

THE SCOURGE OF SCORNUBEL

A DUNGEONS & DRAGONS® *LIVING
FORGOTTEN REALMS* ADVENTURE

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The paladins of Elturgard are at wits' end; bandits are looting the trade city, Scornubel. With the depletion of much-needed resources, someone needs to flush the bandits out of their nests -- and perhaps become local heroes in the process. A *Living Forgotten Realms* adventure set in Elturgard for characters levels 1-4.

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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OFFICIAL D&D PLAY

Most likely you ordered this adventure as part of an event, or you received it from your organizer. To play this adventure and receive rewards for it, you must schedule it as an event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To schedule a game for public play, you must be enrolled in the Wizards Play Network. Information on enrolling in the program can be found at www.wizards.com/wpn. If you are scheduling the game for private play, you do not need to be enrolled in the Wizards Play Network. The person who schedules the event, called the organizer, is in charge of making sure the event is scheduled before play, runs smoothly on the date scheduled, and gets reported back to Wizards in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the organizer is also the table DM. You don't have to be enrolled in the Wizards Play Network to DM this adventure if you are not the organizer.

By scheduling 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 scheduled play if they are members of the DM REWARDS program. DMing this adventure is worth one (1) point.

To learn more about event scheduling and DM REWARDS, visit the D&D Events website at www.wizards.com/dnd and click on "Events."

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 session tracking sheet. If you're playing this adventure as part of an officially scheduled 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 1-4. 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.

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

The land of Elturgard is a theocracy. Torm is the god whose religion dominates here though the worship of Amaunator also flourishes. A knighthood of paladins keeps order in the cities of Elturgard as well as the areas around them.

The paladins of Elturgard have their hands full; not only are strange beasts attacking their lands, but the famed trade city of Scornubel is plagued by river bandits. The bandits are getting bolder. Hiring mercenaries to eliminate the bandits in their own nests seems like an excellent solution to their problems.

The beleaguered paladins have only just become aware of the bandit problem, though it has been going on for months. The guild leader took his time reporting the complaints of his guild members (for obvious reasons), and the paladins are shorthanded. Though they would normally avoid hiring those of unsavory reputations, this problem needs to be dealt with, and because they have more important issues demanding their attention, the paladins are willing to settle for hiring mercenaries.

What the paladins don't know is that the river bandits are working with the Merchant's Guild leader Aric Lyonne. Aric may have further connections, but they are beyond the scope of this adventure.

DM'S INTRODUCTION

The flow of the adventure is relatively straightforward, but it may take some work to keep the players from feeling that they are being railroaded from one encounter to the next. Be sure to allow the players to creatively solve the problems put before them. If they take a different direction than what is provided, particularly in the skill challenge in Encounter 1 and the roleplay in Encounter 3, give them the freedom to explore those opportunities while still providing them with the hints of what is to come: Aric Lyonne is guilty of dealing with bandits and thus is ultimately responsible for the bandits' crimes.

To offer a quick summary: the PCs begin the adventure with a skill challenge, seeking out the bandit camp and encountering the NPC Tyrangal. A combat including a skill challenge, in which they face their first bandits but must also rescue some merchants from bandit attack, follows. The PCs are given a chance to roleplay with the merchants, leading them to the knowledge that Aric Lyonne is guilty. The PCs face combat with the Merchant's Guild guards at the guild house, and finally, a fight against Aric and the leader of the bandits finishes the adventure.

PLAYER'S INTRODUCTION

Read or paraphrase the following to the players:

Scornubel: a sprawling trade city of a thousand caravans. One would normally expect crime and smuggling in this type of city, if one had not taken into account the fact that the righteous paladins of Elturgard are Scornubel's rulers. But even their guiding hand seems ineffective lately, as the merchants of the city have been plagued by seemingly-unstoppable river bandits -- or so you were told by the beleaguered-looking paladin who hired you.

"Usually we'd take care of this ourselves," he said, shamefacedly, "but there are problems in the countryside demanding our attention. We need mercenaries -- or heroes, if you prefer -- to eliminate the bandit threat, preferably by bringing the fiends to justice." Though he doesn't say it directly, this seems to imply that he'd like the bandits arrested rather than killed. But regardless of the end result, first you have to track them down. Just how you do that is up to you!

The paladin who hires the PCs is not someone high up in the church; his name is Cadwy, and the job of hiring mercenaries - something none of the paladins are particularly eager to do - has fallen to him. Cadwy doesn't have a lot of details to share with the PCs about the bandit attacks. He brushes off any questions, suggesting that the PCs should start their investigation by talking to the local merchants.

Cadwy is authorized to offer the PCs 90 / 125 gp for the completion of the mission, and provides them with a minor writ of authority, should they request one. He is willing to pay an advance up to 30 / 40 gp (out of the total).

Immediately after hiring the PCs, Cadwy must leave, but he will return to hear the outcome of the mission.

ENCOUNTER 1: WHERE ARE THOSE GUYS?

SKILL CHALLENGE LEVEL 1/3, COMPLEXITY 3 (300/450 XP)

SETUP

The PCs can approach this skill challenge in a number of ways, from attempting to track the bandits from one crime scene to another to interviewing all of the merchants who have been robbed -- and perhaps some who haven't. Over the course of their investigation, it may be revealed that some merchants have been hit hard while others have been untouched by the bandit raids.

The city of Scornubel is easy enough to navigate, despite the wet chill in the air. There is no single merchants' district, but rather, mercantile shops and caravans sprawl throughout the city. Normally brightly colored tents and awnings look faded in the dreary light. You have a list of the most recent targets of bandit raids and a whole city spread out in front of you.

The skill challenge is divided into scenes based on potential locations where the PCs might go, rather than the order through which the scenes should transpire. The PCs might head to the outer caravans, the docks, the main gates, the merchant guildhouse, or out of the city and along the banks of the River Chionthar. The most recent targets were three warehouses along the docks and a tent shop in the outer caravans; prior to those thefts, most of the targets had been outside the city along the River Chionthar. **Though the PCs need not complete every scene, you should make certain that they participate in the Docks scene (Scene 2).**

If the PCs are not a particularly charismatic group, try to ad-lib with them, catering to their skills. For example, a crooked merchant or pick-pocket in Scenes 1 - 3 might run from questioning, requiring the PCs to chase after him using Acrobatics or Athletics before the social skills come into play. For any ad-libbed skills, use DC 15/17 for a success.

Should the PCs decide to follow up on the clue to the barge before successfully completing the encounter, move along to Encounter 2, and allow them the chance to make further skill checks for any remaining information with the merchants or goblins in the role-play Encounter 3. (Diplomacy with the merchants in Encounter 3, if rescued, is reduced to DC 10/12.) Some

tables may find all of the really relevant information quickly and seek to move on, which may be in the best interest of time at the table, but you should make every attempt not to penalize them (in experience awarded, for example) for doing so.

SKILL CHALLENGE: ROUND UP THE USUAL SUSPECTS

Goal: The PCs need enough information to track down the bandits at their camp.

Complexity: 3 (8 successes before 3 failures)

Primary Skills: Diplomacy, Intimidate, Nature, Perception, Streetwise

Other Skills: Bluff, History, Insight, Thievery

Victory: The PCs track down the bandits, who are goblins in the middle of attempting to rob a merchant boat.

Defeat: The PCs have only vague clues of where to go and end up stumbling onto the bandits, who attack them.

Bluff DC 15/16 (0 success, no maximum)

Some PCs may choose to lie about their intentions in order to get the merchants to provide them with information. A success gains a +2 bonus to a subsequent Diplomacy, Intimidate, or Streetwise check. (This bonus will stack with the Insight bonus.)

Diplomacy DC 10/12 (1 success, 3 maximum)

In large part, the merchants in Scornubel are happy to share any information that may lead to getting their wares back.

- The merchants note that most of the thefts have happened along the River Chionthar, outside of the town boundaries, and those attacks have been quite vicious, with many casualties. Those attacks were at night. Reports vary but usually the bandits were many, small vicious humanoids who stunk. (No moving sailboats have been attacked.)
- Recent attacks have happened within the city boundaries at night. The thieves are small in stature and able to sneak around without making noise. (No one knows a reason for the change in pattern of attacks.)
- The stolen goods are supplies that the paladins need, rather than typical valuables
- Additional information that can be gained is listed in the scenes below.

History DC 15/17 (1 success, 1 maximum)

A PC may recall the history of Aric Lyonne's election as the merchant leader. Lyonne was heavily supported by certain leaders from Elturel, the paladins' capital city, and there are rumors that the monetary support he received during the campaign led to his election over more deserving candidates.

See Appendix 1 for other possible history checks.

Insight DC 5/7 (0 success, no maximum)

Most of the people in Scornubel are wearing their emotions on their sleeves when it comes to this rash of bandit thefts on their trade boats and in town. Different reactions by different NPCs are listed in each scene. Success gives a +2 bonus to a following Diplomacy, Intimidate or Streetwise check with the same NPCs.

Intimidate DC 12/14 (1 success, 3 maximum)

Intimidate is another potential option for PCs who are unable to sweet talk information out of the merchants with their Diplomacy skills. A success elicits the same information listed under Diplomacy.

Nature DC 12/14 (1 success, 2 maximum)

Nature checks may identify tracks, odors or any other clues revealed with a successful Perception check as goblin in origin.

Nature DC 10/12 (0 success, no maximum)

Once the PCs know they are hunting goblins, a successful Nature check will gain a +2 bonus to an attempt to find tracks with Perception.

Nature DC 17/19 (1 success, 1 maximum)

If unlocked by previous Nature and Thievery checks, a PC may recall many goblins are reputed to have some skill at thievery.

Perception DC 10/12 (1 success; 2 maximum)

Looking around a crime scene, this skill delivers a clue to the PCs about the bandits. These clues could be something like a footprint at the docks, a scrap of cloth left at a crime scene in the outer caravans, or claw marks in the wall of a warehouse. It also unlocks a Nature check (to recognize the footprint, the odor of the clothing, or the claw marks).

Perception DC 15/17 (1 success; 1 maximum)

A PC can attempt to track the bandits from the Docks district and along the riverbank. From the warehouses, the bandit tracks lead to the waterfront. There are signs small boats were used, perhaps to cross the river.

Perception DC 17/19 (1 success; 1 maximum)

A PC can attempt to find the bandit tracks on the south side of the River Chionthar. Success identifies fresh tracks headed west (up river).

Streetwise DC 8/10 (1 success; 4 maximum)

PCs can pick up various tidbits with the Streetwise skill as gossip about the bandits is rampant. Additional information follows:

- The bandits predominantly seem to be targeting merchants that supply equipment to the paladins in Elturel. The majority of the bandit raids have been made along the western stretch of the River Chionthar.
- The bandits seem to have no interest in merchants traveling the River Reaching. But they have been inconsistent in who they attack in River Chionthar—they tend to let shipments of fine silks, imported wines, and other riches go unharmed, only stealing more practical items, items the paladins are buying up.
- Aric Lyonne, the guild master of the merchants, took his time reporting these thefts to the paladins. He may have intended to handle the situation without their help. Notably, none of Lyonne's interests have been bothered by the bandits.
- A small rowed barge left earlier in the day headed east (upriver) to Berdusk. The shipment originated in Elturel and made it to Scornubel after narrowly avoiding an attack.

Use facts from the Diplomacy check list if they have not been uncovered as yet. Additional facts can be added or invented that point to strange behavior on the part of the bandits or suspicion on Aric Lyonne. Note: each success with Streetwise should only offer one piece of information.)

Thievery DC 20 (trained only; 1 success, 1 maximum)

A PC who checks a lock on one of the warehouses may conclude it required only a moderate amount of skill, but the lock was indeed picked. That would indicate the bandits did not have keys. If the PCs know they are looking for goblins, this unlocks another Nature check about goblins.

SCENE 1 – THE CARAVANS

Caravans ring the city, with temporary storefronts that extend from covered wagons and tents. The mix of different styles, cultures, and wares gives the outer caravans the appearance of a usually vibrant place—but

whether due to the impact of the weather or the bandit raids, the place now has a somber feel.

Most of the caravans belong to foreigners who buy and sell their wares to merchants in cities along their routes. The foreigners are the most upset with Aric Lyonne's handling of the thefts. Nearly everyone in the caravans has been effected by the bandits, whether they arrived wounded and with only parts of their wares from their travel along the river or the road from Triel, or whether they had planned to take one of those three routes out of the city and are now reconsidering. The foreigners are offered lower prices for their goods than usual from local merchants in the city proper, and the foreigners blame Aric Lyonne for this as well. All of the merchants claim to have paid the guild dues required for doing business in the city (no one admits to trading illegally), and thus they feel they should be protected.

Many merchants are thinking of packing up and moving to other cities. Several have moved on already and are threatening to boycott Scornubel as a stop in the future. One caravan master who was robbed was selling tanned leather of the quality used for making armor.

SCENE 2 – THE DOCKS

There are three sets of docks in Scornubel: docks for ferries and barges which cross the river, merchant shipping docks and public docks. Most of the shipping is on the River Chionthar, east to Berdusk or further, or west to Elturel or Baldur's Gate.

The three most recent thefts took place at warehouses at the merchant docks. Most eyewitnesses claim to have seen the same thing: small, shadowy figures very quietly breaking into the buildings and carrying off merchandise. The dockmasters say they reported the earliest occurrences of theft more than a month ago, and they are astonished it has taken the paladins this long to intervene. (The dockmasters appear to have absolute faith in Aric Lyonne's management of the situation.)

Most of what was stolen from the warehouses included imported grains scheduled to be shipped to Elturel, cold iron of weapon and armor-making quality, and a shipment of magical items that the merchant was hoping to sell to the paladins.

While the PCs are gather information in this area, they may spot an unusual-looking eladrin woman talking to a dockmaster of the merchant docks. She seems a bit agitated. (Go to **Encounter 1b** to allow the players a brief bit of interaction with Tyrangal.)

SCENE 3 – THE MAIN GATES

The main gates of Scornubel open to the road to Triel. They are manned by two low-ranking knights from Elturel, who are plagued with complaints from the merchants both inside and entering the city. Merchants who have traveled by road all report encountering dangers between Triel and Scornubel. These vary from strange wild animals to goblin attacks. Some suggest that the bandits are goblins or are in league.

SCENE 4 – THE MERCHANT GUILDHOUSE

The guildhouse is normally where Aric Lyonne can be found, but five (wood) elf guards who work for the guild are on hand to explain to both the PCs and the complaining merchants that Lyonne is in Elturel, attempting to gain more aid from the paladins. With an Insight check (DC 18/20), the PCs can tell the guards have been told to say this, but that they think this might be untrue. This does not count as a failure for the skill challenge, but may count as a success.

Should the PCs attempt to sneak into Lyonne's office (Stealth, DC 15/17 or other skills the DM agrees are appropriate), they find that Lyonne is really not on site, and does not appear to have left any incriminating, or even relevant, materials in his office. Eventually, one of the four elf guards notices the PCs within and asks them to leave, more annoyed than actually distressed. (The elf guards are not interested in a fight that can be avoided and are not hostile to the PCs at this time.)

The merchants here are divided between those who think Lyonne is acting in everyone's best interest and those who feel he is acting in the best interests of those closest to him, and not the community as a whole.

SCENE 5 – ALONG THE RIVER CHIONTHAR

On the northern shore of the River to the west, the PCs may search for tracks at sites of previous attacks. Because of the distance and days elapsed, this will be very difficult. Some signs of usage of small boats to cross the river may be found.

Along the southern shore of the River, more recent tracks may be found, and a few small boats drawn up on banks, and covered for concealment. Clues to usage by goblins (similar to at the warehouses) may be found. From here, it is possible to track goblins to the fight in Encounter 2.

Along the northern shore of the River, after the confluence with River Reaching, the shore can be searched. However, the PCs soon encounter patrols of

the paladins who maintain the blockade around Reaching Woods. They warn the PCs that the woods are very dangerous and forbidden to all by the High Observer. A conversation with them will reveal most caravans cross the river to the south bank, and heading east before recrossing the river to reach Berdusk, or to using slow moving barges. The attention of the paladins is on the woods.

ENDING THE ENCOUNTER

Once the PCs have succeeded or failed, having met Tyrangal, steer the PCs toward that clue: the barge headed southeast. (Some PCs have certainly already followed up on it; make sure they do not reach the barge before the end of the encounter.)

Success: The PCs begin the Encounter 2 with no penalties, and gain a +2 bonus on one skill check made in the skill challenge portion of Encounter 2.

Failure: The PCs stumble into the bandits in Encounter 2 completely accidentally, and are spotted well before they arrive. The goblin bandits receive a surprise round against the PCs.

EXPERIENCE POINTS

The characters receive 60/90 experience points for successfully completing the encounter.

TREASURE

No treasure in this encounter.

ENCOUNTER 1B: WHO IS THIS WOMAN?

SETUP

Important NPCs: Tyrangal (appears to be an eladrin female)

A strange eladrin woman named Tyrangal was talking to a dockmaster and approaches the PCs. Paraphrase as needed for a conversation.

A very tall female eladrin, taller even than most humans, approaches you. Her gold-colored eyes, coppery tone skin and knee length metallic auburn hair make her unforgettable. In a melodious voice, she says, "Well met. My name is Tyrangal. Are you the adventurers who according to street gossip are searching for bandits?"

"I am following up on rumors of contraband smuggling and possible sabotage against the paladins. If you know of such, I would appreciate being informed. If you discover something to share, please contact my agent as I need to return to Elturel."

"Do you know of any barge or ship traffic which just arrived from Elturel? The Dockmaster mentioned a barge that left this morning to Berdusk; it had just arrived from Elturel."

"Let's just say I have a shared goal with the paladins for now although my methods are different."

Knowledge Checks for Tyrangal

Arcana, DC 20: Tyrangal looks distinctly different from most eladrin (known as moon or sun elves) you have met in your travels through Faerun, but she may native to the Feywild, a magical world that is the motherland of all fey.

Insight, DC 20: Tyrangal seems trustworthy and is not attempting to deceive you.

History DC 35: A copper dragon named Gaulauntyr lost her mind and caused great devastation during the Rage of Dragons (1373 DR). It is said the dragon recovered and returned after Mystra's death, using the name Tyrangal instead. She involves herself in many affairs but primarily those involving the Spellplague.

Her motives are cloaked in mystery and she often acts through intermediaries.

Arcana, DC 35: A shapechange might explain Tyrangal's appearance.

Because of Tyrangal's shapechange, a Nature skill check will not identify her as a dragon.

For the DM's edification, further information can be found in the novel *The Edge of Chaos: The Wilds* and the *Dragon* article *Edge of Chaos: Gregor's Tangent* (*Dungeon* 172).

ENDING THE ENCOUNTER

Once the PCs have exchanged information with Tyrangal, return to the skill challenge of Encounter 1.

EXPERIENCE POINTS

The characters receive no experience points for successfully completing this encounter.

TREASURE

No treasure in this encounter.

ENCOUNTER 2: THAT SINKING FEELING

ENCOUNTER LEVEL 3/5 (700/1000 XP)

SETUP

This encounter includes the following creatures at the low tier:

- 4 goblin cutters (M)
- 1 goblin acolyte of Maglubiyet (C)
- 2 goblin skullcleavers (B)

This encounter includes the following creatures at the high tier:

- 6 goblin cutters (M)
- 1 goblin acolyte of Maglubiyet (Level 3) (C)
- 2 goblin skullcleavers (Level 5) (B)

The PCs have been led southeast by clues along the southern bank of the River Chionthar, a short distance from Scornubel. They may approach on the river directly or along the shoreline road, but in either case, the combat already in progress is hidden from view until they are upon it.

As the adventurers enter the area, read:

The river splashes cold mist into the air, making the day seem even drearier. But through the mist, you can make out a sinking barge being attacked by goblins!

If the PCs succeeded at the skill challenge in Encounter 1, they are unnoticed by the goblins. If they failed, the goblins have noticed them and immediately launch into their attack.

FEATURES OF THE AREA

Rock: A large rock sits near the river's edge. Due to its height, it is challenging terrain, and may be climbed with a DC 15 Athletics check.

Trees: The trees along the river bank provide covering terrain.

River: The river is represented by blank space on the map. Because it is deep, the river is challenging terrain; moving through it requires an Athletics check (see skill challenge). The river flows (on the map) from the top of the page to the bottom. It is slow moving.

Rope Bridge: A small rope bridge, constructed predominantly of rope and grappling hooks, has been cut through (so that it is disconnected from the boat and unusable in its current state). The goblins obviously used

this to cross to the boat and have disabled it now that the barge is sinking. The space occupied by the rope bridge cannot be walked on (or jumped from), as it is effectively just loose ropes in the river. The rope bridge is represented by the "log bridge" tile.

Barge: The barge is still afloat but is sinking. Probably less than a minute remains until the ship is sunk. It is 3 squares away from the bank.

SKILL CHALLENGE LEVEL 1/3, COMPLEXITY SPECIAL (200/300 XP)

Goal: Keep the barge from sinking. From the beginning of the encounter, the PCs have eight rounds to get the ship to shore or repair it in some fashion.

Complexity: Special (6 successes before 8 rounds pass)

Primary Skills: Acrobatics, Athletics, Diplomacy, Endurance

Other Skills: Arcana, Thievery (unlocked by Arcana)

Victory: The merchandise and people on the barge are safe and sound. They gain a +2 to their initiatives in Encounter 4, due to the knowledge they are able to glean about the guildhall from the people they have rescued in Encounter 3.

Defeat: The people on the barge are wounded (or drowned), and the merchandise is lost. In Encounter 3, the PCs are not able to get as much information about what is happening in the guildhall, and they receive a -2 penalty to their initiatives in Encounter 4.

The skill challenge is special (see DMG 2). Failures in this skill challenge do not count directly; only successes count. But failures do cost time (rounds) and the clock is ticking. Bailing the water out of the barge does stall the sinking; one round for each success of bailing. Reward creativity.

Arcana DC 14/16 (1 success; 1 maximum)

The PC is able to figure out a solution to fixing the barge, using a little bit of arcane knowledge (engineering and mathematics). Putting the repairs into action, however, requires cooperation from those on the barge or a nimble fingered fellow PC who can swim out to make the repairs.

Acrobatics DC 12/14 (1 success; 2 maximum)

If the PCs attempt to lasso the barge, shoot an arrow with a rope tied to it to hook to the barge, or use a grappling hook on the barge, this is an Acrobatics check. Unlocks the usage of Athletics to pull the barge towards shore (takes 3 successes).

Athletics DC 10/12 (1 success; 4 maximum)

Swim to the sinking barge. Row the barge to shore. (3 successes needed). Pull the barge to shore (3 successes). If the PC jumps, use standard jump rules.

Diplomacy DC 14/16 (0 success; no maximum)

Getting the merchants on board the barge to calm down requires a smooth tongue and calming words. After they are calm, the merchants can be directed to bail or row the boat. Give +2 bonus on relevant checks.

Dungeoneering DC 17/19 (1 success; 3 maximum)

Fixing a temporary patch is not that different from bracing a mine support. You improvise a patch.

Endurance DC 8/10 (0 success; no maximum)

Bailing or other repetitive activities use the Endurance skill. (Each success adds one more round to the clock.) Your bailing counters the incoming water.

Insight DC 10/13 (0 success; no maximum)

You recognize emotions of the merchants. Gain a +2 bonus to Diplomacy or Intimidate check.

Intimidate DC 12/14 (0 success; no maximum)

Getting the merchants to shut up and start rowing, bailing, etc. Gain +4 bonus to relevant skill checks.

Thievery DC 15/17 (1 success; 3 maximum; unlocked by Arcana)

With instructions on how to make repairs, the PC's quick fingers and ability with sleight of hand make light work of the repairs. However, the PC must get there first (succeeding at an Athletics check, as listed above), and may only use the skill toward two successes, as the boat has already taken on quite a bit of water.

TACTICS

The goblin cutters stay close to the goblin acolyte of Maglubiyet, trying to stay between her and possible damage. If the PCs are overwhelming the goblins, the goblins attempt a retreat to the rock, so they can avoid being flanked (and so that the goblin acolyte of Maglubiyet can launch her ranged attacks from atop the rock).

SCALING THE ENCOUNTER

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

Four PCs: Remove one goblin skullcleaver.

Six PCs: Add one goblin skullcleaver.

ENDING THE ENCOUNTER

If the PCs succeed in rescuing the barge, the merchants thank them profusely, and are happy to give them further information in Encounter 3. If the PCs do not rescue the barge (and potentially allow one of the merchants to drown), the merchants are reticent about providing the PCs with further information in Encounter 3.

If the PCs captured rather than killed some (or all) of the goblins, they can extract information from their foes in Encounter 3. Otherwise, searching the bodies elicits instructions in code, also present in Encounter 3.

EXPERIENCE POINTS

The characters receive 140/200 experience points for successfully completing both the combat and skill challenge portions of the encounter. If the PCs succeed at the combat, but fail the skill challenge, they get 120/170 xp. If the PCs succeed at the skill challenge, but fail at the combat, they get 90/130 xp.

TREASURE

The goblin acolyte of Maglubiyet wears *bracers of enforced regret*. If the PCs rescue the barge, the grateful merchants offer them a *sunblade* (+1 heavy blade; see the New Rules section) from their merchandise.

ENCOUNTER 2: THAT SINKING FEELING STATISTICS (LOW LEVEL)

Goblin Cutter		Level 1 Minion
Small natural humanoid		XP 25
Initiative +3 Senses Perception +1; low-light vision		
HP 1; a missed attack never damages a minion.		
AC 16; Fortitude 12, Reflex 14, Will 11		
Speed 6; see also <i>goblin tactics</i>		
m Short Sword (standard; at-will) ♦ Weapon		
+5 vs. AC; 4 damage (5 damage if the goblin cutter has combat advantage against the target)		
Goblin Tactics (immediate reaction, when missed by a melee attack; at-will)		
The goblin shifts 1 square.		
Alignment Evil	Languages Common, Goblin	
Skills Stealth +5, Thievery +5		
Str 14 (+2)	Dex 17 (+3)	Wis 12 (+1)
Con 13 (+1)	Int 8 (–1)	Cha 8 (–1)
Equipment leather armor, short sword		

Goblin Skullcleaver		Level 3 Brute
Small natural humanoid		XP 150
Initiative +3 Senses Perception +2; low-light vision		
HP 53; Bloodied 26; see also <i>bloodied rage</i>		
AC 16; Fortitude 15, Reflex 14, Will 12		
Speed 5; see also <i>goblin tactics</i>		
m Battleaxe (standard; at-will) ♦ Weapon		
+6 vs. AC; 1d10+5 damage, or 2d10+5 while bloodied.		
Bloodied Rage (while bloodied)		
The goblin skullcleaver loses the ability to use <i>goblin tactics</i> and can do nothing but attack the nearest enemy, charging when possible.		
Goblin Tactics (immediate reaction, when missed by a melee attack; at-will)		
The goblin shifts 1 square.		
Alignment Evil	Languages Common, Goblin	
Skills Stealth +9, Thievery +9		
Str 18 (+5)	Dex 14 (+3)	Wis 13 (+2)
Con 13 (+2)	Int 8 (+0)	Cha 8 (+0)
Equipment chainmail, battleaxe		

Goblin Acolyte of Maglubiyet		Level 1 Controller
Small natural humanoid		XP 100
Initiative +0 Senses Perception +3; low-light vision		
Life Scourge aura 2; each creature within the aura cannot regain hit points.		
HP 29; Bloodied 14		
AC 15; Fortitude 12, Reflex 12, Will 14		
Speed 6; see also <i>goblin tactics</i>		
m Slashing Shroud (standard; at-will) ♦ Illusion, Weapon		
+6 vs. AC; 1d10+3 damage, and the goblin acolyte of Maglubiyet becomes invisible to the target until the end of the acolyte's next turn.		
R Hand of Maglubiyet (standard; at-will) ♦ Force		
Ranged 10; +5 vs. Fortitude; 1d6+5 force damage, and the goblin acolyte of Maglubiyet chooses either to slide the target 3 squares or to immobilize the target until the end of the acolyte's next turn.		
R Maglubiyet's Fists (standard; recharge 5 6)		
The goblin acolyte of Maglubiyet makes two <i>hand of Maglubiyet</i> attacks, each against a different target.		
Goblin Tactics (immediate reaction, when missed by a melee attack; at-will)		
The goblin shifts 1 square.		
Alignment Evil	Languages Common, Goblin	
Skills Diplomacy +6, Intimidate +6		
Str 11 (+0)	Dex 10 (+0)	Wis 16 (+3)
Con 13 (+1)	Int 13 (+1)	Cha 13 (+1)
Equipment battleaxe		

Bracers of Enforced Regret: The goblin acolyte of Maglubiyet gains a +2 bonus to attack rolls and damage rolls against any enemy marking him.

ENCOUNTER 2: THAT SINKING FEELING STATISTICS (HIGH LEVEL)

Goblin Cutter		Level 1 Minion
Small natural humanoid		XP 25
Initiative +3 Senses Perception +1; low-light vision		
HP 1; a missed attack never damages a minion.		
AC 16; Fortitude 12, Reflex 14, Will 11		
Speed 6; see also <i>goblin tactics</i>		
m Short Sword (standard; at-will) ♦ Weapon		
+5 vs. AC; 4 damage (5 damage if the goblin cutter has combat advantage against the target)		
Goblin Tactics (immediate reaction, when missed by a melee attack; at-will)		
The goblin shifts 1 square.		
Alignment Evil		Languages Common, Goblin
Skills Stealth +5, Thievery +5		
Str 14 (+2)	Dex 17 (+3)	Wis 12 (+1)
Con 13 (+1)	Int 8 (-1)	Cha 8 (-1)
Equipment leather armor, short sword		

Goblin Skullcleaver (Level 5)		Level 5 Brute
Small natural humanoid		XP 200
Initiative +4 Senses Perception +3; low-light vision		
HP 73; Bloodied 36; see also <i>bloodied rage</i>		
AC 18; Fortitude 17, Reflex 16, Will 14		
Speed 5; see also <i>goblin tactics</i>		
m Battleaxe (standard; at-will) ♦ Weapon		
+8 vs. AC; 1d10+6 damage, or 2d10+6 while bloodied.		
Bloodied Rage (while bloodied)		
The goblin skullcleaver loses the ability to use <i>goblin tactics</i> and can do nothing but attack the nearest enemy, charging when possible.		
Goblin Tactics (immediate reaction, when missed by a melee attack; at-will)		
The goblin shifts 1 square.		
Alignment Evil		Languages Common, Goblin
Skills Stealth +10, Thievery +10		
Str 18 (+6)	Dex 14 (+4)	Wis 13 (+3)
Con 13 (+3)	Int 8 (+1)	Cha 8 (+1)
Equipment chainmail, battleaxe		

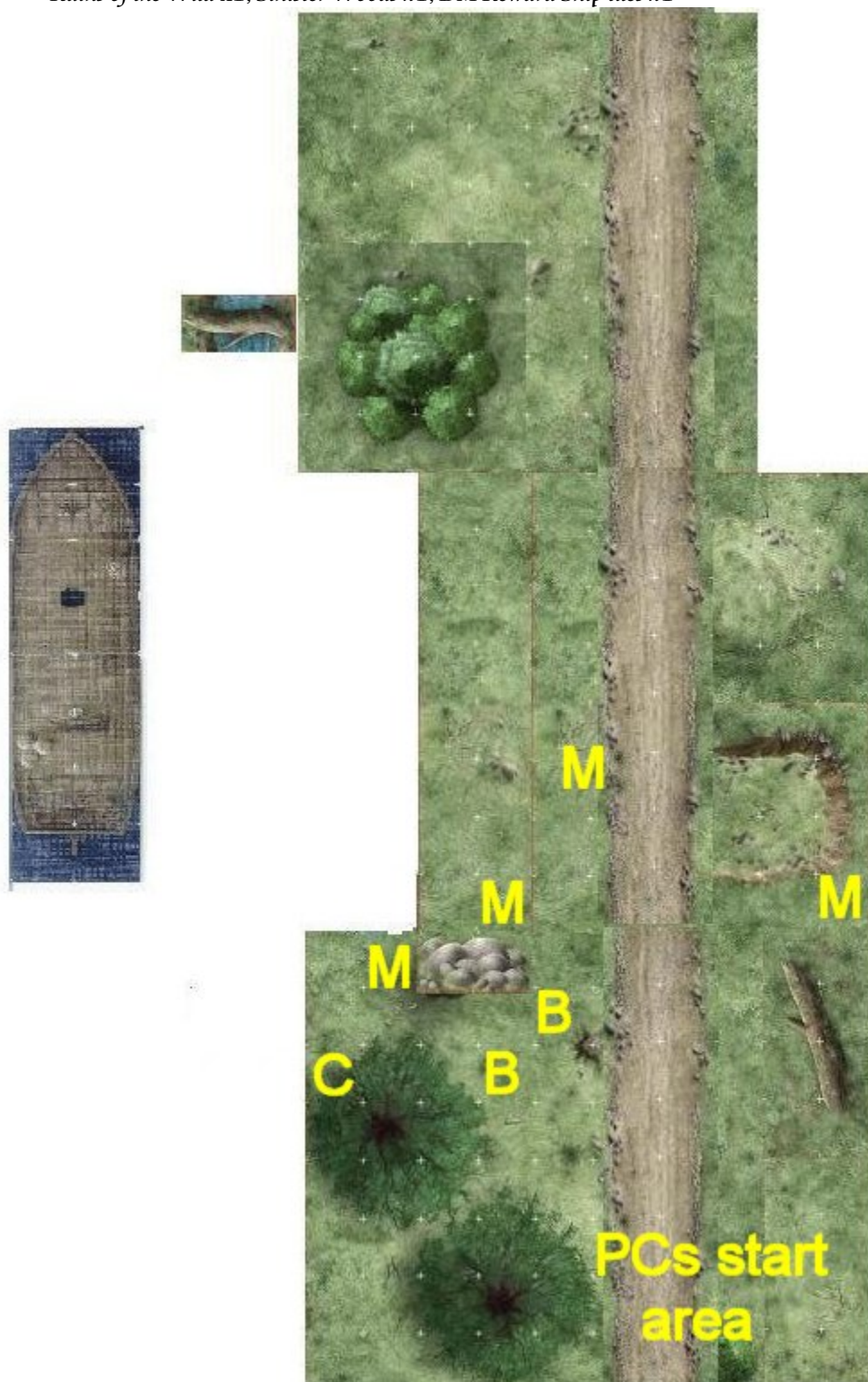
Goblin Acolyte of Maglubiyet (Level 3)		Level 3 Controller
Small natural humanoid		XP 150
Initiative +1 Senses Perception +4; low-light vision		
Life Scourge aura 2; each creature within the aura cannot regain hit points.		
HP 45; Bloodied 22		
AC 17; Fortitude 14, Reflex 14, Will 16		
Speed 6; see also <i>goblin tactics</i>		
m Slashing Shroud (standard; at-will) ♦ Illusion, Weapon		
+8 vs. AC; 1d10+4 damage, and the goblin acolyte of Maglubiyet becomes invisible to the target until the end of the acolyte's next turn.		
R Hand of Maglubiyet (standard; at-will) ♦ Force		
Ranged 10; +7 vs. Fortitude; 1d6+6 force damage, and the goblin acolyte of Maglubiyet chooses either to slide the target 3 squares or to immobilize the target until the end of the acolyte's next turn.		
R Maglubiyet's Fists (standard; recharge 5 6)		
The goblin acolyte of Maglubiyet makes two <i>hand of Maglubiyet</i> attacks, each against a different target.		
Goblin Tactics (immediate reaction, when missed by a melee attack; at-will)		
The goblin shifts 1 square.		
Alignment Evil		Languages Common, Goblin
Skills Diplomacy +7, Intimidate +7		
Str 11 (+1)	Dex 10 (+1)	Wis 16 (+4)
Con 13 (+2)	Int 13 (+2)	Cha 13 (+2)
Equipment battleaxe		

Bracers of Enforced Regret: The goblin acolyte of Maglubiyet gains a +2 bonus to attack rolls and damage rolls against any enemy marking him.

ENCOUNTER 2: THAT SINKING FEELING MAP

TILE SETS NEEDED

Ruins of the Wild x1, *Sinister Woods* x1, *DM Reward Ship* tiles x1



ENCOUNTER 3: MY HEROES!

SETUP

Now that everyone is on dry land, the PCs have the opportunity to ask questions of the merchant family, or the captured goblins, or simply to search for clues.

THE MERCHANT FAMILY

"I don't know how we can thank you!" the older man you saved on the barge gushes. He and his fellow merchants—members of his family, it appears, are ecstatic. "After the goblins killed our guards, I thought there was no hope for us and our merchandise." He says the latter as though it is just as important as the former.

The merchant family is made up of seven people, including a teenager and a child. The child, a little girl called Delily, is still terrified by the events that just transpired, and immediately cuddles up to the biggest, strongest-looking PC, certain that PC can protect her. The family can share the following:

- They changed the date of their departure because they believed someone was leaking information to the bandits. They trusted the information only with Tyrangal, whom they feel completely confident in, and guildmaster Aric Lyonne, who needed to approve their changed plans. No one else knew of their route.
- One of the women speaks of her utter lack of confidence in Aric Lyonne, who she feels has not been taking this problem seriously enough. She wonders who is profiting off of the stolen goods, since the merchant guildhouse seems to be in better condition than ever.
- The leader of the merchant group acknowledges that along with his usual merchandise, he carries a special box from Elturel. He has not looked in it, as he was sworn to secrecy about its presence. (He feels that telling the PCs can better help their investigation, fearing that the box was the true target of the bandits' attack.) Only members of the church of Torm should have known he was carrying it, but the bandits went right for it, stealing that off the barge and leaving the rest to sink. The box was to be delivered only to Aric himself. The merchant does not know who sent the box, only that it was added to his shipment at the last minute by a paladin of Torm.
- The box from Elturel is, indeed, on the shore, unopened. The merchant does not want it opened, but if the PCs choose to open the box anyway, either now or later, refer to **Handout 1**.

If the PCs did not manage to save the barge, at least one of the family members has drowned, and the family is mourning. The woman who rants about Aric Lyonne instead rants about how all of this is Aric's fault, and about how she's convinced he's made a deal with a devil.

THE GOBLIN CAPTIVES

"We telly you nothings!" your captive protests.

The PCs must make at least two successful Intimidate or Bluff checks (DC 12/13) to convince the goblins to talk. The goblins are just as scared of the "big bossy boss" as they are of the PCs. Once the PCs coax them, however, the goblins ramble about the following:

"Big bossy boss workings with pink tasty person in city place. Big shiny hall, but we not allowed there. No, no. We stay in shadows, hidey hiding, takings the good stuffings we being told to take. Not all the nice sparklies like we would like. No, no. Big bossy boss very clear, only some things be taken, or grand high pink bossy boss in the palace get angry."

The goblins don't know the name of the "grand high pink big bossy boss in the palace," but they can describe him well enough: the crude description fits Aric Lyonne.

LOOTING THE BODIES

If the goblins are too dead to talk, the PCs can find some clues on their bodies. The goblin acolyte of Maglubiyet has on her body a list, written in Common, of merchant names, as well as a description of the things they were instructed to take. Though there is no signature on the list, a Perception check DC 15/17 notices the embossing of the paper, which appears to be unintentional. It bears the crest of the church of Torm and can definitely be traced back to Aric Lyonne.

ENDING THE ENCOUNTER

Make sure the PCs retrieve enough clues to pin the blame on Aric Lyonne. If the barge was saved, the merchant family offers to take them back to Scornubel and make themselves available to testify. If the barge was not saved... it's a long walk back.

EXPERIENCE POINTS

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

TREASURE

The PCs do not earn any treasure in this encounter.

ENCOUNTER 4: YOU SHALL NOT PASS

ENCOUNTER LEVEL 2/5 (625/1000 XP)

SETUP

This encounter includes the following creatures at the low tier:

- 2 elf scouts (S)
- 3 elf archers (A)

This encounter includes the following creatures at the high tier:

- 2 elf scouts (Level 5) (S)
- 3 elf archers (Level 5) (A)

The PCs need to get to Aric Lyonne no matter what, and the guards have been instructed to use lethal force to keep them away. There's no negotiating to be done here—the guards are following strict orders from the guild master to deny anyone entrance, though he has not told them why. They are loyal to Aric (not the paladins). The elves are all wood elves.

As the adventurers enter the area, read:

The merchant guildhouse is empty with the exception of some guards. "The guildhouse is closed for the day," one of them says. "You must leave, or we will be forced to remove you."

Let the PCs try to talk to the guards, but the guards remain firm in their orders, showing disrespect for the paladins, and eventually tiring of the conversation and attacking the PCs.

FEATURES OF THE AREA

Illumination: Brightly lit.

Ceiling: The ceiling is 15 feet high.

Chandelier: The rune represents a large chandelier secured to the ceiling with a rope. The rope is tied to the wall in the southeast corner of the room. A PC or enemy can untie the rope with a standard action while in that corner. This sends the chandelier crashing down in the rune squares, attacking all creatures therein: +6 vs. Reflex; on a hit, 1d10/1d10+4 damage, and target is knocked prone. After this, the rune area becomes difficult terrain. If the PCs are having trouble, do not have the elves make this attack (as the guildmaster would be upset at the breaking of the valuable

decoration). However, let the PCs do this if they are in trouble by positioning one or more of the elves under it.

Stairs: The open trap door represents stairs leading down. The guards are as intent on guarding the stairs as they are the doorway behind the desk to the south. They have not been informed why they are to guard the exits from the main hall; they are just following orders.

Doors: Aric's office is behind the doors on the south end of the hall. The doors are shut but not locked.

Desk: A desk has been pushed into the south alcove to block the door and slow down anyone seeking out the guildmaster. Consider this impassible unless the desk is moved (DC 15 Strength check). However, a creature can crawl under the desk or climb over the desk.

TACTICS

The elves have been instructed to guard the exits, and are determined to do so. They fight well as a team, the scouts attempting to provide flanks for each other while the archers move in and out of combat. After one of them falls, one attempts to leave through the back doors to warn Aric that the PCs are coming.

If the PCs are winning the combat too handily (for example, all the elves are bloodied, and none of the PCs are), the elves make use of the chandelier attack mentioned in the Features of the Area. The elves are not trying to kill the PCs and will knock the PCs unconscious.

SCALING THE ENCOUNTER

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

Four PCs: Remove one elf archer.

Six PCs: Add one elf scout.

ENDING THE ENCOUNTER

If the PCs do not stop the elf that flees to warn the guildmaster of the PCs' approach, Aric and the goblins are ready for them in the final encounter.

If the PCs are defeated, they are arrested by the guild guards. Though the paladins are the final law in Scornubel, they follow due process, and since the PCs are accused of brawling in the merchant guild (or worse), the trial to clear their names takes up enough time that Aric is able to get away with his plans without being caught.

EXPERIENCE POINTS

The characters each receive 125/200 experience points for successfully completing the encounter.

TREASURE

One of the elf archers wears *bracers of the perfect shot*. One of the elf scouts wears *wavestrider boots*. (At the adventure conclusion, even if the PCs captured rather than killed the elf guards, they will gain these treasure bundles.)

ENCOUNTER 4: YOU SHALL NOT PASS STATISTICS (LOW LEVEL)

Elf Archer	Level 2 Artillery
Medium fey humanoid	XP 125
Initiative +5 Senses Perception +11; low-light vision	
Group Awareness aura 5; non-elf allies in the aura gain a +1 racial bonus to Perception checks.	
HP 32; Bloodied 16	
AC 15; Fortitude 11, Reflex 13, Will 12	
Speed 7; see also <i>wild step</i>	
m Short Sword (standard; at-will) ♦ Weapon	
+5 vs. AC; 1d6+4 damage.	
R Longbow (standard; at will) ♦ Weapon	
Ranged 20/40; +7 vs. AC; 1d10+4 damage; see also <i>archer's mobility</i> .	
Archer's Mobility	
If the elf archer moves at least 4 squares from its original position, it gains a +2 bonus to ranged attack rolls until the start of its next turn.	
Elven Accuracy (free; encounter)	
The elf can reroll an attack roll. It must use the second roll, even if it's lower.	
Not So Close (immediate reaction, when an enemy makes a melee attack against the elf archer; encounter)	
The elf archer shifts 1 square and makes a ranged attack against the enemy.	
Wild Step	
The elf ignores difficult terrain when it shifts.	
Alignment Any	Languages Common, Elven
Skills Nature +11, Stealth +10	
Str 13 (+2)	Dex 18 (+5) Wis 16 (+4)
Con 14 (+3)	Int 12 (+2) Cha 11 (+1)
Equipment leather armor, short sword, longbow, quiver of 30 arrows	

Elf Scout	Level 2 Skirmisher
Medium fey humanoid	XP 125
Initiative +7 Senses Perception +10; low-light vision	
Group Awareness aura 5; non-elf allies in the aura gain a +1 racial bonus to Perception checks.	
HP 39; Bloodied 19	
AC 16; Fortitude 13, Reflex 15, Will 13	
Speed 6; see also <i>wild step</i>	
m Longsword (standard; at-will) ♦ Weapon	
+7 vs. AC; 1d8+4 damage.	
m Short Sword (standard; at will) ♦ Weapon	
+7 vs. AC; 1d6+4 damage.	
M Two-Weapon Rend (standard; encounter) ♦ Weapon	
The elf scout makes a longsword attack and a short sword attack against the same target. If both attacks hit, the elf scout deals an additional 4 damage.	
Elven Accuracy (free; encounter)	
The elf can reroll an attack roll. It must use the second roll, even if it's lower.	
Combat Advantage	
An elf scout that has combat advantage deals an extra 1d6 damage on its attacks.	
Wild Step	
The elf ignores difficult terrain when it shifts.	
Alignment Any	Languages Common, Elven
Skills Nature +10, Stealth +9	
Str 12 (+2)	Dex 18 (+5) Wis 14 (+3)
Con 15 (+3)	Int 10 (+1) Cha 12 (+2)
Equipment chainmail, longsword, short sword	

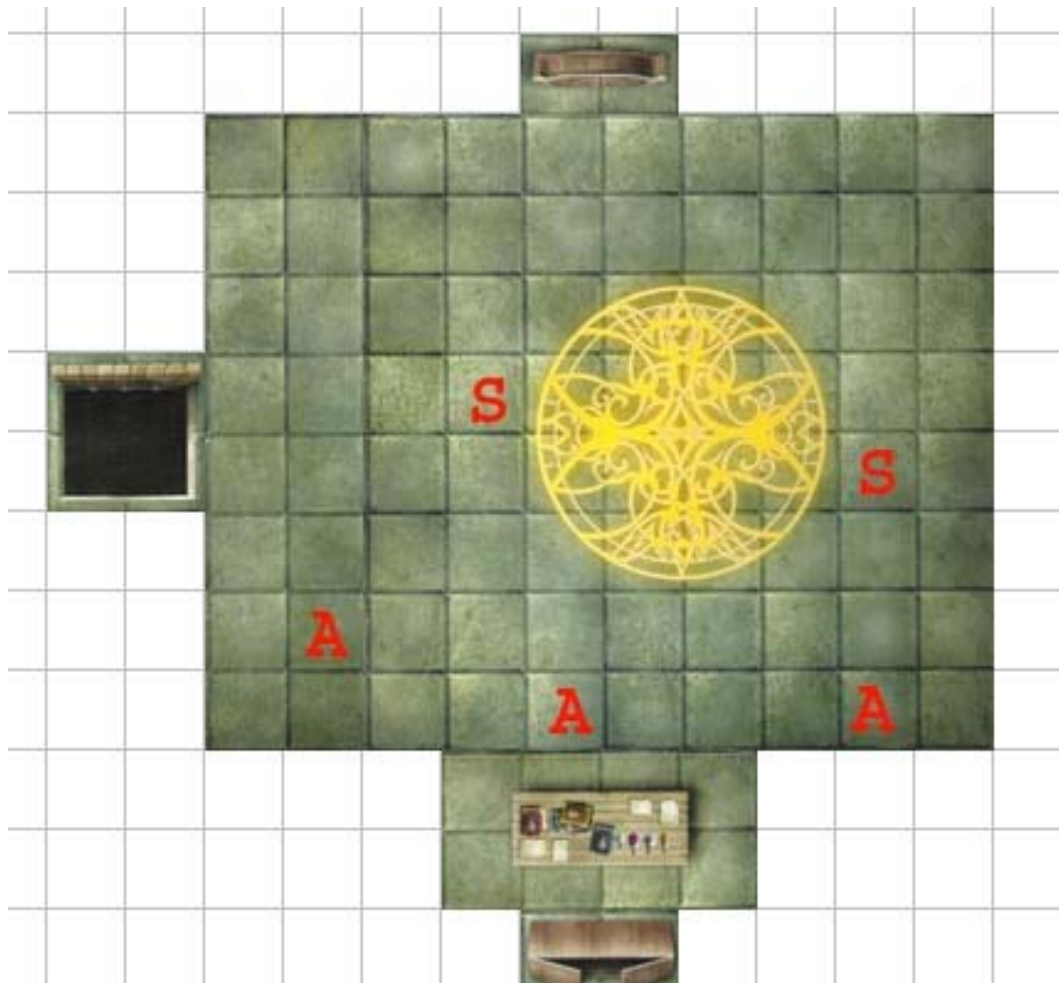
ENCOUNTER 4: YOU SHALL NOT PASS STATISTICS (HIGH LEVEL)

Elf Archer	Level 5 Artillery
Medium fey humanoid	XP 200
Initiative +6 Senses Perception +12; low-light vision Group Awareness aura 5; non-elf allies in the aura gain a +1 racial bonus to Perception checks. HP 50; Bloodied 25 AC 18; Fortitude 14, Reflex 16, Will 15 Speed 7; see also <i>wild step</i>	
m Short Sword (standard; at-will) ♦ Weapon +8 vs. AC; 1d6+5 damage.	
R Longbow (standard; at will) ♦ Weapon Ranged 20/40; +10 vs. AC; 1d10+5 damage; see also <i>archer's mobility</i> .	
Archer's Mobility If the elf archer moves at least 4 squares from its original position, it gains a +2 bonus to ranged attack rolls until the start of its next turn.	
Elven Accuracy (free; encounter) The elf can reroll an attack roll. It must use the second roll, even if it's lower.	
Not So Close (immediate reaction, when an enemy makes a melee attack against the elf archer; encounter) The elf archer shifts 1 square and makes a ranged attack against the enemy.	
Wild Step The elf ignores difficult terrain when it shifts.	
Alignment Any Languages Common, Elven	
Skills Nature +12, Stealth +11 Str 13 (+3) Dex 18 (+6) Wis 16 (+5) Con 14 (+4) Int 12 (+3) Cha 11 (+2)	
Equipment leather armor, short sword, longbow, quiver of 30 arrows	

Elf Scout	Level 5 Skirmisher
Medium fey humanoid	XP 200
Initiative +8 Senses Perception +11; low-light vision Group Awareness aura 5; non-elf allies in the aura gain a +1 racial bonus to Perception checks. HP 63; Bloodied 31 AC 19; Fortitude 16, Reflex 18, Will 16 Speed 6; see also <i>wild step</i>	
m Longsword (standard; at-will) ♦ Weapon +10 vs. AC; 1d8+5 damage.	
m Short Sword (standard; at will) ♦ Weapon +10 vs. AC; 1d6+5 damage.	
M Two-Weapon Rend (standard; encounter) ♦ Weapon The elf scout makes a longsword attack and a short sword attack against the same target. If both attacks hit, the elf scout deals an additional 4 damage.	
Elven Accuracy (free; encounter) The elf can reroll an attack roll. It must use the second roll, even if it's lower.	
Combat Advantage An elf scout that has combat advantage deals an extra 1d6 damage on its attacks.	
Wild Step The elf ignores difficult terrain when it shifts.	
Alignment Any Languages Common, Elven	
Skills Nature +11, Stealth +10 Str 12 (+3) Dex 18 (+6) Wis 14 (+4) Con 15 (+4) Int 10 (+2) Cha 12 (+3)	
Equipment chainmail, longsword, short sword	

ENCOUNTER 4: YOU SHALL NOT PASS MAP

TILE SETS NEEDED
DU4 Arcane Towers x1



ENCOUNTER 5: RED HANDED

ENCOUNTER LEVEL 2/4 (650/900 XP)

SETUP

This encounter includes the following creatures at the low tier:

- 1 goblin underboss (U)
- 1 human mage (M)
- 1 goblin blackblade (B)
- 1 goblin cutter (C)

This encounter includes the following creatures at the high tier:

- 1 goblin underboss (Level 6) (U)
- 1 human mage (Level 6) (M)
- 1 goblin blackblade (Level 3) (B)
- 1 goblin cutter (C)

Unless alerted by one of the elves from Encounter 4, Aric and the goblins are caught in the middle of conducting business in his office. (They are not surprised, however - they expect some sort of interruption.)

As the adventurers enter the area, read:

Aric Lyonne is standing behind his desk, conversing with three goblins, when you burst through the doors. His face drains and goes pale. "This isn't what it looks like," he protests.

"You coward!" One of the goblins shouts. "Start helping us solve your problems, why don't you?"

If one of the guards hurried ahead to warn Aric, adjust the text accordingly, with Aric and all three goblins ready to do battle with the PCs. (The elf in this scenario is in shock from seeing that his boss is actually dealing with the goblin bandits; the elf does not participate in combat, but instead surrenders.)

FEATURES OF THE AREA

File Cabinets: The room contains file cabinets (represented by bookshelves and the brown set of stairs on the map). These provide cover from certain angles.

Desk: Aric begins combat from behind his desk (represented by the trap door tile). He receives cover from the desk, and PCs must move around it to get to him. Mounting the desk at normal speed requires an Athletics check DC 15.

Chairs: Represented by the statues, the chairs are blocking terrain. In theory, they could be moved out of the way, or the PCs could stand on them (requiring an Athletics check of 10 to get on top of one at normal speed).

Table: On the table are three vials of *Alchemist's Fire* (as found in *Adventurer's Vault*; stats included below).

TACTICS

Aric is not accustomed to actually getting into combat himself, and is not used to working with the goblins on this level. He attempts to stay behind the desk and take pot shots at the PCs, keeping the goblins in the front lines.

The goblin underboss is also unconcerned with Aric, and is willing to throw him to the wolves if it means success for the goblins.

The goblin cutter, thinking he might have a better chance to attack the PCs with a projectile rather than the usual weaponry, makes for the table in an attempt to lob a flask of *alchemist's fire* at the PCs.

SCALING THE ENCOUNTER

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

Four PCs: Remove the goblin blackblade and the goblin cutter.

Six PCs: Add one goblin blackblade and one goblin cutter at low tier. At high tier, add one goblin blackblade and two goblin cutters.

ENDING THE ENCOUNTER

If the PCs succeed, allow the merchant family to arrive with the paladin who hired the PCs. (The merchant family alerted the authorities, thinking the PCs would need help in dealing with Aric.)

EXPERIENCE POINTS

The characters receive 130 / 180 experience points for successfully completing the encounter. If the PCs expose Aric as a traitor, regardless of besting him in combat, the PCs receive a minor quest award of 25 / 35 experience points in addition.

TREASURE

The goblin underboss wears *gauntlets of blood*. The PCs also find a few extra flasks of *alchemist's fire*. At the high tier only, in Aric's office, the PCs discover an *obsidian steed*.

CONCLUDING THE ADVENTURE

If defeated but not killed, Aric admits to his involvement with the bandits. Several months ago, he received an offer from a higher up in Elturel: if he could divert supplies from reaching the paladins, the official would make sure that the paladins turned a blind eye to any profits he made from the bandit activities. This official never gave a name, but he did use a seal proving his position in the church.

Aric has been selecting targets for the bandits to hit based on the cargo his contact specified. He has also been protecting his allies inside the merchant's guild, only allowing the bandits to target less powerful merchant families, outsiders, and his political enemies. He recently heard from his contact and was warned that he might want to start packing up his operation. Unfortunately for Aric, the PCs have now unraveled his work just as he was planning his exit strategy.

Complete Success: If the PCs capture (rather than kill) Aric and his elf guards, they are enthusiastically congratulated for their fine efforts by Cadwy when they make their report. (The paladins do not think the goblins are worthy of the same consideration so there is no penalty for killing the goblin bandits.) The PCs are paid 90/125 gold pieces (less any advance that they received from Cadwy) and told that the paladins have additional work for them. The PCs receive the "Justice of Torm" story object. The PCs are also awarded the magic items that the guards carried (*wavestrider boots* and *bracers of the perfect shot*).

Cadwy reveals to the PCs that much of the problem facing the paladins has to do with a threat to the south, as there has been a recent appearance of plaguechanged monsters that is diverting the attention of the paladins from their other concerns.

Partial Success: If the PCs successfully completed the mission but killed Aric and the guards, Cadwy gives them the agreed upon sum, but does not offer them further work or insinuate that it may become available. He seems disappointed with their lack of mercy, though unsurprised—what else can be expected from mercenaries? The PCs receive the "Vicious Reputation" story object.

Failure: If the PCs failed at their mission, the bandits continue to rage through Scornubel, adding to the difficulties the paladins are facing. The PCs are paid merely 30/40 gp for their time (possibly advanced to them at the start, in which case they receive no additional payment), and they are thrown out of Scornubel on their ears. The PCs receive the "Scorn of Scornubel" story object.

EPILOGUE: THE MYSTERIOUS BOX

If the PCs found the box in Encounter 3, ask what they want to do with it. If they show it to the paladins, the paladins are surprised to see the markings, which indicate that the box came from a Temple of Torm. Such containers are only used for shipping church documents and should not have been in the possession of a mere merchant. The paladins assume that the box must have been stolen from a temple of Torm, although this does not square with the story the merchant gave them (that he was asked by a paladin in Elturel to deliver the box to Aric Lyonne). The paladins ask to take possession of the box so that it can be returned to Elturel for a proper investigation.

If he lives, Aric is unable to provide much more information about the box. (The PCs might want Aric to open the box, thinking that the wards are keyed to him and this will bypass any traps; as it turns out, the wards are keyed to someone other than Aric, so he is no more able than they to open it freely.) Aric often serves as a go-between for various individuals whose identity he does not know. In this case, he was instructed to hold the box and give it to a man who would come to Scornubel and speak the phrase "beauty is nothing else but a just accord." Aric does not know the identity of the person who sent the box or the person who was to receive it.

If the PCs give the box to Tyrangal's agent in Scornubel (whether open or closed), the agent thanks them and promises to make sure that it is delivered to his mistress. A few days later, the PCs receive a vaguely worded letter of thanks, saying that the information will be used "for the benefit of all" and that Tyrangal may contact the PCs again should she require agents to assist her with a future matter. There is no story object for this, but you might want to have the players note on their logsheets that they have had a favorable interaction with Tyrangal.

If the PCs offer the box's contents to any other individual or group, nobody seems to know what the plans are for, but they probably have value to those who collect arcane curiosities. Nobody is willing to put a price on the documents at this time, however, so the PCs cannot earn any extra gold by selling the box or its contents.

To be clear, the box is entirely tangential to this adventure, but the fate of the plans is important to a future adventure, so please make sure you indicate what happened to the box on the tracking form. It is safe for you to reassure the players that they will have no doubt about exactly when and how this becomes significant -- they will know it when they see it!

ENCOUNTER 5: RED HANDED STATISTICS (LOW LEVEL)

Goblin Underboss		Level 4 Elite Controller (Leader)
Small natural humanoid		XP 350
Initiative +4		Senses Perception +8; low-light vision
HP 110; Bloodied 55		
AC 18; Fortitude 17, Reflex 15, Will 16; see also <i>survival instinct</i>		
Saving Throws +2		
Speed 5; see also <i>superior goblin tactics</i>		
Action Points 1		
m Short Sword (standard; at-will) ♦ Weapon		
+9 vs. AC; 1d6+4 damage. Miss: An adjacent ally makes a free basic attack.		
Superior Goblin Tactics (immediate reaction, when missed by a melee attack; at-will)		
The goblin underboss and up to two allies within its line of sight shift 1 square.		
Survival Instinct		
The goblin underboss gains a +3 bonus to defenses while bloodied.		
Alignment Evil		Languages Common, Goblin
Skills Stealth +10, Thievery +10		
Str 18 (+6)	Dex 14 (+4)	Wis 13 (+3)
Con 15 (+4)	Int 11 (+2)	Cha 16 (+5)
Equipment chainmail, short sword		

Gauntlets of Blood: The goblin underboss gains a +2 bonus to damage rolls against bloodied targets.

Goblin Cutter		Level 1 Minion
Small natural humanoid		XP 25
Initiative +3		Senses Perception +1; low-light vision
HP 1; a missed attack never damages a minion.		
AC 16; Fortitude 12, Reflex 14, Will 11		
Speed 6; see also <i>goblin tactics</i>		
m Short Sword (standard; at-will) ♦ Weapon		
+5 vs. AC; 4 damage (5 damage if the goblin cutter has combat advantage against the target)		
Goblin Tactics (immediate reaction, when missed by a melee attack; at-will)		
The goblin shifts 1 square.		
Alignment Evil		Languages Common, Goblin
Skills Stealth +5, Thievery +5		
Str 14 (+2)	Dex 17 (+3)	Wis 12 (+1)
Con 13 (+1)	Int 8 (-1)	Cha 8 (-1)
Equipment leather armor, short sword		

Alchemist's Fire		Level 1
When shattered, this flask fills an area with alchemical flame.		
Lvl 1		20 gp
Alchemical Item		
Power (Consumable ♦ Fire): Standard Action. Make an attack:		
Area burst 1 within 10; +4 vs. Reflex; on a hit, deal 1d6 fire damage; on miss, deal half damage.		

Goblin Blackblade		Level 1 Lurker
Small natural humanoid		XP 100
Initiative +7		Senses Perception +1; low-light vision
HP 25; Bloodied 12		
AC 16; Fortitude 12, Reflex 14, Will 11		
Speed 6; see also <i>goblin tactics</i>		
m Short Sword (standard; at-will) ♦ Weapon		
+5 vs. AC; 1d6+2 damage.		
Combat Advantage		
The goblin blackblade deals an extra 1d6 damage against any target it has combat advantage against.		
Goblin Tactics (immediate reaction, when missed by a melee attack; at-will)		
The goblin shifts 1 square.		
Sneaky		
When shifting, a goblin blackblade can move into a space occupied by an ally of its level or lower. The ally shifts into the blackblade's previous space as a free action.		
Alignment Evil		Languages Common, Goblin
Skills Stealth +10, Thievery +10		
Str 14 (+2)	Dex 17 (+3)	Wis 12 (+1)
Con 13 (+1)	Int 8 (-1)	Cha 8 (-1)
Equipment leather armor, short sword		

Human Mage		Level 4 Artillery
Medium natural humanoid		XP 175
Initiative +4		Senses Perception +5
HP 42; Bloodied 21		
AC 17; Fortitude 13, Reflex 14, Will 15		
Speed 6		
m Quarterstaff (standard; at-will) ♦ Weapon		
+4 vs. AC; 1d8 damage.		
r Magic Missile (standard; at will) ♦ Force		
Ranged 20; +7 vs. Reflex; 2d4+4 force damage.		
R Dancing Lightning (standard; encounter) ♦ Lightning		
The mage makes a separate attack against 3 different targets: ranged 10; +7 vs. Reflex; 1d6+4 lightning damage.		
A Thunder Burst (standard; encounter) ♦ Thunder		
Area burst 1 within 10; +7 vs. Fortitude; 1d8+4 thunder damage, and the target is dazed (save ends).		
Alignment Any		Languages Common
Skills Arcana +11		
Str 10 (+2)	Dex 14 (+4)	Wis 17 (+5)
Con 12 (+3)	Int 18 (+6)	Cha 12 (+3)
Equipment robes, quarterstaff, wand		

ENCOUNTER 5: RED HANDED STATISTICS (HIGH LEVEL)

Goblin Underboss (Level 6)	Level 6 Elite Controller (Leader)
Small natural humanoid	XP 500
Initiative +5 Senses Perception +9; low-light vision HP 142; Bloodied 71 AC 20; Fortitude 19, Reflex 17, Will 18; see also <i>survival instinct</i> Saving Throws +2 Speed 5; see also <i>superior goblin tactics</i> Action Points 1	
m Short Sword (standard; at-will) ♦ Weapon +10 vs. AC; 1d6+5 damage. Miss: An adjacent ally makes a free basic attack.	
Superior Goblin Tactics (immediate reaction, when missed by a melee attack; at-will) The goblin underboss and up to two allies within its line of sight shift 1 square.	
Survival Instinct The goblin underboss gains a +3 bonus to defenses while bloodied.	
Alignment Evil Languages Common, Goblin Skills Stealth +11, Thievery +11 Str 18 (+7) Dex 14 (+5) Wis 13 (+4) Con 15 (+5) Int 11 (+3) Cha 16 (+6)	
Equipment chainmail, short sword	

Gauntlets of Blood: The goblin underboss gains a +2 bonus to damage rolls against bloodied targets.

Goblin Cutter	Level 1 Minion
Small natural humanoid	XP 25
Initiative +3 Senses Perception +1; low-light vision HP 1; a missed attack never damages a minion. AC 16; Fortitude 12, Reflex 14, Will 11 Speed 6; see also <i>goblin tactics</i>	
m Short Sword (standard; at-will) ♦ Weapon +5 vs. AC; 4 damage (5 damage if the goblin cutter has combat advantage against the target)	
Goblin Tactics (immediate reaction, when missed by a melee attack; at-will) The goblin shifts 1 square.	
Alignment Evil Languages Common, Goblin Skills Stealth +5, Thievery +5 Str 14 (+2) Dex 17 (+3) Wis 12 (+1) Con 13 (+1) Int 8 (-1) Cha 8 (-1)	
Equipment leather armor, short sword	

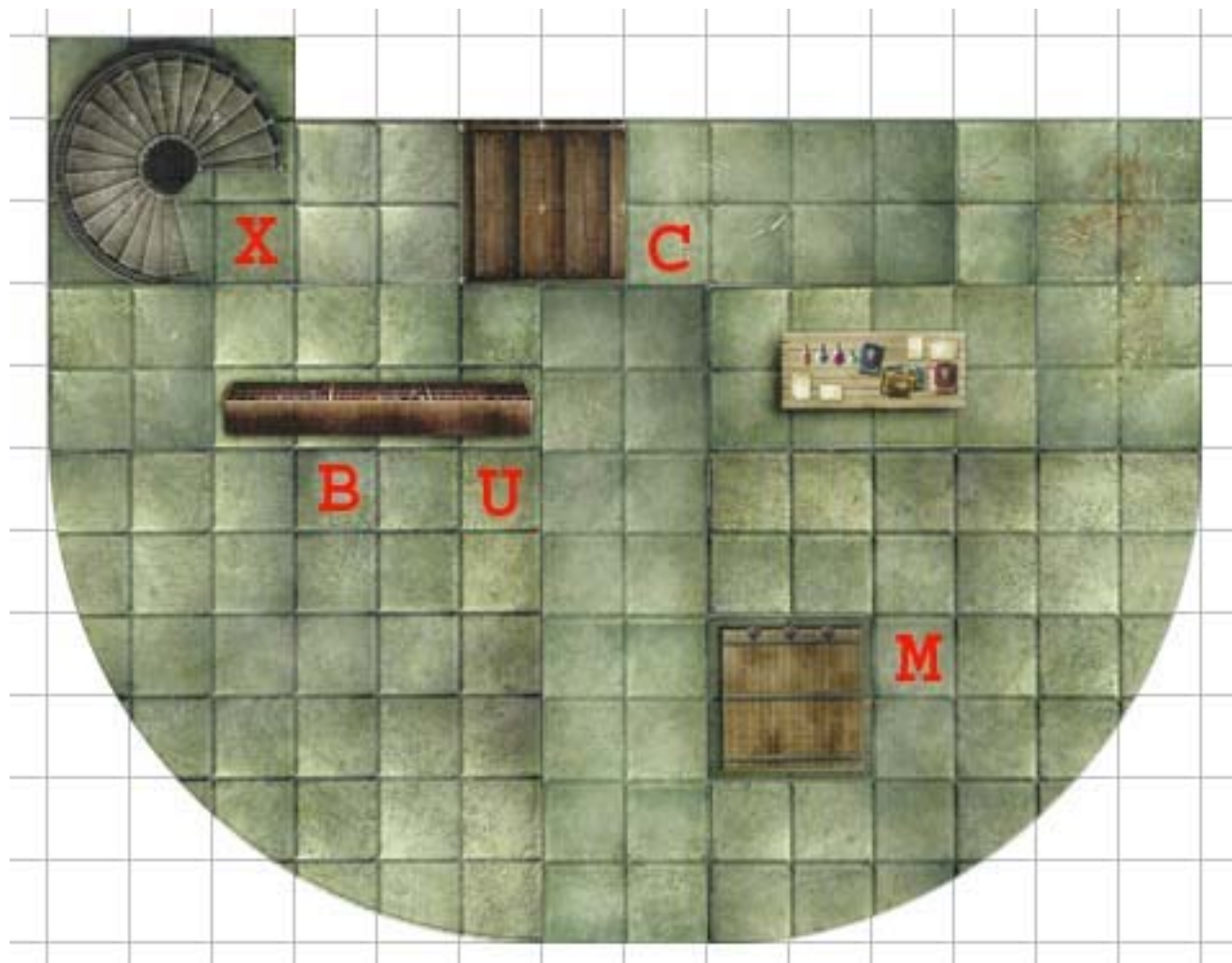
Alchemist's Fire	Level 1
<i>When shattered, this flask fills an area with alchemical flame.</i>	
Lvl 1 20 gp Alchemical Item	
Power (Consumable ♦ Fire): Standard Action. Make an attack: Area burst 1 within 10; +4 vs. Reflex; on a hit, deal 1d6 fire damage; on miss, deal half damage.	

Goblin Blackblade	Level 3 Lurker
Small natural humanoid	XP 150
Initiative +8 Senses Perception +2; low-light vision HP 39; Bloodied 18 AC 18; Fortitude 14, Reflex 16, Will 13 Speed 6; see also <i>goblin tactics</i>	
m Short Sword (standard; at-will) ♦ Weapon +7 vs. AC; 1d6+3 damage.	
Combat Advantage The goblin blackblade deals an extra 1d6 damage against any target it has combat advantage against.	
Goblin Tactics (immediate reaction, when missed by a melee attack; at-will) The goblin shifts 1 square.	
Sneaky When shifting, a goblin blackblade can move into a space occupied by an ally of its level or lower. The ally shifts into the blackblade's previous space as a free action.	
Alignment Evil Languages Common, Goblin Skills Stealth +11, Thievery +11 Str 14 (+3) Dex 17 (+4) Wis 12 (+2) Con 13 (+2) Int 8 (0) Cha 8 (0)	
Equipment leather armor, short sword	

Human Mage (Level 6)	Level 6 Artillery
Medium natural humanoid	XP 225
Initiative +5 Senses Perception +6 HP 54; Bloodied 27 AC 19; Fortitude 15, Reflex 16, Will 17 Speed 6	
m Quarterstaff (standard; at-will) ♦ Weapon +6 vs. AC; 1d8 damage.	
r Magic Missile (standard; recharge 3-6) ♦ Force Ranged 20; +9 vs. Reflex; 2d4+5 force damage.	
R Dancing Lightning (standard; encounter) ♦ Lightning The mage makes a separate attack against 3 different targets: ranged 10; +9 vs. Reflex; 1d6+5 lightning damage.	
A Thunder Burst (standard; encounter) ♦ Thunder Area burst 1 within 10; +9 vs. Fortitude; 1d8 + 5 thunder damage, and the target is dazed (save ends).	
Alignment Any Languages Common Skills Arcana +12 Str 10 (+3) Dex 14 (+5) Wis 17 (+6) Con 12 (+4) Int 18 (+7) Cha 12 (+4)	
Equipment robes, quarterstaff, wand	

ENCOUNTER 5: RED HANDED MAP

TILE SETS NEEDED
DU 4 Arcane Towers x1



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 1: Where Are Those Guys?

60 / 90 XP

Encounter 2: That Sinking Feeling

140 / 200 XP

Encounter 4: You Shall Not Pass

125 / 200 XP

Encounter 5: Red Handed

130 / 180 XP

Minor Quest: Uncovering a Traitor

25 / 35 XP

Total Possible Experience

480 / 705 XP

Gold per PC

90 / 125 gp

(Encounter 5: 90 / 125 gp)

Note: The XP and treasure awards in this adventure exceed the normal maximum for a levels 1-4 adventure. This is intentional, and the PCs may earn the full amounts listed if they achieve all of the objectives.

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: Any weapon, implement, armor, or neck slot item of 3rd level or less from any campaign-legal source (low-level only)

Found in Encounter 2

Bundle B: *bracers of enforced regret* (level 2; AV2)

Found in Encounter 2

Bundle C: *sunblade* (level 4; AV)

Found in Encounter 2

Bundle D: *bracers of the perfect shot* (level 3; PH)

Found in Encounter 4

Bundle E: *wavestriker boots* (level 4; PH)

Found in Encounter 4

Bundle F: *gauntlets of blood* (level 4; AV2)

Found in Encounter 5

Bundle G: *obsidian steed* (level 5; AV) (high-level only)

Found in Encounter 5

Bundle H: Any weapon, implement, armor, or neck slot item of 5th level or less found in any campaign-legal source (high-level only)

Found in Encounter 5

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 an *alchemist's fire* (level 1 consumable, described in the New Rules section) plus 40 / 75 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.

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 10 / 45 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 60 / 95 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, each PC may earn only one of the listed story awards, as explained in the Conclusion.

SPEC17 Justice of Torm

You captured your foes, turning them over for trial and thereby winning the approval of the paladins of Elturgard. The paladins of Elturgard are certain to look for your services again and will recommend you to other lawful organizations and realms.

SPEC18 Vicious Reputation

Though you accomplished your mission eliminating the bandit threat, you showed your foes no mercy, bringing them swift death instead of justice. This reputation may be a hindrance when dealing with officers of the law, in the eyes of others, ruthlessness is appreciated.

SPEC19 Scorn of Scornubel

You failed to bring the bandits to justice and earned the scorn of both the merchants of Scornubel and the paladins of Elturgard.

ADVENTURE QUESTIONS

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

1. Did the PCs defeat Aric Lyonne?

- a. Yes, it was easy.
- b. Yes, but it was a challenge.
- c. No, he managed to overcome them.
- d. They never got that far.

2. Did the PCs show mercy to their foes?

- a. Yes, they earned the "Justice of Torm" award.
- b. They showed mercy to the elves and humans, but not goblins.
- c. No, they slaughtered all their foes.
- d. No, the PCs were slaughtered.

3. Did the PCs find the box in Encounter Three?

- a. Yes, and they opened it
- b. Yes, but they did not open it
- c. No.

4. What did the PCs do with the box (and/or its contents) from Encounter Three?

- a. Kept it.
- b. Gave it to the paladins
- c. Gave it to Tyrangal (or her agent)
- d. Sold it, threw it away, or some other outcome

NEW RULES

Alchemist's Fire (Consumable)

Alchemist's Fire	Level 1
<i>When shattered, this flask fills an area with alchemical flame.</i>	
Lvl 1	20 gp
Alchemical Item	
Power (Consumable ♦ Fire): Standard Action. Make an attack: Area burst 1 within 10; +4 vs. Reflex; on a hit, deal 1d6 fire damage; on miss, deal half damage.	

Reference: Adventurer's Vault, page 24.

Bracers of Enforced Regret

Level 2

When an enemy presses you, the power of these simple steel bracers lets you turn the tables.

Item Slot: Arms 520 gp

Property: While you're marked, you gain a +2 bonus to attack rolls and damage rolls against the enemy that marked you.

Reference: Adventurer's Vault 2

Gauntlets of Blood

Level 4

The blood of wounded foes streams along the joints of these rusty-looking steel gauntlets.

Item Slot: Hands 840 gp

Property: You gain a +2 bonus to damage rolls against bloodied targets.

Reference: Adventurer's Vault 2

Sunblade

Level 4

This heavy golden sword attacks with the power and intensity of the sun, burning nearby enemies.

Lvl 4 840 gp

Weapon: Heavy Blade

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: This weapon can shed bright or dim light up to 20 squares. You control the brightness and range of the light.

Power (At-Will, Radiant): Free Action. All damage dealt by this weapon is radiant damage. Another free action returns the damage to normal.

Power (Daily, Radiant): Standard Action. You cause motes of light to burst out and attach to your enemies. Make an attack: Close burst 1; targets enemies; Strength vs. Reflex (apply a bonus to the attack roll equal to the weapon's enhancement bonus); on a hit, the target takes 1d8 radiant damage.

Reference: Adventurer's Vault

Obsidian Steed

Level 5

This figurine of dark volcanic glass can become a sleek riding horse.

Wondrous Item 1,000 gp

Power (Daily, Conjuration): Standard Action. Use this figurine to conjure a horse that appears to be made of obsidian (see below for statistics). As a free action, you can spend a healing surge while activating this item to give the creature temporary hit points equal to your healing surge value.

Reference: Adventurer's Vault

Obsidian Steed	Level 5 Conjured Creature	
Large natural animate (mount)	XP --	
Initiative as conjurer	Senses Perception +9	
HP 8; Bloodied 4		
AC 17; Fortitude 17, Reflex 14, Will 14		
Speed 8		
M Kick (standard; at-will)		
+6 vs. AC; 1d6 + 5 damage.		
Charger (while mounted by a friendly rider of 5th level or higher)		
♦ Mount		
The obsidian steed grants its rider a +5 bonus to damage rolls on charge attacks.		
Alignment Unaligned	Languages --	
Str 21 (+7)	Dex 14 (+4)	Wis 14 (+4)
Con 18 (+6)	Int 2 (-2)	Cha 10 (+2)
Description: When you activate a figurine, the conjured creature appears in a space adjacent to you, provided the space is large enough to contain the creature without squeezing. The creature obeys only you, responding to commands spoken in any language. The creature remains for up to 8 hours or until you use a minor action to dismiss it. The conjured creature acts on the same initiative count as you. Every action it takes costs you a minor action (which you use to issue commands), and a conjured creature cannot exceed its normal allotment of actions (a standard, a move, and a minor action) during its turn. If you spend no minor actions on your turn to command the creature, it remains where it is without taking any actions on its turn. A conjured creature has hit points, defenses, and attacks as indicated in its statistics block. It has no healing surges and cannot be healed, though it can still benefit from temporary hit points. When reduced to 0 hit points or fewer, the conjured creature disappears and cannot be conjured again until after you've taken an extended rest. Conjured creatures lack basic attacks and therefore cannot make opportunity attacks.		
Mount: This conjured creature has the Mount keyword, which means you can ride it and are considered to have the Mounted Combat feat while mounted on it. While mounted, you can command the creature using free actions, though the mount is still limited to its normal allotment of actions. You can choose to be mounted on the creature when it appears.		

APPENDIX 1: ELTURGARD

The following information was drawn from the *Forgotten Realms Campaign Guide* (pages 124-125) and can be used for reference and shared with players.

SCORNUBEL

Scornubel is a sprawling city along the north shore of the River Chionthar, which flows east to west (to Elturel, Baldur's Gate and the Sea of Swords). At the eastern edge of the city, the River Reaching flows from out of the north and merges with the Chionthar. Both caravans and river craft provide much trade which is the life blood of the city. In the center of the city, a citadel of paladins, visible from most points of the city, provide a constant reminder of the rule of law. There is no bridge over the River Chionthar or the River Reaching in this vicinity.

To the west, there is a glow in the night sky from the Companion over Elturel which always is in the sky. Even at this distance, the light from the Companion is unpleasant for undead and they do not like to look at it.

SCORNUBEL LORE

A character knows the following information with a successful skill check.

History DC 15: Scornubel nearly failed in the decades following the Year of Blue Fire, when trade fell to almost nothing. The city elders allowed it to be annexed into the realm of Elturel and the protection of the paladins helped stabilize the city. It did change the city's previous exclusive focus on profits though.

ELTURGARD LORE

A character knows the following information with a successful skill check.

History DC 15: Elturel is a relatively small island of order and hope in an inhospitable swath of the Western Heartlands. Over the years, hundreds of people fleeing a mummy's curse, a vampire's service, or some other undead involvement have arrived here, settling in Elturel in particular. The forests surrounding this land have grown wild and dangerous.

A pocket of plagueland festering several miles to the south has a habit of spewing forth occasional monstrosities.

Streetwise DC 15: The paladins are preparing a large military operation for which they need lots of

supplies. The exact nature of the operation is not known, but seems imminent.

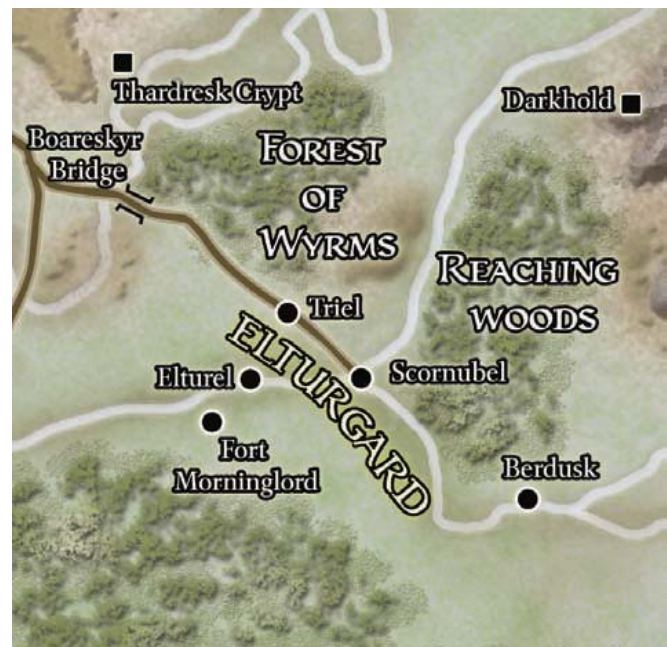
Streetwise DC 25: In some quarters, Elturel has garnered a reputation for being too righteous. Many problems attend its inflexible laws, inquisitorial persecution of evil, and bold plans for "setting Faerûn aright."

REACHING WOODS LORE

A character knows the following information with a successful skill check.

History DC 10: The Reaching Woods which lies to the east was barricaded by the paladins 20 years ago. The woods are purportedly filled with gnolls who worship demons and goblins.

Streetwise DC 15: Rumor has it that the gnolls have eaten, enslaved, or driven off all other humanoids in the woods.



HANDOUT 1: THE MYSTERIOUS BOX

DM Note: Don't give this handout to the players until they actually get the box open! The first portion describes the ward on the box, and you'll need to adjudicate the PCs' efforts to get it open before they can examine the contents.

Arcane Lock: The box has been sealed with the Arcane Lock ritual (see *Player's Handbook*). The ward is keyed to a specific individual (and that individual is not Aric Lyonne). Anyone other than the correct individual (whose identity is beyond the scope of this adventure) must find a way to break or bypass the Arcane Lock. The ritual caster achieved an Arcana check result of 20/22, so the DC to bypass the Arcane Lock via Thievery or force the box open with a Strength check is 25/27.

The PCs may also use the Knock ritual (also detailed in the PH). If none of the PCs knows the Knock ritual, they may purchase a scroll in Scornubel for 210 gp (which includes the component cost of 35 gp; the person reading the scroll still has to spend a healing surge).

Once the box has been opened, you may give this handout to the players, or simply read them the following text:

Inside the box is a rolled sheet of vellum. The scroll contains a drawing or architectural plan of some sort and a list of materials. It appears to be a design for a pyramid-shaped marker, with each edge of the base about ten feet long and the height 10 feet as well. The dimensions are very precise.

Rounded niches are to be carved into the sides in various locations and at various angles indicated on the diagram, but they don't seem to follow any obvious pattern. The niches are deep enough that a person could probably stand or lie in them, although based on the depth, it would be an uncomfortable fit, and half of their body would still be visible.

The materials are a blend of various expensive stones, such as marble, which are to be ground and mixed in precise proportions along with various ritual components. The manifest places a particular emphasis on the capstone of the pyramid, which is to be made of solid gold and carved with specific symbols, though again you do not recognize any of the glyphs. The cost of even one of these structures would be many thousands of gold pieces.

According to the merchant, this box was supposed to be delivered to Aric Lyonne, and it was sent by a member of the Church of Torm, but it doesn't look like any relic or regalia of Torm that you've ever seen before. Is Aric supposed to be on the lookout for this item, or is he supposed to use the resources of the Merchant's Guild to build these bizarre monoliths? There's no way to know, but this information will surely be valuable to the right people.

Of course, exactly who the right people are is now for you to decide.

Skill checks and even divination rituals used to try and learn more about the diagram or the device it describes are unable to provide additional information. The ritual components listed do not match the formula for any specific ritual that you or your contacts have ever encountered, so it must be a new ritual. Many of the components on the list are associated with necromancy, however.