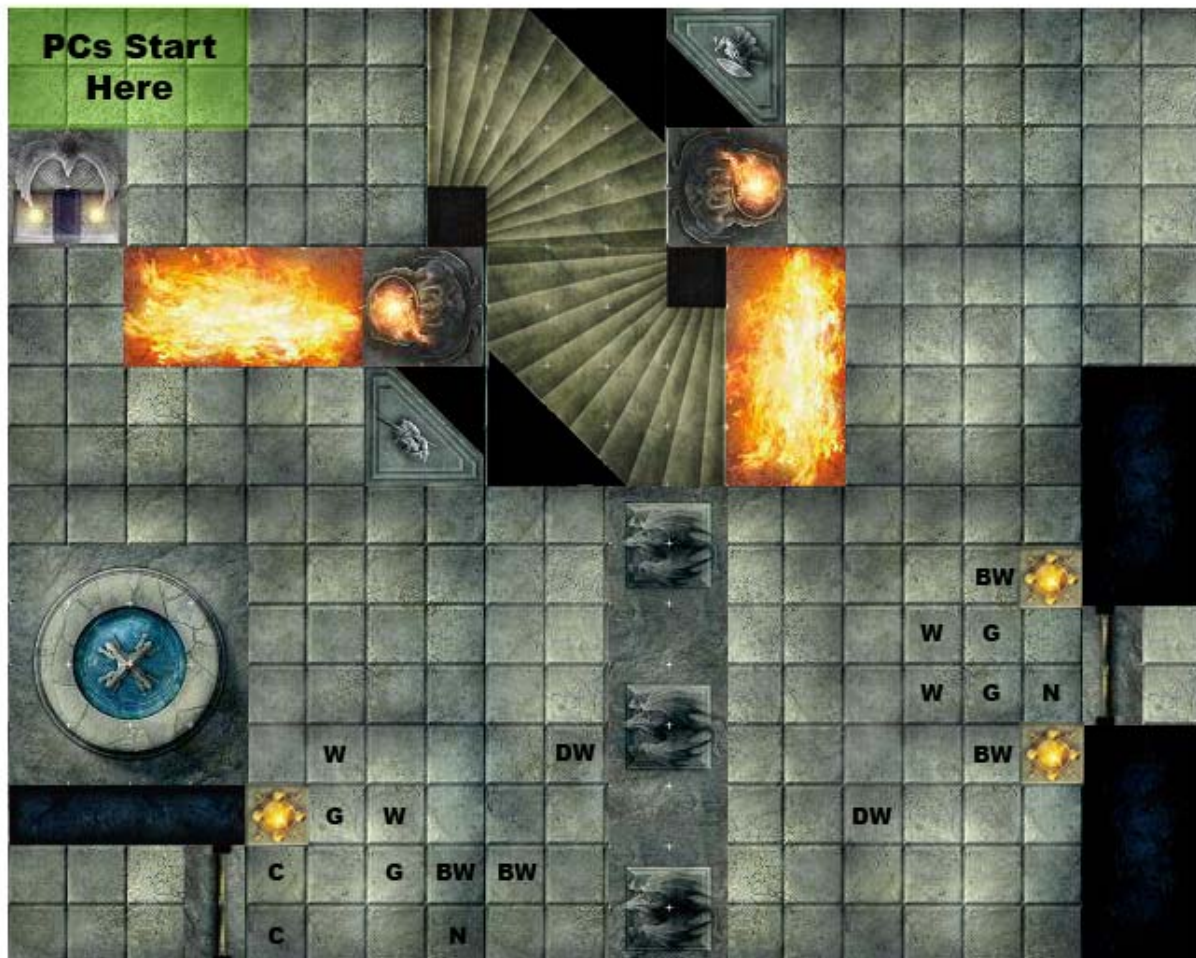
DT3: HIDDEN CRYPTS

Statue Altar	2x2	x1
Statue Fire	2x2	x2
Statue Shield	2x2	x1
Statue Spear	2x2	x1

DT7: FANE OF THE FORGOTTEN GODS

Stairs	4x4	x2
Fire Bowl	1x1	x3
Wall	4x1	x1

W = Wights **G= Guards**
BW = Battle Wights **N = Nobles**
DW = Deathlock Wight **C = Children**



ENCOUNTER 6: HIDEOUT

ENCOUNTER LEVEL 3 / 6 (800 / 1,300 XP)

SETUP

This encounter includes the following creatures at the low tier:

2 needlefang drake swarms (Level 2) (ND)
2 halfling thieves (Level 1) (HT)
2 halfling prowlers (Level 2) (HP)
Talbot Artfulhands (TA)

This encounter includes the following creatures at the low tier:

2 needlefang drake swarms (Level 3) (ND)
2 halfling thieves (Level 4) (HT)
2 halfling prowlers (Level 5) (HP)
Talbot Artfulhands (Level 6) (TA)

The following creatures are present at both tiers:

14 halfling stouts (HY) - 10, 12 or 14 will flee
2 halfling thieves (HT) - 1 or 2 will flee

The number of halflings fleeing the warehouse will depend on the number of Fist officers and guards the PCs bring with them, if any, as detailed in "Getting Help," below.

After saving either the noble or the merchant, the PCs will continue their search for people in need.

After several more hours of block-to-block fighting, it seems evident that the guards and Fist officers are winning the fight against the undead.

As you dash to help a guard fighting a zombie, however, something else catches your sight. Away from the confusion and apparently oblivious to the battle raging just a few hundred feet down the street, you spot a halfling-sized hooded figure, jumping from inside one of the local shops, carrying a filled bag on his back. As this obvious looter walks away, it becomes apparent that he does so without fear of the undead, turning down the first alley available and disappearing into the night.

If the PCs insist on helping the guards, be clear that things seem to be under control and have them spot other hooded figures until they decide to follow one.

Trying to catch up with the halfling through the back alleys of the Bloomridge, you eventually lose his track,

just to catch another one when a different rogue jumps above you from rooftop to rooftop, apparently following the same route.

The same thing happens again and again, as the sheer number makes it easy for you to follow their trail.

Finally, the last of the transgressors leads you to a warehouse, where he enters through a well secured door. Watching from afar, you notice several other hooded figures entering the place, certainly the headquarters for this crafty operation.

Besides the main entrance, the warehouse also contains windows high on its side walls, from which the halflings also make their way inside.

The PCs may want to look inside through the windows, but this will require a DC 20 Athletics check to climb over one of the houses, followed by a DC 15 Stealth check to avoid drawing the guards' attention and get over a parapet beside the window. The parapet can hold up to two people and there is one of these windows on each side of the warehouse. Checks must be done individually.

After the first failed check, the wardens will look around a bit. After the second, they will deliver a warning for those inside. If the PCs approach openly, the halflings will also warn the thieves inside.

If one of the PCs manages to look inside the warehouse, read the following:

A substantial theft operation seems to be taking place in here. There are perhaps two dozen halflings filling the room. You see halflings on guard duty, others seated or playing cards, and some delivering assignments. The thieves come in and out constantly, through the main door, the side windows, and even a large sewer entrance on the floor.

The warehouse is filled with benches and has two tables and chairs in a large space in its center. A swarm of small drakes circles around the open room, like watchdogs.

At the back of the warehouse, standing over a magic circle inscribed behind an altar, a halfling dressed in robes seems focused on some kind of ritual. Not far from the altar, another halfling takes the loot that is being brought by the thieves and sorts through it, building up a huge pile of treasure on the floor. So far, a large hoard has been gathered.

GETTING HELP

The sheer number of halflings may frighten the PCs a little, which may lead them to seek the help of the Flaming Fist and the city guard. (On the other hand, they

may relish the opportunity to wreak havoc on such a large group of foes.)

You can encourage them by saying that the entrance to the district, where Captain Lothar was barricaded, is not far and that this operation seems to be something the Flaming Fist should be aware of.

Diplomacy DC 20: If the PCs go back for help and detail what they have seen, allow them a Diplomacy group check:

Success: Captain Lothar will agree to help, designating two Flaming Fist soliders (human guards) and four militia members (human militia) to help the PCs.

Failure: The Captain will assume the PCs are overreacting and will only assign them one Flaming Fist soldier and two militia members.

Although this will add flavor to the encounter, the challenge for the PCs should remain the same. For each Flaming Fist officer coming with the PCs another halfling thief will remain to fight, and for every militia guard coming in, a halfling stout will be there to face him.

Also, you should be pretty straightforward while dealing with these additional creatures, in order to avoid further tracking complications. Each Fist officer should engage one halfling thief and each guard should engage a halfling stout. To avoid even further trouble, you could have them simply slaying each other simultaneously instead of actually tracking their hit points.

GETTING IN

Once the PCs decide to enter the warehouse, there are many approaches they can take. They may draw the guards' attention and knock them unconscious, they can try to coordinate an entry through both windows, or even make a break through the front door. Another possibility would be the sewers, which also have a large entry to the warehouse. If the PCs have other ideas, try to encourage them and improvise as needed.

Once they enter the hideout, one of the halfling prowlers will shout for the others:

As your presence is made known, the halfling who was counting the treasure drops the beautiful painting he was examining and shouts to the others.

"We have been exposed! Take whatever you can and flee! Talbot, you too! Stop the ritual and help us in here."

If a Flaming Fist officer is present, he will reply:

"Guards, block them! Do not allow them to escape!"

As soon as the orders are given, depending on whether the PCs brought the help of the Flaming Fist or not, 10 to 16 halflings (10-14 stouts and 1-2 thieves) will run to the stack of money, grab what they can (as a minor action) and flee through the nearest exit. You can represent the fleeing halflings with tokens to help the PCs understand who they are fighting with and who is just running. The fleeing halflings will not attack the PCs, even if attacked. Their goal is to flee with as much money as possible.

Keep track of how many halflings manage to flee with the money, as it will influence how well the PCs managed to disrupt the theft operation (one of the questions in the end of the adventure). This will also influence their bonus at the end of the adventure.

The PCs do not have to attack the fleeing thieves. It will make the encounter more difficult if they do, but they can and will be rewarded if they are able to take down a large number of thieves.

FEATURES OF THE AREA

Illumination: The warehouse is brightly lit.

Altar: The altar, covered in blood, is considered blocking terrain. Above it is the statue recovered from the mansion (unless the PCs did not give it back to Marven for whatever reason).

Benches, tables, and chairs: Count benches, tables and chairs as difficult terrain. Couches and tables can be tipped over to provide cover.

Magic circle: The magic circle's properties are related to the rituals Talbot was performing and have no effect in combat.

Sewer Entrance: This entrance goes down to the sewers after a 10 foot fall. A ladder leads down. A creature that falls into this hole takes 1d10 points of damage. Climbing back up costs 4 squares of movement.

Talbot's Study: The runes around Talbot's study provide additional protection. While inside, a creature receives a +1 bonus to all defenses.

TACTICS

The needlefang drake swarms will engage the PC defenders face to face, always using *pull down* and *swarm of teeth*, while the halfling thieves try to gain combat advantage (either through flanking or attacking prone targets) and move away with their *mobile melee attack*.

The halfling prowlers will attack from the back, slowing those who are not prone, so they can't reach the thieves. If the drakes fall, they will unsheathe their swords and close in, fighting close to each other and the thieves, to gain advantage of their *crowd shield* defense.

Talbot will use *bigby's icy grasp* (high tier) or *sleep* (low tier), followed by *ice rays* and then *rays of frost* at will, trying to hamper the PCs' movement. He will also use his *orb of imposition* class feature to prolong any important status effects.

Don't forget to use the halflings' *second chance* ability, especially against killing blows.

SCALING THE ENCOUNTER

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

Four PCs: Remove a halfling prowler.

Six PCs: Add a halfling prowler.

ENDING THE ENCOUNTER

Soon after the PCs have defeated the halflings, Flaming Fist Lieutenant Ferrier will arrive to investigate the commotion and inquire about what has happened. He will call reinforcements and order some of the men to chase after the fugitive halflings, while others will help him secure the stolen money and arrest any thieves that are still alive.

If Talbot was kept alive for questioning, the Flaming Fist will not insist on questioning him immediately, but will not interfere if the PCs wish to do so. Talbot will reveal the following information if the PCs succeed at a DC 20 Intimidate check.

- He will take full responsibility for the scheme, going as far as to say he was Marvin's buyer and that the merchant had nothing to do with the operation (*this is false, Marvin went from lying about possessing the statue, to contracting the adventurers*).
- He is a member of the Thieves' Guild, but the guild works in cells and he was the head of this operation (*false, although a middle level member, Talbot was a pawn in the scheme*).
- He learned about the statue through a scholar's journal (at his desk) and spent years searching for lost rituals (also at his desk) and the statue itself. He first found the rituals, then the statue. When he had all the pieces, the plan was put in motion (*false, this is someone else's story and everything was handed down to him*).

The Flaming Fist will not allow the PCs to keep any treasure that was taken from the Bloomridge, since that needs to be returned to its rightful owners. They will allow the PCs to keep Talbot's personal valuables, as described in the treasure section.

It will take some time to sort out the provenance of all the stolen goods, but any captured thieves can reveal

what was taken from where and will help in returning the valuables to their rightful owners. This is really not the PCs' problem to worry about, however.

EXPERIENCE POINTS

The characters receive 160 / 260 experience points each for defeating the bandits.

TREASURE

The PCs will find some magical equipment, a ritual book (see treasure bundles for details) and gold (10 / 15 gp for each character) among Talbot's possessions. On the nearby table, a journal from a Candlekeep scholar that once held possession of the statue and a spellbook with rituals related to the statue can also be found. Distribute **Player Handout 1**, which contains important fragments of the diary and a brief description of the rituals.

JOURNAL AND RITUALS

After reading the journal and the information on the rituals, make sure the PCs understand the following before continuing the adventure.

- Removing the statue from the altar has weakened the pocket dimensions it created through the decades, releasing the undead.
- A powerful undead spirit is ultimately imprisoned in the mansion and at the moment is probably gathering its strength to leave his prison. This is an urgent matter that needs to be addressed.
- The statue is a powerful item, but it needs profane energy to fuel the rituals it can perform. Under such short notice, the only place that could be used to perform the rituals is the altar in the second floor of the haunted mansion. The altar is prepared, profane energy abounds, and the ties are already strong there.
- In a less prepared altar, such as the one created by Talbot, only minor manifestations of control can be performed, such as slightly directing the undead or making the halflings go unnoticed by them. This is how the thieves were able to carry out their crime wave without fear of the undead that were ravaging the wealthy district.

Any discussions regarding the diary or the rituals should be taken to Captain Lothar and should not be discussed idly in front of the guards, since it involves delicate matters.

The PCs may feel inclined to control the undead as Talbot has been doing, but it should be clear that this control is limited at best and that the more pressing

matter of the powerful spirit breaking its bonds should be addressed.

Minor revelations include:

- The journal reveals that the statue was placed at the mansion decades ago. This is finally something that can be used to incriminate Marvin. Since his whole story of owning the statue was a lie, this places him as a conspiring partner in the overall crime wave.
- The whole story about the lich attack is a revelation that could cause problems for the current scions of the Strongheart family (who are lesser nobles in the city). When Captain Lothar learns about it, he will ask the PCs to be discreet with this information until the higher powers decide what to do with the information. Keeping it a secret is the most likely, but the PCs can decide for themselves if this is going to be part of their own tales or not (what they do with this information is one of the questions at the end of the adventure).

ENCOUNTER 6: “HIDEOUT” STATISTICS (LOW LEVEL)

Talbot Artfulhands	Level 3 Controller
Small natural humanoid	XP 150
Initiative +2 Senses Perception +3	
HP 43; Bloodied 21	
AC 17; Fortitude 14, Reflex 18, Will 18	
Resist 5 cold, 5 fire	
Saving Throws +5 against fear effects	
Speed 6	
Class Feature Orb of Imposition (PH 157)	
R Ray of Frost (standard; at-will) ♦ Cold	
Range 10; +6 vs. Fortitude; 1d6 + 5 cold damage, and the target is slowed until the end of Talbot's next turn.	
R Icy Rays (standard; encounter) ♦ Cold	
Range 10; one or two creatures; +6 vs. Reflex, one attack per target; 1d10 + 5 cold damage, and the target is immobilized until the end of Talbot's next turn.	
A Sleep (standard; daily) ♦ Sleep	
Burst 2 within 20 squares; +6 vs. Will; the target is slowed (save ends). If the target fails its first saving throw against this power, the target becomes unconscious (save ends).	
Nimble Reaction	
Halflings gain a +2 racial bonus to AC against opportunity attacks.	
Second Chance (immediate interrupt, when the halfling would be hit by an attack; encounter)	
The halfling thief forces the attacker to reroll the attack and take the new result.	
Alignment Unaligned	Languages Common, Dwarven
Skills Arcana +9	
Str 8 (+0)	Dex 12 (+2) Wis 14 (+3)
Con 11 (+1)	Int 18 (+5) Cha 12 (+2)
Equipment cloak of survival +2, orb	

Needlefang Drake Swarm (Level 1)	Level 1 Soldier
Medium natural beast (reptile, swarm)	XP 100
Initiative +6 Senses Perception +6	
Swarm Attack aura 1; the needlefang drake swarm makes a basic attack as a free action against each enemy that begins its turn in the aura.	
HP 30; Bloodied 15	
AC 17; Fortitude 14, Reflex 16, Will 13	
Immune fear; Resist half damage from melee and ranged attacks;	
Vulnerable 5 against close and area attacks.	
Speed 7	
m Swarm of Teeth (standard; at-will)	
+7 vs. AC; 1d10 + 3 damage, or 2d10 + 3 damage against a prone target.	
M Pull Down (minor; at-will)	
+6 vs. Fortitude; the target is knocked prone.	
Alignment Unaligned Languages –	
Str 15 (+2)	Dex 18 (+4) Wis 12 (+1)
Con 14 (+2)	Int 2 (-4) Cha 10 (+0)

Halfling Prowler (Level 2)	Level 2 Lurker
Small natural humanoid	XP 125
Initiative +9 Senses Perception +6	
HP 28; Bloodied 14	
AC 14; Fortitude 10, Reflex 13, Will 11; see also crowd shield and nimble reaction	
Saving Throws +5 against fear effects	
Speed 6	
m Short Sword (standard; at-will) ♦ Poison, Weapon	
+6 vs. AC; 1d6 + 2 damage, and the halfling prowler makes a secondary attack. Secondary attack: +4 vs. Fortitude; the target takes ongoing 3 poison damage and is slowed (save ends both).	
r Hand Crossbow (standard; at-will) ♦ Poison, Weapon	
Ranged 10/20; +6 vs. AC; 1d6 + 2 damage, and the halfling prowler makes a secondary attack. Secondary attack: +4 vs. Fortitude; the target takes ongoing 3 poison damage and is slowed (save ends both).	
Catfall	
If the halfling prowler falls, reduce the distance it falls by 20 feet when determining how much damage it takes.	
Crowd Shield	
The halfling prowler gains a +2 bonus to its AC and Reflex defense if it has one creature adjacent to it, or a +4 bonus if two or more creatures are adjacent to it.	
Nimble Reaction	
Halflings gain a +2 racial bonus to AC against opportunity attacks.	
Second Chance (immediate interrupt, when the halfling would be hit by an attack; encounter)	
The halfling prowler forces the attacker to reroll the attack and take the new result.	
Alignment Unaligned	Languages Common, Dwarven
Skills Acrobatics +12, Athletics +7, Stealth +10, Streetwise +8, Thievery +12	
Str 12 (+2)	Dex 18 (+5) Wis 11 (+1)
Con 10 (+1)	Int 10 (+1) Cha 15 (+3)
Equipment leather armor, poisoned short sword, hand crossbow with 10 poisoned bolts, thieves' tools	

Halfling Thief (Level 1)	Level 1 Skirmisher
Small natural humanoid	XP 100
Initiative +5 Senses Perception +0	
HP 26; Bloodied 13	
AC 15; Fortitude 12, Reflex 14, Will 13; see also <i>nimble reaction</i>	
Saving Throws +5 against fear effects	
Speed 6; see also <i>mobile melee attack</i>	
m Dagger (standard; at-will) ♦ Weapon	
+6 vs. AC; 1d4 + 2 damage.	
r Dagger (standard; at-will) ♦ Weapon	
Ranged 5/10; +6 vs. AC; 1d4 + 2 damage.	
M Mobile Melee Attack (standard; at-will)	
The halfling thief can move up to 3 squares and make one melee basic attack at any point during that movement. The halfling thief doesn't provoke opportunity attacks when moving away from the target of its attack.	
Combat Advantage	
The halfling thief deals an extra 1d6 damage on melee attacks against any target it has combat advantage against.	
Nimble Reaction	
Halflings gain a +2 racial bonus to AC against opportunity attacks.	
Second Chance (immediate interrupt, when the halfling would be hit by an attack; encounter)	
The halfling thief forces the attacker to reroll the attack and take the new result.	
Alignment Unaligned Languages Common, Dwarven	
Skills Acrobatics +10, Stealth +8, Thievery +10	
Str 12 (+1) Dex 16 (+3) Wis 11 (+0)	
Con 10 (+0) Int 10 (+0) Cha 14 (+2)	
Equipment leather armor, 4 daggers, thieves' tools	

Halfling Stout	Level 2 Minion
Small natural humanoid	XP –
Initiative +3 Senses Perception +5	
HP 1; a missed attack never damages a minion.	
AC 16; Fortitude 12, Reflex 14, Will 14; see also <i>nimble reaction</i>	
Saving Throws +5 against fear effects	
Speed 6	
m Short Sword (standard; at-will) ♦ Weapon	
+7 vs. AC; 4 damage.	
r Sling (standard; at-will) ♦ Weapon	
Ranged 10/20; +7 vs. AC; 4 damage.	
Nimble Reaction	
Halflings gain a +2 racial bonus to AC against opportunity attacks.	
Second Chance (immediate interrupt, when the halfling would be hit by an attack; encounter)	
The halfling stout forces the attacker to reroll the attack and take the new result.	
Alignment Unaligned Languages Common, Dwarven	
Skills Acrobatics +10, Thievery +10	
Str 11 (+1) Dex 15 (+3) Wis 9 (+0)	
Con 10 (+1) Int 10 (+1) Cha 14 (+3)	
Equipment leather armor, short sword, sling with 20 bullets	

Human Guard (Level 1)	Level 1 Soldier
Medium natural humanoid	XP –
Initiative +4 Senses Perception +5	
HP 31; Bloodied 15	
AC 16; Fortitude 14, Reflex 13, Will 12	
Speed 5	
m Halberd (standard; at-will) ♦ Weapon	
Reach 2; +8 vs. AC; 1d10 + 2 damage, and the target is marked until the end of the human guard's next turn.	
M Powerful Strike (standard; recharge 5 6) ♦ Weapon	
Requires halberd; reach 2; +8 vs. AC; 1d10 + 6 damage, and the target is knocked prone.	
r Crossbow (standard; at-will) ♦ Weapon	
Ranged 15/30; +6 vs. AC; 1d8 + 1 damage.	
Alignment Unaligned Languages Common	
Skills Streetwise +6	
Str 16 (+3) Dex 14 (+2) Wis 11 (+0)	
Con 15 (+2) Int 10 (+0) Cha 12 (+1)	
Equipment chainmail, halberd, crossbow with 20 bolts	

Human Militia	Level 1 Minion
Medium natural humanoid	XP –
Initiative +0 Senses Perception +0	
HP 1; a missed attack never damages a minion.	
AC 15; Fortitude 13, Reflex 11, Will 11	
Speed 6	
m Spear (standard; at-will) ♦ Weapon	
+6 vs. AC; 4 damage.	
Mob Rule	
The human militia gains a +2 power bonus to all defenses while at least two other human militia are within 5 squares of it.	
Alignment Unaligned Languages Common	
Str 14 (+2) Dex 10 (+0) Wis 10 (+0)	
Con 12 (+1) Int 9 (+1) Cha 11 (+0)	
Equipment spear	

ENCOUNTER 6: “HIDEOUT” STATISTICS (HIGH LEVEL)

Talbot Artfulhands (Level 6)	Level 6 Controller
Small natural humanoid	XP 250
Initiative +4 Senses Perception +5	
HP 67; Bloodied 33	
AC 20; Fortitude 17, Reflex 21, Will 21	
Resist 5 cold, 5 fire	
Saving Throws +5 against fear effects	
Speed 6	
Class Feature Orb of Imposition (PH 157)	
R Ray of Frost (standard; at-will) ♦ Cold	
Range 10; +10 vs. Fortitude; 1d6 + 7 cold damage, and the target is slowed until the end of Talbot's next turn.	
R Icy Rays (standard; encounter) ♦ Cold	
Range 10; one or two creatures; +10 vs. Reflex, one attack per target; 1d10 + 7 cold damage, and the target is immobilized until the end of Talbot's next turn.	
R Bigby's Icy Grasp (standard; daily) ♦ Cold	
Range 20; +10 vs. Reflex; 2d8 + 7 cold damage, and the hand grabs the target. Sustain Minor: 1d8 + 7 cold damage. As a standard action, Talbot can attack another target with the hand, but it must release a target it has grabbed.. See PH 161.	
Nimble Reaction	
Halflings gain a +2 racial bonus to AC against opportunity attacks.	
Second Chance (immediate interrupt, when the halfling would be hit by an attack; encounter)	
The halfling thief forces the attacker to reroll the attack and take the new result.	
Alignment Unaligned	Languages Common, Dwarven
Skills Arcana +11	
Str 8 (+2)	Dex 12 (+4) Wis 14 (+5)
Con 11 (+3)	Int 18 (+7) Cha 12 (+4)
Equipment <i>cloak of survival</i> +2, orb	

Needlefang Drake Swarm (Level 3)	Level 3 Soldier
Medium natural beast (reptile, swarm)	XP 150
Initiative +7 Senses Perception +7	
Swarm Attack aura 1; the needlefang drake swarm makes a basic attack as a free action against each enemy that begins its turn in the aura.	
HP 46; Bloodied 23	
AC 19; Fortitude 16, Reflex 18, Will 15	
Immune fear; Resist half damage from melee and ranged attacks; Vulnerable 5 against close and area attacks.	
Speed 7	
m Swarm of Teeth (standard; at-will)	
+9 vs. AC; 1d10 + 4 damage, or 2d10 + 4 damage against a prone target.	
M Pull Down (minor; at-will)	
+8 vs. Fortitude; the target is knocked prone.	
Alignment Unaligned	Languages –
Str 15 (+3)	Dex 18 (+5) Wis 10 (+2)
Con 14 (+3)	Int 2 (-3) Cha 10 (+1)

Halfling Prowler (Level 5)	Level 5 Lurker
Small natural humanoid	XP 200
Initiative +10 Senses Perception +7	
HP 46; Bloodied 23	
AC 17; Fortitude 13, Reflex 16, Will 14; see also <i>crowd shield</i> and <i>nimble reaction</i>	
Saving Throws +5 against fear effects	
Speed 6	
m Short Sword (standard; at-will) ♦ Poison, Weapon	
+9 vs. AC; 1d6 + 3 damage, and the halfling prowler makes a secondary attack. <i>Secondary attack</i> : +7 vs. Fortitude; the target takes ongoing 3 poison damage and is slowed (save ends both).	
r Hand Crossbow (standard; at-will) ♦ Poison, Weapon	
Ranged 10/20; +9 vs. AC; 1d6 + 3 damage, and the halfling prowler makes a secondary attack. <i>Secondary attack</i> : +7 vs. Fortitude; the target takes ongoing 3 poison damage and is slowed (save ends both).	
Catfall	
If the halfling prowler falls, reduce the distance it falls by 20 feet when determining how much damage it takes.	
Crowd Shield	
The halfling prowler gains a +2 bonus to its AC and Reflex defense if it has one creature adjacent to it, or a +4 bonus if two or more creatures are adjacent to it.	
Nimble Reaction	
Halflings gain a +2 racial bonus to AC against opportunity attacks.	
Second Chance (immediate interrupt, when the halfling would be hit by an attack; encounter)	
The halfling prowler forces the attacker to reroll the attack and take the new result.	
Alignment Unaligned	Languages Common, Dwarven
Skills Acrobatics +13, Athletics +8, Stealth +11, Streetwise +9, Thievery +13	
Str 12 (+3)	Dex 18 (+6) Wis 11 (+2)
Con 10 (+2)	Int 10 (+2) Cha 15 (+4)
Equipment leather armor, poisoned short sword, hand crossbow with 10 poisoned bolts, thieves' tools	

Halfling Thief (Level 4)	Level 4 Skirmisher
Small natural humanoid	XP 175
Initiative +7 Senses Perception +2	
HP 50; Bloodied 25	
AC 18; Fortitude 15, Reflex 17, Will 16; see also <i>nimble reaction</i>	
Saving Throws +5 against fear effects	
Speed 6; see also <i>mobile melee attack</i>	
m Dagger (standard; at-will) ♦ Weapon	
+9 vs. AC; 1d4 + 4 damage.	
r Dagger (standard; at-will) ♦ Weapon	
Ranged 5/10; +9 vs. AC; 1d4 + 4 damage.	
M Mobile Melee Attack (standard; at-will)	
The halfling thief can move up to 3 squares and make one melee basic attack at any point during that movement. The halfling thief doesn't provoke opportunity attacks when moving away from the target of its attack.	
Combat Advantage	
The halfling thief deals an extra 1d6 damage on melee attacks against any target it has combat advantage against.	
Nimble Reaction	
Halflings gain a +2 racial bonus to AC against opportunity attacks.	
Second Chance (immediate interrupt, when the halfling would be hit by an attack; encounter)	
The halfling thief forces the attacker to reroll the attack and take the new result.	
Alignment Unaligned Languages Common, Dwarven	
Skills Acrobatics +12, Stealth +10, Thievery +12	
Str 12 (+3) Dex 16 (+5) Wis 11 (+2)	
Con 10 (+2) Int 10 (+2) Cha 14 (+4)	
Equipment leather armor, 4 daggers, thieves' tools	

Halfling Stout	Level 2 Minion
Small natural humanoid	XP –
Initiative +3 Senses Perception +5	
HP 1; a missed attack never damages a minion.	
AC 16; Fortitude 12, Reflex 14, Will 14; see also <i>nimble reaction</i>	
Saving Throws +5 against fear effects	
Speed 6	
m Short Sword (standard; at-will) ♦ Weapon	
+7 vs. AC; 4 damage.	
r Sling (standard; at-will) ♦ Weapon	
Ranged 10/20; +7 vs. AC; 4 damage.	
Nimble Reaction	
Halflings gain a +2 racial bonus to AC against opportunity attacks.	
Second Chance (immediate interrupt, when the halfling would be hit by an attack; encounter)	
The halfling stout forces the attacker to reroll the attack and take the new result.	
Alignment Unaligned Languages Common, Dwarven	
Skills Acrobatics +10, Thievery +10	
Str 11 (+1) Dex 15 (+3) Wis 9 (+0)	
Con 10 (+1) Int 10 (+1) Cha 14 (+3)	
Equipment leather armor, short sword, sling with 20 bullets	

Human Guard (Level 4)	Level 4 Soldier
Medium natural humanoid	XP –
Initiative +5 Senses Perception +6	
HP 55; Bloodied 27	
AC 19; Fortitude 17, Reflex 16, Will 15	
Speed 5	
m Halberd (standard; at-will) ♦ Weapon	
Reach 2; +11 vs. AC; 1d10 + 4 damage, and the target is marked until the end of the human guard's next turn.	
M Powerful Strike (standard; recharge 5 6) ♦ Weapon	
Requires halberd; reach 2; +11 vs. AC; 1d10 + 8 damage, and the target is knocked prone.	
r Crossbow (standard; at-will) ♦ Weapon	
Ranged 15/30; +10 vs. AC; 1d8 + 3 damage.	
Alignment Unaligned Languages Common	
Skills Streetwise +8	
Str 16 (+5) Dex 14 (+4) Wis 11 (+2)	
Con 15 (+4) Int 10 (+2) Cha 12 (+3)	
Equipment chainmail, halberd, crossbow with 20 bolts	

Human Militia	Level 1 Minion
Medium natural humanoid	XP –
Initiative +0 Senses Perception +0	
HP 1; a missed attack never damages a minion.	
AC 15; Fortitude 13, Reflex 11, Will 11	
Speed 6	
m Spear (standard; at-will) ♦ Weapon	
+6 vs. AC; 4 damage.	
Mob Rule	
The human militia gains a +2 power bonus to all defenses while at least two other human militia are within 5 squares of it.	
Alignment Unaligned Languages Common	
Str 14 (+2) Dex 10 (+0) Wis 10 (+0)	
Con 12 (+1) Int 9 (+1) Cha 11 (+0)	
Equipment spear	

ENCOUNTER 6: "HIDEOUT" MAP

DT1: DUNGEON TILES

Floor	10x8	x2	Floor	8x4	x2
Floor	4x2	x1	Treasure	4x4	x1
Rune	2x2	x1			

DT2: ARCANIC CORRIDORS

Benches	8x2	x2
Runes Around Desk	4x4	x1
Iron Double Doors	4x2	x1
Altar	2x1	x1

DT7: FANE OF THE FORGOTTEN GODS

Table and Two Chairs	2x2	x2
Sewer Entrance	2x2	x1
Double Windows	2x1	x2
Table and Chair	2x1	x1

ND = Neddlefang Drake Swarms
HP = Halfling Prowlers
HT = Halfling Thieves
HY = Halfling Youngsters
TA = Talbot Artfulhands



ENCOUNTER 7: LESSER EVIL

SETUP

Important NPC:

Flaming Fist Captain Lothar Bladesmith

The PCs will be taken to see Captain Lothar, to decide their next steps. The captain is impressed with the PCs – they not only helped with the undead, but also unveiled the thieves' scheme.

Lothar will ask the PCs about their findings and may even want to take a look at the diary and rituals. He should eventually discover the evil spirit bound in the mansion and the rituals to deal with it. He will ask for the characters' discretion regarding the full story of the Strongheart lich, saying that it would be unwise to spread such a tale about a noble family until they can prove its veracity. He also reminds them that the Strongheart family is cousin to Grand Duke Portyr's own family. Lothar will proceed:

"It seems like there are two options. One option would be to defeat the master spirit and rebind it to the statue, so we can later decide its fate. It seems that rebinding the ancient spirit will also have an appeasing effect on the undead. They should follow their master and will once again be confined back within the mansion. This would leave us with a problem to deal with later, but could save dozens of lives now."

"The other option would be to destroy the statue and the spirit completely. If I'm reading this correctly, destroying the statue won't destroy the rest of the undead, so that option will leave those creatures scattered through the district. That represents a serious threat to the population, at least until we manage to find and destroy all of the undead. It will, however, rid us of the problem of the master spirit forever."

"What do you recommend?"

The conversation will be suddenly interrupted by another officer, who has an update on situation in the neighborhood. Many of the undead have been destroyed, but more remain.

"Friends, it seems we still have work to do. I will gather all the officers I can and we will try to secure the way to the mansion, so you can perform the ritual and get this over with."

"We will do our best to defend you."

After about 30 minutes, Lothar has managed to gather a small battalion and your group has fought its way back to the grounds of the abandoned mansion. If there were any lingering doubts, now it becomes evident that this location is indeed the source of the undead infestation.

Ghosts dominate the skies, diving to attack the guards and mercenaries trying to close in on the haunted place. Zombies and wights fight all over the grounds while the militia tries to barricade them behind the gates.

Heading to the front line, Lothar gathers and consults with some fellow officers. After a couple of minutes, he heads back toward you.

"With the rituals you acquired, it is clear that our best option is to enter the mansion and perform the ritual before whatever ancient evil is locked in there, free itself."

"We will press forward and create a corridor going through the mansion, allowing you passage to the upper floor, where you must perform the ritual as fast as possible."

"I have been thinking about our dilemma, and I think you should rebind the spirit rather than destroying the statue. It's the safest course of action, and it will save lives."

Lothar will offer the services of a Flaming Fist wizard in case the PCs lack a character with the Ritual Casting feat. (The ritual cannot safely be performed until the master undead spirit has been defeated.)

ENDING THE ENCOUNTER

EXPERIENCE POINTS

The characters receive no experience for this encounter and it does not count towards a milestone.

TREASURE

If the PCs agree to help, entering the mansion and performing the ritual – or protecting the wizard that will be conjuring it – Lothar will throw an additional 10 / 15 gp in the reward, but he will ask for the matter of payment to be left for later.

ENCOUNTER 8: HOWLING MANSION

ENCOUNTER LEVEL 1 / 3 (550 / 800 XP)

SETUP

This encounter includes the following creatures at the low tier:

- 1 flameskull death master (FDM)
- 2 mad wraiths (Level 4) (MW)
- 4 vampire spawn fleshrippers (VSF)

This encounter includes the following creatures at the high tier:

- 1 flameskull death master (Level 7) (FDM)
- 2 mad wraiths (MW)
- 4 vampire spawn fleshrippers (Level 7) (VSF)

As the guards clash with the undead, you follow from behind, protected by a line that soon becomes a triangle, passing over the fallen fence and funneling into the mansion's entrance.

Two rows of Flaming Fist officers come forth and force their way through the front door, forming a corridor leading up the stairs and into the ritual chamber.

As you go through, the shouts of those protecting you make it clear that the defensive lines cannot hold for long against the endless onslaught of undead that continually pop into existence from their extradimensional prison.

Now, it is up to you to end this nightmare!

Once again, the PCs find themselves at the end of the stairway that leads to the chamber from where, earlier, they took the statue. The night has truly come full circle.

As the adventurers enter the area, read:

The previously zombie-filled room now lies empty, except for the bodies of those lucky enough not to be turned into zombies, or those zombies unlucky enough to have risen and been taken down again.

You no longer hear the mad whispering voices that previously dominated this chamber.

In order to start the ritual, the statue must be placed upon the pedestal. Once this happens, a flameskull death master (the current incarnation of the lich) and two mad wraiths materialize out of nowhere and combat begins.

"You will not stop us now! We will be free at last!"

FEATURES OF THE AREA

Illumination: There are no light sources in the house. The PCs must provide their own illumination. However, when the flameskull appears, it shed light (see the stat block for details).

Doors: Two wooden doors dominate the walls on both sides of the upper room. The doors are locked and lead to private bedchambers with a bed, desk, and chest of drawers.

False-Floor Trap: The trap is in the same state the PCs left it in encounter 2.

TACTICS

On his first turn, the flameskull death master will position himself and unleash his *fireball* on the largest grouping of PCs. Then he will use his action point and raise his vampire minions. After that, he will use his *flame rays*.

The mad wraiths will use their *touch of chaos* whenever it is available and their *touch of madness* otherwise.

SCALING THE ENCOUNTER

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

Four PCs: Remove one of the mad wraiths.

Six PCs: Add another mad wraith.

ENDING THE ENCOUNTER

The PCs have defeated the creatures and can now perform the ritual. If a PC has the Ritual Caster feat, that character can conduct the ritual; otherwise a Flaming Fist wizard has been sent with orders to rebind the spirit (rather than destroy the statue).

Although they have been instructed to perform the binding ritual rather than the destruction ritual, the PCs have both rituals with them and may choose either option if they are the ones casting the ritual. If a Flaming Fist wizard was sent along to perform the ritual, he will obey Captain Lothar's orders to cast the binding ritual, unless the PCs make a truly compelling case to him as to why he should disobey his superior officer. This could even be resolved as an impromptu skill challenge, if time permits.

If the PCs rebind the spirit as instructed, the undead outside the mansion will stop fighting and begin to move toward it. Inside, the creatures will stop moving and become inert, reacting only if attacked. As time goes by,

they will begin disappearing, returning to the pocket dimensions empowered by the statue. From all across the district, the remaining undead shamle back to the mansion and return meekly to their prison.

If the PCs destroy the statue, a loud howl will be heard from inside and outside the mansion. The pocket dimensions scattered through the mansion will vanish in a contained explosion, but the undead still standing will keep on fighting.

If the PCs destroy the statue instead of rebinding the master spirit, Captain Lothar is disappointed. He worries about the unnecessary loss of life that will ensue since the remaining undead must still be dealt with. He will ask the PCs to justify their decision, but will not argue the matter, recognizing the PCs have done much for the city on this night. He will tell the characters to go and get some rest, but combat will rage through the night. In the weeks following the incident, the undead will continue to be a threat, but they will eventually all be rooted out and destroyed.

EXPERIENCE POINTS

The characters receive 110 / 160 experience points each for defeating the undead, regardless of which ritual they perform.

TREASURE

The PCs don't find any treasure in the already looted mansion. The Flaming Fist will pay each character 30 / 45 gp (the amount initially accorded plus a bonus for the last encounter).

Lothar will also mention that Lieutenant Ferrier has delivered a report on the thieves' operation and that thanks to the PCs' actions, a great deal of the stolen treasure has been returned to the shops and mansions from which it was taken. The residents of the district have banded together to offer the PCs an additional reward. The amount depends on how many halflings escaped in Encounter 6. The base reward is 20 / 30 gp per PC. Reduce this by 5 gp per PC for every full group of 4 halflings that managed to escape the warehouse. If the PCs managed to keep 3 or fewer halflings from escaping, they get the full bonus.

If the PCs were respectful to Captain Lothar, and if they followed his orders to rebind the statue instead of destroying it, his recommendation combined with all the work they have done on this night will earn them the right to be recognized as members of the Flaming Fist (if they are so inclined). Those who wish it may also claim the *You Have Proven Yourself* story object.

If the PCs rebind the statue instead of destroying it, there is one more unfortunate effect. The ghost from the Elfsong Tavern will disappear again. If the PCs destroy

it, on the other hand, Duren Elendara will be most pleased with the characters. They receive the story award *The Elfsong's Return*.

Characters who have the *Flaming Fist Apprenticeship* story award from BALD1-1 and who also earn the Flaming Fist story award from this adventure earn a Major Quest XP award (even if they decline to accept membership in the Flaming Fist). See the Rewards section of the adventure for details.

CONCLUSION

It's been a long night and the PCs are finally free to go home and rest. As the PCs take their leave, another Flaming Fist Captain approaches Lothar. The PCs can overhear the following conversation as they leave:

New Arrival: *"I hear things are coming under control Lothar. Are you alright?"*

Lothar: *"Yes, Tiberius, thank you. What brings you here?"*

Tiberius: *"I thought you should know. The Seatower of Balduran dungeon was broken into tonight. We lost a few good men, but no one saw anything. Most of the garrison had been sent here to help and only a minor contingent was left on guard. The invaders knew when to attack and they knew THEY were there."*

Lothar: *"The Deadly Five? They were freed?"*

Tiberius: *"Yes, but be quiet about it, will you? Just keep an eye open during the night. We will talk more about it tomorrow, after you have calmed things down over here."*

Lothar: *"Wow. Thanks for the heads-up. The brass isn't going to like this one bit..."*

The PCs may wonder who the Deadly Five might be, but they are unable to gain any more information about them at this time, and the Flaming Fist isn't talking. Perhaps this is a story for another day...

ENCOUNTER 8: “HOWLING MANSION” STATISTICS (LOW LEVEL)

Flameskull Death Master	Level 5 Elite Controller
Tiny natural animate (undead)	XP 400
Initiative +7 Senses Perception +11	
Shroud of the Grave (Necrotic) aura 5; all undead within 5 squares of the death master lose any vulnerability to radiant damage.	
HP 128; Bloodied 64	
AC 20; Fortitude 17, Reflex 20, Will 20	
Immune disease, poison; Resist 10 fire, 5 necrotic;	
Vulnerable 5 radiant	
Saving Throws +2	
Action Points 1	
Speed fly 10 (hover)	
m Fiery Bite (standard; at-will) ♦ Fire	
Reach 0; +7 vs. AC; 1 damage plus 1d8 fire damage.	
R Flame Ray (standard; at-will) ♦ Fire	
Ranged 10; +9 vs. Reflex; 2d6 + 5 fire damage.	
A Fireball (standard; encounter) ♦ Fire	
Area burst 3 within 20; +9 vs. Reflex; 3d6 + 5 fire damage.	
<i>Miss:</i> Half damage. The flameskull can exclude two allies from the effect.	
R Call of the Grave (standard; encounter)	
Ranged 10; four undead minions of the death master's level or lower appear in any unoccupied space within range. These undead minions take their turns immediately after the death master.	
Illumination	
The flameskull sheds bright light out to 5 squares, but it can reduce its brightness to dim light out to 2 squares as a free action.	
Alignment Evil Languages Abyssal, Common	
Skills Stealth +12	
Str 5 (-1)	Dex 16 (+5) Wis 14 (+4)
Con 16 (+5)	Int 22 (+8) Cha 20 (+7)

Vampire Spawn Fleshripper	Level 5 Minion
Medium natural humanoid (undead)	XP –
Initiative +4 Senses Perception +3; darkvision	
HP 1; a missed attack never damages a minion.	
AC 20; Fortitude 17, Reflex 18, Will 17	
Immune disease, poison; Resist 5 necrotic	
Speed 7, climb 4 (spider climb)	
m Claw (standard; at-will) ♦ Necrotic	
+11 vs. AC; 5 necrotic damage (7 necrotic damage against a bloodied target).	
Destroyed by Sunlight	
A vampire spawn that begins its turn in direct sunlight can take only a single move action on its turn. If it ends the turn in direct sunlight, it burns to ash and is destroyed.	
Alignment Evil Languages Common	
Str 14 (+4)	Dex 16 (+5) Wis 12 (+3)
Con 14 (+4)	Int 10 (+2) Cha 14 (+4)

Mad Wraith (Level 4)	Level 4 Controller
Medium shadow humanoid (undead)	XP 175
Initiative +8 Senses Perception +6; darkvision	
Mad Whispers (Psychic) aura 3; deafened creatures are immune; any enemy in the aura at the start of its turn takes 5 psychic damage and is dazed until the start of its next turn. (If the mad wraith takes radiant damage, the aura is negated until the end of the mad wraith's next turn.)	
HP 38; Bloodied 19	
AC 16; Fortitude 13, Reflex 16, Will 15	
Immune disease, poison; Resist 10 necrotic, insubstantial;	
Vulnerable 5 radiant (see also <i>mad whispers</i> above)	
Speed fly 6 (hover); phasing	
m Touch of Madness (standard; at-will) ♦ Psychic	
+6 vs. Will; 1d6 + 4 psychic damage, and the target takes a -2 penalty to Will defense (save ends).	
M Touch of Chaos (standard; recharge 5 6) ♦ Psychic	
+7 vs. Will; 2d6 + 3 psychic damage, and the target moves up to its speed and makes a basic attack against its nearest ally as a free action.	
Spawn Wraith	
Any humanoid killed by a mad wraith rises as a free-willed mad wraith at the start of its creator's next turn, appearing in the space where it died (or in the nearest unoccupied space).	
Raising the slain creature (using the Raise Dead ritual) does not destroy the spawned wraith.	
Alignment Chaotic evil Languages Common	
Skills Stealth +12	
Str 6 (+0)	Dex 20 (+7) Wis 6 (+0)
Con 12 (+3)	Int 11 (+2) Cha 19 (+6)

ENCOUNTER 8: “HOWLING MANSION” STATISTICS (HIGH LEVEL)

Flameskull Death Master (Level 7)	Level 7 Elite Controller
Tiny natural animate (undead)	XP 600
Initiative +8 Senses Perception +12	
Shroud of the Grave (Necrotic) aura 5; all undead within 5 squares of the death master lose any vulnerability to radiant damage.	
HP 160; Bloodied 80	
AC 22; Fortitude 19, Reflex 22, Will 22	
Immune disease, poison; Resist 10 fire, 5 necrotic;	
Vulnerable 5 radiant	
Saving Throws +2	
Action Points 1	
Speed fly 10 (hover)	
m Fiery Bite (standard; at-will) ♦ Fire	
Reach 0; +9 vs. AC; 1 damage plus 1d8 + 1 fire damage.	
R Flame Ray (standard; at-will) ♦ Fire	
Ranged 10; +11 vs. Reflex; 2d6 + 6 fire damage.	
A Fireball (standard; encounter) ♦ Fire	
Area burst 3 within 20; +11 vs. Reflex; 3d6 + 6 fire damage.	
<i>Miss:</i> Half damage. The flameskull can exclude two allies from the effect.	
R Call of the Grave (standard; encounter)	
Ranged 10; four undead minions of the death master's level or lower appear in any unoccupied space within range. These undead minions take their turns immediately after the death master.	
Illumination	
The flameskull sheds bright light out to 5 squares, but it can reduce its brightness to dim light out to 2 squares as a free action.	
Alignment Evil Languages Abyssal, Common	
Skills Stealth +13	
Str 5 (+0)	Dex 16 (+6) Wis 14 (+5)
Con 16 (+6)	Int 22 (+9) Cha 20 (+8)

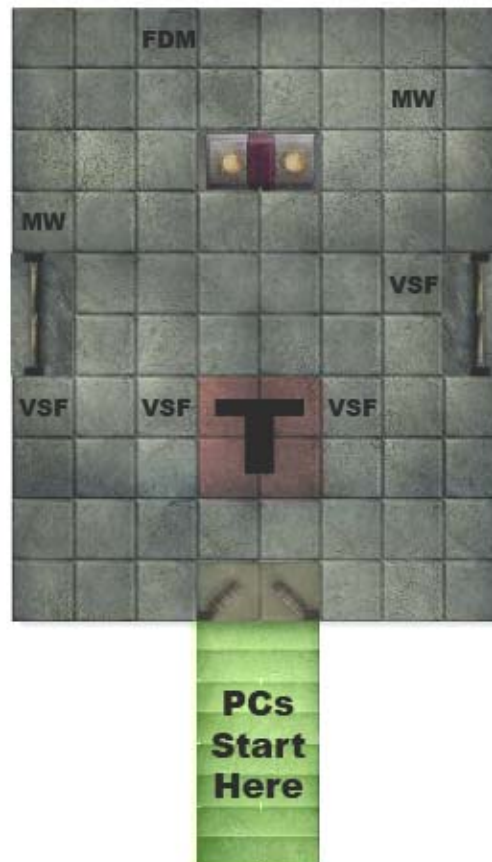
Vampire Spawn Fleshripper (level 7)	Level 7 Minion
Medium natural humanoid (undead)	XP –
Initiative +5 Senses Perception +4; darkvision	
HP 1; a missed attack never damages a minion.	
AC 22; Fortitude 19, Reflex 20, Will 19	
Immune disease, poison; Resist 5 necrotic	
Speed 7, climb 4 (spider climb)	
m Claw (standard; at-will) ♦ Necrotic	
+13 vs. AC; 6 necrotic damage (8 necrotic damage against a bloodied target).	
Destroyed by Sunlight	
A vampire spawn that begins its turn in direct sunlight can take only a single move action on its turn. If it ends the turn in direct sunlight, it burns to ash and is destroyed.	
Alignment Evil Languages Common	
Str 14 (+5)	Dex 16 (+6) Wis 12 (+4)
Con 14 (+5)	Int 10 (+3) Cha 14 (+5)

Mad Wraith	Level 6 Controller
Medium shadow humanoid (undead)	XP 250
Initiative +8 Senses Perception +6; darkvision	
Mad Whispers (Psychic) aura 3; deafened creatures are immune; any enemy in the aura at the start of its turn takes 5 psychic damage and is dazed until the start of its next turn. (If the mad wraith takes radiant damage, the aura is negated until the end of the mad wraith's next turn.)	
HP 54; Bloodied 27	
AC 18; Fortitude 15, Reflex 18, Will 17	
Immune disease, poison; Resist 10 necrotic, insubstantial;	
Vulnerable 5 radiant (see also <i>mad whispers</i> above)	
Speed fly 6 (hover); phasing	
m Touch of Madness (standard; at-will) ♦ Psychic	
+8 vs. Will; 1d6 + 5 psychic damage, and the target takes a -2 penalty to Will defense (save ends).	
M Touch of Chaos (standard; recharge 5 6) ♦ Psychic	
+9 vs. Will; 2d6 + 4 psychic damage, and the target moves up to its speed and makes a basic attack against its nearest ally as a free action.	
Spawn Wraith	
Any humanoid killed by a mad wraith rises as a free-willed mad wraith at the start of its creator's next turn, appearing in the space where it died (or in the nearest unoccupied space). Raising the slain creature (using the Raise Dead ritual) does not destroy the spawned wraith.	
Alignment Chaotic evil Languages Common	
Skills Stealth +13	
Str 6 (+1)	Dex 20 (+8) Wis 6 (+1)
Con 12 (+4)	Int 11 (+3) Cha 19 (+7)

ENCOUNTER 8: “HOWLING MANSION” MAP

DT1: DUNGEON TILES					
Floor	10x8	x1	Double Doors	2x1	x2
Stairs	4x2	x1			
DT2: ARCANIC CORRIDORS			DT7: FANE OF THE FORGOTTEN GODS		
Altar	2x1	x1	Opened Double Door	2x1	x1

T = False-Floor Pit
FDM = Flamingskull Death Master
MW = Mad Wraiths
VSF = Vampire Spawn Fleshripper



REWARDS SUMMARY

At the conclusion of the adventure, the PCs earn experience points, treasure, and possibly story awards. All totals listed here are per PC. A number before the slash is the low-level value; after the slash is the high-level value.

IMPORTANT DM INFORMATION

It is critical that you enter the PC rewards accurately on the tracking form, and ensure that the information is reported and entered online in a timely manner. While players will be able to track their character's information on paper, the online information serves as an important backup and verification of play.

EXPERIENCE POINTS

Give PCs a full award for each encounter they successfully completed, and a half award if they were unsuccessful. Give no award if the characters did not play the encounter at all.

Encounter 2: Whispering Mansion

175 / 260 XP

Encounter 4: In (for) a Fix

20 / 30 XP

Encounter 5: The Rich and the Richer

175 / 250 XP

Encounter 6: Hideout

160 / 260 XP

Encounter 8: Howling Mansion

110 / 160 XP

Major Quest: You Have Proven Yourself

160 / 240 XP

Total Possible Experience

800 / 1,200 XP

TREASURE

Each PC receives treasure in the form of gold pieces as well as one share from a treasure bundle. The treasure bundle may give the PC more gold, a magic item, or some other item of value. Each player makes one selection for their character; players may choose the same treasure bundle.

If characters buy or sell magic items or other gear during the adventure (or pay for services) add or subtract that amount from the total gold the PC receives at the end of the adventure. If a player selects an option that gives their character more gold, add that to the gold

all characters receive, and ensure you enter the total amount of gold gained (minus any expenditures) online. You can have a negative number and enter that negative online. PCs receive 20% of a magic item's purchase price for any item they sell.

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

An asterisk next to a magic item means that it is an item that appears in the **New Rules** section.

Gold per PC

100 / 150 gp

(Encounter 1: 10 / 15 gp, Encounter 2: 10 / 15 gp, Encounter 5: 20 / 30 gp or 10 / 15 gp, Encounter 6: 10 / 15 gp, Encounter 8: 30 / 45 gp, plus up to 20 / 30 gp)

EACH PC SELECTS ONE OF THE FOLLOWING

Bundle A: *bracers of escape (heroic tier)** (7th level)

Found in Encounter 2

Bundle B: *deathcut armor +2* (PH, 10th level)

Found in Encounter 2

Bundle C: *disrupting weapon +1** (8th level)

Found in Encounter 2

Bundle D: *cloak of survival +2* (PH, 9th level)

Found in Encounter 6

Bundle E: *wolfen weapon +2** (9th level)

Found in Encounter 6

Bundle F: *coif of mindiron** (8th level)

Found in Encounter 6

Bundle G: Ritual book with Deathly Shroud (FRPG)

Found in Encounter 6

Potion plus Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add a *potion of healing* plus 75 / 200 gp to their total gold. The player should write the potion gained on their adventure log.

More Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add 125 / 250 gp to their total gold.

STORY AWARDS

Award these if the PC completes the condition for the award in the adventure. Pass out certificates to the players for their story awards. Note that a PC cannot earn both BALD04 and BALD05 in this adventure.

BALD03 Guardian of the Unicorn

Raniel Adarion will never forget the night you saved him and his family from the undead that overran the Bloomridge district in Baldur's Gate. He will certainly speak highly of you in the future. This may unlock future opportunities for you within the Unicorns' organization.

BALD04 You Have Proven Yourself

You have proven yourself worthy of being counted among the members of the Flaming Fist. You are under no obligations within the mercenary company, but recognition by the Fist can prove to be a valuable asset both inside and outside the city of Baldur's Gate.

This story award completes the major quest "Flaming Fist Apprenticeship," but it will not be your only chance to do so. If you did not receive this award, keep an eye open for future Baldur's Gate adventures that may allow you another opportunity to impress the leaders of the Flaming Fist.

BALD05 The Elfsong's Return

You have freed the ghostly elven female voice that sings so wonderfully at the Elfsong Tavern, which has given you some notoriety among the common folk of Baldur's Gate. More than that, Duren and Alicia Elendara, the half-elves who own the tavern, will be forever in your debt. You are always welcome at the Elfsong Tavern, where your food and drinks will be on the house.

ADVENTURE QUESTIONS

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

1. **Did the PCs return the statue to Marvin according to the plan?**
 - a. Yes.
 - b. No. The halfling following the PCs had to act.
 - c. No. They kept the statue with them, turned it over to a temple, or did something else unexpected with it.
2. **Did the PCs reveal their true part in the happenings of the night?**
 - a. No.
 - b. Yes, to Duren Elendara.
 - c. Yes, to Captain Lothar.
 - d. Yes, to both Duren and Captain Lothar.
3. **Who did the PCs rescue in Encounter 5?**
 - a. The stout human noble.
 - b. The elven merchant patriarch.
 - c. Both of them!
4. **How many of the halfling thieves did the PCs allow to flee from the warehouse?**
 - a. All 16 thieves escaped.
 - b. 12 thieves escaped.
 - c. 8 thieves escaped.
 - d. 4 thieves escaped.
 - e. No thieves escaped.
5. **Do the PCs intend to reveal the true nature of the spirit that was imprisoned within the mansion, potentially bringing shame on the Strongheart noble family, who are cousins to the Grand Duke?**
 - a. No character plans on revealing anything.
 - b. No character plans on revealing anything publicly.
 - c. One or more characters plan on revealing the story publicly.
 - d. Bards will sing of the treacherous cousin.
6. **Did the PCs rebind or destroy the statue?**
 - a. Rebind.
 - b. Destroy.

NEW RULES

Wolfen Weapon +2	Level 9
<i>This blade's edge is as jagged as a fanged maw, and its steel is dull and gray.</i>	
Lvl 9 +2 4,200 gp	
Weapon: Heavy Blade, Light Blade	
Enhancement: Attack rolls and damage rolls	
Critical: +1d6 damage per plus	
Property: You gain a +2 bonus to Perception checks. You ignore the Perception penalty while sleeping.	
Power (Daily): Free Action. You can use this power before any creature has acted during a surprise round and even if you are surprised. You and all allies within 5 squares of you are no longer surprised. You can act during the surprise round, if applicable. If no one is surprised, skip the surprise round and instead begin combat as normal.	
Reference: <i>Dragon Magazine</i> 364, page 52.	

Disrupting Weapon +1	Level 8
<i>Created in ancient days by priests of Amaunator, this weapon is the bane of undead everywhere.</i>	
Lvl 8 +1 3,400 gp	
Weapon: Flail, Hammer, Mace	
Enhancement: Attack rolls and damage rolls	
Critical: +1d6 radiant damage per plus, or +1d10 radiant damage per plus against undead	
Property: This weapon can be used as a holy symbol. It adds its enhancement bonus to attack rolls and damage rolls, and attacks can be augmented by this weapon's power when it is used as an implement. You do not gain your weapon proficiency bonus to an attack roll when using a <i>disrupting weapon</i> as an implement.	
Power (Daily, Radiant): Free Action. Use this power when you hit an undead creature with this weapon. Deal +1d10 radiant damage per plus.	
Reference: <i>Dragon Magazine</i> 364, page 44.	

Bracers of Escape	Level 7
<i>These bracers can whisk you out of harm's way.</i>	
Item Slot: Arms 2,700 gp	
Power (Daily): Immediate Interrupt. You can use this power when you are the target of a melee attack. You teleport 2 squares.	
Reference: <i>Dragon Magazine</i> 365, page 58.	
Coif of Mindiron	Level 8
<i>Your head and mind are guarded by this glistening mail hood.</i>	
Item Slot: Head 3,400 gp	
Power (Encounter): Standard Action. Immediate Interrupt. Use this power when you would be dazed by an attack that targets your Will defense. You are not dazed by the attack.	
Reference: <i>Adventurer's Vault</i> , page 140.	

PLAYER HANDOUT 1

Diary of Eland the Scribe - 1437 DR (Note: this journal is over 40 years old)

... And so it has fallen upon me the task of studying this unholy artifact. Its sight gives me chills on the spine, but when I came to Candlekeep, I knew that the pursuit of knowledge would take me to unknown places...

... Ever since this thing got here, every morning when I come into the study, weird undead insects have gathered around it. That the statue is the cause, there is no doubt, but what kind of other surprises Myrkul has prepared for us are yet to be seen. I will have the Oghmites place some wards on the room as soon as possible, I just hope they hold up...

... The wards weren't enough, but it doesn't matter now, I am finally able to understand its power. The dark energy can be used for numerous purposes, but it was made to create and control undead creatures. I shall now work on a ritual that will allow me to channel this power...

... The statue is too dangerous, if it ever falls into the wrong hands... I shall also work on a ritual to destroy it...

... Today the First Reader presented us with a problem from some nobles in Baldur's Gate. He wants us to think of a solution... I am not sure, but I think I would be able to bind this lich with the statue... this could certainly get me some prestige. I will make some tests immediately...

... Some very influential nobles of Baldur's Gate were present at the meeting. Apparently a series of murders have been committed by a lich. The lich was slain by the Flaming Fist afterwards. I discovered that the lich was from the Strongheart lineage... his mother, standing in a corner, doesn't stop crying... no one comforts her... tomorrow I will perform the ritual to bind this creature forever. This revelation makes my responsibility that much bigger.

... The night was arduous! My studies did not prepare me for the way things actually transpired. I was wrong in many ways, but right in others. The job was done, they think it is over... but it is not... I will need to review my rituals, correct them, and perfect them. The lich is there, locked in a pocket dimension, but there nonetheless. The statue can probably hold him there forever, but it must remain in the mansion. The grounds must also be desecrated to fuel the artifact. Much needs to be done...

Binding ritual

- The statue is a natural vessel for undead spirits, but can also create and absorb physical creatures into pocket dimensions it creates. The luring abilities of the statue are innate, but actually absorbing the undead requires a lot of exposure or the appropriate ritual. If the statue is removed, the bond will be broken, the pocket dimensions will begin to falter, the undead will escape... but the longer the creature is exposed to the artifact, the longer it will need to free its bonds. The lich itself would be the last to be released.

Controlling Ritual

- The easiest ritual, but still requires a lot of exposure. Days after the undead become completely lured by the statue, they become very susceptible. With the use of the appropriate rituals, an entire horde of undead could be led. Once these bonds are broken - by a number of possible means - they need to be reestablished by these methods...

Destruction Ritual

- After long years of study, I came to realize that my pursuit could not be complete without this last ritual. The statue of Myrkul is a very important item and very dangerous in the wrong hands. If the worst happens, this ritual can be used to utterly destroy the statue and whatever spirits are held within it. This will also destroy the pocket dimensions and release any souls that were made into undead under the control of the artifact.