

BALD1-6

# BROTHERS IN ARMS

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

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A frail alliance connects the city of Baldur's Gate to the nation of Elturgard - and when vital information crosses the border without authorization, that alliance is bound to be put to the test. A visiting paladin's moral code clashes with the organization that has kept the city safe for more than a century, and the outcome may be hard to predict. 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 organizer directly after play.

## READING MONSTER STAT BLOCKS

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

## IMPORTANT DM INFORMATION

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

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

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

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

of running long or short. Adjust the pacing accordingly.

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

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

## APPROPRIATE CHARACTER LEVELS

This adventure is designed for player characters (PCs) levels 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 lower levels of the adventure's level spread. The high level is meant for a group whose levels, on average, fall in the higher levels of the adventure's level spread.

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

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

## FAILING TO DEFEAT AN ENCOUNTER

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

## CHARACTER DEATH

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

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

## MILESTONES

No matter if the characters succeed or fail in an encounter, they reach a milestone if it is the second encounter they've had since the start of the adventure or their last extended rest. **Encounters that do not give**

**out experience points do not count for purposes of reaching a milestone.** Make certain to mention this information to the players when applicable, as it gives each PC another action point and affects how some magic item powers are used.

## LASTING EFFECTS

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

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

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

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

## ADVENTURE BACKGROUND

A few months ago, an Amnite spy carrying important information about the organization, strength, and scheduling of Elturgard's border patrols was captured by a group of mercenaries just south of Baldur's Gate. Before taking the spy back to Elturgard, however, his captors stopped in Baldur's Gate for the night.

The apparent "abduction" came to the attention of the Flaming Fist mercenary company, who sent a group of new recruits (the PCs, if they played BALD1-1) to find out what was going on. This all happened in the adventure BALD1-1 *Flames of Initiation*, but play of the prior adventure is not required to enjoy or understand this adventure. As the DM, you might enjoy reading the earlier adventure to see how the events of this adventure were set up, but everything you need to know is contained in this adventure.

Thanks to the recruits' timely intervention, the spy was rescued, and the stolen information reached its destination in Amn. However, the information has also been revealed to the dangerous and unethical merchant consortium known as the Twilight Brotherhood. This was their price for arranging the spy's freedom.

## DM'S INTRODUCTION

Knowing that some of their secrets have crossed the border into Baldur's Gate, the paladins of Elturgard are concerned. They have yet to decide on the most appropriate course of action. It would be feasible to change their patrol routines and such, but without knowing exactly what information the spy carried with him, changing the entire plan for defending their borders possibly could be a lot of unnecessary effort. Hoping to learn more about exactly what information was stolen, Elturgard's rulers have sent a female deva paladin diplomat named Nulara Silverstorm to Baldur's Gate in the hope of getting the city's government to take an interest in the case.

The PCs head to the Flaming Fist headquarters, either because the Lieutenant summoned them (if they have played previous Baldur's Gate regional adventures) or because they hope to find some excitement in Baldur's Gate. They are recruited by the Fist to work with the paladin from Elturgard and uncover whatever information they can about the original spy.

During the adventure, the heroes will face a sudden change in their mission and will have to decide if they join the paladin's cause or if they remain loyal to the instructions they were given by the Flaming Fist.

## PLAYER'S INTRODUCTION

The PCs have already arrived and spent a night in Baldur's Gate when the adventure begins. It is up to the players to decide why their characters have decided to visit the city; perhaps they are members or recruits of the Flaming Fist, or have other connections here from past adventures; perhaps they are looking for someone (the population of Baldur's Gate is the largest in all of

Faerun); perhaps they have come to visit one of the city's many temples or pick through its endless marketplaces in search of a particular item; or perhaps they have simply heard that the teeming metropolis is an excellent place for sellswords to find a few coins.

Read or paraphrase the following to the players:

*It's another busy morning in the world's largest city. You wake up right after sunrise to the sound of loud noises coming from the streets. Even this early, Baldur's Gate is already buzzing with excitement. Creatures of all races and sizes, nobles and commoners, priests and thieves, make their way down crowded thoroughfares as the city begins its daily routine. Merchants line the streets, yelling at the passers-by, trying to sell their goods. Baldur's Gate might not be a city that never sleeps, but it is certainly a city that gets an early start.*

*When you make your way downstairs, you find the inn's common area is mostly empty, with a few remaining patrons eating their breakfast in relative silence. The smell of fresh bread and spices fills the entire room.*

Allow the players to introduce and describe their characters. If some of the PCs have met previously and others have not, then perhaps they are seated in smaller groups at different tables, all having chosen the same inn. Of such happy coincidences are adventures so often made.

Read or paraphrase the following if any of the PCs have a story award pertaining to the Flaming Fist mercenary company (such as BALD01 Flaming Fist Apprenticeship or BALD04 You Have Proven Yourself).

*As you eat your oat porridge, or perhaps a honey and egg omelet with bacon, suddenly a boy races into the room. He stops to catch his breath and looks around as if searching for someone. The boy approaches [PC or PCs with the story awards], reaching for something in his pockets. "I think this is for you," he says, delivering a small piece of paper.*

*Unfolding the letter, you see that it is from Lieutenant Hart Stonefield of the Flaming Fist mercenary company, summoning you to the organization's headquarters for an urgent matter.*

Otherwise, if none of the PCs have any connection to the Flaming Fist, read or paraphrase the following to the players:

*The breakfast at this inn is exquisite, featuring roasted corn with butter and fresh tomatoes with bread and sausages. It is the sort of meal that demands to be*

*savored slowly. Nevertheless, one cannot help but wonder where to find some adventure in this city...*

*As you finish your breakfast, the innkeeper approaches your table, offering a digestive tea. He smiles broadly and says: "I could not help but overhear that perhaps you are seeking employment. If I may be so bold, I think you should visit the Flaming Fist's headquarters. This city offers plenty of opportunities for those with a ready sword who are willing to work on the right side of the law. You should get there early; I've heard that the best jobs disappear fast."*

If the PCs seem disinclined to pursue this lead, then they can traipse around the city for a few hours, but they do not find any other offers of employment, and everyone they talk to suggests that they visit the headquarters of the Flaming Fist.

Proceed to Encounter 1 when the adventurers head in the right direction.

# ENCOUNTER 1: THE FAVOR

## SETUP

### Important NPCs:

**Flaming Fist Lieutenant Hart Stonefield** (male human)

**Eltugard diplomat Nulara Silverstorm** (female deva paladin of Torm)

The PCs arrive at the Flaming Fist headquarters. Regardless of whether they have been summoned by Lieutenant Stonefield or if they are searching for adventure, they are directed to one of the offices to meet the Lieutenant.

*You arrive at the Flaming Fist Headquarters, a huge building with a well guarded entryway. Two huge pennants depict fists wreathed in flames.*

*The building is full of merchants and other petitioners, entering and leaving under the watchful eyes of a contingent of guards. All the guards wear tabards bearing the same symbol as the pennants outside.*

*As you identify yourselves and state your business, you are taken to a large office where two people are already waiting: a grizzled nervous man in the uniform of a Fist officer, and a beautiful elegant woman, with patterns of light and dark colors in her skin.*

The Lieutenant is pleased to see that any PCs who he already knows (those with any Flaming Fist story awards) have answered his call. He compliments the PCs for their diligence, seeming to relax ever so slightly while still keeping his military posture. He seems a bit more nervous than usual to those characters who have met him previously.

With new recruits, the Lieutenant is a little bit more brusque. He explains that those who have not proven themselves cannot act as full members of the organization. But, as luck would have it, there are often matters that the Flaming Fist doesn't have the capacity (or the political will) to handle directly, and in such cases, recruits and mercenaries are used to fill the gaps. This is one such situation.

The Lieutenant briefly introduces Nulara, explaining that she is a diplomatic envoy from the nation of Eltugard. He tells the PCs that she is looking for a spy that is hiding somewhere in Baldur's Gate. At this time, Nulara explains exactly what she (and her country) want from the Flaming Fist. She instructs the PCs to uncover as much information as they can about

the spy and, if possible, find and bring him to the Fist headquarters.

Nulara gives the following information about the spy:

- He is a male human from Amn.
- He left Eltugard using the name Solemon (but this is probably a false name).
- He has a scar on his left ear.
- His right arm has a tattoo of the holy symbol of Zehir.

Anyone who played BALD1-1 *Flames of Initiation* and completed the last encounter can make an Insight check (DC 20) to recall that some of the details specified by Nulara about the spy seem similar to the "kidnapping victim" they rescued in that adventure. Lieutenant Stonefield will dismiss any such concerns that the PCs might bring up, however. There is no proof that it is the same individual... at least, not yet.

If asked what the spy is accused of stealing, Nulara says simply that he took "secrets pertaining to the security of Eltugard." She will not elaborate further. If the PCs question the deva's bona fides, the Lieutenant assures them that she has already been checked out by the Flaming Fist and the city authorities. Players are rightfully suspicious any time an NPC is introduced who is going to act as their surrogate employer. To avoid having the adventure run long, you can simply state that any inquiries that the PCs make about Nulara's bona fides (such as checking with the Ducal palace, the city watch, the temple of Torm, or other sources) confirm that she is here as a diplomatic emissary from Eltugard and the Flaming Fist is giving her its full cooperation.

Lieutenant Stonefield advises the PCs to start their search at the Manticore's Sting neighborhood. This district is known to be somewhere you can get anything you want for the right price. It would also be a good place for a fugitive to lay low; the area is very dangerous and poorly patrolled. (PCs who have played BALD1-4 *Silent Streets and Vanished Souls* are already familiar with Manticore's Sting and might have some contacts there.) The Lieutenant expects the PCs to return with useful information (or, preferably, a prisoner) before sunset. He and Nulara will remain at Fist headquarters while the PCs search the city. When the PCs finish the assignment, they can return here to collect their payment.

The Lieutenant provides the PCs with a writ specifying their rights and responsibilities as delegates of the Flaming Fist. He also reminds the PCs that even though they are acting as agents of the city in this matter, that doesn't give them the right to cause mayhem or attack citizens without provocation. They

are still subject to the laws of Baldur's Gate, although of course they can defend themselves if they are attacked, and they have the authority to enter buildings where they reasonably suspect the spy is hiding, and to detain the spy by force if necessary. The PCs also need to make every effort to bring the spy in alive, as opposed to dead.

#### PLAYING NULARA SILVERSTORM

Nulara will be present with the PCs in many situations during this adventure. She is very quiet and introspective, but under that calm exterior burns the heart of a fiery zealot. Nulara is truly dedicated to Elturgard's cause and to her concept of "justice" and she will not permit her mission to fail. In most situations she is refined and deliberate, speaking slowly, presenting a heavenly calm. However, she has serious anger management problems, especially when she feels that justice is not being done. She can often be Lawful Good in the negative sense of "rigid and unbending in the service of the law." At the same time, she is also beautiful, a compelling speaker, and clearly genuine in her devotion to the cause. Her sense of moral clarity is absolute, as defined by her own convictions and the righteous teachings of Torm.

#### WHO CARES ABOUT ELTURGARD?

The PCs (or players) might wonder why it is so important for the city authorities of Baldur's Gate to appease a paladin from Elturgard. For basic information about this nation, see pages 124-125 of the *Forgotten Realms Campaign Guide*. Elturgard is a theocratic nation ruled by paladins of Torm. It is an important force for order in the Western Heartlands, so anything that puts Elturgard's security at risk would have the potential to also destabilize the balance of power in the region.

More importantly, Baldur's Gate makes an effort to stay neutral with regards to regional politics and disagreements. Staying neutral can mean unilaterally ignoring everyone around you, but it can also mean building up mutual goodwill with as many sides as possible. Catching this spy is obviously important to the rulers of Elturgard, and as far as anyone knows, there is no real downside for Baldur's Gate in handing him over. Furthermore, although the authorities aren't ready to admit it, the Flaming Fist actually had the man in their hands at one point but let him go (in BALD1-1).

Ultimately, making Elturgard happy in this matter will no doubt give Baldur's Gate's own diplomats the opportunity to call in a return favor from Elturgard at some point in the future. At the same time, if the mission goes badly, using the PCs instead of more "official" representatives of Baldur's Gate will still allow the city to disclaim any responsibility for the failure.

## ENDING THE ENCOUNTER

#### EXPERIENCE POINTS

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

#### TREASURE

The Flaming Fist compensates PCs with their standard payment, which is 20 / 30 gp per PC, upon the completion of their mission. (In this case, payment will be made when the PCs deliver either the spy or convincing information about his whereabouts to Nulara.) The Lieutenant will not pay any cash in advance and the deva paladin does not sully herself with such mundane matters.

## ENCOUNTER 2: CHASE IN THE SLUMS

**SKILL CHALLENGE LEVEL 4/6,  
COMPLEXITY 3 (525/750 XP)**

### SETUP

**Number of Successes:** 8

**Number of Failures:** 3

**Primary Skills:** Athletics, Bluff, Diplomacy, History, Intimidate, Streetwise.

**Secondary Skills:** Acrobatics, Insight, Intimidate, Perception, Endurance.

**Important NPCs:**

**Isidore Legrand** (male eladrin bard)

**Solemon** (male human rogue)

Manticore's Sting is a dangerous place, full of outlaws, criminals, and thugs. It hides the lairs of many non-civilized races such as goblinoids, orcs and other humanoids which wander in dark alleys. The neighborhood consists mainly of wooden structures built upon each other with a few stone buildings to provide structural support. When the PCs arrive, read the following:

*Slowly, the city landscape changes from well-constructed stone buildings to improvised wooden structures. The streets remain as busy as before, but with an uneasy silence. Instead of hearing people talking aloud, you see groups of strange looking men whispering here and there, in the dark alleys. Nobody seems to be paying attention to you; still, it seems like a thousand eyes watch over your shoulder.*

The PCs are quickly marked as agents of the Flaming Fist unless they take pains to disguise themselves. They can flash their writ to gain a +2 bonus on any social skill check, but once they do, word spreads quickly. Thereafter, every time the PCs approach someone without first making a Diplomacy or a Streetwise check, the person approached will look at them suspiciously and will loudly state that he or she knows nothing.

### SKILL CHALLENGE: FINDING THE SPY

The challenge is divided into three scenes. You should allow the PCs into scene 3 even if they fail during scenes 1 or 2 (read each scene for details). However, the third and final scene will change depending whether the PCs arrive there before or after accumulating 3 failures.

**Goal:** Find information about the spy and arrest him.

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

**Primary Skills:** Acrobatics, Athletics, Bluff, Diplomacy, Perception, Streetwise and Endurance.

**Other Skills:** History, Insight.

**Victory:** PCs find and arrest the spy.

**Defeat:** PCs do not arrest the spy, but they still get useful information.

As always, the skill check examples provided here are suggestions and guidelines. Feel free to improvise additional scenes or checks as needed. The moderate DCs are 12/13 and the hard DCs are 17/18. The use of appropriate rituals pertaining to gathering rumors or information might also grant automatic successes.

### SCENE 1 - THE STREETS

*You wander the crowded street trying to figure out where you might find someone able to help you. You know that if you ask the wrong question to the wrong person, you may find yourselves in trouble.*

If the party decides to search for the help of any Flaming Fist patrol, they will be directed to the neighboring Flaming Fist outpost. There, the guards will tell them that they should start looking in the local taverns, but that things would be definitely easier if they had contacts in the neighborhood.

PCs with the story award BALD09 *Friend of a Scepter Lord*, may turn to Lord Mazak al'Azeem for information on the spy and receive an automatic success in this scene (the PCs can't receive more than one automatic success even if they all have the story award). In general, the PCs always get a reaction in this scene when they invoke the Scepter Lord's name. Play this up and make the players feel as though they are getting value out of the things they did in their previous adventures. (Conversely, if the PCs offended Lord al'Azeem or failed to help his people in the previous adventure, then they should find everything just a little bit more difficult from a roleplaying standpoint when dealing with the residents of Manticore's Sting.)

The PCs can only accumulate two successes for the overall skill challenge during this scene. After that, if the PCs decide to gather more information before proceeding to the One-Eyed Dog, you can let them, but disregard successes and failures after this point.

The PCs can gain a +2 bonus on any skill check in this scene if they are willing to spread around a few gold pieces (2 gp per skill check should be sufficient).



**Bluff DC 12/13** (1 success, 1 maximum)

The PC walks around overhearing conversations and talking to the merchants in the street. With a success, the PC learns that the One-Eyed Dog Tavern is known for its information dealers.

In the event of a failure, the PCs will be misdirected to the Three Old Kegs in the city proper. There, they can use the Diplomacy skill (DC 17/18) to get information about the One-Eyed Dog. However, a group of street thugs attempts to ambush them upon their return to Manticore's Sting. Each PC loses one healing surge.

**Diplomacy DC 12/13** (1 success, 1 maximum)

The PC knows just how to approach the right person and asks where he or she could get some information. On a success, the NPC will point out Isidore Legrand at the One-Eyed Dog Tavern.

On a failure, the PCs end up at a different tavern, the Wild Backstabber, which is a very rough place and not welcoming of outsiders. The PCs must succeed on a DC 17/18 Bluff check to talk their way out of a fight; otherwise each character loses one healing surge. In either case, they learn that they really need to head to the One-Eyed Dog.

**Intimidate DC 12/13** (1 success, 1 maximum)

The PC tries to use force or threaten someone to get information. With a success, the frightened NPC will point out that a well-connected informant can be found at the One-Eyed Dog Tavern.

However, if the PCs score a failure with this skill, their confrontational questioning draws the attention of some local toughs, which ends in a short fight (each PC loses one healing surge).

**Streetwise DC 12/13** (1 success, 1 maximum)

The PC knows or locates a contact in Manticore's Sting. A major success (DC 22/23) with this check grants a +2 bonus on any of the other social skill checks in this scene as it provides a "warm" introduction instead of the PCs just wandering around accosting random strangers for information.

On a failure, the PCs suffer no additional consequences, but they have to spend another hour searching for contacts.

Proceed to scene 2 as soon as the group accumulates 2 successes. This leads them to the One-Eyed Dog Tavern.

**SCENE 2 - THE ONE EYED DOG TAVERN**

As in scene 1, the PCs can get only two successes for the skill challenge in this scene, although they can continue to talk with Isidore if they wish. Future checks will not

grant successes or failures towards the overall skill challenge, and Isidore will keep saying that he has told them everything he knows.

*The One-Eyed Dog Tavern is one of the few stone buildings in the area. It is lunch time and, as you enter, you find the torchlit common room full of customers of all professions and races. Despite the time of the day, you see that many of the people here are already drunk and that a few of them seem to be sleeping or unconscious at their tables.*

As in the streets, nobody pays attention to the PCs unless they present themselves as a force of authority. Their best option here is to talk with the barkeeper, who will point towards the eladrin bard Isidore Legrand when asked - if the PCs are so kind as to dispose of 1 gp for the information.

*The barkeeper points to an eladrin sitting at the far corner of the room. He is eating and drinking a glass of wine and seems to be unaware of the noise and disorder around him.*

Isidore Legrand is a calm, elegant and lovable bard. He dresses in a fashionable way and likes fine food and drink. He enjoys lunching at the One Eyed Dog Tavern because of the salad (he is a vegetarian) and, surprisingly enough, the fine elven wine served here (if you know who to ask). This is also a good place to make money, of course.

When the PCs introduce themselves, Isidore invites them to sit and eat (but he will not pay for anything). He tells the PCs that any information that he gives out will be "properly charged to their account" (by which he means, nothing is free).

**Insight DC 12/13** (grants no successes)

The PC understands that offering a higher payment may help speed up the answers. A PC can earn a +1 bonus to his next skill check in this scene per 2 gp offered (up to +5 per roll). The PC also understands that Isidore would not react well to threats or intimidation.

**Perception DC 17/18** (grants no successes)

The PC notices the bard's mannerisms and behavior. By constantly complimenting and praising the bard's obvious sense of style, fine clothing, and genteel manners, the group gains a +2 bonus to their social skill checks in this scene.

### **Diplomacy DC 12/13** (1 success, 2 maximum)

The PC explains the situation and describes the spy they are looking for (specific identifying details were provided in Encounter 1). Diplomacy is meant to be used when the PC does not lie about their purpose (although he may choose not to tell the entire story).

### **Bluff DC 12/13** (1 success, 2 maximum)

Instead of telling the truth the PC lies about their true purpose regarding finding the spy. Since Isidore is not interested in the PCs' true intentions, as long as their gold is good, a Bluff check works as easily as a Diplomacy check.

### **Intimidate** (automatic failure)

If the PCs want to try this skill, allow them to attempt an Insight check first (see above). The bard refuses to be intimidated. He claims to know "very important people" in Baldur's Gate and threatens the PCs with retaliation if they try to intimidate him again. Inform the player that the use of this skill has garnered them a failure. On a second use of this skill, the PCs end the scene, but the bard still tells them what they want to know to get them out of his face (see below).

When the group achieves 2 successes in this scene (giving them a total of 4 successes in the overall skill challenge) the bard will tell them that he knows where the man that they are looking for can be found. He demands 5 gp for the information (and this does not count any gold already used during the negotiation).

If the PCs have accumulated 3 failures by this point, the bard will tell them the information they want, but will charge the same price as above, plus the cost of his meal (spiced vapor cooked vegetables with goat cheese and wine for 5 gp, bringing the total cost to 10 gp).

If the PCs failed this scene by using intimidation more than once, the bard will still act as described above, but just around the corner outside the inn, the PCs will be caught by surprise by a group of thugs sent by the eladrin's friends (each PC loses a healing surge).

## **SCENE 3 - THE CHASE**

***You arrive at the Old Goose Inn, where the eladrin bard told you that the spy is hiding. The small wooden building, near an open sewer, seems old and fragile. It is not surprising that the place looks empty.***

The inn is run by a retired rogue. The man is now fat and lazy, all the time complaining to himself about everything - he doesn't care about anything or anyone. At first, he refuses to give up any information about his patrons. But if pressed or paid (any skill, or any amount

of gold), he ends up giving out information. The keeper tells that they will find the man they seek in room 1B, on the first floor.

The PCs obtain no response if they knock on the door. The door is locked, but can be opened by force or picking the lock (Strength DC 10 or Thievery DC 15) due to the poor structure. When the PCs enter the room, read the following text:

***You open the door and enter a filthy, unorganized room. A plate with a warm meal suggests that whoever lived here just left in a hurry. You see a rope attached to the windowsill.***

If the PCs succeeded in scenes 1 and 2 and look through the window, they see a man running in the fetid stream below. The man is half naked and the PCs can see a large tattoo on his right arm.

If the group failed during scenes 1 or 2 (accumulating 3 total failures) then they have arrived too late and do not catch sight of the spy (they cannot chase the man).

PCs who wish to give chase are now entering an individual skill challenge (this will let you determine which PC, if any, actually gets there first). The first PC to reach 4 successes in this scene (or who earns the highest check results, if you need to break a tie) is the one who catches the spy. The PCs cannot attempt group checks during this scene and each PC will accumulate successes for himself only. However, the total number of group failures obtained in earlier scenes counts as the baseline for the whole group in this scene, representing how much of a head start the spy has gotten on his escape. Therefore, if the group accumulated 2 failures in scenes 1 and 2, then each PC can only fail once at this point before dropping out of the chase. On the other hand, if they have no failures, each PC may still individually fail up to three times without ending the chase for the rest of the group. If every PC participating in the chase reaches a total of three failures before anyone reaches four individual successes, then the spy escapes.

If someone tries to target the spy with an attack power (to knock him prone or slow him down) then assume that he ducks around a corner or gains total cover from an obstacle at just the last moment, conveniently blocking line of sight or line of effect as needed. This is a cinematic chase, not a combat encounter.

For each character's first skill check in this scene, each PC must choose whether to use Acrobatics or Athletics in order to jump out the window or climb down by using the rope. Movement powers can grant an

automatic success at any point during the chase at your discretion (for example, an eladrin could use *fey step* to get down from the window or gain ground on the fugitive).

Once a character is on the ground (after 1 success) then any of the listed skills may be used.

**Acrobatics DC 12/13** (1 success, 1 maximum)

The PC jumps through the window into the fetid stream below and begins pursuing the fleeing spy. This check can be used only once per character and only as the first check. On a failure, the character also loses 1 healing surge, as a result of the fall.

**Athletics DC 12/13** (1 success, 4 maximum)

This check is a result of the PC running, climbing, or jumping over obstacles in pursuit of the spy. If used as the first check, it will be a climb check to get down from the window. PCs who fail this initial climb check lose 1 healing surge as they fall to the street below. (Subsequent failures with this skill do not cost healing surges.)

**Endurance DC 12/13** (1 success, 3 maximum)

Once a PC is on the ground, he may make Endurance checks to sprint after the fleeing spy.

**Perception DC 12/13** (1 success, 1 maximum)

The PC spots an alley that could be used as a shortcut or sees a faster route that would let him gain ground on the fleeing spy.

**Streetwise DC 12/13** (1 success, 1 maximum)

As the PC previously walked through the neighborhood, he noticed an alley that could be used as a shortcut or gathered some other bit of local knowledge that might lend him some advantage in the chase.

## ENDING THE ENCOUNTER

If a PC achieves a total of 3 failures during the chase scene, he loses track of the spy and can no longer participate. This does not end the challenge for everyone else who is still in pursuit, however.

**Success:** The first PC to achieve 4 successes in this scene (8 successes for the whole challenge) before 3 failures will catch and capture the spy.

Read the following if any of the characters who participated in the chase played BALD1-1:

*When you look at the spy's face, a strange feeling of déjà vu comes to you. You have met this man before. He is undoubtedly the same person that you freed from a*

*group of mercenaries here in Baldur's Gate, a few months ago.*

Solemon refuses to say anything here, in the streets. He talks only in the presence of an officer. He isn't carrying anything with him, not even gold or weapons. If the PCs do not remember to return to Solemon's apartment, then call for Insight checks (DC 10) to remind the players that they did not ransack his lodgings yet (any PCs who didn't participate in the chase might also have searched the apartment while waiting).

**Failure:** If all PCs fail to catch the spy, then he will escape and leave the city (he cannot be found again in this adventure). Remind the players that they may yet find some useful information in the spy's apartment back at the inn.

## EXPERIENCE POINTS

Each character receives 105 / 150 experience points for successfully completing the skill challenge.

## TREASURE

In Solemon's room, the PCs find a letter suggesting that the spy made a business deal with Georgen Homfray, a member of the Twilight Brotherhood Merchant Consortium. They also find *bracers of archery*, *tactician's armor* +2 (high-level version only), *boots of the fencing master*, and a purse containing a total of 20 / 30 gp for each PC.

If the PCs turn the gold and treasure over to the Flaming Fist as contraband, Lieutenant Stonefield thanks them for their honesty and gives them the items and money as a bonus for their excellent service.

## ENCOUNTER 3: THE ANGRY PALADIN

### SETUP

#### Important NPCs:

**Flaming Fist Lieutenant Hart Stonefield** (male human)

**Nulara Silverstorm** (female deva paladin of Torm)

**Solemon / Aranthar Midelvin** (male human rogue)

**Flaming Fist Captain Lothar Bladesmith** (male human)

The PCs return to the Flaming Fist headquarters in the middle of the afternoon with whatever information they were able to retrieve. Lieutenant Stonefield and Nulara are very pleased if they see the spy with the characters. The Lieutenant is highly embarrassed, however, as soon as he realizes that Solemon is the same man that the Flaming Fist interrogated and released a few months ago. At the time, there was no evidence to prove that Solemon was a spy, other than a letter from one Lord Pendrake of Elturgard alleging such. The mercenaries who had captured Solemon were causing a disturbance inside the city (or at least, so it was claimed by the person who reported the "kidnapping"). The Flaming Fist treated the situation at face value and did not investigate further.

Worse still, the Lieutenant recognizes the name Georgen Homfray (if the PCs have the spy's letter with them) as the local nobleman who had originally asked for the Flaming Fist's intervention to free the spy from the mercenaries which held him captive. (Those PCs who played BALD1-1 would have seen Georgen briefly at the Fist headquarters, but they did not have the opportunity to interact with him.) In other words, the Flaming Fists were duped into serving as a pawn (and the PCs might unwittingly have been the ones to carry it out).

Of course, the leaders of the Fist have no intention of making the same mistake twice, particularly with the paladin Nulara present as a representative of the aggrieved nation of Elturgard.

### THE INTERROGATION (OPTIONAL)

This scene only occurs if the PCs captured the spy during the skill challenge. The PCs are invited to participate in Solemon's interrogation, particularly if any of them were involved in the previous incident. Read the following:

*You are taken to a large subterranean room dimly lit by one flickering torch. The dark room is damp and has only one table and a few chairs. Two guards stand in front of the small door.*

*Solemon, or Aranthar, is shackled to a chair opposite the entrance, while Lieutenant Stonefield paces nervously from one side to the other. The deva paladin Nulara is standing next to you, radiating a sense of calm yet focused intensity that is almost unsettling.*

The Lieutenant starts the interrogation in a very energetic fashion. You can let the players have some fun participating in this interrogation. Let them use skills such as Intimidate, Diplomacy, or Bluff (DC 17/18). This is not a skill challenge, and the results will not change the encounter's result. This is one time when making an Intimidate check will not result in an automatic failure. As the interrogation progresses, Lieutenant Stonefield grows increasingly impatient. He begins describing all sorts of horrifying (and completely fictional) punishments that the spy will suffer if he doesn't talk. Allow the PCs to react as they wish; some might be horrified by the Lieutenant's threats, while others will gleefully think of ever-more-horrible tortures of their own. (Keep the ages and sensibilities of the players at your table in mind at all times, however, and note that nobody is actually allowed to torture the prisoner in this setting.)

Finally, when the spy is really starting to sweat, the Lieutenant offers a deal to reduce the severity of the punishment, and the spy starts talking. He gives the following answers to the proper questions. Let the PCs have some fun and ask as many questions as they wish. The Lieutenant intervenes only in cases where the PCs try to use force or skip directly to the last questions (questions 5 and 6 should be last). The spy answers questions 5 and 6 only after someone has asked question number 4.

#### **Who are you and where are you from?**

*"My name is Aranthar, Aranthar Midelvin. I live nowhere and everywhere."*

#### **What did you retrieve from Elturgard?**

*"Nothing really important. Not worth all this. Most of the information was about Elturgard's border patrol schedules and strength. I also got some names that I thought could be useful for the buyer."*

#### **Who is the buyer?**

*"Don't know and don't care. My contact was an information broker in Amn. I already passed everything on to him. Only he knows who was interested in such information."*

### **Did you pass on this information to anyone else?**

*"Yes. But you really don't want to know who. He's a very influential noble in this nasty city. The only reason I stayed was because he's been giving me more of his own dirty work and the money was good. I think it would be a lot better for your career and your health if you were to back off this investigation."*

### **Who is this noble?**

*"You sure you want to take that chance? I'm telling you, what you don't know, can't hurt you."*

After the spy answers this question without giving the nobleman's name, the PCs see Nulara visibly getting more and more angry. She explodes into rage when the spy finishes speaking. She threatens the spy with punishments much worse than even the direst things the Lieutenant and the PCs came up with, both in this world and in the afterlife. After someone calms her down, proceed with the final question. Shown the evidence (in the form of the letter the PCs found in his apartment), the spy finally confesses.

### **Is this noble Georgen Homfray?**

*"Okay, it's on your head, not mine. I'm probably a dead man no matter what happens. Yes, it is Georgen Homfray, and he's better connected than all of you put together. He runs part of the Twilight Brotherhood. So what are you going to do about it? Go to his manor house and arrest him?" [The spy laughs in the questioner's face].*

*"You do-gooders always think the law will prevail, isn't that right? But we know how it works in the real world. How many corrupt nobles have you got in your dungeons, officer? How many have you EVER had in your dungeons? That's what I thought. Try to touch Lord Georgen and you're finished! You know I'm right. You will be exiled at best, while he will continue to walk free doing whatever he wants. So don't come to me talking about justice and law, because your laws are only for those who don't have enough gold in their pockets."*

When the spy blurts out the name of the noble, Nulara turns to the Lieutenant and demands that the Flaming Fist act with urgency. The Lieutenant hesitantly explains that the nobleman is a high-ranking member of the Twilight Brotherhood, a merchant consortium with great influence in the city. This causes the spy to burst out laughing again.

## **A DEMAND FOR JUSTICE**

Whether the spy was interrogated or not, the letter the PCs recovered from his apartment is sufficient to convince Nulara that Lord Georgen Homfray is in possession of her country's secrets. Nulara demands that

the nobleman and the Twilight Brotherhood be brought to justice for spying on Elturgard. Lieutenant Stonefield knows that such a decision is above his pay grade. He says that he needs to get specific authorization from his superiors, telling the PCs and the paladin that they will have to wait until he talks with the Captain and a full investigation can take place. The Lieutenant weakly attempts to claim that perhaps the spy could have faked the evidence implicating Lord Georgen, but it's obvious to everyone that he doesn't really believe what he's saying.

Nulara does not accept this and demands to talk with the Flaming Fist Captain immediately. Everyone is then taken to Captain Lothar's office. The Captain states that he understands Nulara's urgency, but the Flaming Fist cannot just barge into a nobleman's private residence and arrest him without first going through proper channels. The Captain promises that the Flaming Fist will act as soon as they get authorization from the city's council.

Try to present this scene in a way that shows the players the growing tension between Nulara and the Flaming Fist. Captain Lothar refuses to act unilaterally. There is no skill check or bribe or threat or promise of action the PCs can possibly make that will change his mind. The political ramifications are too significant, and the city's nobles expect to be treated with a certain level of discretion even when crimes truly have been committed. Furthermore, the Twilight Brotherhood merchant company is perfectly capable of making a great deal of trouble for the Flaming Fist in ways both obvious and subtle. None of that is to say that the Flaming Fist plans to sweep this under the rug -- both the Lieutenant and the Captain are honorable and they will pursue the matter. But they will take their time in doing so and that is not sufficient to satisfy the paladin's demands.

In the end, Nulara storms away, promising to find a way to bring the nobleman to justice on her own. The PCs are dismissed and told to wait for new orders.

## **ENDING THE ENCOUNTER**

### **EXPERIENCE POINTS**

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

### **TREASURE**

The Lieutenant pays the PCs the amount they were promised in Encounter 1 for the successful task of bringing the spy (or at least his documents) to the Flaming Fist Headquarters.

## ENCOUNTER 4: NEW ORDERS

**SKILL CHALLENGE LEVEL 4 / 6 (175 / 250 XP)**

### SETUP

#### Important NPCs:

**Nulara Silverstorm** (female deva paladin)

**Flaming Fist Captain Lothar Bladesmith** (male human fighter)

**High Priest Simon of Torm** (male human cleric)

The next morning, the PCs are awakened by a courier who delivers a letter to their lodgings. The letter is from Captain Lothar and asks the PCs to come to his office immediately. When the PCs arrive, they find the captain with a concerned countenance.

Captain Lothar explains that the situation is more delicate than he thought at first. The PCs' mission has changed. Nulara has decided to take matters into her own hands. Instead of helping the paladin, the PCs are now needed to keep an eye on her and make sure that she doesn't cause any trouble (or get herself killed). She is an envoy of Elturgard, so the Flaming Fist is reluctant to just throw her out of the city, but at the same time, they don't want to open a war with the Twilight Brotherhood or get into a fight over prestige with the city council and the nobles. The investigation is proceeding at its own pace, but Nulara has made it clear that she doesn't intend to wait. She has no authority in Baldur's Gate, however, so anything that she does will represent her taking the law into her own hands.

If the PCs ask why the Captain has called for them himself instead of delegating this to Lieutenant Stonefield, the Captain looks uncomfortable. He grudgingly explains that many of the members of the Flaming Fist, including the Lieutenant, are devout followers of Torm and might have been swayed by Nulara's words. (If any of the PCs are obvious followers of Torm, the Captain appeals to their desire to keep their brethren from harm and to keep this situation from escalating into a major incident between Baldur's Gate and Elturgard.)

The PCs must go to The Helm and Cloak Inn, find Nulara, and follow her steps without being discovered. If possible, the PCs must also find out what the paladin is up to. If the situation becomes too messy, the PCs are given the discretion to try and "protect the paladin from herself" by subduing her, but this is an absolute last resort as it will surely create a diplomatic incident.

As soon as the PCs leave, read aloud:

*You walk the busy streets of Baldur's Gate at a fast pace, following the road facing the Ducal Palace until it crosses the Windspell street, where you can see the massive building of the High House of Wonders, a temple dedicated to Gond and Oghma. The Helm and Cloak Inn is right at your side, a beautiful structure of two connected buildings, known for its luxurious accommodations and great feasts.*

If the PCs enter the building to ask for Nulara, a man will tell them that she is eating her breakfast in the common room. There are a lot of ways for this to play out and we cannot predict them all. You will need to improvise during this scene and the following scenes depending on what the player characters decide they want to do. They might approach Nulara and offer to help her, they might simply follow her without being observed, or they might even split up, with some of the party wanting to help her and others wanting to stay out of trouble with the Flaming Fist.

Regardless, Nulara leaves the inn a few minutes later, heading towards the northwestern walls of the city.

The paladin has a striking appearance and is not trying to hide, making her easy to follow (no checks necessary). The PCs follow her to the temple of Torm, where she enters and stays for a few hours.

Inquisitive PCs may want to follow her to find out what is going on. If they do so, they will find that the church well guarded from the outside and filled with worshipers and pilgrims inside. When the PCs get inside the church read aloud:

*You get closer to the beautiful and halcyon building and notice men clad in shining full plate armor hurrying in and out of the church. At the massive double doors, always open to those who search for divine justice, you see a small ivory slab with the inscription: "In memory of the ever-watching god."*

The church is open to everyone, making things easier for the PCs, since nobody will stop them or ask questions. The PCs can make a History check (DC 25) to understand that this church of Torm was constructed on the spot where the church of Helm once stood, decades ago, and that the small ivory plate is a tribute to the dead god.

Inside the church, there is a small skill challenge. The PCs can enter the temple freely, but that doesn't mean they are invited to eavesdrop on Nulara's conversations, even if they have offered to help her.

## SKILL CHALLENGE: INSIDE THE TEMPLE

**Goal:** Follow Nulara to discover what she's up to.

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

**Primary Skills:** Perception, Stealth

**Other Skills:** Diplomacy, Bluff

**Victory:** The PCs follow Nulara and overhear her conversation with the High Priest of Torm.

**Defeat:** Failure means that PCs are causing trouble and are "invited" to leave the temple.

Before the PCs start the challenge, read or paraphrase the following:

*Inside the church, you see some worshipers praying and a few pilgrims leaving their offerings at the base of a huge bronze statue of Torm, the god of justice.*

**Perception DC 12/13** (1 success; 2 maximum)

The PCs look around, searching for Nulara. This should be their first skill check (they should attempt a group check, since only one of them needs to spot Nulara). With a success they can see Nulara and the temple's High Priest heading towards a part of the temple that is not open to the general public, and follow her path inside the temple. On a failure, they lose Nulara's trail momentarily, but may try again to spot her in the crowd. The first success obtained here opens the other skill options.

**Stealth DC 12/13** (1 success; 2 maximum)

Once the PCs have found Nulara, they can follow her steps. A success means they follow her unnoticed and find good places to hide. A failure means that some priest notices the PCs. The priest becomes suspicious and asks the PCs to leave. In this case the PCs must use the Bluff or Diplomacy skills to continue their endeavor. If the PCs try to run from the priest, it counts as an automatic failure, ending the skill challenge.

**Bluff or Diplomacy DC 12/13** (1 success; 2 maximum)

The PCs can gain entry to the temple's private area by bluffing (saying that the Flaming Fist sent them probably counts as a bluff at this point) or by use of diplomacy (probably by telling the truth or part of it). Both skills are also useful if the PCs are caught inside the private chambers without proper permission.

If the PCs are successful in this challenge, they follow Nulara and the High Priest to the inner chambers and manage to overhear their conversation:

Nulara: *"This city is rife with corruption and injustice. Captain Lothar is not willing to act against the malefactor, because he is afraid of losing his comfort."*

High Priest: *"Calm down, my friend. I can help you, of course. The church is not blind to the city's problems, nor to Lord Homfray's hideous schemes. You are right to seek justice. After all, we are the representatives of the God of Justice. The problem is your lack of proof, but I will help you get that."*

Nulara: *"I appreciate your help. I do not wish to go against the city's laws, but it is hard to watch someone escape justice just because he is protected in a cradle of gold."*

High Priest: *"I will try to gather some brothers for tonight. There are many worshippers of Torm among the Flaming Fist. I will also invite Lord Homfray to join me for dinner. I do not know him well, but the Twilight Brotherhood often seeks opportunities to burnish its image with charitable contributions. This will probably distract him and give you the opportunity you seek."*

Nulara: *"I am most grateful to you, holy one. I'll be back at the seventh bell this evening to meet with the faithful."*

The PCs should retreat outside the church at this point as it becomes obvious that the conversation is ending. Nulara spends some more time communing at the temple and then leaves, returning to the Helm and Cloak, where she spends the rest of the day in her chamber, praying and preparing herself.

Don't spend much time describing the rest of the day's watch. Keeping an eye on Nulara is a boring job during the daytime, but it is about to get a lot more exciting.

If the PCs return to the Fist Headquarters to report what they have found, the captain will be grateful for the information, but since there are no specifics yet, he will send the PCs back to their watch.

## ENDING THE ENCOUNTER

### EXPERIENCE POINTS

The PCs earn 35 / 50 XP for this encounter, but it does not count towards a milestone, because it only represents a small scene and does not require any meaningful expenditure of resources by the PCs.

### TREASURE

Captain Lothar offers each PC another payment of 20 / 30 gp for following Nulara and for keeping her out of trouble.

## ENCOUNTER 5: ASSASSINS IN THE NIGHT

ENCOUNTER LEVEL 3 / 5 (750 / 1000 XP)

### SETUP

This encounter includes the following creatures at the low tier.

1 dark creeper (level 3) (DC)

2 half-orc scarthane (level 3) (HOS)

2 half-orc hunter (level 3) (HOH)

Nulara Silversword - deva knight-errant (level 7) (DK)

This encounter includes the following creatures at the high tier.

1 dark creeper (level 5) (DC)

2 half-orc scarthane (level 5) (HOS)

2 half-orc hunter (HOH)

Nulara Silversword - deva knight-errant (level 9) (DK)

Having learned that their role in the spying has been exposed, the Twilight Brotherhood has mobilized assassins to deal with the paladin before she can report back to her superiors. The Brotherhood does not want the paladins of Elturgard trying to interfere with its activities.

It is already night when Nulara leaves The Helm and Cloak and heads once more towards the church of Torm. The main streets are still busy, but the secondary streets are relatively empty. A light fog in the first hours of night is very common during this time of year. Before Nulara reaches the church, read the following:

*It is night and a light fog, common at this time of the year, embraces the city. Nulara walks at a fast pace towards the northwestern end of the city. The streets are not as crowded as during the day, but still busy with people who now search for some entertainment after a hard day's work.*

*At a distance, you hear the bell singing seven times as Nulara makes her way toward the temple of Torm. Ahead, a narrow alley connects two larger streets, a perfect place for trouble.*

As the adventurers enter the alley, read:

*The lane is poorly lit by sparse torches. It is also partially blocked by empty craters and kegs. The light*

*fog worsens the visibility and you can't see the other end of the dark alley.*

The assassins were also following Nulara during the day and set their ambush in the alley, knowing she would walk through it when she headed back to the temple. All enemies are actively hiding (Perception vs. Stealth).

### FEATURES OF THE AREA

**Illumination:** The alley is illuminated by torches but the fog reduces the illumination to dim light.

**Balcony:** The stone balcony stands 10 feet high, with a 4-foot-high parapet (14 feet total height). A character above the platform gains cover and can drop prone to receive superior cover. A character can climb the wall to reach the balcony (Athletics DC 20), or use the crates to climb up (Athletics DC 10).

**Keg:** These wooden empty kegs (AC / Reflex 8; Fortitude 8; HP 10) are considered difficult terrain, and a creature in one of those squares has cover.

**Wagon:** A character can hop into the wooden wagon (AC / Reflex 5; Fortitude 10; HP 20) with an Athletics or Acrobatics check (DC 15), but it costs one additional square of movement. A character behind the wagon has cover (or superior cover if prone).

**Crates:** These 5x5 foot crates (AC / Reflex 5; Fortitude 10; HP 20) are piled near the balcony, making a sort of staircase.

### TACTICS

Nulara is surprised by the assassins. All enemies jump from the shadows and attack her, but the half-orcs do not use their *furios assault* ability on her. The hunters shoot arrows from above. If Nulara becomes bloodied, she falls unconscious; otherwise she will retreat.

As the PCs approach, the assassins focus their attacks on them. The scarthanes wait for the hunters to draw first blood and then focus their attacks on the same target. When bloodied, they use their *bloodfury* attack. Against bloodied enemies, they apply their *furios assault* and *blood for blood* abilities. The hunters also wait to use their *furios assault* against bloodied enemies.

When the scarthanes are bloodied, the hunters draw their battleaxes and jump down from the balcony to help spread out the PCs' attacks, using *evasive chop*.

All the while the dark creeper uses *dark step* to achieve combat advantage and hit with his dagger, causing additional damage.

### WORKING WITH NULARA

Remember that the PCs are the heroes. Therefore, Nulara should stay out of the battle. This means that she



will not attack and will use her powers only to defend herself. Every time an enemy closes in on her, she will shift and move away (only if this does not cause an opportunity attack). Make clear to the players that Nulara is the main target and that their characters need to protect her, not the other way around. Let the players know when she is hit and when she is bloodied. She can spend one healing surge per combat encounter.

## SCALING THE ENCOUNTER

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

**Four PCs:** Remove the dark creeper.

**Six PCs:** Add another half-orc scarthane.

## ENDING THE ENCOUNTER

If the PCs capture any of the assassins, they may interrogate them. They know the following:

- They were paid to kill Nulara and anyone with her.
- The assassins only got their assignment this morning and it seemed to be a rush job.
- The contractor was cloaked and careful not to reveal his identity, but still he was recognized by some of them as one of Lord Homfray's men. They have no proof of this, and would never speak it out loud again, but they are sure of it.

If all the assassins are killed, the PCs find a note in their belongings containing information on Nulara, such as where she is staying and her route to the temple of Torm.

As it becomes clear to Nulara that the assassins were sent by Lord Homfray, she urges the PCs to accompany her to the Temple of Torm. She is clearly unconcerned for her own safety and insists that Lord Homfray's evil must be dealt with this very night.

If the PCs insist on taking the prisoners to the Flaming Fist Headquarters, she tells them that they can drop them off at the temple of Torm, since she expects some Flaming Fist members to be there.

Again, she urges the PCs to accompany her. If they do not, then they will miss out on most of the excitement. It would also be inadvisable to split the party at this point.

## TROUBLESHOOTING NULARA'S DEATH

It is possible that the PCs fail to protect Nulara. When they check to see if she is alive, they can hear her last words. First, she explains her plan to search the noble's

manor for documents that prove his involvement in spying on Elturgard, then she speaks:

***"If you have justice in your heart, you must also avenge my death. You must bring this noble to justice. Go to the temple of Torm and tell them what happened here. They will follow you if you chose to lead. Please..."***

***The deva's words fade away with her last breath, while her body drops into your arms.***

The High Priest at the temple of Torm is willing to bring Nulara back from the dead, but the ritual takes 8 hours to complete and by then the events set in motion will already have unfolded. It's too late to call back the Tormish agents that have already been riled up by Nulara. A confrontation will occur this very night no matter what anyone says or does at this point. The PCs need to head to Lord Homfray's manor house and try to deal with the situation as best they can. In this case, Lieutenant Stonefield takes Nulara's place as the main NPC and you must adjust each encounter accordingly (each encounter contains information on how to deal with Nulara's death).

## EXPERIENCE POINTS

Each character receives 150 / 200 experience points for defeating the bandits and keeping Nulara alive. If Nulara dies, the PCs receive only half the XP for the encounter.

## TREASURE

Among the assassin's belongings, the PCs find a note (as explained above), a *baldric of tactical positioning*, a *phrenic crown* and 20 / 30 gp for each PC.

## ENCOUNTER 5: "ASSASSINS IN THE NIGHT" STATISTICS (LOW LEVEL)

| <b>Deva Knight-Errant (Level 7)</b>  | <b>Level 7 Soldier</b>    |
|--|---------------------------|
| Medium immortal humanoid   | XP 300                    |
| <b>Initiative</b> +5 <b>Senses</b> Perception +6   |                           |
| <b>HP</b> 79; <b>Bloodied</b> 39   |                           |
| <b>AC</b> 23; <b>Fortitude</b> 21, <b>Reflex</b> 18, <b>Will</b> 18 (+1 to all defenses against bloodied enemies)  |                           |
| <b>Resist</b> 10 necrotic, 10 radiant  |                           |
| <b>Speed</b> 5   |                           |
| m <b>Broadsword</b> (standard; at-will) ♦ <b>Weapon</b>  |                           |
| +14 vs. AC; 1d10 + 4 damage, and the target is marked until the end of the deva knight-errant's next turn.   |                           |
| M <b>Rejuvenating Smite</b> (standard; recharges after hitting with a broadsword attack) ♦ <b>Healing, Weapon</b>  |                           |
| +14 vs. AC; 1d10 + 4 damage, and the deva knight-errant regains hit points equal to half the damage dealt.   |                           |
| C <b>Martyr's Cry</b> (standard; recharge 6) ♦ <b>Implement, Psychic</b>   |                           |
| Close Burst 3; target enemies; +12 vs. Will; 2d6 + 2 psychic damage, and the target is marked (save ends).   |                           |
| <b>Inner Radiance</b> ♦ <b>Radiant</b>   |                           |
| Any attack a deva knight-errant makes can instead deal radiant damage. In addition, a knight-errant can take a -2 penalty to an attack roll to deal 4 extra radiant damage on the attack.            |                           |
| <b>Health Transfer</b> (minor; encounter) ♦ <b>Healing</b>   |                           |
| The deva knight-errant takes up to 25 damage, and one ally within 10 squares of it regains the same number of hit points. The knight-errant can then transfer one condition from the ally to itself. |                           |
| <b>Memory of a Thousand Lifetimes</b> (free; when the deva knight-errant makes an attack roll, a skill check, or an ability checks and dislikes the result; encounter)                               |                           |
| The knight-errant adds 1d6 to the triggering roll.   |                           |
| <b>Alignment</b> Good <b>Languages</b> Common  |                           |
| <b>Skills</b> History +14, <b>Insight</b> +12, <b>Religion</b> +14   |                           |
| <b>Str</b> 21 (+8) <b>Dex</b> 10 (+3) <b>Wis</b> 16 (+6)   |                           |
| <b>Con</b> 15 (+5) <b>Int</b> 18 (+7) <b>Cha</b> 18 (+7)   |                           |
| <b>Equipment</b> plate armor, heavy shield, broadsword, holy symbol  |                           |
| <b>Half-Orc Hunter (Level 3)</b>   | <b>Level 3 Skirmisher</b> |
| Medium natural humanoid  | XP 150                    |
| <b>Initiative</b> +6 <b>Senses</b> Perception +7; low-light vision   |                           |
| <b>HP</b> 46; <b>Bloodied</b> 23   |                           |
| <b>AC</b> 17; <b>Fortitude</b> 17, <b>Reflex</b> 16, <b>Will</b> 14  |                           |
| <b>Speed</b> 6 (8 when charging)   |                           |
| m <b>Battleaxe</b> (standard; at-will) ♦ <b>Weapon</b>   |                           |
| +8 vs. AC; 1d10 + 4 damage.  |                           |
| r <b>Longbow</b> (standard; at-will) ♦ <b>Weapon</b>   |                           |
| Ranged 20/40; +8 vs. AC; 1d10 + 4 damage.  |                           |
| M <b>Evasive Chop</b> (standard; at-will) ♦ <b>Weapon</b>  |                           |
| The half-orc hunter shifts 1 square before and after the attack; +8 vs. AC; 1d10 + 4 damage.   |                           |
| <b>Draw First Blood</b>  |                           |
| A half-orc hunter's melee attacks deal 1d10 extra damage against any creature that has not yet taken damage during the encounter.  |                           |
| <b>Furious Assault</b> (free, when the half-orc hunter damages an enemy; encounter)  |                           |
| The hunter's attack deals 1d10 extra damage.   |                           |
| <b>Alignment</b> Unaligned <b>Languages</b> Common, Giant  |                           |
| <b>Skills</b> Endurance +8, <b>Nature</b> +7   |                           |
| <b>Str</b> 16 (+4) <b>Dex</b> 17 (+4) <b>Wis</b> 13 (+2)   |                           |
| <b>Con</b> 14 (+3) <b>Int</b> 10 (+1) <b>Cha</b> 8 (+0)  |                           |
| <b>Equipment</b> leather armor, battleaxe, longbow, 20 arrows  |                           |

| <b>Half-Orc Scarthane (Level 3)</b>  | <b>Level 3 Brute</b> |
|--|----------------------|
| Medium natural humanoid  | XP 150               |
| <b>Initiative</b> +4 <b>Senses</b> Perception +1; low-light vision   |                      |
| <b>HP</b> 56; <b>Bloodied</b> 28; see also <i>wounded retaliation</i>  |                      |
| <b>AC</b> 15; <b>Fortitude</b> 18, <b>Reflex</b> 16, <b>Will</b> 13  |                      |
| <b>Speed</b> 6 (8 when charging)   |                      |
| m <b>Greataxe</b> (standard; at-will) ♦ <b>Weapon</b>  |                      |
| +6 vs. AC; 1d12 + 6 (crit 1d12 + 18) damage.   |                      |
| M <b>Wounded Retaliation</b> (immediate reaction, when first bloodied; encounter)  |                      |
| The half-orc scarthane makes a greataxe attack.  |                      |
| M <b>Bloodfury Attack</b> (standard; usable only while bloodied; encounter) ♦ <b>Healing, Weapon</b>                           |                      |
| +6 vs. AC; 2d12 damage, and the half-orc scarthane regains 10 hit points.  |                      |
| <b>Blood for Blood</b> ♦ <b>Healing</b>  |                      |
| When the half-orc scarthane hits a bloodied target, the attack deals 1d6 extra damage, and the scarthane regains 5 hit points. |                      |
| <b>Furious Assault</b> (free, when the half-orc hunter damages an enemy; encounter)  |                      |
| The scarthane's attack deals 1d10 extra damage.  |                      |
| <b>Alignment</b> Unaligned <b>Languages</b> Common, Giant  |                      |
| <b>Skills</b> Athletics +11, <b>Endurance</b> +9, <b>Intimidate</b> +5   |                      |
| <b>Str</b> 21 (+6) <b>Dex</b> 17 (+4) <b>Wis</b> 11 (+1)   |                      |
| <b>Con</b> 16 (+4) <b>Int</b> 10 (+1) <b>Cha</b> 8 (+0)  |                      |
| <b>Equipment</b> greataxe  |                      |

| <b>Dark Creeper (Level 3)</b>  | <b>Level 3 Skirmisher</b> |
|--|---------------------------|
| Small shadow humanoid  | XP 150                    |
| <b>Initiative</b> +7 <b>Senses</b> Perception +3; darkvision   |                           |
| <b>HP</b> 46; <b>Bloodied</b> 23; see also <i>killing dark</i>   |                           |
| <b>AC</b> 17 (see also <i>dark step</i> ); <b>Fortitude</b> 14, <b>Reflex</b> 16, <b>Will</b> 14   |                           |
| <b>Speed</b> 6   |                           |
| m <b>Dagger</b> (standard; at-will) ♦ <b>Weapon</b>  |                           |
| +8 vs. AC; 1d4 + 4 damage.   |                           |
| R <b>Dagger</b> (standard; at-will) ♦ <b>Weapon</b>  |                           |
| Ranged 5/10; +8 vs. AC; 1d4 + 4 damage.  |                           |
| C <b>Killing Dark</b> (when reduced to 0 hit points)   |                           |
| Close burst 1; target enemies; each target is blinded (save ends). When slain, a dark creeper explodes in a spout of darkness.   |                           |
| <b>Combat Advantage</b>  |                           |
| The dark creeper deals an extra 1d6 damage on melee and ranged attacks against any target it has combat advantage against.   |                           |
| <b>Dark Step</b> (move; at-will)   |                           |
| The dark creeper moves up to 4 squares, gains a +4 bonus to AC against opportunity attacks, and gains combat advantage against any target that it ends its move adjacent to. |                           |
| <b>Alignment</b> Unaligned <b>Languages</b> Common   |                           |
| <b>Skills</b> Stealth +10, <b>Thievery</b> +10   |                           |
| <b>Str</b> 11 (+1) <b>Dex</b> 18 (+5) <b>Wis</b> 14 (+3)   |                           |
| <b>Con</b> 14 (+3) <b>Int</b> 13 (+2) <b>Cha</b> 13 (+2)   |                           |
| <b>Equipment</b> black garments, 5 daggers   |                           |

## ENCOUNTER 5: "ASSASSINS IN THE NIGHT" STATISTICS (HIGH LEVEL)

| <b>Deva Knight-Errant (Level 9)</b>  | <b>Level 9 Soldier</b>    |
|--|---------------------------|
| Medium immortal humanoid   | XP 400                    |
| <b>Initiative</b> +6 <b>Senses</b> Perception +7   |                           |
| <b>HP</b> 95; <b>Bloodied</b> 47   |                           |
| <b>AC</b> 25; <b>Fortitude</b> 23, <b>Reflex</b> 20, <b>Will</b> 20 (+1 to all defenses against bloodied enemies)  |                           |
| <b>Resist</b> 10 necrotic, 10 radiant  |                           |
| <b>Speed</b> 5   |                           |
| m <b>Broadsword</b> (standard; at-will) ♦ <b>Weapon</b>  |                           |
| +16 vs. AC; 1d10 + 5 damage, and the target is marked until the end of the deva knight-errant's next turn.   |                           |
| M <b>Rejuvenating Smite</b> (standard; recharges after hitting with a broadsword attack) ♦ <b>Healing, Weapon</b>  |                           |
| +16 vs. AC; 1d10 + 5 damage, and the deva knight-errant regains hit points equal to half the damage dealt.   |                           |
| C <b>Martyr's Cry</b> (standard; recharge 6) ♦ <b>Implement, Psychic</b>   |                           |
| Close Burst 3; target enemies; +14 vs. Will; 2d6 + 3 psychic damage, and the target is marked (save ends).   |                           |
| <b>Inner Radiance</b> ♦ <b>Radiant</b>   |                           |
| Any attack a deva knight-errant makes can instead deal radiant damage. In addition, a knight-errant can take a -2 penalty to an attack roll to deal 4 extra radiant damage on the attack.            |                           |
| <b>Health Transfer</b> (minor; encounter) ♦ <b>Healing</b>   |                           |
| The deva knight-errant takes up to 25 damage, and one ally within 10 squares of it regains the same number of hit points. The knight-errant can then transfer one condition from the ally to itself. |                           |
| <b>Memory of a Thousand Lifetimes</b> (free; when the deva knight-errant makes an attack roll, a skill check, or an ability checks and dislikes the result; encounter)                               |                           |
| The knight-errant adds 1d6 to the triggering roll.   |                           |
| <b>Alignment</b> Good <b>Languages</b> Common  |                           |
| <b>Skills</b> History +15, <b>Insight</b> +13, <b>Religion</b> +15   |                           |
| <b>Str</b> 21 (+9) <b>Dex</b> 10 (+4) <b>Wis</b> 16 (+7)   |                           |
| <b>Con</b> 15 (+6) <b>Int</b> 18 (+8) <b>Cha</b> 18 (+8)   |                           |
| <b>Equipment</b> plate armor, heavy shield, broadsword, holy symbol  |                           |
| <b>Half-Orc Hunter</b>   | <b>Level 5 Skirmisher</b> |
| Medium natural humanoid  | XP 200                    |
| <b>Initiative</b> +7 <b>Senses</b> Perception +8; low-light vision   |                           |
| <b>HP</b> 62; <b>Bloodied</b> 31   |                           |
| <b>AC</b> 19; <b>Fortitude</b> 19, <b>Reflex</b> 18, <b>Will</b> 16  |                           |
| <b>Speed</b> 6 (8 when charging)   |                           |
| m <b>Battleaxe</b> (standard; at-will) ♦ <b>Weapon</b>   |                           |
| +10 vs. AC; 1d10 + 5 damage.   |                           |
| r <b>Longbow</b> (standard; at-will) ♦ <b>Weapon</b>   |                           |
| Ranged 20/40; +10 vs. AC; 1d10 + 5 damage.   |                           |
| M <b>Evasive Chop</b> (standard; at-will) ♦ <b>Weapon</b>  |                           |
| The half-orc hunter shifts 1 square before and after the attack; +10 vs. AC; 1d10 + 5 damage.  |                           |
| <b>Draw First Blood</b>  |                           |
| A half-orc hunter's melee attacks deal 1d10 extra damage against any creature that has not yet taken damage during the encounter.  |                           |
| <b>Furious Assault</b> (free, when the half-orc hunter damages an enemy; encounter)  |                           |
| The hunter's attack deals 1d10 extra damage.   |                           |
| <b>Alignment</b> Unaligned <b>Languages</b> Common, Giant  |                           |
| <b>Skills</b> Endurance +9, <b>Nature</b> +8   |                           |
| <b>Str</b> 16 (+5) <b>Dex</b> 17 (+5) <b>Wis</b> 13 (+3)   |                           |
| <b>Con</b> 14 (+4) <b>Int</b> 10 (+2) <b>Cha</b> 8 (+1)  |                           |
| <b>Equipment</b> leather armor, battleaxe, longbow, 20 arrows  |                           |

| <b>Half-Orc Scarthane (Level 5)</b>  | <b>Level 5 Brute</b> |
|--|----------------------|
| Medium natural humanoid  | XP 200               |
| <b>Initiative</b> +5 <b>Senses</b> Perception +2; low-light vision   |                      |
| <b>HP</b> 76; <b>Bloodied</b> 38; see also <i>wounded retaliation</i>  |                      |
| <b>AC</b> 17; <b>Fortitude</b> 20, <b>Reflex</b> 18, <b>Will</b> 15  |                      |
| <b>Speed</b> 6 (8 when charging)   |                      |
| m <b>Greataxe</b> (standard; at-will) ♦ <b>Weapon</b>  |                      |
| +8 vs. AC; 1d12 + 7 (crit 1d12 + 19) damage.   |                      |
| M <b>Wounded Retaliation</b> (immediate reaction, when first bloodied; encounter)  |                      |
| The half-orc scarthane makes a greataxe attack.  |                      |
| M <b>Bloodfury Attack</b> (standard; usable only while bloodied; encounter) ♦ <b>Healing, Weapon</b>                           |                      |
| +8 vs. AC; 2d12 + 1 damage, and the half-orc scarthane regains 10 hit points.  |                      |
| <b>Blood for Blood</b> ♦ <b>Healing</b>  |                      |
| When the half-orc scarthane hits a bloodied target, the attack deals 1d6 extra damage, and the scarthane regains 5 hit points. |                      |
| <b>Furious Assault</b> (free, when the half-orc hunter damages an enemy; encounter)  |                      |
| The scarthane's attack deals 1d10 extra damage.  |                      |
| <b>Alignment</b> Unaligned <b>Languages</b> Common, Giant  |                      |
| <b>Skills</b> Athletics +12, <b>Endurance</b> +10, <b>Intimidate</b> +6  |                      |
| <b>Str</b> 21 (+7) <b>Dex</b> 17 (+5) <b>Wis</b> 11 (+2)   |                      |
| <b>Con</b> 16 (+5) <b>Int</b> 10 (+2) <b>Cha</b> 8 (+1)  |                      |
| <b>Equipment</b> greataxe  |                      |

| <b>Dark Creeper (Level 5)</b>  | <b>Level 5 Skirmisher</b> |
|--|---------------------------|
| Small shadow humanoid  | XP 200                    |
| <b>Initiative</b> +8 <b>Senses</b> Perception +4; darkvision   |                           |
| <b>HP</b> 62; <b>Bloodied</b> 31; see also <i>killing dark</i>   |                           |
| <b>AC</b> 19 (see also <i>dark step</i> ); <b>Fortitude</b> 16, <b>Reflex</b> 18, <b>Will</b> 16   |                           |
| <b>Speed</b> 6   |                           |
| m <b>Dagger</b> (standard; at-will) ♦ <b>Weapon</b>  |                           |
| +10 vs. AC; 1d4 + 4 damage.  |                           |
| R <b>Dagger</b> (standard; at-will) ♦ <b>Weapon</b>  |                           |
| Ranged 5/10; +10 vs. AC; 1d4 + 4 damage.   |                           |
| C <b>Killing Dark</b> (when reduced to 0 hit points)   |                           |
| Close burst 1; target enemies; each target is blinded (save ends). When slain, a dark creeper explodes in a spout of darkness.   |                           |
| <b>Combat Advantage</b>  |                           |
| The dark creeper deals an extra 1d6 damage on melee and ranged attacks against any target it has combat advantage against.   |                           |
| <b>Dark Step</b> (move; at-will)   |                           |
| The dark creeper moves up to 4 squares, gains a +4 bonus to AC against opportunity attacks, and gains combat advantage against any target that it ends its move adjacent to. |                           |
| <b>Alignment</b> Unaligned <b>Languages</b> Common   |                           |
| <b>Skills</b> Stealth +11, <b>Thievery</b> +11   |                           |
| <b>Str</b> 11 (+2) <b>Dex</b> 18 (+6) <b>Wis</b> 14 (+4)   |                           |
| <b>Con</b> 14 (+4) <b>Int</b> 13 (+3) <b>Cha</b> 13 (+3)   |                           |
| <b>Equipment</b> black garments, 5 daggers   |                           |

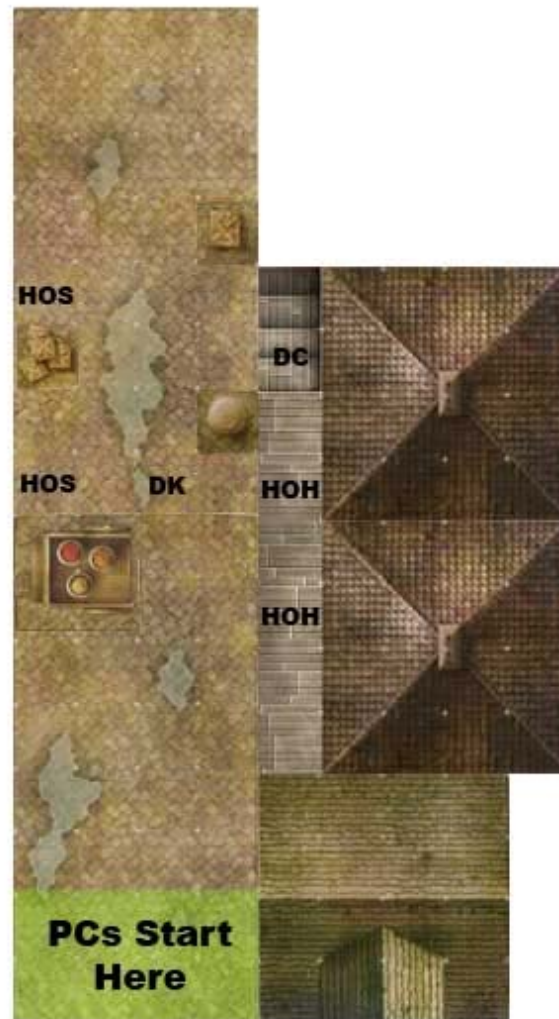
## ENCOUNTER 5: "ASSASSINS IN THE NIGHT" MAP

### TILE SETS NEEDED

DT3: Hidden Crypts x 1 (only for the wooden balcony)

DU2: Streets of Shadow x2

**DC = Dark Creeper**  
**HOS = Half-Orc Scarthane**  
**HOH = Half-Orc Hunter**  
**DK = Nulara Silversword**  
(Deva Knight-Errant)



## ENCOUNTER 6: THE DECISION

### SETUP

#### Important NPCs:

Nulara Silverstorm (female deva paladin)  
High Priest Simon of Torm (male human cleric)  
Flaming Fist Lieutenant Hart Stonefield  
Flaming Fist Captain Lothar Bladesmith

This encounter assumes that Nulara is alive; adjust accordingly if she was killed (see Troubleshooting).

In this encounter, the tension among those who defend an incursion to the noble's manor and those who believe it would be improper grows. The PCs have to decide if they will stay at Nulara's side or if they will try to stop her.

#### SCENE 1 – THE GATHERING

*You arrive at the church, where a mixed group of four Flaming Fist soldiers and three Tormish clerics are gathered. To your surprise, among the Flaming Fist members present is Lieutenant Stonefield. He nods brusquely in your direction.*

*"It's good to see you here, Lieutenant," says Nulara as you approach the group. "I'm happy to see you understand where your allegiance really lies."*

*"I hope you mean my allegiance to Torm, Nulara, because I owe nothing to Elturgard."*

*"Yes, of course. We must hurry, though! The nobleman has already ordered me dead. These people (she gestures to the PCs) can confirm I'm telling the truth."*

*"He knows our plans then." The voice of the High Priest of Torm echoes from across the temple..*

*"Yes," responds the paladin. "Although I think he expects me to be dead by now, so we may use this to our advantage. Did he accept your invitation for tonight?"*

*"Why should he not? If he sent those men to kill you, this is going to be a good alibi for him. And I won't be surprised if he expects to learn something about you from me, as well."*

*"Then we should leave now. To the Bloomridge!"*

*Nulara turns to you. "And what about you? Are you coming or not?"*

Now the PCs have to decide what to do. It is most likely that some or all of them will be really excited with all this commotion and will readily go with Nulara. The presence of a Flaming Fist officer also proves intriguing and somewhat legitimizes Nulara's actions.

Still, this encounter may present a dilemma to the characters, since they have their orders from the Captain (who outranks the Lieutenant).

If the PCs try to persuade Nulara and the followers of Torm to stop their sortie based on the fact that they have express orders, read the text below:

*Nulara maintains a serene tone of voice, but her eyes blaze with indignation. "You would still deny that I am in the right? Even after this man attempted to murder us all?" She speaks calmly, while fixing you with an unnerving gaze. "I understand that you have your obligations, and I will respect your decision, but don't try to stop us. Join or stay out."*

*Lieutenant Stonefield clears his throat. "I am taking responsibility for this operation now from a Flaming Fist standpoint, even if I do not have authority over you. Whatever happens, it is on my head, not yours."*

*The deva paladin nods. "Now, make up your mind. Your captain would have you follow orders blindly, whereas I give you an opportunity to do justice."*

Below we summarize the three most likely courses of action that the PCs might undertake after they realize that the use of diplomacy cannot discourage Nulara and her followers.

If the PCs opt for something very different, try to adapt the adventure in some way that will nevertheless lead the PCs to one of the following possibilities. The most important thing to keep in mind, however, is that the adventurers cannot fight each other (that is disallowed by the campaign rules). The PCs really need to make a group decision and stick to it. Allow as much time as possible if the discussion and roleplaying are lively, though.

#### DECISION 1 – FIGHT NULARA

The PCs' mandate from Captain Lothar Bladesmith does give them the right to engage Nulara in an open confrontation if they believe it is their only option to preserve her safety and uphold the city's laws. The presence of other Flaming Fist officers makes things more difficult and such an open confrontation could have complications, but the PCs can try to take everyone here into custody. Proceed to Encounter 7.

#### DECISION 2 – JOIN NULARA

If the PCs believe that Nulara is in the right and feel comfortable with disobeying Captain Bladesmith (perhaps because of the presence of Lieutenant Stonefield), they may decide to join Nulara. In this case, go to Encounter 8.

### DECISION 3 – GET CAPTAIN LOTHAR’S HELP

Some groups may find themselves lost or unable to decide and simply decide to make a report to the Captain, heading back to the Flaming Fist headquarters. In this case, before they leave, Nulara asks them to take any prisoners or the note they found in Encounter 5 to Lothar, as proof of the further involvement of Lord Homfray in criminal activities. Proceed to Scene 2 of this encounter.

### SCENE 2 – CALLING FOR HELP

Only run this scene if the heroes immediately head back to the Flaming Fist headquarters to report to Captain Lothar.

*The pale blue moon is high in the sky on this chilly and wild night. The Flaming Fist headquarters' gate is closed and four guards, who do not recognize you, stop you and ask: "What is your business here at this hour?"*

When the party explains the situation, one of the guards takes them to Captain Lothar. Once the PCs explain the situation to the captain, read:

*"Things are worse than I thought. And what is the Lieutenant thinking? The man is crazy! He could be arrested for treason, certainly stripped of his rank. Now both Nulara and a Flaming Fist officer will be breaking into a private house without proper authorization. The consequences will be terrible."*

*"You must find them and bring them to me. Take some of my men to help you deal with the recalcitrant soldiers. Tell them that if they do not cease and desist, they may be charged with treason."*

If the PCs brought any of the assassins or the notes from Encounter 5, the Captain will promise to look at them, but says that there is no time to waste. He needs the PCs to leave immediately to stop Nulara and her co-conspirators.

### SCENE 3 – FINDING NULARA

Now the PCs need to run to the noble's manor house in the wealthy Bloomridge district. When they get close, they find Nulara, Lieutenant Stonefield, and their followers coming from the mansion.

*At a distance, in the dimly lit empty street, you discern the silhouette of seven human sized figures approaching. When the first of them passes below a torch, you recognize it as being Nulara. She also recognizes you and smiles for the first time since you*

*met her. "We got it!" she says, while showing a book to you. "It's his diary, with every illegal activity and, most importantly, lots of notes about the defenses of Elturgard."*

*"We must talk to Captain Lothar right now," continues Lieutenant Stonefield. "Now we have enough evidence to arrest Lord Homfray."*

She shows the diary to the PCs if they ask for it. It seems legitimate. There are also letters that show the nobleman's involvement with the Amnian spy. Proceed to Encounter 9.

### TROUBLESHOOTING NULARA'S DEATH

If Nulara is dead and the PCs came to the church as she requested, it is more likely that they may want to avenge her death. The followers of Torm and the Lieutenant in particular will be dissatisfied with Nulara's death. The adventure continues and Hart Stonefield assumes Nulara's role as the "instigator" of the assault on Lord Homfray's manor. This still forces the PCs to make the same choice that they would have had to make if Nulara were still alive and the adventure proceeds in the same way based on that choice.

### ENDING THE ENCOUNTER

Go to the next appropriate encounter (Encounter 7, 8, or 9) depending on what the PCs decide to do.

### EXPERIENCE POINTS

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

### TREASURE

There is no treasure in this encounter.



## ENCOUNTER 7: CITIZEN'S ARREST

### ENCOUNTER LEVEL 8 / 10 (1750 / 2800 XP)

#### SETUP

This encounter includes the following creatures at the low tier.

**1 human mage (level 3) (HM)**

**2 dragonborn soldiers (DS)**

**2 eladrin bladesinger (level 7) (EB)**

**Nulara Silversword - deva knight-errant (level 7) (DK)**

**Lieutenant Stonefield - human cavalier (HC)**

This encounter includes the following creatures at the low tier.

**1 human mage (level 5) (HM)**

**2 dragonborn soldiers (level 7) (DS)**

**3 eladrin bladesinger (level 9) (EB)**

**Nulara Silversword - deva knight-errant (level 9) (DK)**

**Lieutenant Stonefield - human cavalier (level 9) (HC)**

If the party decides to stop Nulara and the Lieutenant from carrying out their plan, the NPCs will fight to defend their cause. Since the enemy forces are much stronger than the PCs, they need to engage in a skill challenge while battling to be successful in this encounter. All enemies use non-lethal damage during this encounter, which means that PCs may fail, but will not die. The encounter occurs on a normal street without striking features. The read-aloud text assumes that Nulara is alive. If she is dead, you adapt the text.

Read or paraphrase the following:

***When Nulara and Lieutenant Stonefield realize that you will not let them continue with their mission, they unsheathe their weapons. People on the street notice the upcoming confrontation and run away to protect themselves. You can hear the sounds of doors and windows shutting around you.***

The street is wide and well lit. PCs can spot some places where the stone is still wet from the night's moisture. These places are very slippery and an incautious character may fall if he or she enters them.

Remind the players that they can choose to knock creatures unconscious instead of killing them, as explained in the *Player's Handbook*, page 295.

#### TROUBLESHOOTING NULARA'S DEATH

If Nulara is dead then the Lieutenant is leading the assault. Remove the deva knight-errant from the encounter, but add a second human cavalier. This keeps the XP total for the encounter the same.

#### FEATURES OF THE AREA

**Illumination:** The area is brightly lit.

**Wet stones:** These wet spots in the stony floor are considered difficult terrain. A character may ignore the additional square cost with a successful Acrobatics check (DC 7/8) made as part of a move. Failure means the character falls prone and the movement ends.

**Wooden stand:** The stand is 5 feet high and provides higher ground for characters who stand on it while fighting characters on the ground. A character can ascend the stand by using the stairs (normal movement) or climbing (Athletics check DC 10).

**Tent:** This wooden tent (AC / Reflex 5; Fortitude 10; HP 30) counts as difficult terrain. A character behind the tent has cover and can drop prone to gain superior cover.

**Balcony:** The stone balcony stands 10 feet high, with a 4-foot-high parapet (14 feet total height). A character above the platform gains cover and can drop prone to receive superior cover. A character can climb the wall to reach the balcony (Athletics DC 20), or use the ladder to climb up (no check needed).

**Roofs:** The roofs are 10 to 20 feet high. A character must climb the walls to reach them (Athletics DC 20) and they are considered difficult terrain (Acrobatics DC 12/13 to ignore this while moving; failure means the character must move at half speed).

#### TACTICS

The dragonborn soldiers try to make up the front line, using their breath against incoming characters. Other than that, they use their *impetuous spirit* and *martial recovery* when appropriate.

Nulara and the Lieutenant keep close to the front line. First, Nulara tries to hit and mark her enemies with *martyr's cry*, preferably from behind the dragonborn, so they can strike at any enemies trying to get around them (with regular opportunity attacks or *impetuous spirit*). She uses her *rejuvenating strike* when available and *inner radiance* only against low AC enemies. She will only use her *health transfer* to help Lieutenant Stonefield and only if he is bloodied and she is not.

Stonefield keeps close to Nulara, marking enemies trying to attack her and using *champion's retort* and *hasty parry*.

The eladrin bladesingers use *dance of brilliance* most of the time, but may start up with *wyvern strike* to reach their enemies without provoking opportunity attacks. They use *fey step* and *combat shift* to maneuver, resorting to *crippling strike* if cornered by strong opponents (especially enemy defenders who are locking them down).

The human mage stays behind the front line, using his powers as appropriate.

## SCALING THE ENCOUNTER

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

**Four PCs:** Remove an Eladrin Bladesinger.

**Six PCs:** Add another Eladrin Bladesinger.

## ENDING THE ENCOUNTER

As soon as the battle ends, a group of Flaming Fist guards arrive at the scene to stop the disorder.

If Nulara and the Lieutenant are unconscious, they are awakened, arrested, and taken to Captain Lothar, along with the adventurers. If they are dead, the soldiers retrieve their bodies and the PCs are asked to speak with Captain Lothar about the situation.

### EXPERIENCE POINTS

Each PC gains 350 / 560 XP for defeating the conspirators.

### TREASURE

There is no treasure beyond the gold pieces promised by Captain Lothar during Encounter 4.

## CONCLUDING THE ADVENTURE

The PCs are greeted at the Flaming Fist headquarters by Captain Lothar. The conclusion depends on whether Nulara and the Lieutenant are dead or not.

All PCs receive the award BALD13 *Nulara's Story*. Please make sure to check the appropriate boxes reflecting the outcome of this adventure, and please make sure you answer the event questions when you report your table to the RPGA.

**If Nulara and the Lieutenant are alive:** At headquarters, the PCs are acknowledged and rewarded for their work. Captain Lothar is happy not to have to deal with the Twilight Brotherhood nor the Paladin's or his Lieutenant's death. Nulara is escorted back to Elturgard and Baldur's Gate officially denounces her for her actions, but allows the courtesy of letting her be judged by her own people.

Lieutenant Hart is stripped of his post and also charged for his crimes, although the Captain himself seems to be somewhat sad to do so.

Regarding Lord Homfray, Lothar promises that an investigation will take place, as he had said previously, but that things should go through the appropriate channels - even though he knows Nulara does not believe his words.

PCs with the BALD01 *Flaming Fist Apprenticeship* story award receive the BALD04 *You Have Proven Yourself* story award (completing the BALD01 Major Quest). Those who are dealing with the Flaming Fist for the first time and who are interested in serving the organization again in the future should instead receive the BALD01 story award.

The deaths of Nulara and/or Lieutenant Hart are the worst outcome possible for this adventure, but if it happens, the PCs need to deal with and recognize their part in the failure.

**If Nulara is dead:** The Captain changes his mood from satisfaction to total disappointment when he learns that Nulara is dead. He strongly disapproves of the PCs' actions and explains that his orders for keeping an eye on Nulara never meant killing her or her followers.

He will reward the PCs as he promised but will strip the PCs of their status within the Flaming Fist, if they have any. PCs with the story objects BALD01 or BALD04 should be stripped of these awards, as the Flaming Fist has lost their confidence in the PCs' ability to solve problems without bloodshed.

The Captain also fears Elturgard's reaction to Nulara's death in a matter already so delicate.

**If Lieutenant Hart is dead:** Although the Captain will greatly frown upon this, he will reward the PCs as promised. As happened with Nulara's death, the PCs will also be stripped of the story awards BALD01 and BALD04, if possessed, since the Flaming Fist has lost confidence in the PCs.

In either case, if a character with Flaming Fist story awards was not the one who dealt the killing blow and the character who did kill the NPC did so over that character's objections, then at your option you can allow the PC who would not have killed the NPC to retain his awards and status within the Flaming Fist. This should require some serious roleplaying and explanation, however.

**If the PCs are defeated:** If the PCs are defeated by the conspirators, they are not killed, but instead are left



unconscious at the scene. When the PCs wake up, they are in beds at the Flaming Fist headquarters, with their injuries attended to.

Captain Lothar will later go talk to them and reveal that Nulara and Hart managed to invade the noble's manor and acquire the proof they were after. Lord Homfray was arrested but this didn't help Lieutenant Hart's situation. He was stripped of his rank within the Flaming Fist and banished from the city. Nulara returned to Elturgard with the information she sought but relations between the city-state of Baldur's Gate and the theocracy will no doubt be very tense.

The PCs do not earn any additional reward but Lothar thanks them for their efforts, although they were ultimately in vain.

## OPTIONAL: HAVING IT BOTH WAYS

Just because the PCs prevent Nulara and the Lieutenant from carrying out their vigilante operation, does not mean that Lord Homfray will get away with his crimes. However, as a one-round adventure, we had to try and design things so that there is a definite conclusion no matter which decision the PCs make. By the time the PCs have captured the spy, gone to the temple of Torm, prevented the assassination attempt on the paladin, and also defeated the conspirators, there is likely not enough time left for you to finish the rest of the encounters at the manor house. Thus, the adventure is written on the assumption that the PCs will either stop the Tormish conspirators from ever going to the nobleman's house, or accompany them and search the place, but not both.

However, if you got here quickly, or if you are running this adventure in a more leisurely setting without time pressure, you can consider allowing the PCs to be the ones who carry out the eventual (legal) investigation of Lord Homfray's manor. This would allow you to run Encounters 8 and 9. Nulara and Stonefield are not allowed to participate as they are still under house arrest pending the conclusion of the investigation, so you will need to modify the read-aloud text, but everything else should work mostly as presented.

It takes a few days for the Flaming Fist leaders to present their evidence and gain the city council's permission to enter a nobleman's personal residence, but eventually the PCs are given a warrant to search Lord Homfray's estate. Run Encounter 8 with the modification that the Lord is present the entire time. His arrogance causes him to believe that he will still get away with everything right up until the very end. However, he excuses himself when the PCs begin searching his office, finally realizing that the jig is up,

and goes to get his personal guards and make his escape (Encounter 9).

If the PCs successfully gather the evidence (Encounter 8) and apprehend the fleeing noble (Encounter 9) then he is finally brought to justice. This does not help Lieutenant Stonefield, whose actions still jeopardize his career, but it might at least provide the players with a sense of satisfaction.

No matter what, however, the PCs cannot earn more than the maximum XP and treasure listed for this adventure even if you run them through every single encounter and still finish in a 4-hour time slot (as unlikely as that seems).

## ENCOUNTER 7: "CITIZEN'S ARREST" STATISTICS (LOW LEVEL)

| Dragonborn Soldier   | Level 5 Soldier |
|--|-----------------|
| Medium natural humanoid  | XP 200          |
| <b>Initiative</b> +6 <b>Senses</b> Perception +3   |                 |
| <b>HP</b> 63; <b>Bloodied</b> 31; see also <i>dragonborn fury</i>  |                 |
| <b>AC</b> 21; <b>Fortitude</b> 18, <b>Reflex</b> 16, <b>Will</b> 15  |                 |
| <b>Speed</b> 5   |                 |
| m <b>Longsword</b> (standard; at-will) ♦ <b>Weapon</b>   |                 |
| +10 vs. AC (+11 while bloodied); 1d8 + 3 damage.   |                 |
| C <b>Dragon Breath</b> (minor; encounter) ♦ <b>Cold</b>  |                 |
| Close blast 3; +6 vs. Reflex (+7 while bloodied); 1d6 + 2 cold damage  |                 |
| <b>Dragonborn Fury</b> (only while bloodied)   |                 |
| A dragonborn gains a +1 racial bonus to attack rolls.  |                 |
| <b>Impetuous Spirit</b> (immediate reaction, when an enemy leaves an adjacent square; at-will) ♦ <b>Weapon</b>                                   |                 |
| The dragonborn soldier makes a melee basic attack against an enemy, even if the enemy is shifting.   |                 |
| <b>Martial Recovery</b> (free, when the dragonborn soldier misses with a melee attack; recharges when the soldier uses <i>impetuous spirit</i> ) |                 |
| ♦ <b>Weapon</b>  |                 |
| The dragonborn soldier makes another melee attack against the same target.   |                 |
| <b>Alignment</b> Unaligned <b>Languages</b> Common, Draconic   |                 |
| <b>Skills</b> Endurance +9, History +4, Intimidate +8  |                 |
| <b>Str</b> 16 (+5) <b>Dex</b> 15 (+4) <b>Wis</b> 12 (+3)   |                 |
| <b>Con</b> 15 (+4) <b>Int</b> 11 (+2) <b>Cha</b> 9 (+1)  |                 |
| <b>Equipment</b> scale armor, light shield, longsword  |                 |

| Eladrin Bladesinger (Level 7)   | Level 7 Skirmisher |
|---|--------------------|
| Medium fey humanoid   | XP 300             |
| <b>Initiative</b> +10 <b>Senses</b> Perception +4; low-light vision   |                    |
| <b>HP</b> 82; <b>Bloodied</b> 41  |                    |
| <b>AC</b> 21; <b>Fortitude</b> 19, <b>Reflex</b> 20, <b>Will</b> 19   |                    |
| <b>Speed</b> 8; see also <i>wyvern strike</i>   |                    |
| m <b>Brilliant Blade</b> (standard; at-will) ♦ <b>Radiant, Weapon</b>   |                    |
| +12 vs. AC; 2d6 + 1 radiant damage, and the target takes a -3 penalty to attack rolls against the eladrin bladesinger until the end of the bladesinger's next turn.   |                    |
| M <b>Crippling Strike</b> (standard; encounter) ♦ <b>Weapon</b>   |                    |
| The eladrin bladesinger shifts 3 squares before and after making the attack. +10 vs. Fortitude; the target is weakened and slowed (save ends both). <i>Miss</i> : The target is slowed (save ends).                           |                    |
| M <b>Dance of Brilliance</b> (standard; at-will) ♦ <b>Radiant, Weapon</b>   |                    |
| +12 vs. AC; 1d8 + 2 radiant damage, and the eladrin bladesinger shifts 3 squares and uses brilliant blade against a different target.   |                    |
| M <b>Wyvern Strike</b> (standard; encounter) ♦ <b>Poison, Weapon</b>  |                    |
| The eladrin bladesinger flies 8 squares and does not provoke opportunity attacks. At any point during the move, the bladesinger makes an attack: +10 vs. Fortitude; 1d8 + 2 damage, and ongoing 10 poison damage (save ends). |                    |
| <b>Combat Shift</b> (minor; requires combat advantage against a target adjacent to the eladrin bladesinger; at-will)  |                    |
| The bladesinger shifts 1 square to a space adjacent to the target.  |                    |
| <b>Fey Step</b> (move; encounter) ♦ <b>Teleportation</b>  |                    |
| The eladrin bladesinger teleports 5 squares.  |                    |
| <b>Alignment</b> Unaligned <b>Languages</b> Common, Elven   |                    |
| <b>Str</b> 13 (+4) <b>Dex</b> 21 (+8) <b>Wis</b> 13 (+4)  |                    |
| <b>Con</b> 18 (+7) <b>Int</b> 15 (+5) <b>Cha</b> 18 (+7)  |                    |
| <b>Equipment</b> chainmail, longsword   |                    |

| Human Mage (Level 3)  | Level 3 Artillery |
|---|-------------------|
| Medium natural humanoid   | XP 150            |
| <b>Initiative</b> +3 <b>Senses</b> Perception +4  |                   |
| <b>HP</b> 36; <b>Bloodied</b> 18  |                   |
| <b>AC</b> 15; <b>Fortitude</b> 12, <b>Reflex</b> 13, <b>Will</b> 14   |                   |
| <b>Speed</b> 6  |                   |
| m <b>Quarterstaff</b> (standard; at-will) ♦ <b>Weapon</b>   |                   |
| +3 vs. AC; 1d8 damage.  |                   |
| r <b>Magic Missile</b> (standard; at-will) ♦ <b>Force</b>   |                   |
| Ranged 20; +6 vs. Reflex; 2d4 + 3 force damage.   |                   |
| R <b>Dancing Lightning</b> (standard; encounter) ♦ <b>Lightning</b>   |                   |
| The mage makes a separate attack against 3 different targets: ranged 10; +6 vs. Reflex; 1d6 + 3 lightning damage. |                   |
| A <b>Thunder Burst</b> (standard; encounter) ♦ <b>Thunder</b>   |                   |
| Area burst 1 within 10; +6 vs. Fortitude; 1d8 + 3 thunder damage, and the target is dazed (save ends).            |                   |
| <b>Alignment</b> Unaligned <b>Languages</b> Common  |                   |
| <b>Skills</b> Arcana +10  |                   |
| <b>Str</b> 10 (+1) <b>Dex</b> 14 (+3) <b>Wis</b> 17 (+4)  |                   |
| <b>Con</b> 12 (+2) <b>Int</b> 18 (+5) <b>Cha</b> 12 (+2)  |                   |
| <b>Equipment</b> robes, quarterstaff, wand  |                   |

| Deva Knight-Errant (Level 7)   | Level 7 Soldier |
|--|-----------------|
| Medium immortal humanoid   | XP 300          |
| <b>Initiative</b> +5 <b>Senses</b> Perception +6   |                 |
| <b>HP</b> 79; <b>Bloodied</b> 39   |                 |
| <b>AC</b> 23; <b>Fortitude</b> 21, <b>Reflex</b> 18, <b>Will</b> 18 (+1 to all defenses against bloodied enemies)  |                 |
| <b>Resist</b> 10 necrotic, 10 radiant  |                 |
| <b>Speed</b> 5   |                 |
| m <b>Broadsword</b> (standard; at-will) ♦ <b>Weapon</b>  |                 |
| +14 vs. AC; 1d10 + 4 damage, and the target is marked until the end of the deva knight-errant's next turn.   |                 |
| M <b>Rejuvenating Smite</b> (standard; recharges after hitting with a broadsword attack) ♦ <b>Healing, Weapon</b>  |                 |
| +14 vs. AC; 1d10 + 4 damage, and the deva knight-errant regains hit points equal to half the damage dealt.   |                 |
| C <b>Martyr's Cry</b> (standard; recharge 6) ♦ <b>Implement, Psychic</b>   |                 |
| Close Burst 3; target enemies; +12 vs. Will; 2d6 + 2 psychic damage, and the target is marked (save ends).   |                 |
| <b>Inner Radiance</b> ♦ <b>Radiance</b>  |                 |
| Any attack a deva knight-errant makes can instead deal radiant damage. In addition, a knight-errant can take a -2 penalty to an attack roll to deal 4 extra radiant damage on the attack.            |                 |
| <b>Health Transfer</b> (minor; encounter) ♦ <b>Healing</b>   |                 |
| The deva knight-errant takes up to 25 damage, and one ally within 10 squares of it regains the same number of hit points. The knight-errant can then transfer one condition from the ally to itself. |                 |
| <b>Memory of a Thousand Lifetimes</b> (free; when the deva knight-errant makes an attack roll, a skill check, or an ability checks and dislikes the result; encounter)                               |                 |
| The knight-errant adds 1d6 to the triggering roll.   |                 |
| <b>Alignment</b> Good <b>Languages</b> Common  |                 |
| <b>Skills</b> History +14, Insight +12, Religion +14   |                 |
| <b>Str</b> 21 (+8) <b>Dex</b> 10 (+3) <b>Wis</b> 16 (+6)   |                 |
| <b>Con</b> 15 (+5) <b>Int</b> 18 (+7) <b>Cha</b> 18 (+7)   |                 |
| <b>Equipment</b> plate armor, heavy shield, broadsword, holy symbol  |                 |

| Human Cavalier  |             | Level 7 Soldier (Leader) |  |
|---|-------------|--------------------------|--|
| Medium natural humanoid   |             | XP 300                   |  |
| Initiative +8   |             | Senses Perception +9     |  |
| Battle Acumen aura sight; each ally within the aura gains a +2 bonus to initiative  |             |                          |  |
| HP 78; Bloodied 39  |             |                          |  |
| AC 23; Fortitude 20, Reflex 18, Will 19   |             |                          |  |
| Speed 5   |             |                          |  |
| m Broadsword (standard; at-will) ♦ Weapon   |             |                          |  |
| +14 vs. AC; 1d10 + 5 damage, and the target is marked until the end of the human cavalier's next turn.  |             |                          |  |
| M Champion's Retort (immediate interrupt, when an enemy marked by the human cavalier makes a melee attack against an ally adjacent to it; at-will) ♦ Weapon |             |                          |  |
| Targets the triggering enemy; +13 vs. AC; 1d6 + 5 damage.   |             |                          |  |
| M Lancer (standard; usable only while mounted; at-will) ♦ Weapon  |             |                          |  |
| +14 vs. AC; 1d10 + 5 damage, and the target is knocked prone.   |             |                          |  |
| Hasty Parry (immediate interrupt, when an enemy marked by the human cavalier makes a melee attack against an ally adjacent to it; encounter)                |             |                          |  |
| The triggering enemy's attack targets the cavalier instead of the ally, and the cavalier gains a +3 bonus to AC against that attack.                        |             |                          |  |
| Alignment Unaligned   |             | Languages Common         |  |
| Skills Athletics +12, Diplomacy +11   |             |                          |  |
| Str 19 (+7)   | Dex 13 (+4) | Wis 12 (+4)              |  |
| Con 14 (+5)   | Int 10 (+3) | Cha 16 (+6)              |  |
| Equipment plate armor, heavy shield, broadsword, longspear  |             |                          |  |

## ENCOUNTER 7: "CITIZEN'S ARREST" STATISTICS (HIGH LEVEL)

| Dragonborn Soldier (Level 7)   | Level 7 Soldier |
|--|-----------------|
| Medium natural humanoid  | XP 300          |
| <b>Initiative</b> +7 <b>Senses</b> Perception +4   |                 |
| <b>HP</b> 79; <b>Bloodied</b> 39; see also <i>dragonborn fury</i>  |                 |
| <b>AC</b> 23; <b>Fortitude</b> 20, <b>Reflex</b> 18, <b>Will</b> 17  |                 |
| <b>Speed</b> 5   |                 |
| m <b>Longsword</b> (standard; at-will) ♦ <b>Weapon</b>   |                 |
| +12 vs. AC (+13 while bloodied); 1d8 + 4 damage.   |                 |
| C <b>Dragon Breath</b> (minor; encounter) ♦ <b>Cold</b>  |                 |
| Close blast 3; +8 vs. Reflex (+9 while bloodied); 1d6 + 3 cold damage  |                 |
| <b>Dragonborn Fury</b> (only while bloodied)   |                 |
| A dragonborn gains a +1 racial bonus to attack rolls.  |                 |
| <b>Impetuous Spirit</b> (immediate reaction, when an enemy leaves an adjacent square; at-will) ♦ <b>Weapon</b>                                   |                 |
| The dragonborn soldier makes a melee basic attack against an enemy, even if the enemy is shifting.   |                 |
| <b>Martial Recovery</b> (free, when the dragonborn soldier misses with a melee attack; recharges when the soldier uses <i>impetuous spirit</i> ) |                 |
| ♦ <b>Weapon</b>  |                 |
| The dragonborn soldier makes another melee attack against the same target.   |                 |
| <b>Alignment</b> Unaligned <b>Languages</b> Common, Draconic   |                 |
| <b>Skills</b> Endurance +10, History +5, Intimidate +9   |                 |
| <b>Str</b> 16 (+6) <b>Dex</b> 15 (+5) <b>Wis</b> 12 (+4)   |                 |
| <b>Con</b> 15 (+5) <b>Int</b> 11 (+3) <b>Cha</b> 9 (+2)  |                 |
| <b>Equipment</b> scale armor, light shield, longsword  |                 |

| Eladrin Bladesinger (Level 9)   | Level 9 Skirmisher |
|---|--------------------|
| Medium fey humanoid   | XP 400             |
| <b>Initiative</b> +11 <b>Senses</b> Perception +5; low-light vision   |                    |
| <b>HP</b> 98; <b>Bloodied</b> 49  |                    |
| <b>AC</b> 23; <b>Fortitude</b> 21, <b>Reflex</b> 22, <b>Will</b> 21   |                    |
| <b>Speed</b> 8; see also <i>wyvern strike</i>   |                    |
| m <b>Brilliant Blade</b> (standard; at-will) ♦ <b>Radiant, Weapon</b>   |                    |
| +14 vs. AC; 2d6 + 2 radiant damage, and the target takes a -3 penalty to attack rolls against the eladrin bladesinger until the end of the bladesinger's next turn.   |                    |
| M <b>Crippling Strike</b> (standard; encounter) ♦ <b>Weapon</b>   |                    |
| The eladrin bladesinger shifts 3 squares before and after making the attack. +12 vs. Fortitude; the target is weakened and slowed (save ends both). <i>Miss</i> : The target is slowed (save ends).                           |                    |
| M <b>Dance of Brilliance</b> (standard; at-will) ♦ <b>Radiant, Weapon</b>   |                    |
| +14 vs. AC; 1d8 + 3 radiant damage, and the eladrin bladesinger shifts 3 squares and uses brilliant blade against a different target.   |                    |
| M <b>Wyvern Strike</b> (standard; encounter) ♦ <b>Poison, Weapon</b>  |                    |
| The eladrin bladesinger flies 8 squares and does not provoke opportunity attacks. At any point during the move, the bladesinger makes an attack: +12 vs. Fortitude; 1d8 + 3 damage, and ongoing 10 poison damage (save ends). |                    |
| <b>Combat Shift</b> (minor; requires combat advantage against a target adjacent to the eladrin bladesinger; at-will)  |                    |
| The bladesinger shifts 1 square to a space adjacent to the target.  |                    |
| <b>Fey Step</b> (move; encounter) ♦ <b>Teleportation</b>  |                    |
| The eladrin bladesinger teleports 5 squares.  |                    |
| <b>Alignment</b> Unaligned <b>Languages</b> Common, Elven   |                    |
| <b>Str</b> 13 (+5) <b>Dex</b> 21 (+9) <b>Wis</b> 13 (+5)  |                    |
| <b>Con</b> 18 (+8) <b>Int</b> 15 (+6) <b>Cha</b> 18 (+8)  |                    |
| <b>Equipment</b> chainmail, longsword   |                    |

| Human Mage (Level 5)  | Level 5 Artillery |
|---|-------------------|
| Medium natural humanoid   | XP 200            |
| <b>Initiative</b> +4 <b>Senses</b> Perception +5  |                   |
| <b>HP</b> 48; <b>Bloodied</b> 24  |                   |
| <b>AC</b> 17; <b>Fortitude</b> 14, <b>Reflex</b> 15, <b>Will</b> 16   |                   |
| <b>Speed</b> 6  |                   |
| m <b>Quarterstaff</b> (standard; at-will) ♦ <b>Weapon</b>   |                   |
| +5 vs. AC; 1d8 damage.  |                   |
| r <b>Magic Missile</b> (standard; at-will) ♦ <b>Force</b>   |                   |
| Ranged 20; +8 vs. Reflex; 2d4 + 4 force damage.   |                   |
| R <b>Dancing Lightning</b> (standard; encounter) ♦ <b>Lightning</b>   |                   |
| The mage makes a separate attack against 3 different targets: ranged 10; +8 vs. Reflex; 1d6 + 4 lightning damage. |                   |
| A <b>Thunder Burst</b> (standard; encounter) ♦ <b>Thunder</b>   |                   |
| Area burst 1 within 10; +8 vs. Fortitude; 1d8 + 4 thunder damage, and the target is dazed (save ends).            |                   |
| <b>Alignment</b> Unaligned <b>Languages</b> Common  |                   |
| <b>Skills</b> Arcana +11  |                   |
| <b>Str</b> 10 (+2) <b>Dex</b> 14 (+4) <b>Wis</b> 17 (+5)  |                   |
| <b>Con</b> 12 (+3) <b>Int</b> 18 (+6) <b>Cha</b> 12 (+3)  |                   |
| <b>Equipment</b> robes, quarterstaff, wand  |                   |

| Deva Knight-Errant (Level 9)   | Level 9 Soldier |
|--|-----------------|
| Medium immortal humanoid   | XP 400          |
| <b>Initiative</b> +6 <b>Senses</b> Perception +7   |                 |
| <b>HP</b> 95; <b>Bloodied</b> 47   |                 |
| <b>AC</b> 25; <b>Fortitude</b> 23, <b>Reflex</b> 20, <b>Will</b> 20 (+1 to all defenses against bloodied enemies)  |                 |
| <b>Resist</b> 10 necrotic, 10 radiant  |                 |
| <b>Speed</b> 5   |                 |
| m <b>Broadsword</b> (standard; at-will) ♦ <b>Weapon</b>  |                 |
| +16 vs. AC; 1d10 + 5 damage, and the target is marked until the end of the deva knight-errant's next turn.   |                 |
| M <b>Rejuvenating Smite</b> (standard; recharges after hitting with a broadsword attack) ♦ <b>Healing, Weapon</b>  |                 |
| +16 vs. AC; 1d10 + 5 damage, and the deva knight-errant regains hit points equal to half the damage dealt.   |                 |
| C <b>Martyr's Cry</b> (standard; recharge 6) ♦ <b>Implement, Psychic</b>   |                 |
| Close Burst 3; target enemies; +14 vs. Will; 2d6 + 3 psychic damage, and the target is marked (save ends).   |                 |
| <b>Inner Radiance</b> ♦ <b>Radiance</b>  |                 |
| Any attack a deva knight-errant makes can instead deal radiant damage. In addition, a knight-errant can take a -2 penalty to an attack roll to deal 4 extra radiant damage on the attack.            |                 |
| <b>Health Transfer</b> (minor; encounter) ♦ <b>Healing</b>   |                 |
| The deva knight-errant takes up to 25 damage, and one ally within 10 squares of it regains the same number of hit points. The knight-errant can then transfer one condition from the ally to itself. |                 |
| <b>Memory of a Thousand Lifetimes</b> (free; when the deva knight-errant makes an attack roll, a skill check, or an ability checks and dislikes the result; encounter)                               |                 |
| The knight-errant adds 1d6 to the triggering roll.   |                 |
| <b>Alignment</b> Good <b>Languages</b> Common  |                 |
| <b>Skills</b> History +15, Insight +13, Religion +15   |                 |
| <b>Str</b> 21 (+9) <b>Dex</b> 10 (+4) <b>Wis</b> 16 (+7)   |                 |
| <b>Con</b> 15 (+6) <b>Int</b> 18 (+8) <b>Cha</b> 18 (+8)   |                 |
| <b>Equipment</b> plate armor, heavy shield, broadsword, holy symbol  |                 |

| Human Cavalier (Level 9)  |             | Level 9 Soldier (Leader) |  |
|---|-------------|--------------------------|--|
| Medium natural humanoid   |             | XP 400                   |  |
| Initiative +9   |             | Senses Perception +10    |  |
| Battle Acumen aura sight; each ally within the aura gains a +2 bonus to initiative  |             |                          |  |
| HP 94; Bloodied 47  |             |                          |  |
| AC 25; Fortitude 22, Reflex 20, Will 21   |             |                          |  |
| Speed 5   |             |                          |  |
| m Broadsword (standard; at-will) ♦ Weapon   |             |                          |  |
| +16 vs. AC; 1d10 + 6 damage, and the target is marked until the end of the human cavalier's next turn.  |             |                          |  |
| M Champion's Retort (immediate interrupt, when an enemy marked by the human cavalier makes a melee attack against an ally adjacent to it; at-will) ♦ Weapon |             |                          |  |
| Targets the triggering enemy; +15 vs. AC; 1d6 + 6 damage.   |             |                          |  |
| M Lancer (standard; usable only while mounted; at-will) ♦ Weapon  |             |                          |  |
| +16 vs. AC; 1d10 + 6 damage, and the target is knocked prone.   |             |                          |  |
| Hasty Parry (immediate interrupt, when an enemy marked by the human cavalier makes a melee attack against an ally adjacent to it; encounter)                |             |                          |  |
| The triggering enemy's attack targets the cavalier instead of the ally, and the cavalier gains a +3 bonus to AC against that attack.                        |             |                          |  |
| Alignment Unaligned   |             | Languages Common         |  |
| Skills Athletics +13, Diplomacy +12   |             |                          |  |
| Str 19 (+8)   | Dex 13 (+5) | Wis 12 (+5)              |  |
| Con 14 (+6)   | Int 10 (+4) | Cha 16 (+7)              |  |
| Equipment plate armor, heavy shield, broadsword, longspear  |             |                          |  |

## ENCOUNTER 7: "CITIZEN'S ARREST" MAP

### TILE SETS NEEDED

DT1: *Dungeon Tiles* x1 (or any 1x8 strip of gray tiles from any set)

DU2: *Streets of Shadow* x2

HM = Human Mage (1)

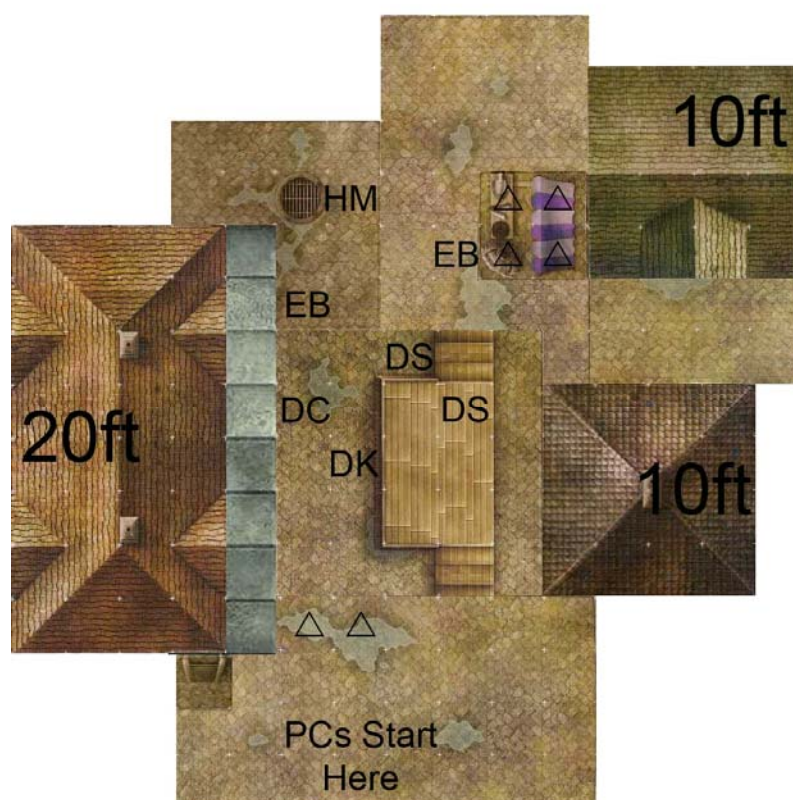
DS = Dragonborn Soldiers (2)

EB = Eladrin Bladesinger (2)

DK = Nulara Silversword - Deva Knight-Errant (1)

DC = Lieutenant Stonefield - Human Cavalier (1)

△ = Difficult Terrain





## ENCOUNTER 8: EVIDENCE

**SKILL CHALLENGE LEVEL 4/6,  
COMPLEXITY 2 (550/800 XP)**

### SETUP

#### Important NPCs:

**Nulara Silverstorm** (female deva paladin)  
**Flaming Fist Lieutenant Hart Stonefield**  
**Seneschal Linanthir Flornin** (male half-elf)

The PCs, Nulara, Lieutenant Stonefield, and their followers arrive at Georgen Homfray's manor house. While the NPCs deal with the manor's guards, the PCs have to search for evidence that connects the noble with the spy from Amn and the illegal activities of the Twilight Brotherhood.

*The Bloomridge ward is even more impressive during the night. Dark shadows contrast with the colored yellow and red light coming from the mansions with colored glass windows. After walking down a wide avenue, climbing flights of stairs here and there, you finally arrive at a magnificent mansion. Two guards stand by the front double door, but, before they realize what is happening, Lieutenant Stonefield draws his sword, shouting: "I am Lieutenant Hart Stonefield of the Flaming Fist and we have orders to search the premises. Please cooperate or you will be arrested."*

The guards can see that they are outnumbered. They do not fight, opening the doors immediately. One of them calls for the seneschal, Linanthir Flornin, a middle-aged half-elf who has been working for the Homfray family for decades. The seneschal knows the city's laws better than the guards and tries to intimidate the PCs to stop them from ransacking the manor. As the PCs proceed through this scene, the seneschal peppers them with comments like the following:

- *"The Flaming Fist has no right to enter a private house without the proper papers."*
- *"Only the city council may allow an investigation against a city noble. And Lord Homfray would be made aware of such an investigation beforehand."*
- *"According to the city's laws, you must wait for Lord Homfray to be present before conducting a search of his property."*
- *"This search is illegal and you will be arrested if you do not stop it now!"*

- *"I see by your holy symbols that you are followers of Torm. My lord and master is dining with your own High Priest this very night! What shame you bring upon your Temple!"*

An Insight or History check (DC 15) confirms that the seneschal is telling the truth, but he does not fight or physically stop the group - nor does he help them in any way or give them any information.

While Lieutenant Hart and Nulara hold off the manor guards and the seneschal, the PCs are instructed to find the noble's office and collect everything that may link Lord Homfray to the spy's activities. The lieutenant reinforces the urgency of the search and that it would be best if it was finished before Lord Homfray gets back. The PCs find the noble's office without problems. The room's door is locked (Thievery DC 25 or Strength DC 20 to open) and protected by a Glyph that, if triggered, will rapidly begin to incinerate the documents within the office.

| Glyph of Insurance  |                | Level 5/7 Warder |
|---|----------------|------------------|
| Trap  |                | XP 200/300       |
| <b>Trap:</b> A magical glyph connected to the whole room triggers a series of small and spaced bursts within the office, destroying evidence as it moves through the perimeter.   |                |                  |
| <b>Perception</b>   |                |                  |
| ◆ DC 22/24: The character notices the glyph.  |                |                  |
| <b>Additional Skill:</b> Arcana   |                |                  |
| ◆ DC 22/24: The character spots the glyph and provides a +2 bonus to a character trying to disarm it.   |                |                  |
| <b>Trigger</b>  |                |                  |
| When a creature opens the door without disabling the glyph or speaking the password, the glyph triggers.  |                |                  |
| <b>Attack</b>   |                |                  |
| <b>Immediate Reaction</b>   | <b>Special</b> |                  |
| <b>Target:</b> Lord Homfray's Office  |                |                  |
| <b>Special:</b> As the bursts make their way through the office, books and notes on the shelves and desk begin to burn. The PCs will have 3 full rounds to search through the evidence, or it will be destroyed. Each PC may make only a single skill check during his or her turn in each round. At the end of the third round, if the PCs have not succeeded at the skill challenge, then they automatically fail regardless of how many successes or failures they have achieved up to that point. |                |                  |
| <b>Countermeasures</b>  |                |                  |
| An adjacent character can disable the glyph with a DC 22/24 Thievery check. In this case the PCs get to take as long as they need to complete the skill challenge.  |                |                  |

When the PCs enter the noble's office, the challenge begins.

### TROUBLESHOOTING NULARA'S DEATH

If Nulara is dead then the Lieutenant is leading the assault. There is no need for changes in this encounter. Just remember to adjust the read-aloud text to exclude Nulara.

## SKILL CHALLENGE: THE SEARCH

**Goal:** Collect evidence against Lord Homfray

**Complexity:** 2 (6 successes before 3 failures)

**Primary Skills:** Perception, Thievery

**Other Skills:** Insight, Arcana, History, Religion.

**Victory:** The PCs find the information they need to incriminate the noble and convince Captain Lothar to arrest him.

**Defeat:** The PCs do not find all evidence needed to incriminate the noble.

Before the PCs start the challenge, read or paraphrase the following:

*You enter a large room with shelves in front of you and at your right. The room is lit by a floating globe of continual light standing 10 feet above the floor. The shelves are filled with books and ancient tomes. In the center of the room is a huge, clean wooden desk. The wall to your left is mostly covered by a massive painting of the Homfray family.*

The desk has two drawers (one is locked). A small vault is hidden behind a floor panel. The family painting is a red herring (it conceals nothing).

**Insight DC 17/18** (not a success or failure)

*Looking at the office and trying to understand the mind behind it, you have a better chance of understanding how things are organized. This will help you and your friends in your search.*

**Bluff DC 17/18** (not a success or failure)

*As the seneschal curses your invasion of Lord Homfray's office, you manage to trick him into believing you found something you actually didn't. This makes him reveal information he didn't mean to, helping you with your search.*

Either of the above two skills can be used to grant the group a +2 bonus on one of the primary skills during this skill challenge.

### SEARCHING THE DESK

**Thievery or Athletics DC 12/13** (1 success; 1 maximum)

The PC uses one of the skills above to open the locked drawer. There are some notes and a coded journal in it. This unlocks the use of the Perception skill to try and understand the evidence.

**Perception DC 12/13** (1 success; 1 maximum)

The PC looks through the notes inside the locked drawer and finds an unfinished letter where the noble talks about his losses during attempts to infiltrate Elturgard's borders.

The PC also finds a small black book that contains notes on criminals that have been previously employed by Lord Homfray. The notes use nicknames and codes, but the Flaming Fist will be able to crack them. The names of the assassins used against Nulara may be found at the end of the list.

### SEARCHING THE BOOKS

**Perception DC 17/18** (not a success or failure)

The PC studies how the books are organized. Approximately one quarter of the shelves are dedicated to books of religious knowledge, half are filled with books about history and geography, and the remaining quarter are books about the arcane arts. A single success with this skill opens the Arcana, History, and Religion skills below.

**Arcana DC 12/13** (1 success; 1 maximum)

If a PC reads through the arcane tomes, he finds that there are two copies of an encyclopedia entitled Elminster's Ecologies. The second copy is in fact not a book at all, but rather part of a complex mechanism.

**History DC 12/13** (1 success; 1 maximum)

If a PC reads through the history and geography books, he finds that there are two copies of a book that describes the travels of an explorer named Volo. The second copy is in fact not a book at all, but rather part of a complex mechanism.

**Religion DC 12/13** (1 success; 1 maximum)

If a PC reads through the religious books, he finds that there are two copies of a tome called "Prayers from the Faithful." The second copy is in fact not a book at all, but rather part of a complex mechanism.

Any of the above three knowledge skills can be replaced with a Perception check at the hard DC (17/18). Characters with knowledge in the relevant field more easily spot the duplicate volumes which make up the trigger for opening the vault, which is why those checks are made at the moderate DC.

**Insight or Thievery DC 12/13** (1 success; 1 maximum)

Once all three of the duplicate books have been discovered, the PCs can figure out how to open the secret vault. The books must all be pulled away from the



shelf at the same time. When this is accomplished, a panel slides open, revealing Lord Homfray's private stash. The PCs find some treasure (see below) and a case containing lots of personal letters and several diaries.

Among the letters, the PCs find correspondence from a Twilight Brotherhood member, reporting recent losses of goods on the border with Elturgard. Apparently the paladins do not take kindly to certain types of things that the Brotherhood has been smuggling through their territory.

The PCs also find an entry in the noble's personal journal where he states his personal frustration with the losses and vows to bypass Elturgard's surveillance whatever the cost. Later entries talk about the spies he has employed and how one of them was nearly captured by mercenaries hired by Elturgard, but fortunately he was able to trick the Flaming Fist into rescuing his operative. The most recent entry describes "vexing new events" and talks specifically about the irritation Lord Homfray feels at the meddling of a particular Elturgardan paladin who has recently come to Baldur's Gate.

## ENDING THE ENCOUNTER

**Success:** The PCs have collected all evidence that suggests that Georgen Homfray is behind the recent spying on Elturgard and the attempt on Nulara's life. In this case, the PCs have sufficient time to search for Captain Lothar and get the help of the Flaming Fist before starting Encounter 9 (see getting help section below).

**Failure:** The noble returns home before the PCs have collected all the evidence, or the evidence was destroyed by the glyph. In this case, Encounter 9 starts immediately.

## GETTING HELP

If the PCs succeeded on the skill challenge, then they find what they needed before Lord Homfray returns home from his dinner engagement. When the PCs show what they found to Lieutenant Stonefield and Nulara, read or paraphrase the following:

***"Very, very good," says the Lieutenant while looking the papers you found. "I think that this is enough to convince Captain Lothar that our nobleman and his merchant house are not as innocent as everyone thinks." For the first time since you have met her, Nulara is actually grinning. "Let's take these papers, find the Captain, and tell him what we found. With this kind of evidence in hand, he won't be able to turn a blind eye to the situation any more. Justice will be done!"***

The group heads to the Flaming Fist headquarters and finds Lothar awake and already informed of the evening's activities. He is furious and demands to know what is going on. As the PCs try to inform him of the latest events, he shows little concern and stops the PCs from telling the whole story, accusing them of disobeying his orders.

However, as Nulara shouts accusations that the authorities will not be able to ignore this any longer, the Captain throws up his hands in frustration and says:

***"Enough! I will hear you out, Lieutenant. We might as well get something of value out of this mess, since you are clearly determined to throw your career in the garbage. As for you, Nulara, I hope you have some very good friends back in Elturgard, or things may get ugly for you too."***

***"You will both face the consequences of your decisions, but what's done is done. I will not let this investigation be compromised by your illegal actions. Let's hear what you have to say, and it had better be good."***

The PCs resume their report and Lothar seems convinced that the group has indeed found the evidence they were looking for.

***"Very well. I will let you make the arrest while I look this over. If everything is as promising as it looks, we should be able to indict him in the morning."***

***"But let me be perfectly clear that this doesn't change your situation, Lieutenant Stonefield. I want you in my office first thing in the morning."***

The PCs return to the nobleman's manor, but with reinforcements in tow. They don't have to wait long for him to arrive. Proceed to Encounter 9.

## EXPERIENCE POINTS

Each PC earns 110/160 experience points, or half that amount if they failed to collect all the pieces of evidence.

## TREASURE

Inside the vault, the PCs find 20 / 30 gp per PC, a recoil shield and a ritual book with Magic Circle (Bundle G).

## ENCOUNTER 9: THE FALL OF A NOBLE

### ENCOUNTER LEVEL 6/9 (1200/2000 XP)

#### SETUP

This encounter includes the following creatures at the low tier:

- 1 Bloody Fingertips Hazard
- 2 Crawling Claw Swarms (Level 1)
- 2 Human Mercenaries
- 2 Stonefist Defenders
- 1 Lord Homfray - Human Noble (Level 4)

This encounter includes the following creatures at the high tier:

- 1 Bloody Fingertips Hazard (Level 3)
- 2 Crawling Claw Swarms (Level 3)
- 2 Human Mercenaries (Level 6)
- 2 Stonefist Defenders (Level 6)
- 1 Lord Homfray - Human Noble (Level 7)

The encounter starts when Lord Georgen Homfray arrives at his house. The noble was informed that some Flaming Fists broke into his house. To avoid a direct confrontation, Lord Homfray managed to enter the house by the back door.

If the PCs failed the skill challenge in Encounter 8, the noble arrives before the PCs finish their search. In this case, read or paraphrase the following before proceeding to the second paragraph:

*You are still searching the office when you hear someone shouting outside. One of the Flaming Fist guards enters the room and says “Hey, come quickly! Something is wrong in the main hall and the Lieutenant needs you down there right now!”*

Start reading from here if the PCs succeeded in the skill challenge in Encounter 8.

*You enter the mansion’s grand hall and see a short, slender man in expensive vestments standing on the balcony above. He is protected by many guards, who line the flight of stairs that link the balcony to the floor where you stand. “What do you think you are doing?” the man asks arrogantly. “On whose authority are you ransacking my property? You will all suffer greatly for intruding upon my home and personal effects.”*

*“It will go much better if you keep your men at bay and follow us for questioning, Lord Homfray!” says Lieutenant Stonefield, with steel in his voice.*

*“My dear Lieutenant, we are both well aware that you don’t have the authority to make such demands. I am quite confident that the mandate of the Flaming Fist does not extend to illegal search and seizure, particularly where the nobility are concerned. It is obvious that you and your Tormish friends have some sort of unjustified personal vendetta against me. If you leave right now, I might spare your men when I go see your Captain to complain about your behavior. You, of course, are finished... but you knew that when you came here, didn’t you?”*

*Lieutenant Stonefield appears unmoved. “We have evidence that you are connected to the spy sought by the nation of Elturgard and that fact alone has raised diplomatic questions for which you will need to answer. Not only that, I also have proof that you hired assassins to murder this diplomat and my Flaming Fist soldiers. Make whatever claim of privilege you wish when we get to the holding cells, but I strongly encourage you to come with us peacefully.”*

*The nobleman sighs and shakes his head theatrically... then makes a sudden signal to his guards, who charge down the stairs with weapons in hand. Lord Homfray disappears beyond a curtain at the back of the balcony. Nulara engages several of the bodyguards in melee, shouting a battle cry to Torm. The Lieutenant looks at you with a fierce stare and points toward the balcony. “Go after him! We’ll take care of things here.”*

The Lieutenant might be bluffing or not (it depends on the outcome of Encounter 8). The fact is that the noble believes his words and has decided to flee. He is heading towards a secret passage located in the kitchen to make his escape from Baldur's Gate.

The Flaming Fist soldiers and Nulara engage in combat with the guards in the grand hall, granting free passage upstairs for the PCs. If the PCs try to engage combat here, the Lieutenant shouts to them that things are under control and that they should not let the criminal escape.

As the PCs head upstairs, they arrive in Area 1, where they confront Homfray’s first line of defense. From there, they may rush through the guards, descending another flight of stairs towards Area 2, or fight, leaving more time for the Lord to escape.

Between these areas, the PCs will also have to undergo a small skill challenge to catch Lord Homfray.

## TROUBLESHOOTING NULARA'S DEATH

If Nulara is dead then the Lieutenant is leading the assault on his own. There isn't much to change in this encounter since Nulara plays a minor role here. Just remember to adjust the read-aloud text to exclude Nulara.

## FEATURES OF THE AREA

Area 1 is a large living room with a 10-foot ceiling. Area 2 is a large dining room with a 20-foot ceiling and a balcony at a height of 10 feet.

**Illumination:** Both areas are brightly lit.

**Tables:** The tables (a desk and a round table) in Area 1 are considered difficult terrain and can be turned over to provide cover. The dinner table in Area 2 requires an Athletics check DC 15 to jump over it.

**Chairs:** A character can use a minor action to throw these chairs on the ground, turning a square into difficult terrain.

**Couch:** The couch in Area 1 is considered difficult terrain.

**Tapestry:** The tapestry in Area 1 is loose on the smooth floor, turning the square slippery. Whenever a character enters this square, he needs to make an Acrobatics check (DC 12/13) or fall prone. This happens only once.

**Chandelier:** The chandelier stands 10 feet above the floor in the center of Area 2. A character can reach the chandelier from the dinner table or by jumping from the balcony (Athletics DC 30, or 15 with a running start). A character swinging on the chandelier can use a standard action and make an Acrobatics check (DC 17/18) to hit any enemy above the table. This deals damage equal to the character's melee basic attack and also knocks the target prone.

**Balcony:** The stone balcony in Area 2 stands 10 feet high, with a 4-foot-high parapet (14 feet total height). A character above the platform gains cover and can drop prone to receive superior cover.

## AREA 1

*You climb the flight of stairs as fast as you can, leaving the raging battle between the Flaming Fist and the noble's guards behind. You follow the noble through a double door and enter a richly adorned living room. "Hold them!" shouts the noble to a group of well armed men while he vanishes through a small door.*

## AREA 1 TACTICS

This goal of this area is to slow down the PCs pursuing Lord Homfray. The crawling claws can immobilize their

targets, using opportunity attacks, regular attacks, and aura attacks. The goal is to immobilize as many targets as possible. The bloody fingertips trap beside the door will also continuously attack any PCs within its reach.

If some of the PCs get paralyzed and others give chase to Lord Homfray, some PCs may end up all alone against their foes in Area 2.

If the crawling claws are not defeated, they will pursue the PCs to Area 2.

## SKILL CHALLENGE LEVEL 4/6, COMPLEXITY 1 (175/250 XP)

### SKILL CHALLENGE: RUNAWAY NOBLE

Whenever a character passes through the door in Area 1, he enters the skill challenge. If all PCs go through, any guards not yet defeated will also go through. Since the guards know the way, they will arrive in Area 2, 4 rounds after exiting Area 1, which may be before some of the PCs (see below).

*You pass through the small door and enter a series of narrow corridors with many twists and turns. You cannot see the fleeing noble but you can hear his steps echoing ahead.*

**Goal:** Follow the noble's steps to catch him in Area 2

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

**Primary Skills:** Acrobatics, Athletics, Endurance, Insight, Perception.

**Victory:** The character arrives in Area 2 just in time to prevent the nobleman from leaving the manor. Knowing that he cannot escape, he will fight.

**Defeat:** The character arrives too late. The nobleman has escaped and his minions, and a locked escape route, won't allow the PCs to give chase.

As each PC exits Area 1, they individually enter the skill challenge. At least one PC needs to complete the skill challenge successfully to hinder Lord Homfray's escape.

Beginning on the third round of combat in Area 1, for each round that a PC remains in Area 1, he acquires 1 failure for himself in the skill challenge. As with the pursuit of the spy earlier in this adventure, the chase scene considers the successes and failures of each PC separately, because only one PC needs to catch up to the noble in order to prevent his escape.

If two or more PCs exit Area 1 simultaneously, (same or consecutive initiative) or if one waits for the other (readying or delaying an action), they can then choose to go together through the corridors. In this case,

only one PC (the leader) makes the rolls and the other can use the Aid Another action without risking failures.

A PC must achieve 4 successes to reach Area 2. After 3 failures, that PC ends up back in Area 1, having taken a wrong turn somewhere. The PC can try again, and carries over any successes that he earned on his first attempt. The PC will be delayed in getting to the fight in Area 2 by one round for each additional skill check he or she makes after failing the skill challenge in order to finally reach 4 successes.

If all PCs reach 3 failures before any of them reach 4 successes, then Lord Homfray escapes.

**Acrobatics, Athletics, or Endurance DC 12/13** (1 success; 3 maximum)

This represents the PC running, climbing, or jumping obstacles while running full tilt through the manor house. However, at least one successful Insight or Perception check is required for a character to find the correct path through the maze of corridors.

**Insight or Perception DC 12/13** (1 success; 3 maximum)

The PC finds shortcuts or tries to listen to the noble's movement through the labyrinth. However, this is also a race, so at least one successful Acrobatics, Athletics, or Endurance check is required for a character to make it through the maze of corridors quickly enough to catch up to the fleeing noble.

## AREA 2

The first PC (or group of PCs) to successfully complete the skill challenge arrive at Start Point 1 on the map. Those who fail the skill challenge can still make it to the fight, as explained above, but not until several rounds after the first group, and the late arrivals enter at Start Point 2.

If the PCs caught the noble, read:

*You enter a large feast hall adorned by a magnificent chandelier standing above a huge wooden table. More lackeys stand between you and the noble, who is desperately trying to open some sort of secret panel or door on the far side of the room. Perceiving your presence, the noble looks back and sighs. "I don't suppose that we can come to some sort of financial accommodation here?"*

This is a legitimate offer (at least, as legitimate as an offer of bribery can be). If the PCs agree to give Lord Homfray the evidence they found (if any) and let him escape, he pays them gold in an amount that allows them to earn

the maximum possible gold per PC in this adventure, regardless of what else has happened. He also makes arrangements (from his new hideout) for them to get access to any treasure bundles that they otherwise would not receive. Of course, they have to betray the Lieutenant and Nulara to do so. This leads to an ending that is identical to what would have happened if the PCs had failed both Encounter 8 and the chase scene in this encounter. Assuming that the PCs did not come this far only to sell themselves out, however, Lord Homfray says:

**"No? Ah, such a pity. Well, I will have to deal with this situation myself then. Guards! To me! Attack!"**

## AREA 2 TACTICS

If the noble escaped during the skill challenge, replace him with another human noble of the same level. This "noble" is just a pompous servant of Lord Homfray that stayed behind to hold the PCs back.

The tactics of this encounter are straightforward. The mercenaries and stonefist defenders will clump over any PC entering the area, while the human noble offers support. The noble waits to use *urge hesitation* until there are multiple PCs around. Other than that he assists his mercenaries with *inspirational authority* and *appoint champion*, staying close enough to get the benefits of *protected* and allow his defenders to use *synchronized flank*.

## SCALING THE ENCOUNTER

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

**Four PCs:** Remove both crawling claw swarms from area 1.

**Six PCs:** Add two stonefist defenders to area 2.

## ENDING THE ENCOUNTER

The encounter is over when the PCs have either apprehended Lord Homfray or he has escaped.

## EXPERIENCE POINTS

Each character earns 35/50 XP for succeeding in the skill challenge and another 205/350 XP for defeating all creatures.

If the noble is killed and the PCs have failed in the skill challenge in encounter 8 (and as so, do not have the proofs they were after) they get only half the XP amount.

## TREASURE

There is no treasure in this encounter, assuming the PCs don't allow Lord Homfray to buy the off, but if the PCs

are successful at gathering the evidence and imprisoning Lord Homfray, they get the reward Captain Lothar had promised.

## CONCLUDING THE ADVENTURE: FAILURE

If the noble reaches the kitchen door, he escapes from the PCs.

If the PCs gathered all the evidence during **Encounter 8**, Lord Homfray will have to hide among his friends for a long time or leave Baldur's Gate for good, probably to Amn.

However, if the PCs did not gather all the evidence in **Encounter 8**, the NPCs are harshly punished. Nulara is escorted back to Elturgard and Baldur's Gate officially denounces her for her actions, but allows the courtesy of letting her be judged by her own people.

Lieutenant Hart is stripped of his post and also charged for his crimes, although the Captain himself seems to be somewhat sad to do so.

Regarding Lord Homfray, if he is alive, Lothar promises that an investigation will take place, as he had said previously, but that things should go through the appropriate channels - even though he knows Nulara does not believe his words.

If the PCs killed Lord Homfray, they will be stripped of their status within the Flaming Fist, if they have any. PCs with any recognition of the Flaming Fist (such as BALD01 or BALD04) will lose these story objects, as the Flaming Fist has lost confidence in the PCs' ability to solve problems. The authorities of Baldur's Gate blame the paladin and the Lieutenant for leading the PCs astray, but these PCs really should not return to Baldur's Gate any time soon, and certainly they should not plan on ever working for the Flaming Fist again.

## CONCLUDING THE ADVENTURE: SUCCESS

Assuming everything goes well, the PCs return with the captured noble, and the Lieutenant and Nulara are most pleased with themselves. It is almost midnight. Back at Flaming Fist headquarters, the Captain waits anxiously. Lothar sends the noble to a private room with some guards while the PCs and the Lieutenant explain everything that has happened. When the PCs finish their report, the captain states his concern.

*"Very well. You found evidence of Lord Homfray's involvement with the Amnian spy and his previous efforts to manipulate the Flaming Fist into doing his dirty work for him. You also found convincing proof that he tried to have Nulara killed, not to mention his*

*many other crimes. There will be a lot of trouble with the Grand Duke because of the way you went about your investigation, but your proof is unassailable, so I believe we will be able to make these accusations hold up in court.*

*"However, you have acted against my direct orders. Lieutenant Stonefield, you were the ranking officer and you were responsible for this operation. You are not above the law, and your actions endangered innocent lives and could have put the entire Flaming Fist at risk of losing its charter with the city of Baldur's Gate. What WERE you thinking? No, don't answer that. You can tell it to the tribunal. Effective immediately, you are relieved of all duties."*

*"I do this with a broken heart, my friend, but there is no other way."*

The imprisonment of Lord Homfray takes the city and the Grand Duke's council by surprise, providing fodder for gossip and speculation for weeks. Certain irregularities in the investigation lead to a longer trial than might normally have been the case, but in the end, he is convicted of his many crimes and sent to prison.

Lieutenant Hart is stripped of his post although the Captain himself seems to be sad to do so. PCs with the BALD01 *Flaming Fist Apprenticeship* story award receive the BALD04 *You Have Proven Yourself* story award (completing the BALD01 Major Quest). Those who are dealing with the Flaming Fist for the first time and who are interested in serving the organization again in the future should instead receive the BALD01 story award.

If Nulara is alive, she speaks with the PCs before leaving the city.

*"I have no words to thank you. I know that you put your honor, your prestige with the Fist, and your very lives at risk. But you helped us bring true justice and Elturgard is in debt to you for putting an end to this spy ring. I am certain that evil man would have escaped without punishment had we not acted as we did.*

*"I should not tarry in Baldur's Gate... I think that I have worn out my welcome, and perhaps deservedly so. But you may be certain I will commend your deeds to the Church of Torm in my homeland, and to my fellow paladins. I hope to see you again."*

All PCs receive the award BALD13 *Nulara's Story*. Please make sure to check the appropriate boxes on the certificate reflecting the outcome of this adventure, and please make sure you answer the event questions when you report your table to the RPGA.

## ENCOUNTER 9: "THE FALL OF A NOBLE" STATISTICS (LOW LEVEL)

| <b>Bloody Fingertips</b>   | <b>Level 1 Obstacle</b> |
|--|-------------------------|
| Hazard   | XP 100                  |
| Crude brickwork stands beside the door. When a character comes within 3 squares of it, four bloody smears, as if produced by invisible, gore-drenched fingers, trace a diagonal pattern across the brick wall. |                         |
| <b>Perception</b>  |                         |
| ♦ DC 10: The character notices a strange dark spot on the wall.  |                         |
| <b>Additional Skill: Insight</b>   |                         |
| ♦ DC 15: From as far as 5 squares away, the character senses an almost palpable dread emanating from the wall.   |                         |
| <b>Trigger</b>   |                         |
| The haunting begins when a character approaches within 3 squares of it.  |                         |
| <b>Attack</b>  |                         |
| <b>Immediate Reaction</b>  | <b>Close blast 3</b>    |
| <b>Target:</b> Each character in blast   |                         |
| <b>Attack:</b> +4 vs. Will   |                         |
| <b>Hit:</b> 1d10 psychic damage, and the target is immobilized (save ends).  |                         |
| <b>Miss:</b> The target sees the bloody smears, but is unaffected.   |                         |
| <b>Countermeasures</b>   |                         |
| ♦ A character who is a member of a divine class and approaches to within 2 squares of the hazard can disable it by succeeding on a DC 15 Religion check as a standard action.                                  |                         |

| <b>Crawling Claw Swarm (Level 1)</b>  | <b>Level 1 Soldier</b> |
|---|------------------------|
| Medium natural animate (swarm, undead)  | XP 100                 |
| <b>Initiative</b> +5 <b>Senses</b> Perception +3; tremorsense 10  |                        |
| <b>Swarm Attack</b> aura 1; the crawling claw swarm makes a <i>swarm of claws</i> attack as a free action against any enemy that starts its turn within the aura. |                        |
| <b>HP</b> 29; <b>Bloodied</b> 14  |                        |
| <b>AC</b> 17; <b>Fortitude</b> 13, <b>Reflex</b> 14, <b>Will</b> 11   |                        |
| <b>Immune</b> disease, poison; <b>Resist</b> half damage from melee and ranged attacks; <b>Vulnerable</b> 10 against close and area attacks                       |                        |
| <b>Speed</b> 8, climb 4   |                        |
| m <b>Swarm of Claws</b> (standard; at-will)   |                        |
| +6 vs. Reflex; 1d8 + 4 damage, and the target is immobilized until the start of its next turn.  |                        |
| <b>Alignment</b> Unaligned  | <b>Languages</b> -     |
| <b>Str</b> 15 (+2)  | <b>Dex</b> 16 (+3)     |
| <b>Con</b> 13 (+1)  | <b>Int</b> 3 (-4)      |
|   | <b>Wis</b> 10 (+0)     |
|   | <b>Cha</b> 6 (-2)      |

| <b>Human Mercenary</b>  | <b>Level 3 Soldier</b>  |
|---|-------------------------|
| Medium natural humanoid   | XP 150                  |
| <b>Initiative</b> +5 <b>Senses</b> Perception +6  |                         |
| <b>HP</b> 47; <b>Bloodied</b> 23  |                         |
| <b>AC</b> 19; <b>Fortitude</b> 16, <b>Reflex</b> 15, <b>Will</b> 14                                       |                         |
| <b>Speed</b> 5  |                         |
| m <b>Longsword</b> (standard; at-will) ♦ <b>Weapon</b>  |                         |
| +10 vs. AC; 1d10 + 3 damage, and the target is marked until the end of the human mercenary's next turn.   |                         |
| M <b>Press the Advantage</b> (standard; recharge 5 6) ♦ <b>Weapon</b>                                     |                         |
| Requires longsword; +10 vs. AC; 1d10 + 7 damage, and the target is pushed 1 square and dazed (save ends). |                         |
| R <b>Crossbow</b> (standard; at-will) ♦ <b>Weapon</b>   |                         |
| Ranged 15/30; +9 vs. AC; 1d8 + 2 damage.  |                         |
| <b>Alignment</b> Evil   | <b>Languages</b> Common |
| <b>Skills</b> Streetwise +7   |                         |
| <b>Str</b> 16 (+4)  | <b>Dex</b> 14 (+3)      |
|   | <b>Wis</b> 11 (+1)      |

|  |                    |                    |
|--|--------------------|--------------------|
| <b>Con</b> 15 (+3)   | <b>Int</b> 10 (+1) | <b>Cha</b> 12 (+2) |
| <b>Equipment</b> chainmail, longsword, crossbow, 20 crossbow bolts |                    |                    |

| <b>Stonefist Defender</b>   | <b>Level 2 Skirmisher</b> |
|---|---------------------------|
| Small natural animate (construct, homunculus)   | XP 125                    |
| <b>Initiative</b> +6 <b>Senses</b> Perception +4; darkvision  |                           |
| <b>HP</b> 38; <b>Bloodied</b> 19  |                           |
| <b>AC</b> 16; <b>Fortitude</b> 13, <b>Reflex</b> 14, <b>Will</b> 14   |                           |
| <b>Immune</b> disease, poison   |                           |
| <b>Speed</b> 8  |                           |
| m <b>Spiked Fist</b> (standard; at-will)  |                           |
| +7 vs. AC; 1d8 + 5 damage.  |                           |
| <b>Guard Creature</b>   |                           |
| A stonefist defender gains a +2 bonus to attack rolls against any enemy adjacent to its guarded creature.                               |                           |
| <b>Synchronized Flank</b>   |                           |
| While a stonefist defender is flanking an enemy with its guarded creature, its attacks deal 1d6 extra damage against the flanked enemy. |                           |
| <b>Tumble</b> (move; at-will)   |                           |
| The stonefist defender shifts 3 squares.  |                           |
| <b>Alignment</b> Unaligned  | <b>Languages</b> -        |
| <b>Skills</b> Acrobatics +9   |                           |
| <b>Str</b> 12 (+2)  | <b>Dex</b> 17 (+4)        |
| <b>Con</b> 14 (+3)  | <b>Int</b> 11 (+1)        |
|   | <b>Wis</b> 17 (+4)        |
|   | <b>Cha</b> 7 (-1)         |

| <b>Human Noble (Level 4)</b>   | <b>Level 4 Controller (Leader)</b> |
|--|------------------------------------|
| Medium natural humanoid (human)  | XP 175                             |
| <b>Initiative</b> +3 <b>Senses</b> Perception +3   |                                    |
| <b>HP</b> 52; <b>Bloodied</b> 26   |                                    |
| <b>AC</b> 18; <b>Fortitude</b> 17, <b>Reflex</b> 16, <b>Will</b> 17; see also <i>protected</i>                                     |                                    |
| <b>Speed</b> 5   |                                    |
| m <b>Longsword</b> (standard; at-will) ♦ <b>Weapon</b>   |                                    |
| +9 vs. AC; 1d8 + 3 damage.   |                                    |
| C <b>Appoint Champion</b> (standard; at-will)  |                                    |
| Close burst 10; targets one ally; the target makes a basic attack as a free action and shifts 1 square before or after the attack. |                                    |
| C <b>Inspirational Authority</b> (standard; encounter)   |                                    |
| Close burst 10; targets one ally; the target uses an at-will, encounter, or recharge attack power as a free action.                |                                    |
| C <b>Urge Hesitation</b> (standard; encounter) ♦ <b>Charm</b>  |                                    |
| Close burst 5; targets enemies; +8 vs. Will; the target cannot use a standard action during its turn.                              |                                    |
| <b>Protected</b>   |                                    |
| A human noble gains a +2 bonus to all defenses while an ally is adjacent to it.  |                                    |
| <b>Alignment</b> Unaligned   | <b>Languages</b> Common            |
| <b>Skills</b> Diplomacy +10, Insight +8, Intimidate +10  |                                    |
| <b>Str</b> 15 (+4)   | <b>Dex</b> 12 (+3)                 |
| <b>Con</b> 12 (+3)   | <b>Int</b> 14 (+4)                 |
|  | <b>Wis</b> 12 (+3)                 |
|  | <b>Cha</b> 16 (+5)                 |
| <b>Equipment</b> chainmail, light shield, longsword  |                                    |

## ENCOUNTER 9: "THE FALL OF A NOBLE" STATISTICS (HIGH LEVEL)

| Bloody Fingertips (Level 3)  |  | Level 3 Obstacle     |
|--|--|----------------------|
| Hazard   |  | XP 150               |
| Crude brickwork stands beside the door. When a character comes within 3 squares of it, four bloody smears, as if produced by invisible, gore-drenched fingers, trace a diagonal pattern across the brick wall. |  |                      |
| <b>Perception</b>  |  |                      |
| ♦ DC 11: The character notices a strange dark spot on the wall.  |  |                      |
| <b>Additional Skill: Insight</b>   |  |                      |
| ♦ DC 16: From as far as 5 squares away, the character senses an almost palpable dread emanating from the wall.   |  |                      |
| <b>Trigger</b>   |  |                      |
| The haunting begins when a character approaches within 3 squares of it.  |  |                      |
| <b>Attack</b>  |  |                      |
| <b>Immediate Reaction</b>  |  | <b>Close blast 3</b> |
| <b>Target:</b> Each character in blast   |  |                      |
| <b>Attack:</b> +6 vs. Will   |  |                      |
| <b>Hit:</b> 1d10 + 1 psychic damage, and the target is immobilized (save ends).  |  |                      |
| <b>Miss:</b> The target sees the bloody smears, but is unaffected.   |  |                      |
| <b>Countermeasures</b>   |  |                      |
| ♦ A character who is a member of a divine class and approaches to within 2 squares of the hazard can disable it by succeeding on a DC 16 Religion check as a standard action.                                  |  |                      |

| Crawling Claw Swarm (Level 3)  |                                      | Level 3 Soldier |
|--|--------------------------------------|-----------------|
| Medium natural animate (swarm, undead)   |                                      | XP 150          |
| Initiative +6  | Senses Perception +4; tremorsense 10 |                 |
| Swarm Attack aura 1; the crawling claw swarm makes a <i>swarm of claws</i> attack as a free action against any enemy that starts its turn within the aura. |                                      |                 |
| HP 45; Bloodied 22   |                                      |                 |
| AC 19; Fortitude 15, Reflex 16, Will 13  |                                      |                 |
| Immune disease, poison; Resist half damage from melee and ranged attacks; Vulnerable 10 against close and area attacks                                     |                                      |                 |
| Speed 8, climb 4   |                                      |                 |
| m Swarm of Claws (standard; at-will)   |                                      |                 |
| +8 vs. Reflex; 1d8 + 5 damage, and the target is immobilized until the start of its next turn.   |                                      |                 |
| Alignment Unaligned  |                                      | Languages -     |
| Str 15 (+3)  | Dex 16 (+4)                          | Wis 10 (+1)     |
| Con 13 (+2)  | Int 3 (-3)                           | Cha 6 (-1)      |

| Human Mercenary (Level 6)   |                      | Level 6 Soldier  |
|---|----------------------|------------------|
| Medium natural humanoid   |                      | XP 250           |
| Initiative +7   | Senses Perception +8 |                  |
| HP 71; Bloodied 35  |                      |                  |
| AC 22; Fortitude 19, Reflex 18, Will 17   |                      |                  |
| Speed 5   |                      |                  |
| m Longsword (standard; at-will) ♦ Weapon  |                      |                  |
| +13 vs. AC; 1d10 + 5 damage, and the target is marked until the end of the human mercenary's next turn.   |                      |                  |
| M Press the Advantage (standard; recharge 5 6) ♦ Weapon   |                      |                  |
| Requires longsword; +13 vs. AC; 1d10 + 9 damage, and the target is pushed 1 square and dazed (save ends). |                      |                  |
| R Crossbow (standard; at-will) ♦ Weapon   |                      |                  |
| Ranged 15/30; +12 vs. AC; 1d8 + 4 damage.   |                      |                  |
| Alignment Evil  |                      | Languages Common |
| Skills Streetwise +9  |                      |                  |
| Str 16 (+6)   | Dex 14 (+5)          | Wis 11 (+3)      |
| Con 15 (+5)   | Int 10 (+3)          | Cha 12 (+4)      |
| Equipment chainmail, longsword, crossbow, 20 crossbow bolts   |                      |                  |

| Stonefist Defender (Level 6)  |                                  | Level 6 Skirmisher |
|---|----------------------------------|--------------------|
| Small natural animate (construct, homunculus)   |                                  | XP 250             |
| Initiative +8   | Senses Perception +6; darkvision |                    |
| HP 70; Bloodied 35  |                                  |                    |
| AC 20; Fortitude 17, Reflex 18, Will 18   |                                  |                    |
| Immune disease, poison  |                                  |                    |
| Speed 8   |                                  |                    |
| m Spiked Fist (standard; at-will)   |                                  |                    |
| +11 vs. AC; 1d8 + 7 damage.   |                                  |                    |
| Guard Creature  |                                  |                    |
| A stonefist defender gains a +2 bonus to attack rolls against any enemy adjacent to its guarded creature.                               |                                  |                    |
| Synchronized Flank  |                                  |                    |
| While a stonefist defender is flanking an enemy with its guarded creature, its attacks deal 1d6 extra damage against the flanked enemy. |                                  |                    |
| Tumble (move; at-will)  |                                  |                    |
| The stonefist defender shifts 3 squares.  |                                  |                    |
| Alignment Unaligned   |                                  | Languages -        |
| Skills Acrobatics +11   |                                  |                    |
| Str 12 (+4)   | Dex 17 (+6)                      | Wis 17 (+6)        |
| Con 14 (+5)   | Int 11 (+3)                      | Cha 7 (+1)         |

| Human Noble (Level 7)  |                      | Level 7 Controller (Leader) |
|--|----------------------|-----------------------------|
| Medium natural humanoid (human)  |                      | XP 300                      |
| Initiative +4  | Senses Perception +4 |                             |
| HP 76; Bloodied 38   |                      |                             |
| AC 21; Fortitude 20, Reflex 19, Will 20; see also <i>protected</i>   |                      |                             |
| Speed 5  |                      |                             |
| m Longsword (standard; at-will) ♦ Weapon   |                      |                             |
| +12 vs. AC; 1d8 + 4 damage.  |                      |                             |
| C Appoint Champion (standard; at-will)   |                      |                             |
| Close burst 10; targets one ally; the target makes a basic attack as a free action and shifts 1 square before or after the attack. |                      |                             |
| C Inspirational Authority (standard; encounter)  |                      |                             |
| Close burst 10; targets one ally; the target uses an at-will, encounter, or recharge attack power as a free action.                |                      |                             |
| C Urge Hesitation (standard; encounter) ♦ Charm  |                      |                             |
| Close burst 5; targets enemies; +11 vs. Will; the target cannot use a standard action during its turn.                             |                      |                             |
| Protected  |                      |                             |
| A human noble gains a +2 bonus to all defenses while an ally is adjacent to it.  |                      |                             |
| Alignment Unaligned  |                      | Languages Common            |
| Skills Diplomacy +11, Insight +9, Intimidate +11   |                      |                             |
| Str 15 (+5)  | Dex 12 (+4)          | Wis 12 (+4)                 |
| Con 12 (+4)  | Int 14 (+5)          | Cha 16 (+6)                 |
| Equipment chainmail, light shield, longsword   |                      |                             |



## ENCOUNTER 9: "THE FALL OF A NOBLE" MAP (AREA 1)

### TILE SETS NEEDED

DT2: Arcane Corridors x2

DT7: Fane of the Forgotten Gods x1

DU2: Streets of Shadow x1

T = Bloody Fingertips

C = Crawling Claw Swarm

△ = Difficult Terrain





## ENCOUNTER 9: "THE FALL OF A NOBLE" MAP (AREA 2)

### TILE SETS NEEDED

DT1: Dungeon Tiles x1 (staircase only)

DT6: Dire Tombs x1

DT7: Fane of the Forgotten Gods x1

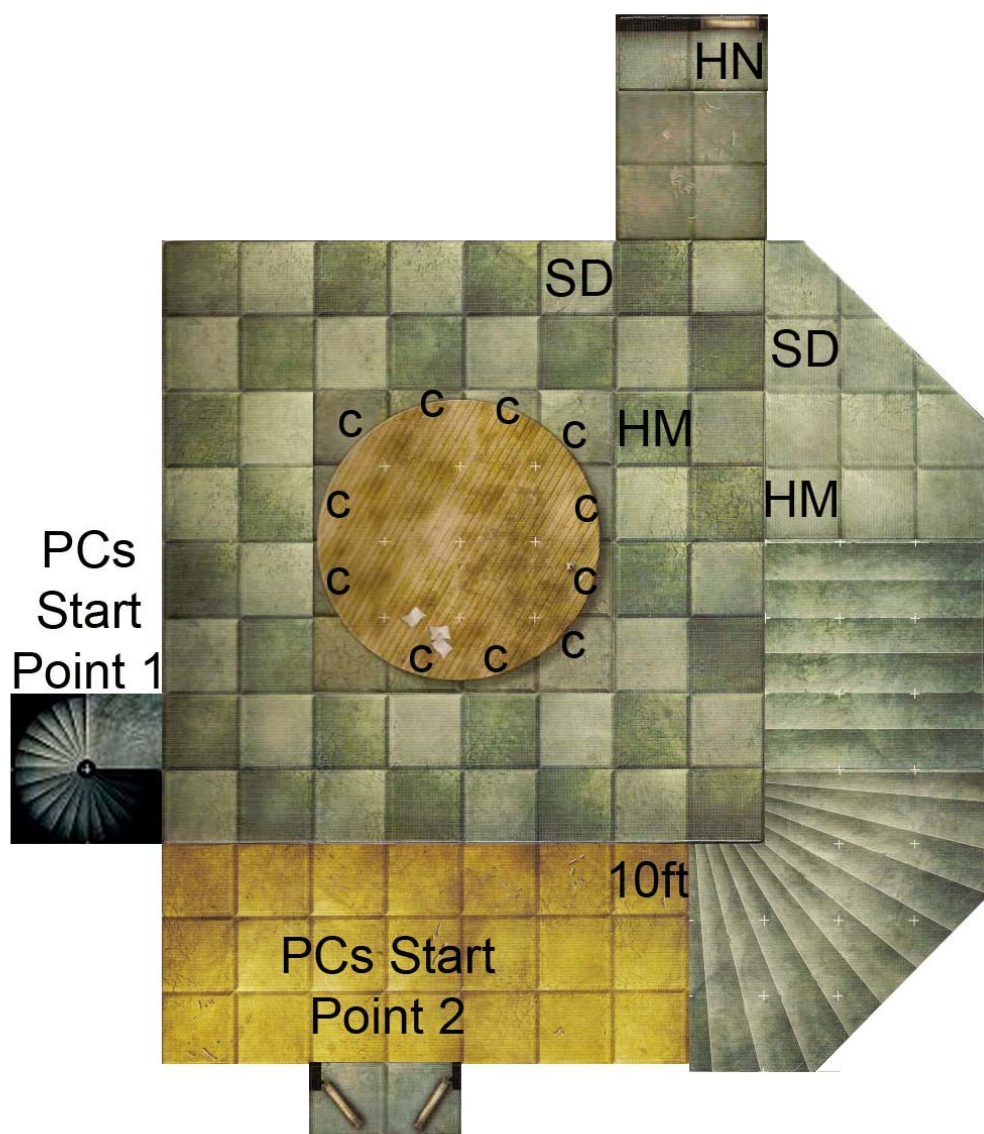
DU1: Halls of the Giant Kings x1

HM = Human Mercenary

SD = Stonefist Defender

HN = Lord Homfray, Human Noble

c = Chair



## 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.

### 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.

The adventure design assumes that the PCs will play either Encounter 7 or Encounters 8/9, so the totals for all encounters exceed the maximum XP and gold for a levels 4-7 adventure. Even if the PCs somehow play all the encounters, they cannot earn more than the listed maximum XP (other than the Major Quest award for those individual characters who meet the criteria) and they cannot exceed the maximum gold per PC under any circumstances.

#### Encounter 2: Chase in the Slums

105 / 150 XP

#### Encounter 4: New Orders

35 / 50 XP

#### Encounter 5: Assassins in the Night

150 / 200 XP

#### Encounter 7: Citizen's Arrest

350 / 560 XP

#### Encounter 8: Evidence

110 / 160 XP

#### Encounter 9: The Fall of a Noble

240 / 400 XP

#### Total Possible Experience

640 / 960 XP

#### Major Quest: Flaming Fist Apprenticeship

+200 / +300 XP (only for characters with BALD01 who have not previously earned BALD04)

#### Gold per PC

100 / 150 gp

(Encounter 2: 20 / 30 gp, Encounter 3: 20 / 30 gp, Encounter 5: 20 / 30 gp, Encounter 7: 20 / 30 gp, Encounter 8: 20 / 30 gp, Encounter 9: 20 / 30 gp)

### TREASURE

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

bundle may give the PC more gold, a magic item, or something else of value. Each player makes one and only one selection for their character; players may choose the same treasure bundle. Note that it is possible (and likely) that some characters will not select a bundle for each session of play.

If characters buy or sell magic items or other gear during the adventure (or pay for services) add or subtract that amount from the total gold the PC receives at the end of the adventure. If a player selects an option that gives their character more gold, add that amount to that character's base gold award. It is possible and permissible for a character who spends more gold than he or she earns to have a negative total for the adventure. PCs receive 20% of the item's market price when they sell any magic item or consumable. They receive 50% of the market price for ritual books and alchemical formulas.

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

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

#### EACH PC SELECTS ONE OF THE FOLLOWING BUNDLES:

**Bundle A:** *bracers of archery\** (level 6; AV)

Found in Encounter 2

**Bundle B:** *tactician's armor +2\** (high-level version only) (level 10; AV)

Found in Encounter 2

**Bundle C:** *boots of the fencing master\** (level 7; AV)

Found in Encounter 2

**Bundle D:** *baldric of tactical positioning\** (level 8; AV)

Found in Encounter 5

**Bundle E:** *phrenic crown\** (level 7; AV)

Found in Encounter 5

**Bundle F:** *recoil shield\** (level 9; AV)

Found in Encounter 8

**Bundle G:** ritual book containing Magic Circle (level 5; PH)

## Found in Encounter 8

**Consumable plus Gold:** If a player doesn't want to select one of the bundles listed above for their character, they can choose to add a *potion of healing* plus 75 / 200 gp to their rewards from this adventure. The player should write the consumable gained on their adventure log. That character (and only that character) then receives the consumable plus the listed amount of gold (if any) instead of any other treasure bundle. Consumable items obtained in this fashion do not take up found magic item slots.

**More Gold:** If a player doesn't want to select one of the bundles listed above for their character, they can choose to add 125 / 250 gp to their rewards from this adventure. That character (and only that character) receives more gold instead of any other treasure bundle.

## STORY AWARDS

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

In this adventure, all PCs earn BALD13 regardless of the outcome (mark the appropriate boxes on the cert).

A PC who has never earned BALD01 and who earns it may take it but is not required to do so; a PC who already has BALD01 may now earn BALD04; and a PC who has already earned BALD04 cannot receive the Major Quest XP award again, but still receives the story object and should note an additional commendation with the Flaming Fist on his or her logsheet.

### BALD01 Flaming Fist Apprenticeship

You have begun the process of joining the Flaming Fist mercenary company. Right now, you are only a recruit, but as you continue to perform tasks on behalf of the organization, your status will surely rise. This is the beginning of a Major Quest that will be continued in future Baldur's Gate adventures involving the Flaming Fist.

### 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.

### BALD13 Nulara's Story

The deva paladin Nulara came to Baldur's Gate with a fixed goal and may have found either an enemy or a friend in you. Please check or circle the options below corresponding to the outcome of this adventure, and strike through the other options.

## ADVENTURE QUESTIONS

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

### 1. Was Nulara killed during the adventure?

- a. She was killed by the assassins (even if she was later raised).
- b. She was killed by the PCs (even if she was later raised).
- c. Nulara was not killed during the adventure.

### 2. What decision did the PCs make with regards to Nulara and Lieutenant Hart Stonefield?

- a. The PCs refused to aid the conspirators and defeated them in combat.
- b. The PCs refused to aid the conspirators but the PCs were defeated in the ensuing battle.
- c. The PCs agreed to accompany the conspirators, but only as observers.
- d. The PCs were active participants in the conspirators' plan.
- e. The PCs could not agree on what to do, or they went back to Captain Lothar for his advice.

### 3. Did the PCs discover the evidence implicating Lord Homfray?

- a. The PCs never went to Lord Homfray's manor.
- b. The PCs searched the Lord's office but did not discover all the evidence.
- c. The PCs searched the Lord's office and discovered all the evidence.
- d. The PCs struck a side deal with Lord Homfray and allowed him to leave with the evidence.

### 4. What happened to Lord Homfray?

- a. Lord Homfray escaped.
- b. Lord Homfray was captured alive.
- c. Lord Homfray was killed.
- d. Lord Homfray could have been captured, but the PCs agreed to let him go.

## NEW RULES

| Bracers of Archery  | Level 6 |
|---|---------|
| <i>These leather armbands enhance your potency with bows and crossbows.</i>                             |         |
| <b>Item Slot:</b> Arms  |         |
| <b>Property:</b> Gain a +2 item bonus to damage rolls when attacking with a bow or crossbow.            |         |
| <b>Power (Daily):</b> Minor Action. Ignore cover on your next attack this turn using a bow or crossbow. |         |
| <b>Reference:</b> <i>Adventurer's Vault</i> , page 115.   |         |

| Tactician's Armor +2  | Level 10 |
|---|----------|
| <i>In battle, strength of mind is as important as strength of the body, and this armor ensures that you have both.</i>  |          |
| <b>A armor:</b> Chain, Scale, Plate   |          |
| <b>Enhancement:</b> AC  |          |
| <b>Property:</b> When a power or class feature calls on your Intelligence modifier to determine a value other than your attack bonus, add 1 to that value. This does not change your Intelligence modifier for any other purpose. |          |
| <b>Reference:</b> <i>Adventurer's Vault</i> , page 54.  |          |

| Boots of the Fencing Master   | Level 7 |
|---|---------|
| <i>Your swift step befuddles your foes.</i>   |         |
| <b>Item Slot:</b> Feet  |         |
| <b>Property:</b> When you shift, gain a +1 item bonus to AC and Reflex defense until the end of your next turn. |         |
| <b>Power (Encounter):</b> Minor Action. Shift 2 squares.  |         |
| <b>Reference:</b> <i>Adventurer's Vault</i> , page 127.   |         |

| Baldric of Tactical Positioning  | Level 8 |
|--|---------|
| <i>This belt gives you greater command of the battlefield by helping you keep your enemies off-balance.</i>  |         |
| <b>Item Slot:</b> Waist  |         |
| <b>Power (Encounter):</b> Minor Action. Choose one square adjacent to you. That square counts as an ally for the purpose of flanking until the end of your next turns. |         |
| <b>Reference:</b> <i>Adventurer's Vault</i> , page 163.  |         |

| Phrenic Crown   | Level 7 |
|---|---------|
| <i>This pink coral coronet is eerily reminiscent of brain matter, yet is still bewitching.</i>  |         |
| <b>Item Slot:</b> Head  |         |
| <b>Property:</b> When you use a power against Will defense, the target (or targets) takes a -1 penalty to saving throws against any ongoing effect of that power. |         |
| <b>Reference:</b> <i>Adventurer's Vault</i> , page 144.   |         |

| Recoil Shield  | Level 9 |
|--|---------|
| <i>This unassuming shield takes on surprising heft when you want to knock a foe flat.</i>  |         |
| <b>Item Slot:</b> Arms   |         |
| <b>Shield:</b> Any   |         |
| <b>Power (Encounter):</b> Immediate Reaction. Use this power when a melee attack hits you. The attacker is knocked prone. Choose one square adjacent to you. That square counts as an ally for the purpose of flanking until the end of your next turns. |         |
| <b>Reference:</b> <i>Adventurer's Vault</i> , page 119.  |         |