

DEMONIC DEALINGS

A DUNGEON & DRAGONS[®] LIVING FORGOTTEN REALMS ADVENTURE

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Deep in the Glimmerwood the Uthgardt Barbarians keep the orcs of Luruar in check. A new ally to the orcs changes the balance of power. House Itharwen, unfortunate victims of the new alliance is seeking heroes to recover their losses in this battle. A *Living Forgotten Realms* adventure set in Luruar for characters levels 7-10.

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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By sanctioning and reporting this adventure you accomplish a couple of things. First, it is an official game, tracked under your play history. Second, DMs gain rewards for sanctioned RPGA play if they are members of the DM REWARDS program. DMing this adventure is worth one (1) point.

This adventure retires from RPGA-sanctioned play on December 31, 2012.

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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 7 - 10. 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

Deep in the Glimmerwood, the human tribes of the Uthgardt barbarians are constantly at war with the local orcs. Until recently, the Uthgardt have held the orcs in check; however, in the last few months, the tide of battle

has turned, as the orcs seem to have allied themselves with a more powerful force. Recent reports of battle say that demons have accompanied the orcs into battle and that their commander has begun to manifest a demonic visage.

Two tendays ago, an orc warband accompanied by their demonic allies waylaid an eladrin caravan traveling through the Glimmerwood. The orcs seized the valuable magical items the caravan was carrying. The eladrin are worried that the orcs or their allies may find a way to use the magic to their advantage. As such, the eladrin have sent out a request to adventurers for their aid.

The eladrin are from the trading company known as House Itharwen, their outpost in the Glimmerwood is a haven for natural and arcane research secluded from prying eyes. The eladrin were aware of the increased orcish activity and were moving some of their goods from their outpost to Silverymoon to ensure their continued safekeeping.

DM's INTRODUCTION

The beginnings of the adventure are different depending on whether any of the PCs have received the story award **LURU02 Blessed of Eaerlann**. If any of the PCs have received the story award, then their adventure begins with them undergoing flashbacks from Tarnruth's ghost. These flashbacks are related to the events befalling the eladrin of House Itharwen and foreshadow the events surrounding this adventure. Later on in the adventure these PCs gain minor benefits related to these flashbacks.

These flashbacks eventually lead the PCs from their original destination of Everlund, to House Itharwen in Silverymoon without a summons. House Itharwen is surprised to see the PCs, but most grateful, and they are granted audience with Shanariel Itharwen.

If none of the PCs have the story award, they begin the adventure in Silverymoon and stumble upon the mercantile House Itharwen's need of help. The head of the eladrin House Itharwen, Shanariel Itharwen, has had a caravan containing powerful magical items go missing while traveling through the Glimmerwood toward Silverymoon.

Once all PCs have arrived in Silverymoon and being granted an audience, Shanariel explains that the caravan left Itharwen Academy for Silverymoon on time a tenday ago. There have been no sightings of the caravan outside the Glimmerwood leading the eladrin to believe that something has happened to it. The eladrin placed out an urgent request for aid, as they are unable to spare defenders of House Itharwen to

investigate this at the current time due to the orcish activity near Itharwen Academy.

Once the PCs have been briefed, they must decide how to begin their investigations. The PCs should be encouraged to begin by attempting to locate the site of the caravan's ambush. After visiting the ambush site they are advised to seek out the Red Tiger tribe, who may be able to offer assistance, especially to those who are known by the Sky Pony tribe.

Upon doing so, the PCs have a way to locate the orcs responsible for the attack. The PCs travel to the newly constructed orc camp where they spy the orc commander and two hooded figures disappearing into a cave mouth at the rear of the camp.

If the PCs defeat the guards in the camp, the PCs make their way through a cave network and are ambushed by a group of demons.

Eventually the PCs make their way through the twisting passages to find the orc commander and his hooded ally putting the finishing touches on a ritual, which opens a dark portal to a malefic realm. The PCs must stop the commander and his allies in any way possible whilst dealing with the strange effects of the portal.

PLAYER'S INTRODUCTION

Important NPCs:

Nasharin Itharwen, a smart, nervous male eladrin merchant.

Most PCs read:

With the sun setting, you arrive into Silverymoon at the end of a clear, chilly day. The city is bustling with trade caravans both arriving and departing. A smart eladrin stands nervously watching the incoming carts with a resigned look in his eyes. As he is watching the carts, he spots you and waves you over. "Excellent! Excellent!" he proclaims, "Seasoned adventurers? Shanariel shall be happy, his caravan is well overdue and he fears for its safety. Maybe you can help him?"

The male eladrin introduces himself as Nasharin Itharwen, a merchant of the mercantile House Itharwen. He asks the PCs to speak with Shanariel assuring the PCs that it is worth their while. If the PCs agree, Nasharin directs them to the entrance of the mercantile building guarded by two guards. If the PCs decline, the adventure is over.

For the PCs who have the story award **LURU02 Blessed of Eaerlann**, read:

It is another crisp cold morning as you walk through the High Forest toward Everlund. Having just completed another trivial task to keep yourself fed and watered between your adventures, a sudden surging pain grips your forehead. The pain is so sudden and complete that you do not see the ground as you crash onto it.

Give any PC with the story award **LURU02 Blessed of Eaerlann**, (Player Handout 1), for them to read. After the PC finishes reading, (Player Handout 1), read:

Just as quickly as the dreams came, they subside; but you awake to confusion, for no longer are you lying on the ground in the High Forest; instead, the sun is setting and you find yourself standing at the entrance of a mercantile building, belonging to the eladrin House Itharwen, beside several other adventurers in the city of Silverymoon. The two guards stare at you for a short while, mesmerized by the glowing blue of your eyes before asking you. "Have you come about the caravan attacks?"

The guards wait a short while for a reply. If the PCs ask for more information, or confirm that that is their purpose, they are directed inside to Shanariel for further information, as they have been instructed to do so. Once inside, they are taken to an opulent study where they are told that the head of the house, Shanariel Itharwen, will be with them shortly.

While the PCs enter the mercantile building and on their way to talk with Shanariel, have the PCs introduce themselves; proceed to Encounter 1.

ENCOUNTER 1: HOUSE ITHARWEN'S PROBLEMS

SETUP

Important NPCs:

Shanariel Itharwen, a polite, courteous, confident male eladrin wizard.

As the PCs begin the adventure inside Shanariel's study, read:

After a few minutes inside the study, the doors open and a tall eladrin male dressed in an expensive robe of deep reds and oranges steps inside and settles into a deep chair.

Shanariel introduces himself. As the head of a trading house, Shanariel has spent a large amount of his life bartering with people; as such, if any of the PCs attempt to Intimidate Shanariel, he simply shrugs the attempt off.

Shanariel informs the PCs about the current situation, giving out the following information freely:

- The Itharwen Academy, located in the Glimmerwood, is a school of magic and is run by House Itharwen.
- Magical research is conducted by some of the teachers in the academy and some magical items are forged there.
- The academy is primarily a secure place where the eladrin house can study magical items, it finds, in relative safety.
- Although the academy itself is protected by arcane magic and the academy's druids hide the pathway from the main trade route, orcs in the area have chanced upon it occasionally.
- Recently, hostile orcish activity in the area has increased and Shanariel suspected that the orcs have begun searching for the academy.
- Due to this increase in hostile activity, Shanariel thought it wise to send for their magical items to Silverymoon for their protection; this was a tenday ago.
- Somewhere on the way here, the caravan disappeared. Shanariel suspects the orcs waylaid the caravan, but he has been unable to locate the site of the attack.
- Shanariel has not ordered searches too far from the hidden trail though, fearing for the safety of the academy.
- Shanariel wishes the PCs to investigate the disappearance of the caravan and to return the caravan, its goods, and if possible, its defenders to the safety of the academy.
- Shanariel suggests to the PCs that they should begin their investigations on the hidden pathway between Itharwen Academy and the trade road to Silverymoon.
- Shanariel mentions that if orcs are involved, the Red Tiger tribe of the Uthgardt Barbarians is constantly battling orcs in the area and they could be of great help.
- Shanariel supplies the PCs with a manifest of the missing items: *summer growth totem, bloodstone spider, circlet of mental onslaught, fragrance of authority, immovable shaft, recoil shield, ring of eladrin grace, ritual book with Speak with Nature and Tree Stride, shield of wardin, white bone rod* (non-magical, very rare component used for rituals) (See Players' Handout 2).
- Shanariel pays 70/100 gp per PC upon returning the magical items successfully; if persuaded, Shanariel pays half of the reward now with a promise of the rest when the PCs return.
- If the PCs accept Shanariel's offer, they embark on the Minor Quest: Lost Property; if they refuse, Shanariel thanks them for their time before having them escorted out of the building; the adventure is over.

ENDING THE ENCOUNTER

Shanariel urges them to finish as quickly as possible for fear that the orcs may use the magical items for some malign purpose.

If the PCs attempt to locate the missing caravan, proceed to Encounter 2

If the PCs wish to talk to the Red Tiger tribe, proceed to Encounter 3.

EXPERIENCE POINTS

The characters receive no experience points, as this is a roleplaying encounter.

TREASURE

If the PCs bartered with Shanariel, they are given 35/50 gp up front and a promise for the rest upon return.

ENCOUNTER 2: MAKING SENSE OF THE CARNAGE

**SKILL CHALLENGE LEVEL 7/9,
COMPLEXITY 1 (300/400 XP)**

SETUP

The PCs leave Silverymoon and head toward Itharwen Academy to search for the lost caravan. It takes several days to reach the hidden trail leading to the academy and several hours of searching the hidden pathway before the PCs notice cart tracks that run off the trail and into the woods.

As the PCs head towards Itharwen Academy or arrive here from Encounter 3, read:

After many days of travel, you arrive at the hidden pathway that meets the main trade route to Silverymoon. You wander the hidden pathway for several hours before you spot a faint set of cart tracks that head off into the wilderness. Someone or something has attempted to cover these tracks and they are difficult to follow, but you eventually manage to locate the lost caravan.

A brutal scene greets you; the bodies of eviscerated eladrin are spread out wide around the ruins of the carts, while many tracks run back and forth. It will take some time and wits to decipher what has happened here and where to go next.

The PCs with **LURU02 Blessed of Eaerlann** recognize the style of destruction wrought upon the caravan from their visions and gains a +2 bonus to skill checks during this skill challenge.

Goal: To decipher what has happened here at the attack site.

Complexity: 1 (4 successes before 3 failures)

Primary Skills: Arcana, Athletics, Heal, History, Nature, and Perception.

Victory: The PCs manage to piece together the where and why the magical items were taken by a myriad host of demons, orcs and ogres. The PCs have partial notes on the ritual and gain a +2 bonus on skill checks to close the portal in Encounter 6.

Defeat: The PCs gather that the magical items were taken by a myriad host of demons, orcs, and ogres, but have little clue as to why. They gain no bonuses or penalties on skill checks to close the portal in Encounter 6.

SCENE 1: THE AMBUSH SITE

Perception DC 14/15 (0 success)

The PC spots an important piece of evidence that the other PCs have overlooked. A successful check grants a +2 bonus; a failed check grants a -2 penalty on the next check in this challenge.

Perception DC 19/20 (0 success; 1 maximum)

You spot tracks and a piece of hide map hanging from a branch showing a location just north of Beorunna's Well; a location in the Glimmerwood which is within the area inhabited by the Red Tiger Uthgardt Barbarians.

Heal DC 14/15 (1 success; 1 maximum)

The PCs check the bodies littering the area. Many of them have wounds caused by savage blades; however, the killing blows on almost all seem to be from some giant clawed creature. A successful check opens up the Arcana (demon) check to determine the unknown creature in the ambush party.

Nature DC 14/15 (1 success; 1 maximum)

You examine the tracks from the ambush party. Though the tracks are several days old and constantly cross each other, you determine there are tracks from eladrin, orcs, ogres, as well as a set of bestial tracks you do not recognize. A successful check opens up the Arcana (demon) check to determine the unknown creature in the ambush party.

Arcana (demon) DC 18/20 (1 success; 1 maximum)
(only after a successful Heal or Nature check)

You study the various tracks, wounds and other signs in the area and you realize that demons are the unknown creature in the ambush party; what type of demon you are unsure of, as the signs are not conclusive.

SCENE 2: THE WAGONS

Athletics DC 14/15 (0 success)

The PCs lift particularly heavy pieces of wreckage around the area gathering more evidence for the rest of the PCs to review. A successful check grants a +2 bonus; a failed check grants a -2 penalty during the following two skill checks (Arcana and History).

Arcana DC 19/20 (1 success; 1 maximum) (only after a successful Athletics check) (trained only)

The PC studies the documents and papers under the heavy pieces of wreckage. The most notably are apparently part of a description of a ritual. Its purpose is not clear as sections are missing, but it does suggest it

could be used to summon a creature(s) from another plane or open a portal.

History DC 14/15 (1 success; 2 maximum) (only after a successful Arcana check)

These pages have been ripped from a history book. The character remembers that that particular passage refers to an old orc king who attempted to rule this area by forging an alliance with a powerful demon. The orc king attempted to use a ritual that allowed him to open a portal to another plane, but was killed before its completion.

ENDING THE ENCOUNTER

The PCs can attempt to track the ambush party back to the base of their operations; however, the tracks become impossible to follow less than a mile from the ambush site.

If the PCs did not find the map and fail a DC 20 History check, the PCs walk around for hours, not finding the Red Tiger tribe and eventually find the orc camp; proceed to Encounter 4, but the orc raiders act during the surprise round.

If the PCs found the map or succeeded in a DC 20 History check, they are able to find the orc camp and the Red Tiger tribe of the Uthgardt Barbarians in hopes that they are able to shed some light on the situation; proceed to Encounter 3. If the PCs refuse to visit the Red Tiger tribe, allow them to wander around the Glimmerwood for a while, stressing its dangers and that a guide would probably be a good idea. If the PCs continue to refuse to visit the Red Tiger tribe, then they continue to the orc camp; proceed to Encounter 4, but the orc raiders act during the surprise round.

EXPERIENCE POINTS

The characters receive 60/80 experience points each for successfully completing the skill challenge.

TREASURE

No Treasure.

ENCOUNTER 3: THE RED TIGER TRIBE

SETUP

Important NPCs:

Brogan Ironstrider, a proud, determined male human barbarian.

The PCs have traveled to the lands near Beorunna's Well, seeking the warriors of the Red Tiger tribe. It does not take the PCs long to spot a group of surprisingly tall, muscular men all carrying the distinctive 'Tiger Claw' weapon of the Red Tiger tribe.

If the PCs headed here straight from Silverymoon, read:

You spend many days on the long road from Silverymoon before you eventually draw near the area that you think is inhabited by the Red Tiger tribe. After many hours of searching for the Red Tiger tribe, you think that it would have been a better idea to investigate the caravan ambush site first.

Return to Encounter 2.

If the PCs investigated the caravan ambush site first, read:

You make the short journey from the ambush site to the lands near Beorunna's Well, easily and without trouble. It does not take you long to find what you are looking for. You are less than a mile from Beorunna's Well itself when a group of twenty or so large, muscular men burst from the trees. Each man grasping in either hand a piece of wood to which is attached three stone daggers, giving the men the appearance of having claws of their own; the symbolic weapon of the Red Tiger tribe.

The barbarians quickly lower their weapons upon seeing you. The tallest of the barbarians, a man almost of seven feet, steps forward, "Fools! We would have struck you down, none but orcs use this path of late. Why have you come to the land of the Red Tiger tribe?"

Brogan is an intimidating man; standing almost seven feet tall, he towers over all the other barbarians. He is however an honorable man at heart and acts kindly toward the PCs.

Brogan supplies the PCs with what little information he can:

- The orcs in the area have been raiding the barbarian camps more frequently of late.

- Some of the reports even suggest demons accompanying the orcs into battle.
- The Red Tiger tribe has been suffering heavy losses in their fight against the orcs.
- Brogan and his men have been out scouting the forest attempting to find the truth about the rumors of demons and orcs fighting together; none were found.
- Brogan and his men know where the orc camp is.

ENDING THE ENCOUNTER

If a PC has the story award **LURU08 Sky Pony Initiation**, Brogan sees the PCs tattoo and borrows them a *salve of power* for the use in this adventure and offers to lead the PCs to the orc camp; proceed to Encounter 4.

If the PCs do not have the story award **LURU08 Sky Pony Initiation**, but make a good impression on Brogan and his men, Brogan offers to lead the PCs to the orc camp only if the PCs ask; proceed to Encounter 4.

If the PCs wish to draw weapons against Brogan and his men, attempt to discourage them; however, if the PCs physically attack, Brogan and his men defend themselves honorably; the PCs lose two healing surges before Brogan and his men fall back into the forest; another healing surge is lost as the PCs walk aimlessly to find the orc camp; proceed to Encounter 4, but the orc raiders act during the surprise round.

EXPERIENCE POINTS

The characters receive no experience points, as this is a roleplaying encounter.

TREASURE

For those PCs with the story award **LURU08** they gain the use of a *salve of power* for the rest of the adventure.

ENCOUNTER 4: ORC CAMP

ENCOUNTER LEVEL 7/9 (1600/2200 XP)

SETUP

This encounter includes the following creatures at low tier:

- 3 ogre skirmishers (level 7) (S)
- 2 orc eye of gruumsh (level 5) (E)
- 2 orc raiders (R)

This encounter includes the following creatures at high tier:

- 3 ogre skirmishers (level 10) (S)
- 2 orc eye of gruumsh (level 5) (E)
- 2 orc raiders (R)

Map: The PCs approach the camp just off the bottom of the map in the tree line.

The PCs are either led through the Glimmerwood to the recently founded orc camp by Brogan Ironstrider and his men or simply wander around lost in the Glimmerwood until chancing upon it.

The camp is backed against a hillside and surrounded by a hastily constructed palisade. At the rear of the camp, there is a cave flanked by two ogres and being approached by the orc commander and two hooded accomplices; they enter the cave.

If the PCs arrive at the camp without the help of Brogan Ironstrider, read:

Hours are spent traveling around and around through the Glimmerwood and eventually you come upon the orc camp; a hastily constructed palisade fence, with two entrances.

At each of the entrances to the camp, each orc spots you and quickly returns inside the camp as you hear yells of warning.

Do not draw out and label the entire orc camp.

If the PCs arrive at the camp with the help of Brogan Ironstrider, read:

After a few more hours spent traveling through the Glimmerwood, you come upon the orc camp; a hastily constructed palisade fence, with two entrances.

The rear of the camp is backed against a hillside, at the foot of which is a cave mouth guarded by an ogre. You see a tall orc like figure with horns and a red hue to

his skin. On each side of the orc are two hooded figures; one of which is carrying a thick tome under one arm, while the other is carrying a white rod. They enter the cave before you can react, apparently hasty.

Draw out and label the entire orc camp. The orcs at the open gate are generally watchful, but do not truly expect an attack; it would be quite easy to surprise them; have each PC make a DC 13/15 Stealth check before the combat; a successful check grants the PC a surprise round.

FEATURES OF THE AREA

The orc camp's area has the following features:

Palisade fence: The 10-foot high palisade fence surrounds the camp on the left, front and right side. It is blocking terrain; however, due to its hasty construction, line of sight, but not line of effect, can be gained through the fence when adjacent to it.

A PC can attempt to climb the fence with a DC 15 Athletics check. PCs can push down a 10-foot section with a DC 19/20 Athletics check. Each creature in a close blast 3 behind in the direction the wall fell is attacked with a +10/+12 vs. Reflex. On a hit the wall deals 1d10 + 4 damage and the target is knocked down. On a miss, the target takes half damage. The space the wall covered and the area of the blast become difficult terrain.

Trees: The tree foliage squares count as lightly obscured terrain; the tree trunk counts as blocking terrain. Anyone who climbs the 20-foot high tree, with a DC 15 Athletics check, has line of sight and line of effect beyond the palisade fence.

Bushes: The bushes count as difficult terrain, costing 2 squares of movement.

Tents: The tents are blocking terrain; however, they can be pushed/pulled over with a DC 8 Strength check, as a standard action, or can be cut open with a successful melee attack, AC 10.

Any creature that is pushed into one of these squares, using forced movement, knocks the tent down and is slowed until the end of their next turn as they attempt to free themselves from the tangle.

Commander's Dwelling: The doors to the commander's dwelling are closed, but unlocked. The walls block all line of sight and line of effect.

TACTICS

As soon as the orcs and ogres become aware of the PCs, they attack.

Ogre Skirmishers: The ogre skirmishers use skirmish as often as they can without being attacked

during the process. The ogre skirmishers by the cave move closer to the palisade (each within 8 squares of each entrance) and throw javelins into melee.

If a PC enters camp, the ogre skirmishers use their *hurling charge* ability to engage the PC in melee.

The ogre skirmisher (outside the palisade fence) arrives at the beginning of the second round; throwing javelins and using their *hurling charge* ability as soon as possible. Any PC can see the ogre skirmisher arriving with a DC 14/15 Perception check.

Orc Eye of Gruumsh: The orc eye of gruumsh begins outside their tent openings. They help their respective sided orc with ranged support until PCs move within melee range; otherwise they also help the ogres. The orc eye of gruumsh uses his *chaos hammer* as soon as two or more PCs are within the burst area and his *warrior's surge* ability as soon as possible.

Orc Raiders: The orc raiders throw handaxes, first, before moving into the camp between the tent and the palisade, unless they act in the surprise round in which they move into the camp and warn the orcs and ogres.

All: If no PCs enter into the camp area by the start of the fourth round, then all orcs and ogres exit the camp and attack the PCs in the open.

SCALING THE ENCOUNTER

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

Four PCs: Remove an ogre skirmisher from inside the palisade.

Six PCs: Add an ogre skirmisher outside the palisade.

ENDING THE ENCOUNTER

With the orcs and ogres dead or captured, the PCs can examine the area.

The raiders are reluctant to talk to the PCs; however, if the PCs succeed on a DC 20 Diplomacy or Intimidate check, the orcs reveal that their boss is working with a drow demonologist and a drow called the Drow Merchant. The drows took all the magical items from the caravan. The orcs inform the PCs as to the quickest direction to where their boss and the drows are going; this gives the PCs a +4 to their initiative and a surprise round at Encounter 6.

Once the PCs have concluded their business in the camp, proceed to Encounter 5.

EXPERIENCE POINTS

The characters receive 320/440 experience points each for defeating the orcs and ogres.

TREASURE

The orcs have a meager amount of coinage that totals 30/40 gp per PC. The PCs also find some non-magical items taken from the caravan; however, all magical items seem to be missing.

ENCOUNTER 4: ORC CAMP STATISTICS (LOW LEVEL)

Orc Eye of Gruumsh	Level 5 Controller (Leader)
Medium natural humanoid	XP 200
Initiative +6	Senses Perception +3; low-light vision
Wrath of Gruumsh aura 10; orcs in the aura can use <i>death strike</i> (see below).	
HP 64; Bloodied 32; see also <i>warrior's surge</i> and <i>death strike</i>	
AC 19; Fortitude 17, Reflex 14, Will 15	
Speed 6 (8 while charging)	
m Spear (standard; at-will) ♦ Weapon	
+10 vs. AC; 1d8 + 3 damage.	
M Warrior's Surge (standard; usable only while bloodied; encounter) ♦ Healing, Weapon	
The eye of Gruumsh makes a melee basic attack and regains 16 hit points.	
M Death Strike (when reduced to 0 hit points)	
The orc makes a basic melee attack.	
R Eye of Wrath (minor; at-will) ♦ Fear	
Ranged 5; +8 vs. Will; the target takes a -4 penalty to AC (save ends).	
R Swift Arm of Destruction (standard; recharge 5-6) ♦ Healing	
Ranged 5; one orc within range makes a melee basic attack (as a free action) and regains 15 hit points on a hit or 5 hit points on a miss.	
A Chaos Hammer (standard; encounter) ♦ Force	
Area burst 1 within 10; +8 vs. Reflex; 2d6 + 3 force damage, and the target is knocked prone. <i>Miss</i> : Half damage, and the target is not knocked prone.	
Alignment Chaotic evil	Languages Common, Giant
Skills Endurance +10, Intimidate +10, Religion +7	
Str 17 (+5)	Dex 14 (+4) Wis 12 (+3)
Con 16 (+5)	Int 11 (+2) Cha 17 (+5)
Equipment leather armor, fur cloak, spear	

Orc Raider	Level 3 Skirmisher
Medium natural humanoid	XP 150
Initiative +5	Senses Perception +1; low-light vision
HP 46; Bloodied 23; see also <i>warrior's surge</i>	
AC 17; Fortitude 15, Reflex 14, Will 12	
Speed 6 (8 while charging)	
m Greataxe (standard; at-will) ♦ Weapon	
+8 vs. AC; 1d12 + 3 damage (crit 1d12 + 15).	
R Handaxe (standard; at-will) ♦ Weapon	
Ranged 5/10; +7 vs. AC; 1d6 + 3 damage; see also <i>killer's eye</i> .	
M Warrior's Surge (standard; usable only while bloodied; encounter) ♦ Healing, Weapon	
The orc raider makes a melee basic attack and regains 11 hit points.	
Killer's Eye	
When making a ranged attack, the orc raider ignores cover and concealment (but not total concealment) if the target is within 5 squares of it.	
Alignment Chaotic evil	Languages Common, Giant
Skills Endurance +8, Intimidate +5	
Str 17 (+4)	Dex 15 (+3) Wis 10 (+1)
Con 14 (+3)	Int 8 (+0) Cha 9 (+0)
Equipment leather armor, greataxe, 4 handaxes	

Ogre Skirmisher (Level 7)	Level 7 Skirmisher
Large natural humanoid	XP 300
Initiative +7	Senses Perception +3
HP 83; Bloodied 41	
AC 21; Fortitude 21, Reflex 19, Will 17	
Speed 8	
m Club (standard; at-will) ♦ Weapon	
Reach 2; +12 vs. AC; 1d8 + 3 damage; see also <i>skirmish</i> .	
R Javelin (standard; at-will) ♦ Weapon	
Ranged 10/20; +12 vs. AC; 1d8 + 3 damage; see also <i>skirmish</i> .	
R/M Hurling Charge (standard; encounter) ♦ Weapon	
The ogre skirmisher makes a javelin attack followed by a charge attack.	
Skirmish +1d8	
If, on its turn, the ogre skirmisher ends its move at least 4 squares away from its starting point, it deals an extra 1d8 damage on its melee attacks until the start of its next turn.	
Alignment Chaotic evil	Languages Common, Giant
Str 18 (+7)	Dex 14 (+5) Wis 11 (+3)
Con 19 (+7)	Int 4 (+0) Cha 6 (+1)
Equipment hide armor, club, quiver of 6 javelins	

ENCOUNTER 4: ORC CAMP STATISTICS (HIGH LEVEL)

Orc Eye of Gruumsh	Level 5 Controller (Leader)
Medium natural humanoid	XP 200
Initiative +6 Senses Perception +3; low-light vision	
Wrath of Gruumsh aura 10; orcs in the aura can use <i>death strike</i> (see below).	
HP 64; Bloodied 32; see also <i>warrior's surge</i> and <i>death strike</i>	
AC 19; Fortitude 17, Reflex 14, Will 15	
Speed 6 (8 while charging)	
m Spear (standard; at-will) ♦ Weapon	
+10 vs. AC; 1d8 + 3 damage.	
M Warrior's Surge (standard; usable only while bloodied; encounter) ♦ Healing, Weapon	
The eye of Gruumsh makes a melee basic attack and regains 16 hit points.	
M Death Strike (when reduced to 0 hit points)	
The orc makes a basic melee attack.	
R Eye of Wrath (minor; at-will) ♦ Fear	
Ranged 5; +8 vs. Will; the target takes a –4 penalty to AC (save ends).	
R Swift Arm of Destruction (standard; recharge 5-6) ♦ Healing	
Ranged 5; one orc within range makes a melee basic attack (as a free action) and regains 15 hit points on a hit or 5 hit points on a miss.	
A Chaos Hammer (standard; encounter) ♦ Force	
Area burst 1 within 10; +8 vs. Reflex; 2d6 + 3 force damage, and the target is knocked prone. <i>Miss</i> : Half damage, and the target is not knocked prone.	
Alignment Chaotic evil	Languages Common, Giant
Skills Endurance +10, Intimidate +10, Religion +7	
Str 17 (+5)	Dex 14 (+4) Wis 12 (+3)
Con 16 (+5)	Int 11 (+2) Cha 17 (+5)
Equipment leather armor, fur cloak, spear	

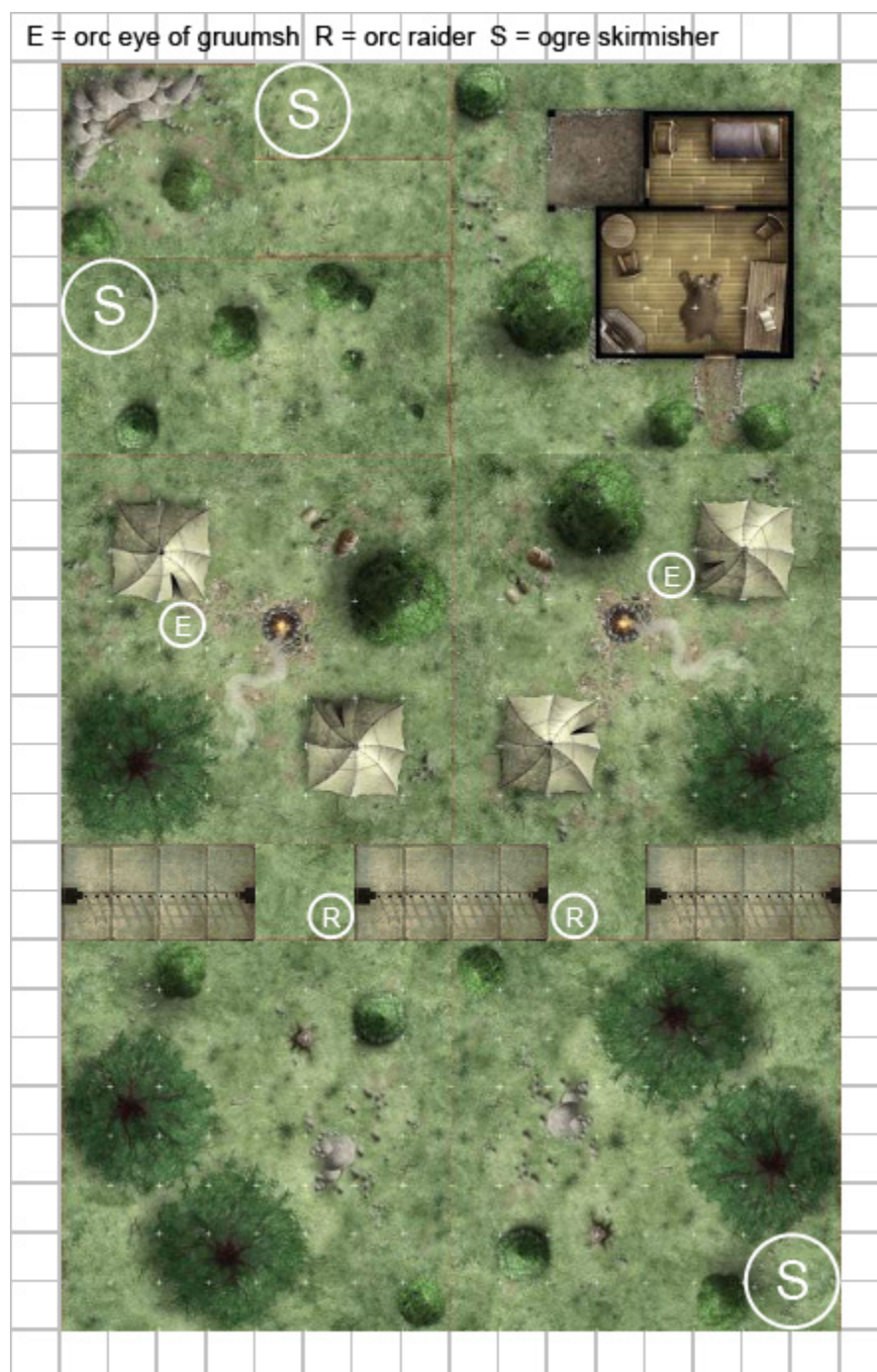
Orc Raider	Level 3 Skirmisher
Medium natural humanoid	XP 150
Initiative +5 Senses Perception +1; low-light vision	
HP 46; Bloodied 23; see also <i>warrior's surge</i>	
AC 17; Fortitude 15, Reflex 14, Will 12	
Speed 6 (8 while charging)	
m Greataxe (standard; at-will) ♦ Weapon	
+8 vs. AC; 1d12 + 3 damage (crit 1d12 + 15).	
R Handaxe (standard; at-will) ♦ Weapon	
Ranged 5/10; +7 vs. AC; 1d6 + 3 damage; see also <i>killer's eye</i> .	
M Warrior's Surge (standard; usable only while bloodied; encounter) ♦ Healing, Weapon	
The orc raider makes a melee basic attack and regains 11 hit points.	
Killer's Eye	
When making a ranged attack, the orc raider ignores cover and concealment (but not total concealment) if the target is within 5 squares of it.	
Alignment Chaotic evil	Languages Common, Giant
Skills Endurance +8, Intimidate +5	
Str 17 (+4)	Dex 15 (+3) Wis 10 (+1)
Con 14 (+3)	Int 8 (+0) Cha 9 (+0)
Equipment leather armor, greataxe, 4 handaxes	

Ogre Skirmisher (Level 10)	Level 10 Skirmisher
Large natural humanoid	XP 500
Initiative +9 Senses Perception +5	
HP 107; Bloodied 53	
AC 24; Fortitude 24, Reflex 22, Will 20	
Speed 8	
m Club (standard; at-will) ♦ Weapon	
Reach 2; +15 vs. AC; 1d8 + 5 damage; see also <i>skirmish</i> .	
R Javelin (standard; at-will) ♦ Weapon	
Ranged 10/20; +15 vs. AC; 1d8 + 5 damage; see also <i>skirmish</i> .	
R/M Hurling Charge (standard; encounter) ♦ Weapon	
The ogre skirmisher makes a javelin attack followed by a charge attack.	
Skirmish +1d8	
If, on its turn, the ogre skirmisher ends its move at least 4 squares away from its starting point, it deals an extra 1d8 damage on its melee attacks until the start of its next turn.	
Alignment Chaotic evil	Languages Common, Giant
Str 18 (+9)	Dex 14 (+7) Wis 11 (+5)
Con 19 (+9)	Int 4 (+2) Cha 6 (+3)
Equipment hide armor, club, quiver of 6 javelins	

ENCOUNTER 4: ORC CAMP MAP

TILE SETS NEEDED

Ruins of the Wild x2, Halls of the Giant Kings x3



ENCOUNTER 5: SHADOWS IN THE DARK

ENCOUNTER LEVEL 7/9 (1500/2100 XP)

SETUP

This encounter includes the following creatures at low tier:

6 neldrazu (level 6) (N)

This encounter includes the following creatures at high tier:

6 neldrazu (N)

Map: The PCs are traveling from left to right.

As the PCs follow the orc commander and his hooded ally through the cave network at the back of the orc camp, they unwittingly walk into an ambush set by a pack of stealthy neldrazu demons.

As the PCs enter the area, read:

You spend many hours walking through the caves; apparently you found yourselves in the perilous Underdark.

Eventually, you begin to suspect you have found the right route. As you pass into an open cavern, where the ground is a little softer from the dripping water overhead, you spot tracks, similar to those at the caravan ambush site, through this area.

The PCs find themselves inside a large cave that seems to have several huge openings high in the walls.

With a light source active, each PC must make a DC 23/24 Perception check to see the hidden neldrazu and not be surprised.

The neldrazu are aware of the ritual the orc commander and his ally are performing and are attempting to ensure nothing interrupts it. Upon seeing the PCs, they come down from their perches to attack.

Any PCs with the **LURU02 Blessed of Eaerlann** story award are prepared for an ambush and are not surprised, as Tarnruth's group was ambushed in the same way when she died; such PCs gain a +2 bonus to initiative checks in this encounter.

FEATURES OF THE AREA

The cave's area has the following features:

Illumination: It is total darkness in the caves.

Slick Ground: Above the squares marked as difficult terrain (marked with a triangle), several groups of stalactites drip water onto the ground. This ground is considered difficult terrain, costing 2 squares of movement.

Raised Ledges: These ledges are 20 feet from the ground. The cliff face consists of natural stonework that breaks and crumbles easily when a PC attempts to climb it. A DC 15 Athletics check is needed to climb the ledge.

Blood Ground: The blood under the four slaughtered eladrin guards' bodies is blood ground. A creature standing in a square of blood ground scores a critical hit on a roll of 19-20.

Pit: The pit is only five feet deep. A DC 15 Athletics check is needed to climb out of the pit. The pit provides cover to melee or ranged attacks unless adjacent to the pit.

TACTICS

As soon as the PCs reach the center of the cavern, the neldrazu attack. The neldrazu use the high ledges and their ability to climb to their advantage. Each neldrazu attempts to use *abduct* on a PC and move them onto a random ledge. Once every PC is on a ledge, any remaining neldrazu climbs a random ledge to help attack that PC; neldrazu attack any PC with the **LURU02 Blessed of Eaerlann** story award first.

SCALING THE ENCOUNTER

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

Four PCs: Remove a neldrazu.

Six PCs: Add a neldrazu.

ENDING THE ENCOUNTER

Once the neldrazu have been slain, the PCs can continue to follow the orc commander. They find him shortly after, with his hooded ally just as they complete a ritual to open a portal to the Abyss; proceed to Encounter 6.

EXPERIENCE POINTS

The characters receive 300/420 experience points each for defeating the neldrazu.

TREASURE

No treasure.

ENCOUNTER 5: SHADOWS IN THE DARK STATISTICS (LOW LEVEL)

Neldrazu (Level 6)		Level 6 Lurker
Large elemental humanoid (demon)		XP 250
Initiative +12	Senses Perception +6; darkvision	
HP 59; Bloodied 29; see also <i>bloodied abduction</i>		
AC 20; Fortitude 18, Reflex 19, Will 17		
Resist: 10 variable (1/encounter)		
Speed 8, climb 6 (spider climb)		
m Slashing Claw (standard; at-will)		
Reach 2; +11 vs. AC; 2d6 + 4 damage.		
M Abduct (move; recharge 5-6) ♦ Teleportation		
Reach 2; +9 vs. Reflex; targets enemies only; the neldrazu teleports the target 10 squares, and the neldrazu teleports to a space adjacent to the target. <i>Miss</i> : The neldrazu teleports 10 squares.		
M Flying Claws (standard; usable when only one enemy is within 5 squares of the neldrazu; at-will)		
Reach 2; +11 vs. AC; 4d6 +4 damage, and ongoing 5 damage (save ends).		
Bloodied Abduction (free, when first bloodied; encounter) ♦		
Teleportation		
The neldrazu teleports an enemy adjacent to it 5 squares, and the neldrazu teleports to a space adjacent to the creature.		
Alignment Chaotic evil	Language Abyssal	
Skills Stealth +13		
Str 15 (+5)	Dex 20 (+8)	Wis 16 (+6)
Con 17 (+6)	Int 7 (+1)	Cha 11 (+3)

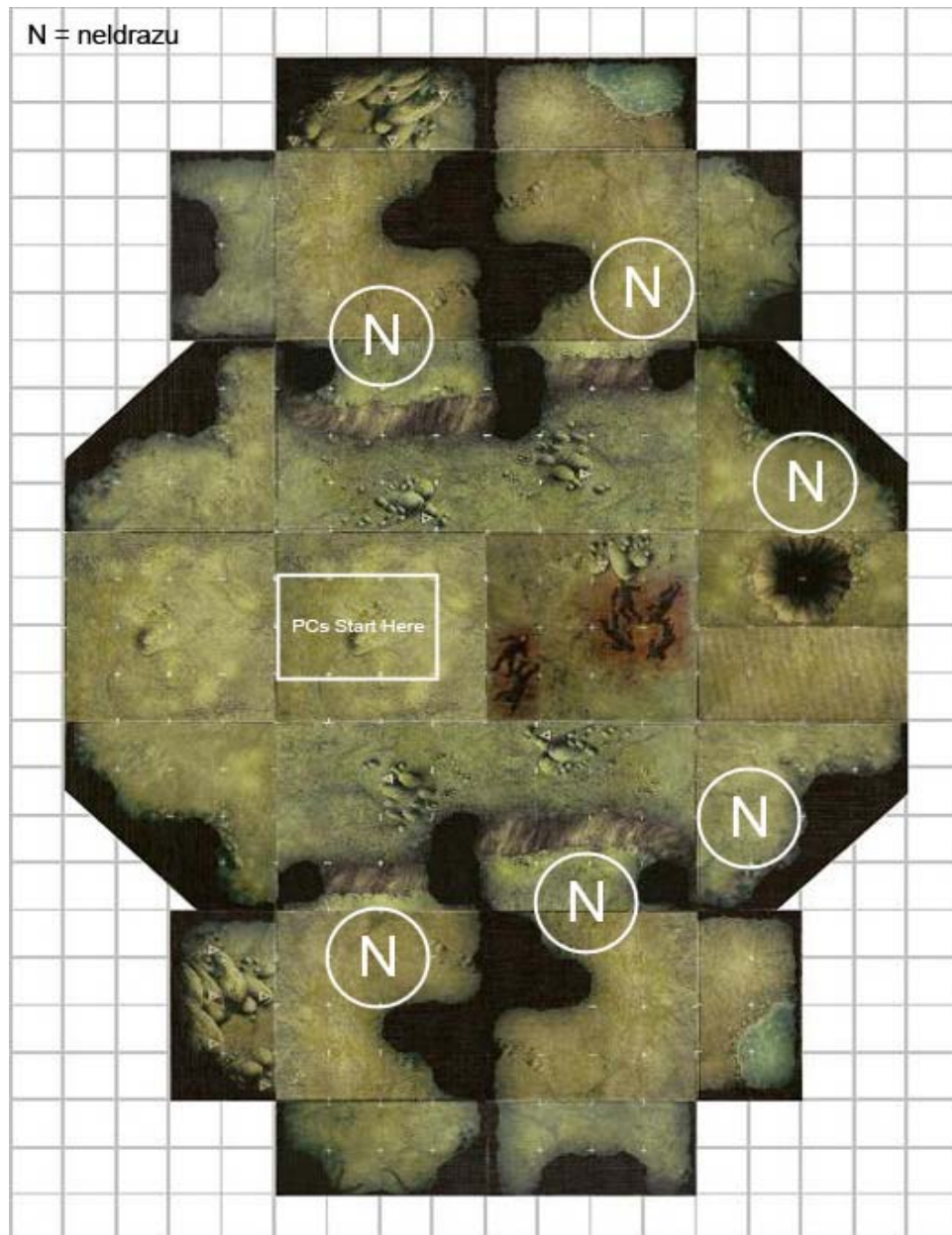
ENCOUNTER 5: SHADOWS IN THE DARK STATISTICS (HIGH LEVEL)

Neldrazu		Level 8 Lurker
Large elemental humanoid (demon)		XP 350
Initiative +13	Senses Perception +7; darkvision	
HP 71; Bloodied 35; see also <i>bloodied abduction</i>		
AC 22; Fortitude 20, Reflex 21, Will 19		
Resist: 10 variable (1/encounter)		
Speed 8, climb 6 (spider climb)		
m Slashing Claw (standard; at-will)		
Reach 2; +13 vs. AC; 2d6 + 5 damage.		
M Abduct (move; recharge 5-6) ♦ Teleportation		
Reach 2; +11 vs. Reflex; targets enemies only; the neldrazu teleports the target 10 squares, and the neldrazu teleports to a space adjacent to the target. <i>Miss</i> : The neldrazu teleports 10 squares.		
M Flaying Claws (standard; usable when only one enemy is within 5 squares of the neldrazu; at-will)		
Reach 2; +13 vs. AC; 4d6+ 5 damage, and ongoing 5 damage (save ends).		
Bloodied Abduction (free, when first bloodied; encounter) ♦		
Teleportation		
The neldrazu teleports an enemy adjacent to it 5 squares, and the neldrazu teleports to a space adjacent to the creature.		
Alignment Chaotic evil		Language Abyssal
Skills Stealth +14		
Str 15 (+6)	Dex 20 (+9)	Wis 16 (+7)
Con 17 (+7)	Int 7 (+2)	Cha 11 (+4)

ENCOUNTER 5: SHADOWS IN THE DARK MAP

TILE SETS NEEDED

Lost Caverns of the Underdark x2, *Caves of Carnage* x2



ENCOUNTER 6: A DARK THRESHOLD

ENCOUNTER LEVEL 8/10 (1850/2800 XP)

SETUP

This encounter includes the following creatures and trap at the low tier:

- 1 **Grazil, orc commander** (level 9) (G)
- 1 **runespiral demons** (level 6) (R)
- 3 **rupture demons** (M)
- 1 **drow demonologist** (level 8) (D)
- 1 **the dark threshold** (level 7) (T)

This encounter includes the following creatures and trap at the high tier:

- 1 **Grazil, orc commander** (level 9) (G)
- 3 **runespiral demons** (level 8) (R)
- 4 **rupture demons** (M)
- 1 **drow demonologist** (level 8) (D)
- 1 **the dark threshold** (level 9) (T)

Map: The PCs approach the cavern entrance from the right.

The PCs conclude their chase of the orc commander here. They arrive just as the orc commander's hooded ally completes a ritual to open a portal to the Abyss. The portal is only beginning to open and takes 30 rounds to fully open. If the portal is allowed to open, demons enter this plane. The PCs can prevent it from opening fully. If the PCs fail to do so within 30 rounds an army of demons appears.

As the PCs approach the cavern, read:

You run the last few hundred feet of tunnel to catch up with the orc commander as you hear the last of demonic chanting followed by a surge of bright blue light from a side cavern up ahead.

As the PCs look into the cavern, read:

Looking into the cavern, you see a drow atop a 10-foot tall platform of polished marble, putting the final touches on a ritual as the dark tear continues to tear open the fabric of the world.

Standing next to the drow is a slender tall-garbed figure holding a white bone rod in its hand. Its eyes

above its half covered midnight black face move down, towards the entrance, from the raised platform.

As the figure with the white bone rod turns and disappears to the far side of the raised platform, several small warped and twisted demonic creatures rush through the dark tear; seconds later, a deep thick blue arcane light flashes on the far side of the raised platform.

- A DC 15 Arcana check informs the PCs that they only have a short time (30 rounds) to close the opening portal before the gateway fully forms.
- No arcane knowledge can identify the deep thick blue arcane flash; though it looks like a stronger version of a Linked Portal ritual.
- Grazil, the orc commander, looks very different from a normal orc, his skin has taken on a red hue and two prominent curved demonic horns are protruding atop his head.
- Those PCs that have played LURU1-5 *Beyond the Wild Frontier* and/or LURU1-6 *Desperate Times* identify the escaping drow as the Drow Merchant.
- If the PCs successfully passed the skill challenge in Encounter 2, they have a +2 bonus on all skill checks to disable the dark threshold.
- If any of the PCs have the story award LURU02 **Blessed of Eaerlann**, those PCs are imbued with Tarnruth's hatred of orcs and demons so much that they deal +3 damage against demons in this encounter.

FEATURES OF THE AREA

The cave area has the following features:

Illumination: There is no natural light in this area; however, there are several candles on the platform, which bathes it in dim light. Also, the dark threshold gives off an eerie blue luminescence that illuminates the cave in bright blue light. If the dark threshold is disabled or its effect is suppressed its bright blue light fades and plunges the cave into total darkness except for the dim lit platform.

Raised Platform: The platform is 10-foot tall. The PCs can attempt to climb up the sides of the platform with a DC 20 Athletics check or climb the stairs at the rear of the platform, which counts as difficult terrain, costing 2 squares of movement.

Loose Rocks: These areas (marked with a triangle) contain loose rocks underfoot. Anyone

entering these squares must make a DC 15 Acrobatics check to remain standing.

Blood Ground: The blood under the five slaughtered human bodies is blood ground. A creature standing in a square of blood ground scores a critical hit on a roll of 19-20.

The Dark Threshold: The area marked by the rune circle is where the dark threshold has appeared; it blocks line of sight and line of effect.

Anyone moving into the area where the dark threshold is manifested spends 4 squares of movement; however, they are then subject to an attack from the dark threshold.

The portal completely opens in 30 rounds, but the drow demonologist can speed up the process by using a minor action to decrease the rounds by one.

Once the drow demonologist is killed, the portal still functions.

TACTICS

As soon as Grazil, the drow demonologist and the demons become aware of the PCs, they attack.

Grazil: Grazil charges a PC on his first turn, preferring a caster or healer. As the battle progresses, he tries to stay on the blood ground and batters one PC repeatedly until unconsciousness before moving on to the next PC.

If he is attacking a PC that becomes bloodied, he spends his action point attempting to bring that PC down as quickly as possible.

Grazil tries to stay close to the rupture demons, as he knows that when they die, he can perform *consume soul* and gain their *demonic infestation*. He fights to the death.

Runespiral Demons: The runespiral demons target the PCs with the story award **LURU02 Blessed of Eaerlann** first, before targeting those PCs that the drow demonologist or Grazil is attacking. They fight to the death.

Rupture Demons: The rupture demons think little and simply rush towards the PCs seeking to engage them in melee. When they die, they use their *demonic infestation* power to latch onto Grazil, if he is in range. They fight to the death.

Drow Demonologist: The drow demonologist uses at least one minor action per round to reduce the dark threshold's opening time by one round per each minor action used. Two if he does not need a move action.

The drow demonologist uses his *demonic grasp* power early in the encounter, happy in the knowledge that his allies are safe from harm. After casting *demonic*

grasp, he orders the rupture demons to use their *enveloping embrace* on any PCs who are in the dark threshold's burst area. He follows up with his *demonic curse* power with which he targets whichever PC appears to be doing the most damage. In subsequent turns, he fires his *immolating ray* at Grazil's foe, aiding Grazil in bringing down his target quickly.

If PCs close in on the demonologist, he uses his *cloud of darkness* to try and evade them; blasting them with *flame blast* if more than one PC comes into range.

If the drow demonologist has less than 20 hp, he tries to escape.

SCALING THE ENCOUNTER

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

Four PCs: Reduce the level of all of the enemies by 1.

Six PCs: Increase the level of all of the enemies by 1.

ENDING THE ENCOUNTER

If the PCs fail to close the opening portal in time, a horde of demons is unleashed; they are kept in check by the drow and Grazil, who put them to work for their own purposes. If the PCs decide to stay around to fight the unleashed demons from the portal, the demons overtake the PCs and kill them.

If the portal has closed, the PCs find the remains of the magical items taken from House Itharwen's caravan. The PCs notice that there are several items still missing from the manifest; *bloodstone spider*, *fragrance of authority*, *ring of eladrin grace*, and the *white bone rod*. They return to Shanariel to give him his property and explain about the missing item.

EXPERIENCE POINTS

The characters receive 370/560 experience points each for closing the portal and ending this threat to Luruar.

TREASURE

The PCs discover an onyx carving on the corpse of the drow demonologist worth 50/60 gp per PC.

The PCs recover the missing items from the caravan; a *circlet of mental onslaught*, *immovable shaft*, a +2 *summer growth totem* (low level only), a +3 *summer growth totem* (high level only), a *recoil shield* (low level only), a *shield of warding* (high level only), and ritual book with *Speak with Nature* and *Tree Stride*.

ENCOUNTER 6: A DARK THRESHOLD STATISTICS (LOW LEVEL)

Grazil (Level 9)		Level 9 Elite Brute (Leader)	
Medium natural humanoid (demon)		XP 800	
Initiative +5		Senses Perception +4; low-light vision	
Shield of Abyssal Majesty aura 5; allies in the aura gain resist 5 lightning.			
HP 204; Bloodied 102; see also <i>warrior's surge</i>			
AC 21; Fortitude 24, Reflex 18, Will 19			
Resist 5 lightning			
Saving Throws +2			
Speed 6 (8 while charging)			
Action Points 1			
m Greataxe (standard; at-will) ♦ Weapon			
+13 vs. AC; 1d12 + 9 damage. (crit 1d12 + 21)			
M Warrior's Surge (standard; encounter) ♦ Healing, Weapon			
Grazil makes a melee basic attack and regains 29 hit points.			
Abyssal Might			
Grazil gains a +2 power bonus to damage rolls with all attacks (included in the stats above)			
Consume Soul (immediate reaction, when an ally within 5 squares of Grazil is reduced to 0 hit points)			
Grazil regains 4 hit points			
Alignment Chaotic evil		Language Common, Giant	
Skills Endurance +12, Intimidate +8			
Str 20 (+9)		Dex 13 (+5)	
Con 16 (+7)		Int 8 (+3)	
		Wis 10 (+4)	
		Cha 9 (+3)	
Equipment leather armor, greataxe			

Note: Orc berserker with the demonic acolyte template from the DMG.

Rupture Demon		Level 5 Minion Soldier	
Small elemental magical beast (demon)		XP 50	
Initiative +8		Senses Perception +4; low-light vision	
HP 1; a missed attack never damages a minion; see also <i>demonic infestation</i>			
AC 20; Fortitude 16, Reflex 18, Will 16			
Speed 6, spider climb 3			
m Slimy Extrusion (standard; at will)			
+12 vs. AC; 5 damage			
M Enveloping Embrace (standard; encounter)			
No attack roll; the target is restrained (save ends), and the rupture demon drops to 0 hit points.			
Demonic Infestation (when the demon drops to 0 hit points) ♦			
Healing			
The rupture demon erupts in a gory explosion of ichor and tentacles that latch on to a demon within 5 squares of the rupture demon and of level 10 or lower. That demon regains 5 hit points and gains a +2 bonus to melee damage rolls until the end of the encounter. This bonus is cumulative with other <i>demonic infestation</i> bonuses (maximum +10)			
Alignment Chaotic evil		Languages Abyssal	
Str 15 (+4)		Dex 18 (+6)	
Con 11 (+2)		Wis 15 (+4)	
		Int 4 (-1)	
		Cha 4 (-1)	

Runespiral Demon (Level 6)		Level 6 Artillery	
Small elemental magical beast (demon)		XP 250	
Initiative +7		Senses Perception +6	
HP 57; Bloodied 28; see also <i>bloodied shock</i>			
AC 18; Fortitude 17, Reflex 19, Will 18			
Resist 10 variable (1/encounter)			
Speed 7			
m Bite (standard; at-will)			
+11 vs. AC; 1d4 + 5 damage			
M Arcane Arc (immediate interrupt, when an enemy moves adjacent to the runespiral demon; at-will) ♦ Lightning			
+11 vs. Reflex; 1d6 + 5 lightning damage.			
R Focused Strike (standard; at-will) ♦ Lightning			
Range 10; +11 vs. Reflex; 2d6 + 5 lightning damage.			
C Bloodied Shock (free, when first bloodied; encounter) ♦ Lightning			
Close burst 1; +9 vs. Reflex; 1d6 + 5 lightning damage, and the target is dazed (save ends)			
A Lightning Burst (standard; at will) ♦ Lightning			
Area burst 2 within 10; +9 vs. Reflex; 1d6 + 5 lightning damage.			
The attack deals 1 extra lightning damage for each creature in the burst.			
Alignment Chaotic evil		Language Abyssal	
Str 13 (+4)		Dex 19 (+7)	
Con 15 (+5)		Wis 16 (+6)	
		Int 5 (+0)	
		Cha 12 (+4)	

ENCOUNTER 6: A DARK THRESHOLD STATISTICS (LOW LEVEL, CONT.)

Drow Demonologist (Level 8)	Level 8 Artillery (Leader)
Medium fey humanoid	XP 350
Initiative +6 Senses Perception +11; darkvision	
HP 64; Bloodied 32	
AC 21; Fortitude 17, Reflex 19, Will 19	
Speed 7	
m Demonic Rod (standard; at-will)	
+11 vs. AC; 1d6 damage, and the target is immobilized (save ends); see also <i>Lolth's judgment</i> .	
R Immolating Ray (standard; at-will) ♦ Fire	
Ranged 10; +13 vs. Reflex; 2d8 + 1 fire damage, and ongoing 5 fire damage (save ends); see also <i>Lolth's judgment</i> .	
A Demonic Grasp (standard; encounter) ♦ Fire, Zone	
Area burst 4 within 10; spectral flames fill the zone (drow and demons are immune); +11 vs. Reflex; the target is restrained (save ends). The zone is difficult terrain until the end of the encounter. Any creature that starts its turn in the zone takes 5 fire damage.	
R Demon Curse (standard; encounter) ♦ Necrotic	
Spectral imps swarm over and bite the target: ranged 20; +11 vs. Will; 1d6 + 5 necrotic damage, and the target takes ongoing 5 necrotic damage and is weakened (save ends both); see also <i>Lolth's judgment</i> .	
C Flame Blast (standard; encounter) ♦ Fire	
Close blast 5; +9 vs. Fortitude; 2d6 + 8 fire damage. <i>Miss</i> : Half damage.	
C Cloud of Darkness (minor; encounter)	
Close burst 1; this power creates a cloud of darkness that remains in place until the end of the drow demonologist's next turn. The cloud blocks line of sight for all creatures except the drow demonologist. Any creature entirely within the cloud (except the drow demonologist) is blinded until it exits.	
Lolth's Judgment (free, when the demonologist hits a target with a melee or a ranged attack; at-will)	
All demon allies within 20 squares of the demonologist gain a +2 bonus to attack rolls against the target until the end of the demonologist's next turn.	
Alignment Evil	Languages Common, Elven
Skills Arcana +12, Dungeoneering +11, Intimidate +6, Stealth +8	
Str 10 (+4)	Dex 15 (+6)
Con 10 (+4)	Int 16 (+7)
	Wis 14 (+6)
	Cha 11 (+4)
Equipment robes, demonic rod	

Note: Drow arachnomancer modified to have more demonic theme (such as exchanging poison powers with fire ones).

The Dark Threshold (Level 7)	Level 7 Blaster
Hazard	XP 300
Hazard: A portal to the Abyss is forming in a 2x2 area in the center of the room. It sends out waves of sapping energy, which nearby demons absorb to strengthen them	
Perception	
No Perception is required to see the hazard and its effect.	
Additional Skills: Arcana or Religion	
A DC 19 check identifies the energy rift as an opening portal.	
A DC 22 check indicates that the character knows how to disable the hazard	
Initiative +9	
Trigger	
The portal's effects are apparent from as soon as it is created. It rolls initiative and acts on its turn every round.	
Attack	
Standard Action	Close burst 5
Targets: All creatures in burst.	
Attack: +8 vs. Fortitude	
Hit: 1d8 + 5 necrotic damage	
Effect: Creatures with the demon keyword gain a +2 power bonus to attack rolls until the end of the hazard's next turn.	
Special: Creatures with the demon keyword are immune to the effects of this hazard.	
Countermeasures	
♦ A character that makes a successful Arcana or Religion check (DC 22) suppress the effects of the hazard for one turn, preventing it from attacking.	
♦ An adjacent character can engage in a skill challenge to disrupt the flow of magical energies keeping the hazard open. DC 14 Arcana or Religion. Complexity 2 (6 successes before 3 failures). Success disables the hazard. Failure causes the hazard to emit another wave of energy allowing it to make an attack immediately and the hazard remains active.	
♦ If the creature who created the hazard, in this case the drow demonologist, is slain then the hazard can only make one attack every other round until the end of the encounter.	

ENCOUNTER 6: A DARK THRESHOLD STATISTICS (HIGH LEVEL)

Grazil (Level 9)	Level 9 Elite Brute (Leader)
Medium natural humanoid (demon)	XP 800
Initiative +5 Senses Perception +4; low-light vision	
Shield of Abyssal Majesty aura 5; allies in the aura gain resist 5 lightning.	
HP 204; Bloodied 102; see also <i>warrior's surge</i>	
AC 21; Fortitude 24, Reflex 18, Will 19	
Resist 5 lightning	
Saving Throws +2	
Speed 6 (8 while charging)	
Action Points 1	
m Greataxe (standard; at-will) ♦ Weapon	
+13 vs. AC; 1d12 + 9 damage. (crit 1d12 + 21)	
M Warrior's Surge (standard; encounter) ♦ Healing, Weapon	
Grazil makes a melee basic attack and regains 29 hit points.	
Abyssal Might	
Grazil gains a +2 power bonus to damage rolls with all attacks (included in the stats above)	
Consume Soul (immediate reaction, when an ally within 5 squares of Grazil is reduced to 0 hit points)	
Grazil regains 4 hit points	
Alignment Chaotic evil	Language Common, Giant
Skills Endurance +12, Intimidate +8	
Str 20 (+9)	Dex 13 (+5) Wis 10 (+4)
Con 16 (+7)	Int 8 (+3) Cha 9 (+3)
Equipment leather armor, greataxe	

Note: Orc berserker with the demonic acolyte template from the DMG.

Rupture Demon	Level 5 Minion Soldier
Small elemental magical beast (demon)	XP 50
Initiative +8 Senses Perception +4; low-light vision	
HP 1; a missed attack never damages a minion; see also <i>demonic infestation</i>	
AC 20; Fortitude 16, Reflex 18, Will 16	
Speed 6, spider climb 3	
m Slimy Extrusion (standard; at will)	
+12 vs. AC; 5 damage	
M Enveloping Embrace (standard; encounter)	
No attack roll; the target is restrained (save ends), and the rupture demon drops to 0 hit points.	
Demonic Infestation (when the demon drops to 0 hit points) ♦ Healing	
The rupture demon erupts in a gory explosion of ichor and tentacles that latch on to a demon within 5 squares of the rupture demon and of level 10 or lower. That demon regains 5 hit points and gains a +2 bonus to melee damage rolls until the end of the encounter. This bonus is cumulative with other <i>demonic infestation</i> bonuses (maximum +10)	
Alignment Chaotic evil	Languages Abyssal
Str 15 (+4)	Dex 18 (+6) Wis 15 (+4)
Con 11 (+2)	Int 4 (-1) Cha 4 (-1)

Runespiral Demon (Level 8)	Level 8 Artillery
Small elemental magical beast (demon)	XP 350
Initiative +8 Senses Perception +7	
HP 69; Bloodied 34; see also <i>bloodied shock</i>	
AC 20; Fortitude 19, Reflex 21, Will 20	
Resist 10 variable (1/encounter)	
Speed 7	
m Bite (standard; at-will)	
+13 vs. AC; 1d4 + 6 damage	
M Arcane Arc (immediate interrupt, when an enemy moves adjacent to the runespiral demon; at-will) ♦ Lightning	
+13 vs. Reflex; 1d6 + 6 lightning damage.	
R Focused Strike (standard; at-will) ♦ Lightning	
Range 10; +13 vs. Reflex; 2d6 + 6 lightning damage.	
C Bloodied Shock (free, when first bloodied; encounter) ♦ Lightning	
Close burst 1; +11 vs. Reflex; 1d6 + 6 lightning damage, and the target is dazed (save ends)	
A Lightning Burst (standard; at will) ♦ Lightning	
Area burst 2 within 10; +11 vs. Reflex; 1d6 + 6 lightning damage. The attack deals 1 extra damage for each creature in the burst.	
Alignment Chaotic evil	Language Abyssal
Str 13 (+5)	Dex 19 (+8) Wis 16 (+7)
Con 15 (+6)	Int 5 (+1) Cha 12 (+5)

ENCOUNTER 6: A DARK THRESHOLD STATISTICS (HIGH LEVEL, CONT.)

Drow Demonologist (Level 8)	Level 8 Artillery (Leader)
Medium fey humanoid	XP 350
Initiative +6 Senses Perception +11; darkvision HP 64; Bloodied 32 AC 21; Fortitude 17, Reflex 19, Will 19 Speed 7	
m Demonic Rod (standard; at-will) +11 vs. AC; 1d6 damage, and the target is immobilized (save ends); see also <i>Lolth's judgment</i> .	
R Immolating Ray (standard; at-will) ♦ Fire Ranged 10; +13 vs. Reflex; 2d8 + 1 fire damage, and ongoing 5 fire damage (save ends); see also <i>Lolth's judgment</i> .	
A Demonic Grasp (standard; encounter) ♦ Fire, Zone Area burst 4 within 10; spectral flames fill the zone (drow and demons are immune); +11 vs. Reflex; the target is restrained (save ends). The zone is difficult terrain until the end of the encounter. Any creature that starts its turn in the zone takes 5 fire damage.	
R Demon Curse (standard; encounter) ♦ Necrotic Spectral imps swarm over and bite the target: ranged 20; +11 vs. Will; 1d6 + 5 necrotic damage, and the target takes ongoing 5 necrotic damage and is weakened (save ends both); see also <i>Lolth's judgment</i> .	
C Flame Blast (standard; encounter) ♦ Fire Close blast 5; +9 vs. Fortitude; 2d6 + 8 fire damage. <i>Miss</i> : Half damage.	
C Cloud of Darkness (minor; encounter) Close burst 1; this power creates a cloud of darkness that remains in place until the end of the drow demonologist's next turn. The cloud blocks line of sight for all creatures except the drow demonologist. Any creature entirely within the cloud (except the drow demonologist) is blinded until it exits.	
Lolth's Judgment (free, when the demonologist hits a target with a melee or a ranged attack; at-will) All demon allies within 20 squares of the demonologist gain a +2 bonus to attack rolls against the target until the end of the demonologist's next turn.	
Alignment Evil	Languages Common, Elven
Skills Arcana +12, Dungeoneering +11, Intimidate +6, Stealth +8	
Str 10 (+4)	Dex 15 (+6)
Con 10 (+4)	Int 16 (+7)
	Wis 14 (+6)
	Cha 11 (+4)
Equipment robes, demonic rod	

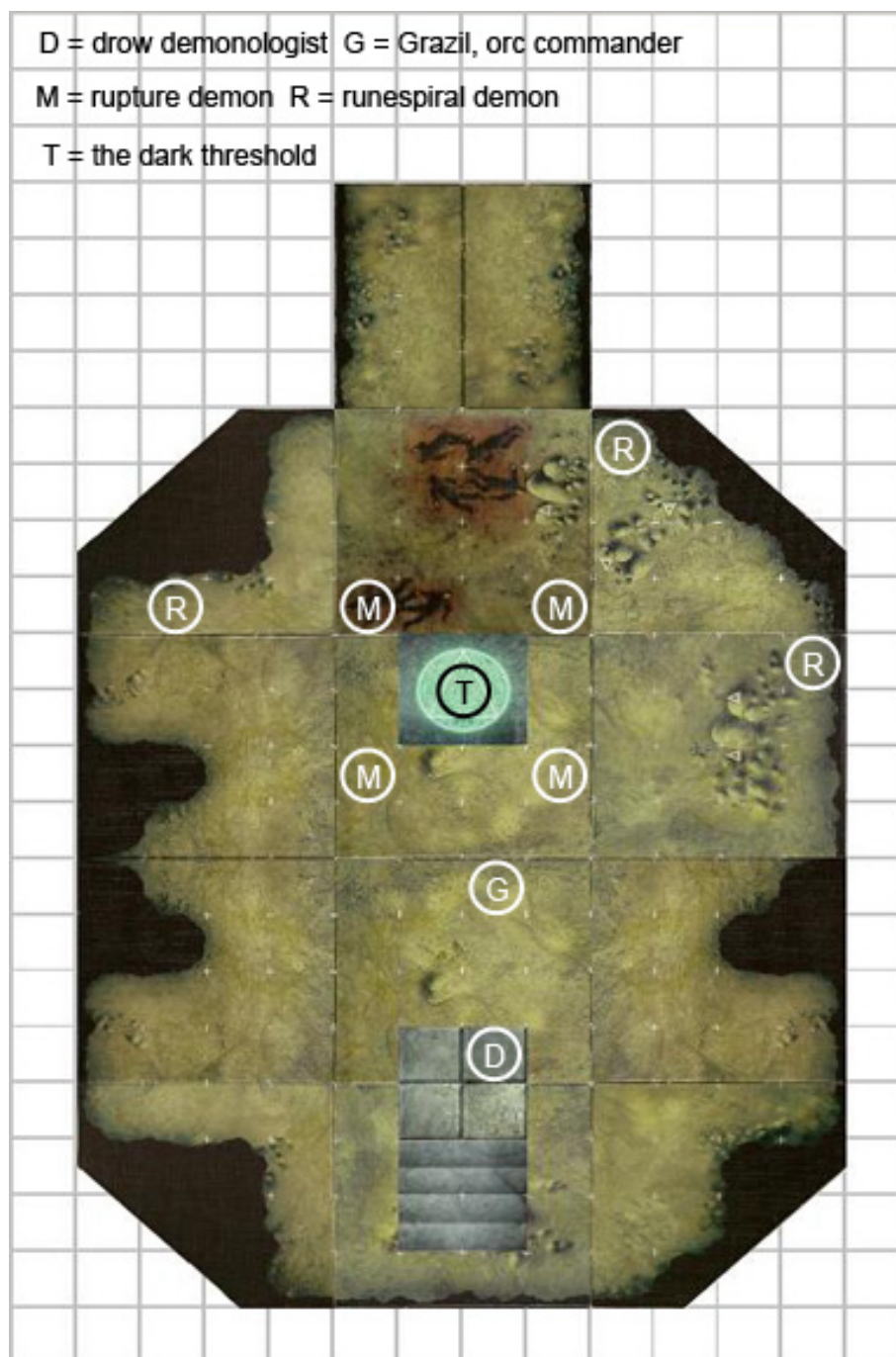
Note: Drow arachnomancer modified to have more demonic theme (such as exchanging poison powers with fire ones).

The Dark Threshold (Level 9)	Level 9 Blaster
Hazard	XP 400
Hazard: A portal to the Abyss is forming in a 2x2 area in the center of the room. It sends out waves of sapping energy, which nearby demons absorb to strengthen them.	
Perception No Perception is required to see the hazard and its effect.	
Additional Skills: Arcana or Religion A DC 20 check identifies the energy rift as an opening portal. A DC 23 check indicates that the character knows how to disable the hazard	
Initiative +11	
Trigger The portal's effects are apparent from as soon as it is created. It rolls initiative and acts on its turn every round.	
Attack	
Standard Action	Close burst 5
Targets: All creatures in burst.	
Attack: +10 vs. Fortitude	
Hit: 1d8 + 6 necrotic damage.	
Effect: Creatures with the demon keyword gain a +2 power bonus to attack rolls until the end of the hazard's next turn	
Special: Creatures with the demon keyword are immune to the damage from this hazard.	
Countermeasures	
♦ A character that makes a successful Arcana or Religion check (DC 23) suppress the effects of the hazard for one turn, preventing it from attacking.	
♦ An adjacent character can engage in a skill challenge to disrupt the flow of magical energies keeping the hazard open. DC 15 Arcana or Religion. Complexity 2 (6 successes before 3 failures). Success disables the hazard. Failure causes the hazard to emit another wave of energy allowing it to make an attack immediately and the hazard remains active.	
♦ If the creature who created the hazard, in this case the drow demonologist, is slain then the hazard can only make one attack every other round until the end of the encounter.	

ENCOUNTER 6: A DARK THRESHOLD MAP

TILE SETS NEEDED

Dungeon Tiles x1, Hidden Crypts x1, Caves of Carnage x2



ENCOUNTER 7: RETURNING WHAT WAS LOST.

SETUP

Important NPCs:

Shanariel Itharwen, a polite, courteous, confident male eladrin wizard.

The PCs make the long cold journey back to Silverymoon and report to Shanariel Itharwen.

When the PCs leave the cave network, read:

As you leave the cave network and back into the light, your eyes sting briefly and the cold wind bites into your flesh. You walk through the half-finished orc camp and feel the first snows of the year start to land on you. The snow does not last long, but you are reminded that not every threat in Luruar is brought by creatures seeking power.

The PCs make the long and uneventful journey back to Silverymoon, where Shanariel Itharwen greets them.

- Shanariel is happy to see the PCs and questions them intently on what they found.
- Shanariel almost cries when he hears about the fates of those who were guarding the caravan explaining that many of those were family to him.
- Shanariel is very grateful for the return of the items; however, he is most perturbed that the white bone rod and the Itharwen Academy teleporting ring, *ring of eladrin grace*, were not recovered. The white bone rod is not magical, but it is a very rare component required by ritual casters for some rituals. The Itharwen Academy teleporting ring, *ring of eladrin grace*, in the wrong hands could lead to times of great strife for House Itharwen. The ring allows the wearer to teleport himself or herself to the teleportation circle directly inside the Itharwen Academy, so long as they know the keyword to activate the ring.
- Shanariel is worried that the Drow Merchant may have had someone take the items into the underdark, however he cannot be sure and begins research on this.
- Shanariel informs the PCs that if he receives word about the white bone rod or the *ring of*

eladrin grace, he contacts them, possibly with an eye to recovering it, asking the PCs if they would consider undertaking such a request.

- Shanariel thanks the PCs for ending the threat to Itharwen Academy and pays them as promised; he also offers an item from House Itharwen's personal stores or a small sum of gold.

ENDING THE ENCOUNTER

EXPERIENCE

The characters receive 70/100 experience points each for completing the Minor Quest: Lost Property.

TREASURE

The PCs are awarded 70/100 gp each that Shanariel promised them in Encounter 2, less anything that was paid in advance.

CONCLUDING THE ADVENTURE

If the PCs were successful in returning the House Itharwen's lost property and express an interest in working for Shanariel again, the PCs gain the story award **LURU12 House Itharwen's Lost Property**.

If the PCs tried to kill the drow demonologist, whether they survived the rest of the encounter or not, they earn the story award **LURU13 Hunted by the Thirteenth House**.

Finally, read:

You have returned to the safety of Silverymoon, returned the lost property and can now take a well-earned break. However, your fight with the drow should not be forgotten so easily, the drow have long lives, large families and a thirst for vengeance. Even if you never venture into the underdark, you can never be sure you are safe from the drow; so sleep well, but sleep light.

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.

Encounter 2: Making Sense of the Carnage
60/80 XP

Encounter 4: Orc Camp
320/440 XP

Encounter 5: Shadows in the Dark
300/420 XP

Encounter 6: A Dark Threshold
370/560 XP

Minor Quest: Lost Property
70/100 XP

Total Possible Experience
1120/1600 XP

Gold per PC
150/200 gp
(Encounter 4: 30/40 gp, Encounter 6: 50/60 gp, Encounter 7: 70/100gp)

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: *circlet of mental onslaught** (level 11; Adventurer's Vault)
Found in Encounter 6

Bundle B: *immovable shaft** (level 12; Adventurer's Vault)
Found in Encounter 6

Bundle C: *+2 summer growth totem** (low-level version only) (level 8; Player's Handbook 2)
Found in Encounter 6

Bundle D: *recoil shield** (low-level version only) (level 9; Adventurer's Vault)
Found in Encounter 6

Bundle E: *+3 summer growth totem** (high-level version only) (level 13; Player's Handbook 2)
Found in Encounter 6

Bundle F: *shield of warding* (high-level version only) (level 14)
Found in Encounter 6

Bundle G: ritual book with *Speak with Nature** (level 5; Player's Handbook 2) and *Tree Stride** (level 6; Player's Handbook 2)
Found in Encounter 6

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 300/450 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 350/500 gp to their rewards from this adventure. That character (and only that character) receives more gold instead of any other treasure bundle.

3. Did the portal fully open?

- a. Yes.
- b. No.

4. Did the PCs return the goods successfully and accept Shanariel's offer of future work?

- a. Yes, and accepted the offer.
- b. Yes, but did not accept the offer.
- c. No, and did not receive the offer.

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. Normally, if a PC earns three awards, they may only have 2 of them and must pick which two they want before ending the session (exceptions to this will be noted in the story award text).

LURU13 House Itharwen's Lost Property

You successfully returned several magic items from the orc commander, Grazil, and his demonic allies. Shanariel Itharwen is very grateful of this act and has agreed to hire you on further errands for House Itharwen if you wish to accept them. Dealings with House Itharwen members should be easier as the House now officially recognizes you. In addition you accepted a major quest.

LURU14 Hunted by the Thirteenth House

Your interaction with the link to the Abyss and the hindrance of future demon acquisition has upset the Thirteenth House enough to vow vengeance upon you. Future dealings with the Thirteenth House are made more difficult due to your notoriety.

ADVENTURE QUESTIONS

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

1. Did the PCs meet the men of the Red Tiger tribe?

- a. Yes, and they were polite and respectful.
- b. Yes, but they were rude.
- c. Yes, but they fought Brogan and his men.
- d. No.

2. Did the PCs kill the drow demonologist?

- a. Yes.
- b. No.

NEW RULES

Salve of Power Level 10

Wondrous Item 5,000 gp

Power (Daily): Minor Action. When *salve of power* is applied to a creature, the target can expend one healing surge to regain the use of one daily power of 5th level or lower (instead of regaining hit points). If the target has no healing surges remaining, it cannot benefit from the salve.

Reference: *Adventurer's Vault*, page 176.

Circlet of Mental Onslaught Level 11

Item Slot: Head 9,000 gp

Property: Gain a +1 bonus to Will defense.

Power (Daily): Minor Action. Gain a +1 power bonus to attack rolls and damage rolls when making Wisdom, Intelligence, and Charisma attacks until the end of the encounter.

Reference: *Adventurer's Vault*, page 139.

Immovable Shaft Level 12

Wondrous Item 13,000 gp

Power (At-Will): Minor Action. Place the *immovable shaft* into position. It remains in that spot even if such placement defies gravity. You can reposition the *immovable shaft* using another minor action, but any other creature seeking to move it must succeed on a DC 25 Strength check and spend a standard action to move it 1 square.

Reference: *Adventurer's Vault*, page 173.

Summer Growth Totem Level 3+

Lvl 3	+1	680gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000gp	Lvl 28	+6	2,215,000 gp

Implement (Totem)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus, and the target is restrained until the end of your next turn.

Power (Daily): Minor Action. Each square within 5 squares of you is difficult terrain for your enemies until the end of your next turn.

Reference: *Player's Handbook 2*, page 208.

Recoil Shield Level 9

Item Slot: Arms 4,200gp

Shield: Any

Power (Encounter): Immediate Reaction. Use this power when a melee attack hits you. The attacker is knocked prone.

Reference: *Adventurer's Vault*, page 119.

Speak with Nature

Level: 5 **Component Cost:** 80 gp

Category: Divination **Market Price:** 250 gp

Time: 10 minutes **Key Skill:** Nature

Duration: 10 minutes

For the ritual's duration, you can communicate with natural beasts and mundane plants (but not plant creatures). The ritual does not make animals friendly, and the animals or plants are limited in their knowledge by their experience and mobility. For example, a plant knows only about its immediate surroundings, and a fish can describe only what it has seen or experienced underwater.

Your Nature check result determines the number of questions you can ask.

Nature Check Result Number of Questions

9 or lower	Zero
10-19	One
20-29	Two
30 or higher	Three

Reference: *Player's Handbook 2*, page 216-217.

Tree Stride

Level: 6 **Component Cost:** 50 gp

Category: Travel **Market Price:** 360 gp

Time: 30 minutes **Key Skill:** Nature

Duration: Special

You open a magical portal in a tree adjacent to you, connecting it to a second tree that you can see. You and up to eight allies can move through the portal and emerge instantly from the second tree, and return by stepping into the second tree. The portal remains in place for a duration determined by your Nature check result, but only you and the designated allies can pass through the portal in either direction.

Nature Check Result Duration

19 or lower	1 hour
20-29	4 hours
30-39	12 hours
40 or higher	24 hours

Reference: *Player's Handbook 2*, page 217.

PLAYER HANDOUT 1 – VISIONS FROM TARNRUTH

You are overcome by quick vision like flashes. Apparently you are reliving the last moments of the specter, Tarnruth, the one you met many months ago in her final resting place. The visions detail the following:

- You find yourself in the High Forest. You are guarding an eladrin caravan. It is ambushed by a large group of orcs, ogres and even some demons.
- Your wounds are dressed by a tall muscled man bearing a red inked tattoo of a great cat, a man named Brogan Ironstrider. He is from the Red Tiger tribe of the Uthgardt Barbarians. He and his men followed the orcs from the Glimmerwood to here in the High Forest. The barbarians intend to follow the orcs to their northern lair and destroy them; fearful that the demons may try to bring more of their kin to the world.
- You and the barbarians attack a band of orcs at a cave entrance. You spy an orc commander, a red hued seven foot tall orc with curved horns protruding from his head. The commander, along with an orc shaman, disappears into a cave at the back of the camp. The rest of the orcs are defeated.
- You walk through the twisting passages inside the cave for many miles before you hear a distant rhythmic chanting; fearing you as your pace quickens. Entering in an open cavern, several large demons with four arms, end in fearsome claws, come from the shadows, running along the walls, grabbing Red Tiger warriors before vanishing with a dark flash.
- You find yourself in a high roofed cavern. The back of the cavern holds a polished black slab, 10 feet high, topped with an orc shaman. The shaman opens a portal. You quickly kill the shaman, at which point the portals starts closing. Meanwhile the barbarians finish the remaining orcs and demons, but only once the orc leader is killed by Brogan does the portal closes truly.

PLAYER HANDOUT 2 - LIST OF STOLEN ITEMS

summer growth totem
bloodstone spide
circlet of mental onslaught
fragrance of authority
immovable shaft
recoil shield
ring of eladrin grace
ritual book with Speak with Nature and Tree Stride
shield of warding
white bone rod (non-magical, very rare component used for rituals)