

THE UNDUMOR CONNECTION

A DUNGEONS & DRAGONS® *LIVING
FORGOTTEN REALMS* ADVENTURE

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With no soldiers to spare, the commander at Citadel Dantalien needs you to retrieve an agent of the Simbarch's Guard from the Thayan outpost of Undumor. Are you ready to infiltrate a city filled with hordes of Thayan undead? A *Living Forgotten Realms* adventure set in Aglarond for characters levels 7-10 and Part 2 of the "Circle of Stones" major quest, which began in AGLA1-5.

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 7 - 10. Characters that fall outside of the level range may not participate in the adventure. Make certain to check the levels of the PCs before beginning play to ensure that they are the proper level.

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

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

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

FAILING TO DEFEAT AN ENCOUNTER

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

CHARACTER DEATH

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

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

MILESTONES

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

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

LASTING EFFECTS

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

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

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

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

ADVENTURE BACKGROUND

In *AGLA1-5 Silver Lining*, while retaking an abandoned silver mine in the Tannath Mountains, adventurers discovered that a mysterious wizard known as the Saffron Devil had ordered a tribe of orcs to mine and create strange menhir stones. Menhir stones are used throughout the Yuirwood as a part of outdoor religious

shrines or in the construction of portals. Although the assault on the mines was successful, the Saffron Devil had already escaped into the Underdark with an unknown number of these stones.

These events were reported to Captain Arol, Commander of the Army of the Green Drake. Captain Arol then forwarded the information to the Simbarch Council. Concerned by the possibility that the Saffron Devil plans to use the stones as part of some large-scale ritual to threaten Aglarond, the Council sent out Simbarch's Guard agents far and wide to try to track down the wizard. After many months, an agent named Drall Keighen learned that the wizard had established a residence in the Thayan outpost of Undumor. Drall's last report indicated that he had managed to infiltrate the fortress-city, but the agent has not been heard from since.

DM'S INTRODUCTION

The adventure begins with the PCs answering a call for adventurers at Citadel Dantalien, across the river from Undumor. The citadel's commander, Captain Gaspar Inskipp, recognizes the PCs by reputation and asks them to take on the dangerous task of not only entering Undumor, but also extracting Keighen from the city. Upon the PCs' acceptance of the mission, Gaspar briefs them on the city and presents several options for how to get there covertly.

The PCs can either travel by boat under cover of darkness or by being smuggled in during the day on a cargo ship. Either way, they encounter a patrol looking for invaders.

Once they get past the patrol, the PCs must find Keighen in the city as quickly and as quietly as possible. If they take too long, the agent is already dead, but on his body the PCs discover a cryptic message containing only the briefest of explanations about his mission. If they arrive in time, they find Keighen waiting outside the Saffron Devil's house. He explains that he needs the party to enter the house and find anything that could indicate the wizard's plans. Either way, the PCs can discover the information they need hidden inside a guarded and trapped library.

Once they have obtained evidence of the Saffron Devil's plans, the PCs must then escape Undumor and return to Citadel Dantalien.

PLAYER'S INTRODUCTION

Read or paraphrase the following to the players:

The torrent of rain starts to subside as you trudge down the muddy road to Citadel Dantalien. Word has gone throughout Aglarond, as it has many times before, that the Citadel is calling for adventurers to bolster the defenses against the Thayan-occupied fortress of Undumor. Other adventurers can be seen making their way to the military headquarters in Citadel Dantalien, no doubt looking for both adventure and reward.

At this point, the players may introduce their characters. Ask each player what story awards his or her character has that pertain to Aglarond. In particular, you should check to see if any of the PCs participated in the adventure AGLA1-5 *Silver Lining*, but honors and awards from any Aglarond regional adventure will do. The more the PCs have done on Aglarond's behalf in the past, the greater their reputation (the Aglarondan military keeps detailed dossiers on all adventures who assist with its operations).

If none of the PCs has any story awards from Aglarond, then ask which awards they have earned that would cast them in a positive light as enemies Thay; marking them as friends of eladrin, elves, or half-elves; or that deal with other types of fey creatures. All of these groups have a strong presence in the region.

Finally, if all else fails, check for honors and awards from nearby regions, or membership in adventuring companies or other organizations that might have achieved a level of renown in Aglarond.

Once this is done, read or paraphrase the following:

The recruitment line at the Citadel is long and moves slowly. After several minutes you notice that a high-ranking Aglarondan officer, possibly the Citadel's commander, is scanning the line intently. He pauses, looking directly at your group. The officer turns and whispers something to a lower-ranking soldier, who then walks over to you and says, "Captain Inskipp says he knows of you by reputation. Would you be so kind as to allow me to escort you to his office?"

ENCOUNTER 1: ENTRANCE

STRATEGY

SETUP

Important NPC:

Captain Gaspar Inskipp (Diplomacy +8, Insight +5, Intimidate +13)

This encounter has two scenes. The first is in Captain Inskipp's office where he recruits the PCs for the rescue mission. The second is in the Citadel's war room where Inskipp discusses the intelligence on Undumor and the best ways into the city.

SCENE 1

Captain Inskipp sits behind his desk, cleaning out his pipe. His neatly trimmed red hair and beard contrast with the long scar across his left cheek. "I thought I recognized you," he states. "You have gained no small amount of notoriety for yourselves. I have a special mission that is worthy of individuals of your caliber. I hope that for love of Aglarond, or hatred of Thay, you'll be willing to do this mission. But if that's not enough, well, the pay is good. Though, I deplore using such motivations for such an important mission."

Captain Inskipp mentions a few details of the PCs' past exploits that he has heard about. For adventurers with story awards from Aglarond, he mentions that they have received notes in their file pertaining to those missions (hopefully positive). For other events and awards, the Captain doesn't know all the details, but he's heard a few snippets and rumors about the PCs' deeds in other parts of Faerun. This is an opportunity for you to help the players feel as though their characters are developing a reputation that goes beyond any single region. They are nearing the end of the Heroic tier and preparing to move into the Paragon tier, and their exploits are starting to be noticed by many.

Inskipp then goes on to explain the mission. Use the following points during this discussion:

- If asked why Aglarond wants adventurers to do this mission instead of the regular army, Inskipp tells them that the army is hard-pressed to hold the line against the Thayan undead forces - forces that need no food, no pay, and no rest. The forces in Citadel Dantalien are too few to risk on this mission. Plus, the troops have no training in stealth or other specialized skills for infiltrating an enemy stronghold.

- The Simbarch Council has sent orders to him to recruit a highly skilled adventuring party to extract a Simbarch's Guard agent who went to Undumor as a spy for the Council and is now presumed to be in trouble or in danger because he has not reported back in a month. He normally sends word of his progress weekly.
- The agent's name is Drall Keighen and he serves Vummos Poe, an eladrin Simbarch.
- Keighen's last message stated that he was close to his objective. This message is a month old.
- Inskipp does not know what Keighen's mission was, but that it was deemed urgent and time-sensitive.
- Inskipp can give a description of Keighen and points out that he's pale, thin, and secretive. If a PC makes a DC 20 Nature or Religion check, that description indicates that Keighen is a dhampyr originally of human stock.
- Inskipp can also give the PCs a set of coded markings that Keighen was using to encode messages and leave trail markers. It is important to emphasize this point as it is essential to the party's success in Undumor.
- Inskipp also gives them a secret password so that they can properly identify themselves to Keighen.
- Inskipp offers 50/80 gp per PC upon returning from Undumor. He does not advance them any funds ahead of time.

SCENE 2

Assuming the PCs accept the mission, read or paraphrase the following:

Captain Inskipp smiles and says, "Very good. Come with me and I will explain what we know about Undumor."

Captain Inskipp leads the party to a room several doors down from his office. The room has a couple of Aglarond soldiers acting as clerks. There are numerous maps, scrolls, and charts. The party can get the following information from this room.

- Inskipp explains that this room is where the Citadel gathers and evaluates all of the information that adventuring groups bring back from Undumor and the surrounding area.
- Inskipp first orders the clerks to get the current intelligence reports on Undumor. This is distilled down into Handout 1. Please give this handout to the PCs.

- Inskipp can order the clerks to bring out maps of the Undumor area. This information can be found in Handout 2. Please give this handout to the PCs.
- If asked about the best ways into Undumor, Inskipp points out on the map that groups have been most successful either by crossing the river channel at the strait near Undumor under cover of darkness or by being smuggled in by ships sympathetic to Aglarond's cause. He strongly disagrees with the idea going around the river channel near Nethjet where there is a bridge because of the difficult terrain around the Plateau of Thay and because of the numerous patrols operating between Undumor and the plateau. A PC can see the same thing with a DC 15 Perception check.
- Inskipp can provide a wooden raft if the PCs choose to cross the river and the name of a ship that can carry them to Undumor if they choose the smuggling option.
- Inskipp can also tell the PCs that they can buy equipment from the Citadel up to and including magic items of their level.
- If asked about how they are to communicate back with Inskipp, he says that, as there is a possibility that Keighen's communications may have been compromised, the PCs should not try to send word back. They are on their own once they cross the border.
- Inskipp is more than willing to give the PCs rope, spare clothes (obviously they can't go in wearing nice clothes or obvious holy symbols), rations, horses, rain cloaks, and climbing kits, as long as the PCs understand that these are part of the meager military supplies that the troops use, and that the party returns any remaining items at the conclusion of the mission.

ENDING THE ENCOUNTER

After getting any equipment they need, the PCs have to decide how they are to get to Undumor. If they choose the river crossing option, go to Encounter 2a. If they choose the smuggling option, go to Encounter 2b. If they choose to go around the river channel, use Encounter 2a, but start them with one automatic failure in either Encounter 3 or Encounter 4 because of the extra time it takes to get around the Plateau so they have only two failures remaining before failing the challenge.

EXPERIENCE POINTS

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

ENCOUNTER 2A: NIGHT CROSSING

ENCOUNTER LEVEL 7/9 (1450/2000 XP)

SETUP

This encounter includes the following creatures at the low tier:

- 4 witherling rabbles (R)
- 2 greater ghouls (level 8) (G)
- 1 bleak necromancer (level 8) (B)

This encounter includes the following creatures at the high tier:

- 5 witherling rabbles (R)
- 2 greater ghouls (G)
- 1 bleak necromancer (level 10) (B)

In this encounter, the PCs have successfully gotten over to the north side of the Umber River. They either got here by raft or by going around the channel by the Plateau of Thay. If they come by raft, their starting position is the raft. If they came overland, their starting position is the lower right corner of the land area; do not place the raft on the map in this case.

As the adventurers enter the area, read:

You have arrived at the Undumor side of the river. Crickets are chirping in the distance and the occasional burp of a frog breaks the silence. But even these seemingly normal sounds carry an air of foreboding and death.

At this point, determine surprise for the combat. Have the party make Stealth checks. The greater ghouls and withering rabbles have darkvision and so can potentially see the party approach. The bleak necromancer has normal vision, but may hear the party or see them if they use a light. He also has the Dark Light ritual (see New Rules section) up so he can see in dim light anyone who approaches within 6 squares of him. The bleak necromancer, however, must activate a sunrod before he can see them from either entry point. Use the creature's Passive Perceptions to see if they spot the party.

PCs with darkvision have the chance to spot the patrol. Those who have a passive Perception of 13 or better can spot the withering rabble. A passive Perception of 16 or better detects the bleak necromancer while a passive Perception of 24 or better detects the greater ghouls.

If the patrol manages to surprise the PCs, read the following:

A burst of light illuminates the area as a sunrod is arced toward you and bounces on the ground. You see numerous undead advancing menacingly towards you from positions near a covered wagon drawn by skeletal horses. A voice from the direction of the wagon calls out, "By the authority vested in me by the great Regent of Thay, Szass Tam, surrender or die!"

The above actions use up his surprise round.

If the party manages to spot the patrol first, read or paraphrase the following:

You notice upon approach a group of small and medium-sized humanoid beings near a covered wagon drawn by skeletal horses. Some of the humanoids appear to be undead.

FEATURES OF THE AREA

Illumination: Regardless of how the PCs got to the area, the area has no illumination initially until the bleak necromancer activates a sunrod or until the PCs provide more light. The bleak necromancer throws the sunrod towards the melee between his undead minions and the PCs. He is no longer illuminated, but he can see the PCs.

The River: Blank squares on the lower edge of the land squares form the river. Squares next to land are shallow water (up to three feet deep) and are difficult terrain, costing 2 squares of movement. There is a drop-off after the shallow water squares for all squares further out; combatants in these squares must swim to move there. The river current has negligible effect on swimming here.

River's Edge: The land squares adjacent to the river are muddy and are difficult terrain, costing 2 squares of movement.

The Stream: The stream is difficult terrain, costing 2 squares of movement, except at the bridge which is normal terrain.

The Raft: The brown tiles at the bottom of the map make up the raft. The raft has wooden decks which are normal terrain. If the party came into the encounter from the east, the raft is not present.

The Coastline: The area away from the river's edge is normal terrain, except for squares containing bushes or rocks which are difficult terrain, costing 2 squares of movement. Trees, the horse, and the covered wagon can provide cover.

TACTICS

The bleak necromancer first activates a sunrod and orders the undead to attack. He also has a magic staff that gives him additional powers (see stat blocks below).

He then activates *restless dead* to attempt to block the PCs' advance (across the front of the raft, for example). Afterward, the bleak necromancer moves the *restless dead* zone to immobilize more PCs, *death bolt* to slide targets into the water or towards the undead or *enervating burst* to slow targets down. If he thinks it gives him an advantage, the bleak necromancer changes his fire damage to acid damage at high tier. He is a bit of a coward and attempts to mount up a horse-skeleton and flee if the PCs get past the undead.

Greater ghouls rush into combat. They have a preference for immobilized targets and attack them until down. If no targets are immobilized, the greater ghouls pick on the stronger targets first, relying on their auras to soften the target. They fight to the death or until their target is unconscious.

Withering rabbles attack as a pack, bypassing stronger opponents if possible to attack weaker ones. They put at least two withering rabbles on a target, preferably in a flank. They also fight to the death or until their target is unconscious.

SCALING THE ENCOUNTER

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

Four PCs: Remove one greater ghoul.

Six PCs: Add one greater ghoul.

ENDING THE ENCOUNTER

By successfully defeating the patrol, the PCs can search the bodies. In addition to the treasure listed below, the bleak necromancer has several black, grey, and brown collars in a pouch. The PCs can use these as well as the bleak necromancer's robes as aids in infiltrating the city.

If he survives, the bleak necromancer knows very little:

- He has heard of the Saffron Devil, but only knows him as a powerful wizard living in the wealthy quarter of Undumor.
- He was ordered to patrol the river in case Aglarond sent spies across the river.
- He attacked the party because no one is supposed to be at the river after dark, except authorized persons like patrols.

If the party defeated the patrol, they can enter Undumor via Encounter 3a. If not, the patrol loads them into the covered wagon, but they can attempt to escape and finish their mission in Encounter 3b.

EXPERIENCE POINTS

The characters receive 290/400 experience points for successfully defeating the undead patrol.

TREASURE

The bleak necromancer has either a *force staff* +2 (low-level version only) or a *staff of acid and flame* +2 (high-level version only) and 50/60 gp per PC.

ENCOUNTER 2A: NIGHT CROSSING STATISTICS (LOW LEVEL)

Witherling Rabble		Level 9 Minion	
Small natural animate (undead)		XP 100	
Initiative +10		Senses Perception +4; darkvision	
HP 1; a missed attack never damages a minion.			
AC 23; Fortitude 21, Reflex 22, Will 20			
Speed 8, climb 6			
m Claw (standard; at-will)			
+14 vs. AC; 9 damage.			
Combat Advantage			
A witherling rabble deals 2 extra damage on attacks against any creature granting combat advantage to it.			
Pack Attack			
A witherling rabble's melee attacks deal 2 extra damage against any enemy that has two or more of the rabble's allies adjacent to it.			
Sudden Leap (move; at-will)			
The witherling rabble jumps 4 squares. During the jump, it gains a +5 bonus to AC against opportunity attacks, and any enemy that misses the rabble with an opportunity attack grants combat advantage to it until the end of the rabble's turn.			
Alignment Evil		Languages Abyssal, Common	
Str 11 (+4)	Dex 19 (+8)	Wis 12 (+4)	
Con 16 (+7)	Int 7 (+2)	Cha 12 (+5)	

Greater Ghoul (level 8)		Level 8 Soldier
Medium natural animate (undead)		XP 350
Initiative +10	Senses Perception +4; darkvision	
Sepulchral Stench aura 3; enemies in the aura take a -2 penalty to all defenses.		
HP 87; Bloodied 43		
AC 24; Fortitude 21, Reflex 23, Will 20		
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant		
Speed 6, climb 4		
m Claws(standard; at-will)		
+15 vs. AC; 2d8 + 4 damage, and the target is immobilized (save ends). If the target is a living creature that is already immobilized, stunned, or unconscious, the bite deals an extra 2d6 damage.		
M Ghoulish Bite (standard; at-will)		
Target must be immobilized, stunned, or unconscious; +13 vs. AC; 3d6 + 5 damage, and the target is stunned (save ends).		
Alignment Chaotic Evil	Languages Common	
Skills Stealth +13		
Str 14 (+6)	Dex 19 (+8)	Wis 11 (+4)
Con 15 (+6)	Int 10 (+4)	Cha 12 (+5)

Bleak Necromancer (level 8)		Level 8 Controller
Medium natural humanoid		XP 350
Initiative +7	Senses Perception +9	
Grave Stench aura 1; enemies that enter or start their turns within the aura take a -2 penalty to attack rolls.		
HP 88; Bloodied 44		
AC 22; Fortitude 20, Reflex 22, Will 17		
Resist 5 necrotic		
Speed 6		
m Lantern Staff (standard; at-will) ♦ Fire, Necrotic, Weapon		
+13 vs. AC; 1d8 + 4 damage plus 1d6 fire and necrotic damage.		
R Death Bolt (standard; at-will) ♦ Necrotic		
Ranged 5; +12 vs. Reflex (+13 against bloodied targets); 1d8 + 9 necrotic damage and slide the target 2 squares.		
A Enervating Burst (standard; at-will) ♦ Necrotic		
Area burst 1 within 10; +10 vs. Fortitude; 1d6 + 6 necrotic damage, and the target is slowed (save ends).		
A Restless Dead (standard; sustain minor, encounter) ♦ Necrotic, Zone		
Area burst 1 within 10; flying creatures immune; +12 vs. Reflex; 1d8 + 6 damage, and the target is immobilized (save ends). The burst creates a zone that lasts until the end of the bleak necromancer's turn. Any enemy that enters the zone or starts its turn within the zone is subject to another attack. The bleak necromancer can move the zone 3 squares by spending a standard action.		
Alignment Chaotic Evil		Languages Common, Draconic
Skills Arcana +14, Intimidate +8, Religion +14		
Str 11 (+4)	Dex 16 (+7)	Wis 11 (+4)
Con 16 (+7)	Int 21 (+9)	Cha 8 (+3)
Equipment: black robes, lantern staff		

Note: The Bleak Necromancer possesses a *force staff* +2 that gives him the following special power:

Critical: +2d6 force damage, and the target is knocked prone.

ENCOUNTER 2A: NIGHT CROSSING STATISTICS (HIGH LEVEL)

Witherling Rabble	Level 9 Minion
Small natural animate (undead)	XP 100
Initiative +10 Senses Perception +4; darkvision	
HP 1; a missed attack never damages a minion.	
AC 23; Fortitude 21, Reflex 22, Will 20	
Speed 8, climb 6	
m Claw (standard; at-will)	
+14 vs. AC; 9 damage.	
Combat Advantage	
A witherling rabble deals 2 extra damage on attacks against any creature granting combat advantage to it.	
Pack Attack	
A witherling rabble's melee attacks deal 2 extra damage against any enemy that has two or more of the rabble's allies adjacent to it.	
Sudden Leap (move; at-will)	
The witherling rabble jumps 4 squares. During the jump, it gains a +5 bonus to AC against opportunity attacks, and any enemy that misses the rabble with an opportunity attack grants combat advantage to it until the end of the rabble's turn.	
Alignment Evil Languages Abyssal, Common	
Str 11 (+4) Dex 19 (+8) Wis 12 (+4)	
Con 16 (+7) Int 7 (+2) Cha 12 (+5)	

Greater Ghoul	Level 10 Soldier
Medium natural animate (undead)	XP 500
Initiative +11 Senses Perception +5; darkvision	
Sepulchral Stench aura 3; enemies in the aura take a -2 penalty to all defenses.	
HP 103; Bloodied 51	
AC 26; Fortitude 23, Reflex 25, Will 22	
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant	
Speed 6, climb 4	
m Claws (standard; at-will)	
+17 vs. AC; 2d8 + 5 damage, and the target is immobilized (save ends). If the target is a living creature that is already immobilized, stunned, or unconscious, the bite deals an extra 2d6 damage.	
M Ghoulish Bite (standard; at-will)	
Target must be immobilized, stunned, or unconscious; +15 vs. AC; 3d6 + 6 damage, and the target is stunned (save ends).	
Alignment Chaotic Evil Languages Common	
Skills Stealth +14	
Str 14 (+7) Dex 19 (+9) Wis 11 (+5)	
Con 15 (+7) Int 10 (+5) Cha 12 (+6)	

Bleak Necromancer (level 10)	Level 10 Controller
Medium natural humanoid	XP 350
Initiative +8 Senses Perception +10	
Grave Stench aura 1; enemies that enter or start their turns within the aura take a -2 penalty to attack rolls.	
HP 104; Bloodied 52	
AC 24; Fortitude 22, Reflex 24, Will 19	
Resist 5 necrotic	
Speed 6	
m Lantern Staff (standard; at-will) ♦ Fire, Necrotic, Weapon	
+15 vs. AC; 1d8 + 5 damage plus 1d6 fire and necrotic damage.	
R Death Bolt (standard; at-will) ♦ Necrotic	
Ranged 5; +14 vs. Reflex (+15 against blooded targets); 1d8 + 10 necrotic damage and slide the target 2 squares.	
A Enervating Burst (standard; at-will) ♦ Necrotic	
Area burst 1 within 10; +12 vs. Fortitude; 1d6 + 7 necrotic damage, and the target is slowed (save ends).	
A Restless Dead (standard; sustain minor, encounter) ♦ Necrotic, Zone	
Area burst 1 within 10; flying creatures immune; +14 vs. Reflex; 1d8+7 damage, and the target is immobilized (save ends). The burst creates a zone that lasts until the end of the bleak necromancer's turn. Any enemy that enters the zone or starts its turn within the zone is subject to another attack. The bleak necromancer can move the zone 3 squares by spending a standard action.	
Alignment Chaotic Evil Languages Common, Draconic	
Skills Arcana +15, Intimidate +9, Religion +15	
Str 11 (+5) Dex 16 (+8) Wis 11 (+5)	
Con 16 (+8) Int 21 (+10) Cha 8 (+4)	
Equipment: black robes, lantern staff	

Note: The Bleak Necromancer possesses a *staff of acid and flame* +2 that gives him the following special power:

Critical: +2d6 acid and fire damage.
Power (At-Will ♦ Acid): Free Action. All fire damage dealt using this staff as an implement is acid damage. Another free action returns the damage to normal.

ENCOUNTER 2A: NIGHT CROSSING MAP

TILE SETS NEEDED

Hidden Crypts x1

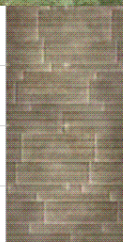
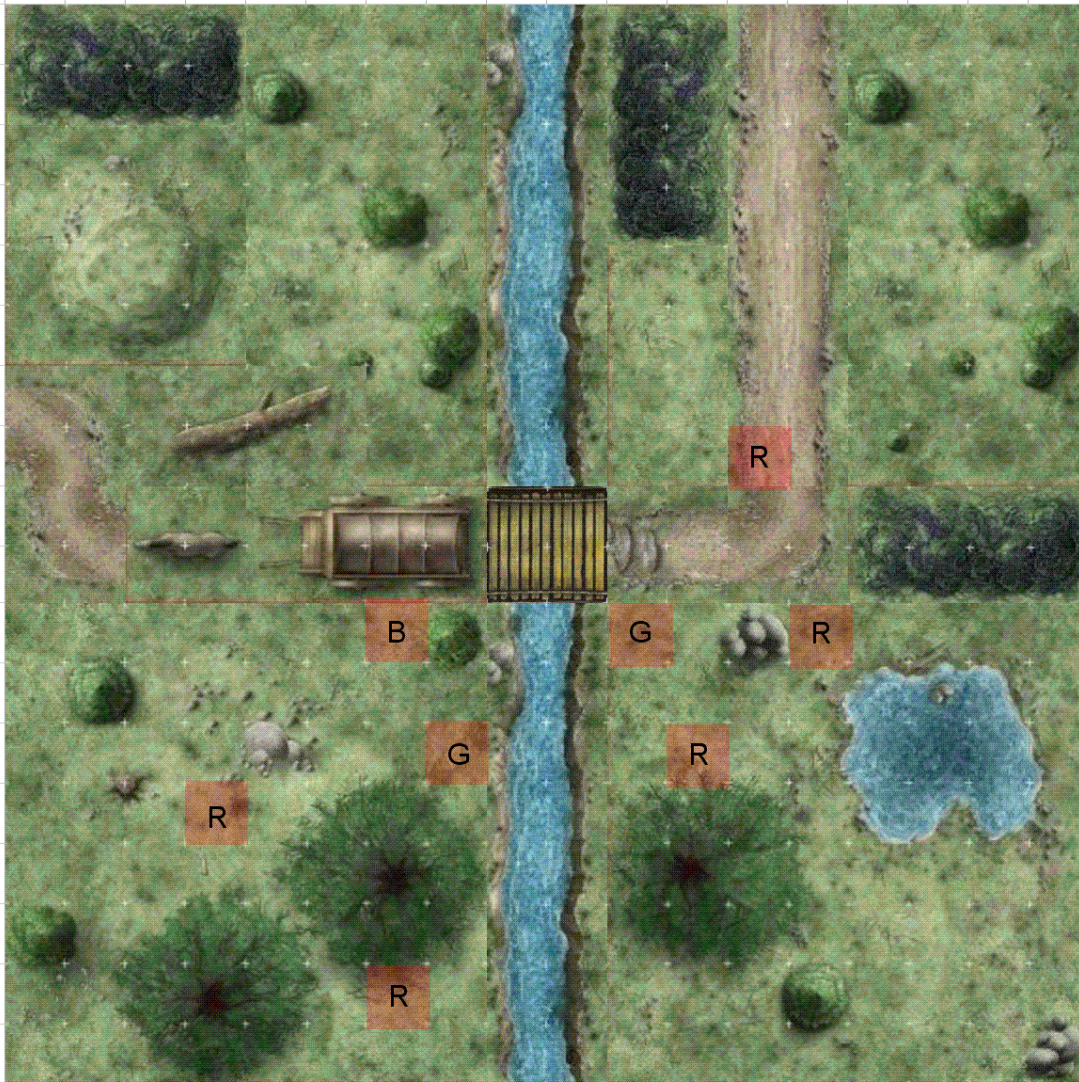
Ruins of the Wild x1

Caves of Carnage x1

R - Withering Rabbles

G - Greater Ghouls

B - Bleak Necromancer



ENCOUNTER 2B: SMUGGLER'S BLUES

ENCOUNTER LEVEL 7/9 (1450/2000 XP)

SETUP

This encounter includes the following creatures at the low tier:

4 vile guard dogs (vile pets) (level 9) (D)

2 greater ghouls (level 8) (G)

1 bleak necromancer (level 8) (B)

This encounter includes the following creatures at the high tier:

5 vile guard dogs (vile pets) (level 9) (D)

2 greater ghouls (G)

1 bleak necromancer (level 10) (B)

Important NPCs:

Captain Hadar Argyros of the *Umber Wanderer*.

In this encounter, the PCs use a river barge to smuggle them into Undumor. Their starting position for the combat is anywhere on the barge.

SCENE 1

Read or paraphrase the following:

The directions Captain Inskipp give you leads you to a docked river barge on the river. A weather-beaten man of indeterminate years stands near the small pilothouse and yells out "I am Argyros and this is my boat, the Umber Wanderer. Inskipp sent me word. You still crazy enough to go to that hellhole?"

Argyros readily allows the PCs on board without payment. Though he carries himself as a simple river pilot, he is nevertheless a patriot for Aglarondian causes. If the PCs strike up a conversation with Argyros, he can offer the following information:

- He knows that the Thayans have a series of collars to identify themselves, and that no one can go into the city without a collar. Roving patrols constantly enforce the collar rules.
- He brought Keighten across three months ago and found him to be a grim man with little to say.
- He knows that the patrols have increased in frequency and severity. He thinks something has caused Malovic, the necromancer that rules Undumor, to step up security.
- He knows that when the boat docks in Undumor, that Thayan inspectors inspect the ship for spies

and contraband. He also knows that the docks are safe for uncollared folk, but that there are usually undead guards around.

This scene is a good roleplaying opportunity, but can be cut short or eliminated if time is running short for the table.

SCENE 2

The trip across the river is uneventful. When the barge is approaching the docks, read or paraphrase the following:

As Captain Argyros deftly pilots the barge into port, a robed figure wearing a black sash stands upon the dock where the Umber Wanderer is headed. Behind him are a number of ghouls and undead hounds. The robed figure calls out, "By the authority vested in me by the great Regent of Thay, Szass Tam, stand down and prepare to be boarded for inspection!"

The PCs might try to use some interpersonal skills to gain some advantage against the patrol. Though he is skilled in Intimidate, the bleak necromancer is not that insightful so an opposed Bluff or Diplomacy check can help the PCs here. An opposed Intimidate check can also work, but is harder to achieve. Success in any of these checks means that the PCs get a surprise round while the bleak necromancer is figuring out his next move. The PCs may also allow the patrol to board for inspection and then attack. Adjust the starting positions for the opponent accordingly and allow the PCs an opposed Bluff or Diplomacy check in order to get surprise. In any event, the undead are not going to attack the party until he gives the order.

FEATURES OF THE AREA

Illumination: Regardless of how the PCs got to the area, the area has dim illumination initially until the bleak necromancer activates a sunrod or until the PCs provide more light. He also has the Dark Light ritual (see New Rules section) up so he can see in dim light anyone who approaches within 6 squares of him.

The River: Blank squares on the lower edge of the land squares form the river. Squares next to land are shallow water (up to three feet deep) and are difficult terrain, costing 2 squares of movement. There is a drop-off after the shallow water squares for all squares further out; combatants in these squares must swim to move there. The river current has negligible effect on swimming here. Climbing up onto either the dock or the barge is climbing an uneven, slippery surface with a DC

20 Athletics check. Failing the check puts the climber back into the water and swimming again.

River's Edge: The land squares adjacent to the river are muddy and are difficult terrain, costing 2 squares of movement.

The Pilothouse: At the stern of the barge is a small pilothouse. It has plenty of small holes on the sides (one on each 5-foot section of wall) for Argyros to pole the barge across the river during inclement weather. The PCs can attack from these holes with cover. The barge itself is open to the air, except for the pilothouse.

The Barge Decks, Coastline, Dock, and Gangplanks: All of these areas are normal terrain, except for squares containing bushes or rocks, which are difficult terrain, costing 2 squares of movement. Trees, the horse, and the covered wagon can provide cover.

TACTICS

The bleak necromancer first activates a sunrod and orders the undead to attack. He also has a magic staff that gives him additional powers (see stat blocks below).

He then activates *restless dead* to attempt to block the PCs' advance (across the front of one of the gangplanks, for example). If he thinks it gives him an advantage, the bleak necromancer changes his fire damage to acid damage at high tier. Afterward, the bleak necromancer moves the *restless dead* zone to immobilize more PCs, *death bolt* to slide targets into the water or towards the undead, or *enervating burst* to slow targets down. He is a bit of a coward and attempts to flee if the PCs get past the undead.

Greater ghouls rush into combat. They have a preference for immobilized targets and attack them until down. If no targets are immobilized, the greater ghouls pick on the stronger targets first, relying on their auras to soften the target. If pushed into the river, they try to climb out. They fight to the death or until their target is unconscious.

Vile guard dogs attack as a pack, bypassing stronger opponents if possible to attack weaker ones. They put at least two vile guard dogs on a target, preferably in a flank. If pushed into the river, they try to climb out. They also fight to the death as well or until their target is unconscious.

Argyros is not a fighter and stays in the pilothouse in case he has to make a quick getaway. If things look bad for the PCs, he attempts to escape with the boat.

SCALING THE ENCOUNTER

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

Four PCs: Remove one greater ghoul.

Six PCs: Add one greater ghoul.

ENDING THE ENCOUNTER

By successfully defeating the patrol, the PCs can search the bodies. In addition to the treasure listed below, the bleak necromancer has several black, grey, and brown collars in a pouch. The PCs can use these as well as the bleak necromancer's robes as aids in infiltrating the city.

If he survives, the bleak necromancer knows very little:

- He has heard of the Saffron Devil, but only knows him as a powerful wizard living in the wealthy quarter of Undumor.
- He was ordered to patrol the docks in order to catch smugglers.

If the party defeated the patrol, they can enter Undumor via Encounter 3a. Argyros immediately leaves to avoid capture, but wishes the party luck. If the PCs were captured, the patrol loads them into the covered wagon, but they can attempt to escape and finish their mission in Encounter 3b. Also, with a defeat, the patrol immediately kills Argyros as they have long suspected him of smuggling and assume that he has little to offer in the way of intelligence.

EXPERIENCE POINTS

The characters receive 290 / 400 experience points for successfully defeating the undead patrol.

TREASURE

The bleak necromancer has either a *force staff* +2 (low-level version only) or a *staff of acid and flame* +2 (high-level version only) and 50/60 gp per PC.

ENCOUNTER 2B: SMUGGLER'S BLUES STATISTICS (LOW LEVEL)

Vile Guard Dogs (level 9)	Level 9 Minion
Small shadow beast (undead)	XP 100
Initiative +9 Senses Perception +6; darkvision	
HP 1; a missed attack never damages a minion.	
AC 23; Fortitude 19, Reflex 24, Will 20	
Speed 8, climb 6	
m Filthy Claws (standard; at-will)	
+14 vs. AC; 1d6 + 2 damage.	
M Infectious Bite (standard; at-will) ♦ Disease, Necrotic	
Requires combat advantage against the target; +14 vs. AC; 2d4 + 4 damage, and the target contracts cemetery rot (see below) and takes ongoing 5 necrotic damage (save ends).	
Alignment Evil Languages -	
Skills Stealth +14	
Str 4 (+1) Dex 21 (+9) Wis 14 (+6)	
Con 14 (+6) Int 6 (+2) Cha 6 (+2)	

Note: Renamed vile pets from *Open Grave*.

Greater Ghoul (level 8)	Level 8 Soldier
Medium natural animate (undead)	XP 350
Initiative +10 Senses Perception +4; darkvision	
Sepulchral Stench aura 3; enemies in the aura take a -2 penalty to all defenses.	
HP 87; Bloodied 43	
AC 24; Fortitude 21, Reflex 23, Will 20	
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant	
Speed 6, climb 4	
m Claws (standard; at-will)	
+15 vs. AC; 2d8 + 4 damage, and the target is immobilized (save ends). If the target is a living creature that is already immobilized, stunned, or unconscious, the bite deals an extra 2d6 damage.	
M Ghoulish Bite (standard; at-will)	
Target must be immobilized, stunned, or unconscious; +13 vs. AC; 3d6 + 5 damage, and the target is stunned (save ends).	
Alignment Chaotic Evil Languages Common	
Skills Stealth +13	
Str 14 (+6) Dex 19 (+8) Wis 11 (+4)	
Con 15 (+6) Int 10 (+4) Cha 12 (+5)	

Bleak Necromancer (level 8)	Level 8 Controller
Medium natural humanoid	XP 350
Initiative +7 Senses Perception +9	
Grave Stench aura 1; enemies that enter or start their turns within the aura take a -2 penalty to attack rolls.	
HP 88; Bloodied 44	
AC 22; Fortitude 20, Reflex 22, Will 17	
Resist 5 necrotic	
Speed 6	
m Lantern Staff (standard; at-will) ♦ Fire, Necrotic, Weapon	
+13 vs. AC; 1d8 + 4 damage plus 1d6 fire and necrotic damage.	
R Death Bolt (standard; at-will) ♦ Necrotic	
Ranged 5; +12 vs. Reflex (+13 against bloodied targets); 1d8 + 9 necrotic damage and slide the target 2 squares.	
A Enervating Burst (standard; at-will) ♦ Necrotic	
Area burst 1 within 10; +10 vs. Fortitude; 1d6 + 6 necrotic damage, and the target is slowed (save ends).	
A Restless Dead (standard; sustain minor, encounter) ♦ Necrotic, Zone	
Area burst 1 within 10; flying creatures immune; +12 vs. Reflex; 1d8 + 6 damage, and the target is immobilized (save ends). The burst creates a zone that lasts until the end of the bleak necromancer's turn. Any enemy that enters the zone or starts its turn within the zone is subject to another attack. The bleak necromancer can move the zone 3 squares by spending a standard action.	
Alignment Chaotic Evil Languages Common, Draconic	
Skills Arcana +14, Intimidate +8, Religion +14	
Str 11 (+4) Dex 16 (+7) Wis 11 (+4)	
Con 16 (+7) Int 21 (+9) Cha 8 (+3)	
Equipment: black robes, lantern staff	

Note: The Bleak Necromancer possesses a *force staff* +2 that gives him the following special power:

Critical: +2d6 force damage, and the target is knocked prone.

Cemetery Rot	Level 11 Disease
A disease carried by the rotting, corrupted remains of small pets and animals, cemetery rot withers away the body, leaving a empty, mindless husk that hungers for flesh.	Attack: +14 vs. Fortitude Endurance improve 22, maintain DC 17, worsen DC 16 or lower
The target is cured.	<div> <div> Initial Effect: The target cannot regain hit points from powers that have the healing keyword. </div> <div> Final State: When the target's Fortitude reaches 0, it dies and rises as a zombie (MM 275). </div> </div>
	<div> <div> The target's Fortitude is reduced by 2 until the target is cured. Each time the target fails to improve from this step, the target's Fortitude drops another 2. </div> </div>

ENCOUNTER 2B: SMUGGLER'S BLUES STATISTICS (HIGH LEVEL)

Vile Guard Dogs (level 9)	Level 9 Minion
Small shadow beast (undead)	XP 100
Initiative +9 Senses Perception +6; darkvision	
HP 1; a missed attack never damages a minion.	
AC 23; Fortitude 19, Reflex 24, Will 20	
Speed 8, climb 6	
m Filthy Claws (standard; at-will)	
+14 vs. AC; 1d6 + 2 damage.	
M Infectious Bite (standard; at-will) ♦ Disease, Necrotic	
Requires combat advantage against the target; +14 vs. AC; 2d4 + 4 damage, and the target contracts cemetery rot (see below) and takes ongoing 5 necrotic damage (save ends).	
Alignment Evil Languages -	
Skills Stealth +14	
Str 4 (+1) Dex 21 (+9) Wis 14 (+6)	
Con 14 (+6) Int 6 (+2) Cha 6 (+2)	

Note: Renamed vile pets from *Open Grave*.

Greater Ghoul	Level 10 Soldier
Medium natural animate (undead)	XP 500
Initiative +11 Senses Perception +5; darkvision	
Sepulchral Stench aura 3; enemies in the aura take a -2 penalty to all defenses.	
HP 103; Bloodied 51	
AC 26; Fortitude 23, Reflex 25, Will 22	
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant	
Speed 6, climb 4	
m Claws (standard; at-will)	
+17 vs. AC; 2d8 + 5 damage, and the target is immobilized (save ends). If the target is a living creature that is already immobilized, stunned, or unconscious, the bite deals an extra 2d6 damage.	
M Ghoulish Bite (standard; at-will)	
Target must be immobilized, stunned, or unconscious; +15 vs. AC; 3d6 + 6 damage, and the target is stunned (save ends).	
Alignment Chaotic Evil Languages Common	
Skills Stealth +14	
Str 14 (+7) Dex 19 (+9) Wis 11 (+5)	
Con 15 (+7) Int 10 (+5) Cha 12 (+6)	

Bleak Necromancer (Level 10)	Level 10 Controller
Medium natural humanoid	XP 350
Initiative +8 Senses Perception +10	
Grave Stench aura 1; enemies that enter or start their turns within the aura take a -2 penalty to attack rolls.	
HP 104; Bloodied 52	
AC 24; Fortitude 22, Reflex 24, Will 19	
Resist 5 necrotic	
Speed 6	
m Lantern Staff (standard; at-will) ♦ Fire, Necrotic, Weapon	
+15 vs. AC; 1d8 + 5 damage plus 1d6 fire and necrotic damage.	
R Death Bolt (standard; at-will) ♦ Necrotic	
Ranged 5; +14 vs. Reflex (+15 against bloodied targets); 1d8 + 10 necrotic damage and slide the target 2 squares.	
A Enervating Burst (standard; at-will) ♦ Necrotic	
Area burst 1 within 10; +12 vs. Fortitude; 1d6 + 7 necrotic damage, and the target is slowed (save ends).	
A Restless Dead (standard; sustain minor, encounter) ♦ Necrotic, Zone	
Area burst 1 within 10; flying creatures immune; +14 vs. Reflex; 1d8+7 damage, and the target is immobilized (save ends). The burst creates a zone that lasts until the end of the bleak necromancer's turn. Any enemy that enters the zone or starts its turn within the zone is subject to another attack. The bleak necromancer can move the zone 3 squares by spending a standard action.	
Alignment Chaotic Evil Languages Common, Draconic	
Skills Arcana +15, Intimidate +9, Religion +15	
Str 11 (+5) Dex 16 (+8) Wis 11 (+5)	
Con 16 (+8) Int 21 (+10) Cha 8 (+4)	
Equipment: black robes, lantern staff	

Note: The Bleak Necromancer possesses a *staff of acid and flame* +2 that gives him the following special power:

Critical: +2d6 acid and fire damage.
Power (At-Will ♦ Acid): Free Action. All fire damage dealt using this staff as an implement is acid damage. Another free action returns the damage to normal.

Cemetery Rot	Level 11 Disease
A disease carried by the rotting, corrupted remains of small pets and animals, cemetery rot withers away the body, leaving a empty, mindless husk that hungers for flesh.	
The target is cured.	<p>◀ Initial Effect: The target cannot regain hit points from powers that have the healing keyword.</p> <p>▶▶ The target's Fortitude is reduced by 2 until the target is cured. Each time the target fails to improve from this step, the target's Fortitude drops another 2.</p> <p>▶ Final State: When the target's Fortitude reaches 0, it dies and rises as a zombie (MM 275).</p>

ENCOUNTER 2B: SMUGGLER'S BLUES MAP

TILE SETS NEEDED

Dungeon Tiles x1

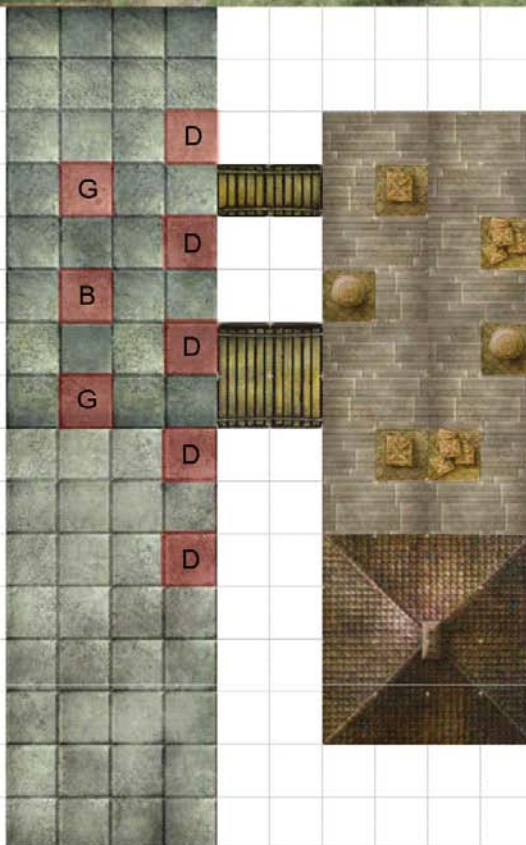
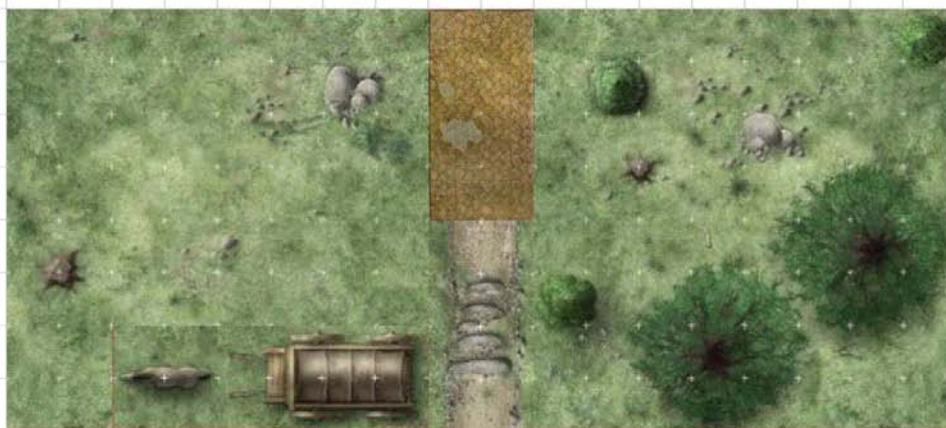
Hidden Crypts x1

Ruins of the Wild x1

Streets of Shadow x1

Caves of Carnage x1

D - Vile Guard Dogs
G - Greater Ghouls
B - Bleak Necromancer



ENCOUNTER 3A: DOWN AMONG THE DEAD

SKILL CHALLENGE LEVEL 12/15, COMPLEXITY 1 (750/1200 XP)

SETUP

In this encounter, the PCs defeated the patrol in Encounter 2 and have managed to infiltrate the city of Undumor. Read or paraphrase the following as they enter the city:

As you enter Undumor, there are workers patching walls in the rain and the mud with ghoulish overseers cracking the whip on occasion. A little further down the street, a well-dressed human with a red collar is talking with a pale-looking humanoid while holding a rope tied to a halfling with a green collar. The buildings along the streets are in various states of disrepair.

Some skill checks are defined as **Group** checks. A Group check is performed by all PCs in the group. If at least half the group successfully uses the skill in question then the PCs earn a success towards the skill challenge otherwise the PCs earn a failure.

If the PCs do not use the black sash and the collars from either Encounter 2 or Encounter 3, they have a -2 on all Bluff and Intimidate checks.

SKILL CHALLENGE

Goal: The PCs must find their way to the agent without attracting undue attention.

Complexity: 1 (4 successes before 3 failures). Each time the PCs fail a roll, stress that they take too much time avoiding patrols, looking for clues, or talking to people and that the longer they are in the city, the greater chance that the PCs are discovered by a very large group of powerful undead.

Primary Skills: Bluff, Intimidate, Perception, Stealth, Streetwise

Other Skills: History, Insight

Victory: The party gets through the city in time to meet Drall Keighen alive in Encounter 6.

Defeat: The party has to spend extra time evading Undumor guards and citizens and gets to Keighen too late in Encounter 6.

SCENE 1

You see an undead patrol of dozens of ghouls (like the ones you saw earlier) and a score of skeletons, some of

which have four arms. They are led by a human Thayan military officer wearing a black sash. They obviously outnumber you and are approaching quickly.

Bluff DC 17/18 (1 success; 2 maximum)

Upon success, the PCs manage to craft a convincing explanation to the officer for why they are out there. The patrol then leaves them alone. The PCs can also use a second Bluff check to find out where Keighen hangs out, leading to Scene 3.

Insight DC 17/18 (0 success; 1 maximum)

By observing the patrol, the PCs are better able to deal with them. Success with this skill does not count towards successes for the challenge, but gives a +2 to the next Intimidate check.

Intimidate DC 17/18 (1 success; 1 maximum)

Inhabitants of Undumor are used to a certain level of fear and intimidation, but the PCs can still instill fear in them to gain cooperation. With success, the PCs bully the officer into leaving them alone.

Stealth DC 11/12 (group; 1 success; 1 maximum)

The PCs avoid the patrol with a success.

The PCs may try to defeat the patrol in combat. Not only does this result in a failure, but each PC loses two healing surges trying to get out of the situation. Feel free to inform the party of this in advance of such action. If the PCs fail this scene, they also get into a fight, resulting in the loss of 1 healing surge, but no additional healing surge is lost.

SCENE 2

You see a number of human and elven workers wearing orange collars apparently heading to their hovel.

Insight DC 17/18 (0 success; 1 maximum)

By empathizing with the inhabitants of the city, the PCs are better able to deal with them. Success with this skill does not count towards successes for the challenge, but gives a +2 to the next Intimidate or Streetwise check.

Intimidate DC 17/18 (1 success; 1 maximum)

Inhabitants of Undumor are used to a certain level of fear and intimidation, but the PCs can still instill fear in them to gain cooperation. With success, the PCs find out where Keighen hangs out, leading to Scene 3.

Perception DC 17/18 (1 success; 1 maximum)

Success means that one of the PCs has found one of Keighen's coded trail markers while talking to the workers, which can lead them to Scene 3.

Streetwise DC 17/18 (1 success; 1 maximum)

The group knows of Keighen. The group tells the PCs where Keighen hangs out for a success, leading to Scene 3.

After questioning them, the PCs may want to try to save the workers. If this comes up, the workers attempt to flee into the night fearing such do-gooders are more likely to get them killed than rescued. This ends the conversation and this scene. Feel free to indicate to the party that trying to follow them at this point might draw the unwanted attention of guards.

SCENE 3

After finding and following some clues in the city, you get to one of Keighen's haunts. Maybe you can find something here as to where Keighen is.

History DC 17/18 (trained only; 0 success)

Students of history are familiar with Undumor when it was in Aglarond hands. Success with this skill does not count towards successes for the challenge, but gives a +2 to the next Stealth or Perception check to navigate through the city.

Perception DC 17/18 (1 success)

Success means that the PCs have found one of Keighen's coded trail markers and can get to Keighen in Encounter 6.

Stealth DC 11/12 (group; 1 success; 1 maximum)

The PCs avoid being noticed during their search with a success.

ENDING THE ENCOUNTER

Success: The PCs find out where Keighen is without much attention and find their way to him while he is still alive in Encounter 6.

Failure: The PCs take too much time and arrive too late to meet Keighen alive in Encounter 6.

EXPERIENCE POINTS

The characters receive 150/250 XP each for successfully completing the skill challenge.

ENCOUNTER 3B: RUNNING FROM THE DEAD

SKILL CHALLENGE LEVEL 12/15, COMPLEXITY 1 (750/1200 XP)

SETUP

This challenge occurs if the PCs are defeated by the patrol in Encounter 2. It allows the PCs to escape captivity and still find Keighten. Read or paraphrase the following as they enter the city:

As the wagon holding you enter Undumor, there are workers patching walls in the rain and the mud with ghoulish overseers cracking the whip on occasion. A little further down the street, a well-dressed human with a red collar is talking with a pale-looking humanoid while holding a rope tied to a halfling with a green collar. The buildings along the streets are in various states of disrepair.

Some skill checks are defined as **Group** checks. A Group check is performed by all PCs in the group. If at least half the group successfully uses the skill in question then the PCs earn a success towards the skill challenge. If less than half the group successfully uses the skill in question then the PCs earn a failure.

As the PCs do not use the black sash and the collars from either Encounter 2 or Encounter 3, they have a -2 on all Intimidate checks. If they ask, their equipment is in an unlocked box in the wagon with them.

SKILL CHALLENGE

Goal: The PCs must escape from captivity and find their way to Keighten.

Complexity: 1 (4 successes before 3 failures)

Primary Skills: Acrobatics, Athletics, Bluff, Intimidate, Perception, Stealth, Streetwise, Thievery

Other Skills: History, Insight

Victory: The party gets through the city in time to meet Drall Keighten alive in Encounter 6.

Defeat: The party has to spend extra time evading Undumor guards and citizens and gets to Keighten too late in Encounter 6.

SCENE 1

The wagon you are in is getting closer to the Undumor dungeons now and all of your gear has been removed

and placed in a box next to the driver. How are you going to get out of this one?

Acrobatics DC 14/16 (1 success)

Upon success, one of the PCs manages to escape from the ropes and can free the others.

Bluff DC 22/23 (1 success; 1 maximum)

Upon success, the PCs manage to craft a convincing explanation for why they should be released. Their captors then release them to the streets.

Athletics DC 11/12 (group; 1 success; 1 maximum)

Upon success, the PCs manage to grab their gear from the box and run away from their captors. This can only be done with either a success in Bluff, Acrobatics, or Thievery.

Insight or Perception DC 17/18 (0 success)

By observing their captors, the PCs can determine the best time to escape. Success with this skill in this scene does not count towards successes for the challenge, but gives a +2 to the next Stealth check.

Stealth DC 11/12 (group; 1 success; 1 maximum)

The PCs jump from the wagon and flee into the night with a success. This can only be done with either a success in Acrobatics or Thievery.

Thievery DC 17/18 (trained only; 1 success)

A PC having success here manages to get free from the ropes and can free the others. It takes special training to do this unseen.

After escaping, the PCs may try to defeat the patrol in combat. Not only does this result in a failure, but each PC loses two healing surges trying to get out of the situation.

SCENE 2

After ducking into the crowd, you see a number of human and elven workers wearing orange collars apparently heading to their hovel.

Insight DC 17/18 (0 success; 1 maximum)

By empathizing with the inhabitants of the city, the PCs are better able to deal with them. Success with this skill does not count towards successes for the challenge, but gives a +2 to the next Intimidate or Streetwise check.

Intimidate DC 17/18 (1 success; 1 maximum)

Inhabitants of Undumor are used to a certain level of fear and intimidation, but the PCs can still instill fear in them to gain cooperation. With success, the PCs find out where Keighen hangs out, leading to Scene 3.

Perception DC 17/18 (1 success; 1 maximum)

Success means that one of the PCs has found one of Keighen's coded trail markers while talking to the workers or while moving through the city, which can lead them to Scene 3.

Streetwise DC 17/18 (1 success; 1 maximum)

The group knows of Keighen. The group tells the PCs where Keighen hangs out for a success, leading to Scene 3.

After questioning them, the PCs may want to try to save the workers. If this comes up, the workers attempt to flee into the night fearing such do-gooders are more likely to get them killed than rescued. This ends the conversation and this scene. Feel free to indicate to the party that trying to follow them at this point might draw the unwanted attention of guards.

SCENE 3

After finding and following some clues in the city, you get to one of Keighen's haunts. Maybe you can find a clue here as to where Keighen is.

History DC 17/18 (trained only; 0 success)

Students of history are familiar with Undumor when it was in Aglarond hands. Success with this skill does not count towards successes for the challenge, but gives a +2 bonus to the next Stealth or Perception check to navigate through the city.

Perception DC 17/18 (1 success)

Success means that the PCs have found one of Keighen's coded trail markers and can get to Keighen in Encounter 6.

Stealth DC 17/18 (group; 1 success; 1 maximum)

The PCs avoid being noticed during their search with a success.

ENDING THE ENCOUNTER

Success: The PCs manage to escape without much attention and find their way to Keighen while he is still alive in Encounter 6.

Failure: The PCs encounter resistance and lose a healing surge each trying to escape capture. They arrive too late to meet Keighen alive in Encounter 6.

EXPERIENCE POINTS

The characters receive 150/250 XP each for successfully completing the skill challenge.

ENCOUNTER 4: DEAD OR ALIVE?

SETUP

Important NPCs:

Drall Keighten, dhampyr spy/assassin

Drall Keighten (level 8)	Level 8 Elite Lurker
Medium natural humanoid (vampire)	XP 700
Initiative +14	Senses Perception +10; low-light vision
HP 138 (currently 1); Bloodied 69	
AC 22; Fortitude 21, Reflex 23, Will 21	
Saving Throws +2	
Speed 6	
Action Points 0	
m Kukri (standard; at-will) ♦ Weapon	
+13 vs. Armor Class; 1d6 + 6 damage (reroll any damage die result of 1).	
M Blood Run (standard; at-will) ♦ Weapon	
Keighten moves 6 squares and makes two melee basic attacks at any point during that movement. It does not provoke opportunity attacks when moving away from the targets of these attacks.	
A Tear the Vein (standard; requires combat advantage; encounter) ♦	
Healing	
+11 vs. Fortitude; 2d8 + 4 damage, and Keighten regains 17 hit points.	
Misty Step (standard; at-will)	
Keighten gains insubstantial, phasing, and concealment until the end of its next turn or until it attacks, whichever comes first.	
Combat Advantage	
Keighten deals 2d6 extra damage to targets it has combat advantage against.	
Strike from the Shadows	
If Keighten misses with an attack while hidden, he remains hidden.	
Alignment Unaligned	Languages Common
Skills Acrobatics +15, Athletics +13, Stealth +15	
Str 18 (+8)	Dex 22 (+10) Wis 12 (+5)
Con 15 (+6)	Int 15 (+6) Cha 19 (+8)
Equipment: kukri x2, leather armor	

Note: Renamed dhampyr assassin.

The PCs find the agent Drall Keighten in this encounter. Read or paraphrase the following:

Following the trail of symbols left by Keighten, you eventually get to what used to be the wealthy section of Undumor. Most of the estates in this area are run down, either from neglect or abuse. The trail markers lead to an alley, where you see a figure lying face down.

If necessary, use the map for Encounter 6 to show where the body is relative to the Saffron Devil's house. It is in the alley between the two small houses in the northwest corner of the map. When the party approaches the body, they can find out the following:

- The body is wearing an orange collar and is otherwise dressed as a worker.

- A DC 15 Heal check indicates that the body is that of a male dhampyr, originally of human stock.
- There is a kukri near the body that is coated with some congealed substance. A DC 10 Heal check indicates that the substance on the blade is not human blood.
- The body has numerous cuts and bruises. These may or may not be fatal. If the PCs succeeded at their skill challenge, they may attempt Heal checks to revive Keighten. If they failed, they can use a DC 10 Heal check to determine that the body is beginning to stiffen with rigor mortis and thus has been dead for several hours.

How the party proceeds from here is dependent on whether or not they succeeded at their skill challenge in Encounter 3. If they succeeded, go to Scene 1. Otherwise, go to Scene 2.

SCENE 1 – KEIGHTEN IS ALIVE

Whether or not the PCs do anything to try to revive Keighten, he eventually wakes up. Upon revival, Keighten acts like a grateful victim until the PCs indicate that they know who he is and why he's here. After that, he approaches them with polite suspicion like the gentleman spy he is. To gain his cooperation requires a DC 15 Diplomacy check. Using the password given by Captain Inskipp yields an automatic success.

Keighten knows the following:

- Keighten was ordered by Simbarch Poe to track down a mysterious wizard named the Saffron Devil and managed to locate the home of this wizard in Undumor. Those PCs who have the Story Award **AGLA09 Suspicious Stones** may recognize the name of the wizard.
- Keighten has not reported in because he had been fully engaged in tracking the Saffron Devil's activities in Undumor and did not want to give a complete report until he got inside the house.
- From intelligence reports and his own observations, Keighten knows that the Saffron Devil appears to be a humanoid (probably human). The Saffron Devil, however, disguises his appearance with a mask and heavy robes even within Undumor so Keighten has not been able to get a good look at him.
- Keighten has heard that the Saffron Devil gets his name from his harsh treatment of his underlings and enemies.
- Keighten knows from his Simbarch that the Saffron Devil has been acquiring menhir stones

for some unknown purpose. PCs making a DC 10 Arcana, History or Religion check recognize that menhir stones are used for a number of purposes, often as part of outdoor religious shrines or a part of a portal.

- He has been watching the house across from the alley for several days after following the Saffron Devil who went inside. He has not seen the wizard come out and was about to break in, but a roving patrol decided to have some fun with him. The patrol left him for dead rather than just consuming him, probably thinking he was a resident.

Keighen has no remaining healing surges, and cannot be the target of any healing powers dependent on them. Keighen spent his only action point defending himself.

SCENE 2 – KEIGHEN IS DEAD

If they search the body, the party eventually finds what appears to be a cheap copper amulet. The amulet has a symbol from the list that Captain Inskipp gives the party. The symbol means “Password”. When someone touches it and speaks the password given by Captain Inskipp, it starts to speak with a male voice (Keighen’s, but the PCs don’t know that). Give the players Handout 3. This gives them some information regarding Keighen’s mission, but not as much as if they were able to question him directly. The ritual Speak with Dead can also help in gaining information from the corpse, using the bulleted list above. There is not enough time to perform a Raise Dead ritual before being discovered by patrols. If they wish to conduct the ritual, go to Encounter 6 and run it with the enemies coming up from the south end of the street. Thus, the PCs can do this fight before exploring the Saffron Devil’s house in Encounter 5.

ENDING THE ENCOUNTER

If alive, Keighen insists on completing his mission to find out what the Saffron Devil is planning. He wants to go into that house, but realizes he cannot do so alone and injured. He does not want to travel back to Aglarond until he completes his mission. If the PCs do not offer to help him, he bids them farewell and attempts to leave. If the party attacks, they are successful in killing or incapacitating him, but they lose one healing surge each for their trouble. The party can then choose to leave Undumor and the adventure ends. Otherwise, proceed to Encounter 5 to investigate the house.

The fact that Keighen is a dhampyr may cause some problems within the party. If this comes up, remind them that dhampyrs can be either good or evil,

just like other humanoids and that their mission is to bring back Keighen. If the issue becomes an obstacle to finishing the adventure, have Keighen bow out as before and the PCs can then kill or subdue him.

EXPERIENCE POINTS

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

ENCOUNTER 5: HOUSE OF THE DEVIL

ENCOUNTER LEVEL 8/10 (1750/2500 XP)

SETUP

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

- 1 psychic crystal light tower (corrupted crystal) (level 8) (C)**
- 2 psychic lashers (level 8) (L)**
- 2 marching hammers (level 8) (M)**

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

- 1 psychic crystal light tower (corrupted crystal) (level 10) (C)**
- 2 psychic lashers (L)**
- 2 marching hammers (M)**

The PCs enter this encounter while exploring the Saffron Devil's house in Undumor. They eventually find the library where combat begins.

As the adventurers enter the area, read or paraphrase the following:

While it is showing some wear, the Saffron Devil's house is still better looking than the other abandoned houses on the street. It is a walled estate, but the wrought iron front gate is unlocked. A small path from there leads to a large column-lined front porch. The windows are boarded up and there is a set of double doors that form the only entrance to the structure.

The double doors are locked. A DC 15 Thievery check or a DC 15 Athletics check gets the party past the door. A DC 15 Perception check as the party enters the house allows them to notice that the front gate recloses as they enter. Allow the players to describe how they are searching the house and extemporize a description for the layout of the rest of the house. Eventually the PCs get to the library, which is underneath the house. Once they are there, read or paraphrase the following:

The double doors open up to a large two-story library illuminated by a huge crystal tower of light running from floor to ceiling that glows without any apparent light source. The bookshelves also run floor to ceiling

and contain various dusty books and scrolls. There is a desk next to the opposite wall.

The library is 20 feet high while the hallways are only 10 feet high. As the PCs start to explore the library, compare their passive Perception to the DC of the light tower trap and allow them to recognize it as a threat. If they are actively looking at the light tower, let them make Arcana or Perception checks against it. Combat begins when the trap activates and rolls initiative when a character opens the desk's drawers, when it is attacked or damaged, or after someone other than the Saffron Devil spends more than 3 rounds in the library.

When the trap activates, the alcoves containing the psychic lashers and marching hammers also unlocks. The alcoves for the lashers are 10 feet up. The alcoves for the hammers are at ground level. The surprise round thus consists of the trap firing once, the lashers and hammers pushing open the bookcases to escape, and the PCs who noticed the trap taking their surprise actions.

FEATURES OF THE AREA

Illumination: In addition to its attack features, the light tower provides bright light to the library. When the trap activates, however, this light goes out which favors the psychic lashers who have darkvision. The hallways are brightly lit with torches. The doors also slam shut, and lock. They require a DC 15 Thievery check to open. Once they are open, the library is lit with dim light, which gives the psychic lashers concealment (but not total concealment) unless the party illuminates the library.

Bookshelves: After the psychic lashers burst out from their alcoves, the debris from the bookshelves make the two squares directly in front of each alcove difficult terrain, costing 2 squares of movement. The psychic lashers can fly past the difficult terrain. Undamaged bookcases can be climbed as an uneven surface with a DC 15 Athletics check.

Alcoves: Once a creature leaves an alcove, a PC can get in there. The hard corners of the alcove can provide cover at certain angles.

Desk: The desk provides cover. Opening the desk's drawers triggers the trap.

Obelisks: In the hallway, there are two obelisks at either end that reach to the ceiling. They are blocking terrain and can provide cover. An obelisk can be climbed as an uneven surface with a DC 15 Athletics check.

TACTICS

The trap attacks the closest target on its rounds. The lashers are trained to attack a target as a group, flying out of reach and attacking their target at range until the target goes down. They also use flying to avoid difficult terrain. The marching hammers try to get out of difficult terrain as quickly as possible in order to use *hammering charge* on opponents. The entire library is their guard area.

If present, Drall Keighten tends to stay out of melee, as he knows that he is still wounded. If enemies come close to his location, he attacks, but otherwise tries to stay out of combat as much as possible.

SCALING THE ENCOUNTER

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

Four PCs: Remove one psychic lasher.

Six PCs: Add one psychic lasher in the hidden area behind the desk.

ENDING THE ENCOUNTER

What the PCs do not find in the house is the Saffron Devil. If Keighten is there, he speculates that the wizard either teleported out or left while Keighten was unconscious.

The desk contains plans and maps for a construction site. It does not detail where the construction site is. A DC 15 Arcana check reveals that the plans are for some sort of a portal structure, though it does not appear to have any sort of foundation or fixture. There are also notes that the Saffron Devil is a contracted agent for Thay. Finally, the PCs can find research notes concerning plaguelands in the Yuirwood from followers in the Cult of Voldini to its leader, Voldini herself. PCs who have played *AGLA1-1*, *AGLA1-4*, or *AGLA1-7* may be familiar with Voldini and her cult. There are no clues indicating how the Saffron Devil got the research notes from Voldini.

Keighten, if he is there, believes that the Saffron Devil's plans are of vital interest to Aglarond. He advocates escaping Undumor at once. Once the PCs decide to leave the house, proceed to Encounter 6.

EXPERIENCE POINTS

The characters receive 350/500 experience points for successfully defeating the trap and the lashers.

TREASURE

Searching the library reveals *Player's Handbook* or *Forgotten Realms Player's Guide* ritual scrolls of the

player's choice up to 700/1000 gp market value and a *Player's Handbook* or *Forgotten Realms Player's Guide* ritual books of the player's choice up to 650/950 gp market value. There are also some secret compartments in the remaining bookcases that contain a set of *magic armor* +3 and a *vengeful weapon* +2. The desk contains 50/60 gp per PC.

ENCOUNTER 5: HOUSE OF THE DEVIL STATISTICS (LOW LEVEL)

Psychic Crystal Light Tower (level 8)	Level 8 Blaster
Trap	XP 350
Trap: The tower of white crystals attacks each round on its initiative after it has been triggered, unleashing beams of psychic energy that induces horrible pain in its victims.	
Perception	
♦ DC 20: The character notices the glowing crystal light tower and recognizes it as a potential threat.	
Arcana	
♦ DC 20: The character recognizes the crystal's magical aura as being connected to another plane, and realizes that it might be possible to sever the crystal's planar connection (see Countermeasures).	
Trigger	
The trap activates and rolls initiative when a character opens the wizard's desk drawers, when it is attacked or damaged, or after someone other than the Saffron Devil spends more than 3 rounds in the library. It also stops illuminating the library, which goes completely dark. The trap has darkvision.	
Attack	
Standard Action	Ranged 10
Targets: One or two creatures within range	
Attack: +11 vs. Reflex	
Hit: 2d6 + 4 psychic damage	
Countermeasures	
♦ A character can attack the crystal formation (AC 4, Fortitude 12, Reflex 4, Will immune, HP 80, resist all 8). Destroying the formation disables the trap.	
♦ A character within 5 squares can attempt to redirect the crystal's energies back upon itself. The character uses a standard action and makes an Arcana check, dealing damage to the crystal equal to the check result minus 8 (to reflect the crystal's damage resistance). A character who damages the crystal in this fashion gains ongoing 8 psychic damage (save ends, characters suffer a -2 penalty on saves to end this effect).	
♦ An adjacent character can delay the trap as a standard action with a DC 20 Thievery check. This causes the trap to stop attacking for 1 round. For each 10 points above 20, the trap is delayed for an additional round (DC 30 = 2 rounds, etc.)	

Note: Re-flavored "corrupted crystal".

Marching Hammer (level 8)	Level 8 Brute
Small natural animate (construct, homunculus)	XP 350
Initiative +3 Senses Perception +11; darkvision	
HP 109; Bloodied 54	
AC 21; Fortitude 21, Reflex 15, Will 17	
Immune disease, poison, sleep	
Speed 6	
m Hammer Hand (standard; at-will)	
+11 vs. AC; 3d6 + 4 damage.	
M Hammering Charge (standard; at-will)	
The marching hammer can use this power as a part of a charge; +11 vs. AC; 3d6 + 4 damage, plus target is knocked prone.	
Beat Them When They're Down	
The marching hammer deals 1d6 extra damage when attacking a prone enemy.	
Guard Area	
A marching hammer can make a hammering charge attack against any creature in its guarded area, even if the power hasn't recharged. If the marching hammer uses a charge attack to make its hammering charge, its speed increases to 8 when making that charge.	
Alignment Unaligned Languages --	
Str 21 (+9)	Dex 8 (+3) Wis 14 (+6)
Con 19 (+8)	Int 5 (+1) Cha 13 (+5)

Psychic Lasher (level 8)	Level 8 Artillery
Medium elemental animate (construct)	XP 350
Initiative +8 Senses Perception +11; darkvision	
HP 74; Bloodied 37	
AC 21; Fortitude 23, Reflex 21, Will 19	
Resist 15 psychic	
Speed 6; fly 3	
m Psychic Discharge (standard; at-will) ♦ Psychic	
+13 vs. Reflex; 1d10 + 7 psychic damage.	
R Psychic Lash (standard; at-will) ♦ Psychic	
Ranged 10; +13 vs. Reflex; 2d4 + 7 psychic damage.	
C Psychic Pulse (standard; recharge 3-6) ♦ Psychic	
Close blast 5; +13 vs. Reflex; 2d4 + 7 psychic damage, and the target is weakened (save ends).	
Alignment Unaligned Languages --	
Str 19 (+8)	Dex 19 (+8) Wis 15 (+6)
Con 20 (+9)	Int 7 (+2) Cha 10 (+4)

Note: Re-flavored anaxim spark lashers (lightning exchanged for psychic).

ENCOUNTER 5: HOUSE OF THE DEVIL STATISTICS (HIGH LEVEL)

Psychic Crystal Light Tower (level 10)	Level 10 Blaster
Trap	XP 500
Trap: The tower of white crystals attacks each round on its initiative after it has been triggered, unleashing beams of psychic energy that induces horrible pain in its victims.	
Perception	
♦ DC 21: The character notices the glowing crystal light tower and recognizes it as a potential threat.	
Arcana	
♦ DC 21: The character recognizes the crystal's magical aura as being connected to another plane, and realizes that it might be possible to sever the crystal's planar connection (see Countermeasures).	
Trigger	
The trap activates and rolls initiative when a character opens the wizard's desk drawers, when it is attacked or damaged, or after someone other than the Saffron Devil spends more than 3 rounds in the library. It also stops illuminating the library, which goes completely dark. The trap has darkvision.	
Attack	
Standard Action	Ranged 10
Targets: One or two creatures within range	
Attack: +13 vs. Reflex	
Hit: 2d6 + 6 psychic damage	
Countermeasures	
♦ A character can attack the crystal formation (AC 4, Fortitude 12, Reflex 4, Will immune, HP 80, resist all 10). Destroying the formation disables the trap.	
♦ A character within 5 squares can attempt to redirect the crystal's energies back upon itself. The character uses a standard action and makes an Arcana check, dealing damage to the crystal equal to the check result minus 10 (to reflect the crystal's damage resistance). A character who damages the crystal in this fashion gains ongoing 10 psychic damage (save ends, characters suffer a -2 penalty on saves to end this effect).	
♦ An adjacent character can delay the trap as a standard action with a DC 21 Thievery check. This causes the trap to stop attacking for 1 round. For each 10 points above 20, the trap is delayed for an additional round (DC 31 = 2 rounds, etc.)	

Note: Re-flavored "corrupted crystal".

Marching Hammer	Level 10 Brute
Small natural animate (construct, homunculus)	XP 500
Initiative +4 Senses Perception +12; darkvision	
HP 129; Bloodied 64	
AC 23; Fortitude 23, Reflex 17, Will 19	
Immune disease, poison, sleep	
Speed 6	
m Hammer Hand (standard; at-will)	
+13 vs. AC; 3d6 + 5 damage.	
M Hammering Charge (standard; at-will)	
The marching hammer can use this power as a part of a charge; +13 vs. AC; 3d6 + 5 damage, plus target is knocked prone.	
Beat Them When They're Down	
The marching hammer deals 1d6 extra damage when attacking a prone enemy.	
Guard Area	
A marching hammer can make a hammering charge attack against any creature in its guarded area, even if the power hasn't recharged. If the marching hammer uses a charge attack to make its hammering charge, its speed increases to 8 when making that charge.	
Alignment Unaligned Languages --	
Str 21 (+10)	Dex 8 (+4) Wis 14 (+7)
Con 19 (+9)	Int 5 (+2) Cha 13 (+6)

Psychic Lasher	Level 10 Artillery
Medium elemental animate (construct)	XP 500
Initiative +9 Senses Perception +12; darkvision	
HP 86; Bloodied 43	
AC 23; Fortitude 25, Reflex 23, Will 21	
Resist 15 psychic	
Speed 6; fly 3	
m Psychic Discharge (standard; at-will) ♦ Psychic	
+15 vs. Reflex; 1d10 + 8 psychic damage.	
R Psychic Lash (standard; at-will) ♦ Psychic	
Ranged 10; +15 vs. Reflex; 2d4 + 8 psychic damage.	
C Psychic Pulse (standard; recharge 3-6) ♦ Psychic	
Close blast 5; +15 vs. Reflex; 2d4 + 8 psychic damage, and the target is weakened (save ends).	
Alignment Unaligned Languages --	
Str 19 (+9)	Dex 19 (+9) Wis 15 (+7)
Con 20 (+10)	Int 7 (+3) Cha 10 (+5)

Note: Re-flavored anaxim spark lashers (lightning exchanged for psychic).

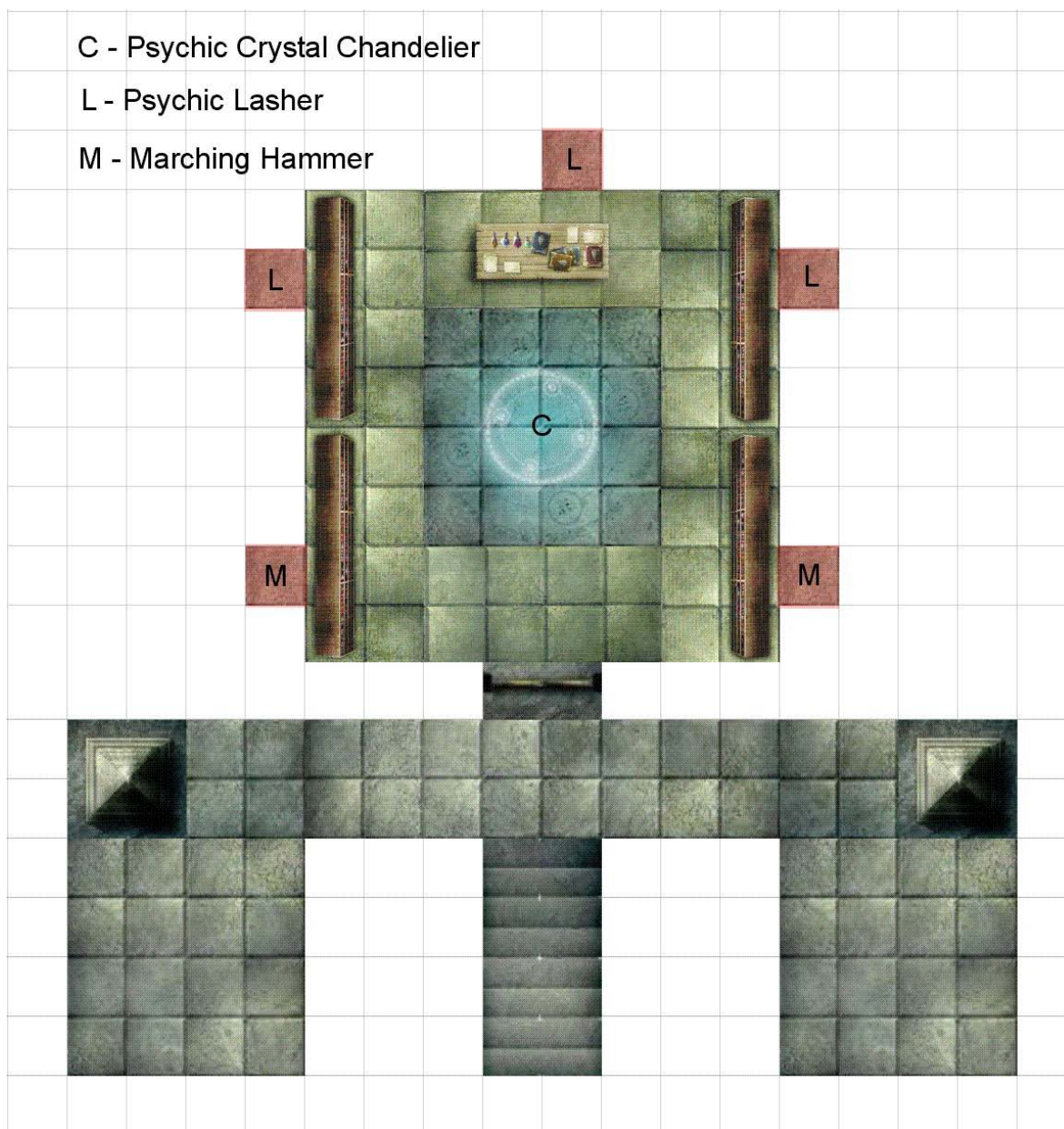
ENCOUNTER 5: HOUSE OF THE DEVIL MAP

TILE SETS NEEDED

Dungeon Tiles x1

Hidden Crypts x1

Arcane Towers x1



ENCOUNTER 6: THE GREAT ESCAPE

ENCOUNTER LEVEL 7/9 (1500/2000 XP)

SETUP

This encounter includes the following creatures at the low tier:

4 pale reaver creepers (level 9) (R)

1 blackfire flameskull (level 9) (B)

1 pale reaver lord (P)

This encounter includes the following at the high tier:

5 pale reaver creepers (level 9) (R)

1 blackfire flameskull (B)

1 pale reaver lord (level 10) (P)

This encounter occurs as the PCs attempt to escape Undumor with the Saffron Devil's plans.

As the adventurers leave the house, read or paraphrase the following:

As you exit the Saffron Devil's house, you see a beautiful elven woman wearing a black sash on the other side of the now closed front gate. Hovering near her shoulder is a skull wreathed in black flame.

The woman is a pale reaver lord who realized no one should be in the Saffron Devil's house and came to confront the intruders. When it is obvious the PCs aren't undead, she attacks.

FEATURES OF THE AREA

Illumination: The illumination of the area is initially dim illumination, except where the blackfire flameskull is. It has its illumination set to dim light out to 2 squares.

Thorn Bushes: North and south of the house are a number of thorn bushes. These are difficult terrain, costing 3 squares of movement and provide cover.

Columns: Columns are obstacles that provide cover.

Walls: The dark areas are the walls of the estate. They are ten feet high. They are obstacles, but can be climbed as an uneven surface with a DC 15 Athletics check.

Front Gate: The closed front gate serves as an obstacle for purposes of movement. A PC must open the gate as a move action to allow movement into the street. It is unlocked. The gate consists of wrought iron bars

and does not block line of sight or line of effect, however, so both the PCs and the pale reaver lord can conduct ranged attacks through it.

Graves, Mounds, Hills, and Mud Puddles: All of these areas are difficult terrain, costing 2 squares of movement.

Nearby Buildings: The three nearby buildings on the western side of the map have two stories each. A fall from the roof of a building is a 20 foot fall. The wall of a building can be climbed as an uneven surface with a DC 15 Athletics check.

TACTICS

The pale reaver lord initially appears as an elven woman of exceptional beauty because her *image of life* ability, but she reveals her true undead appearance when she attacks or is attacked. The pale reaver lord remains near the front gate as long as possible and opens combat by using her *terrifying shriek* to immobilize as many PCs as possible and then spending an action point to dominate a PC using her *entrapping gaze*. Using *insubstantial transformation* to get around in combat, she then attacks immobilized targets using either her *deadly mane* or her *blood drain* as needed. If blooded, the pale reaver lord attempts to flee using *insubstantial transformation*.

The blackfire flameskull increases its illumination to full power and opens combat with a *fireball* against a group of PCs. It then stays out of melee range for the entire combat, using its *blackfire ray* to snipe at targets of opportunity. If possible, it tries to use its *mage hand* to remove weapons and implements from downed PCs. It fights to the death.

Pale reaver creepers are initially phased into the ground and rise up to attack as a mob, bypassing stronger opponents if possible to attack weaker ones. They use their *deadly manes* to immobilize targets for their *blood rain* attacks. They fight to the death as well.

If present, Drall Keighen tends to stay near the party's leader or controller as he knows that he is still wounded. If enemies come close to his location, he attacks, but otherwise tries to stay out of combat as much as possible.

SCALING THE ENCOUNTER

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

Four PCs: Remove 3 pale reaver creepers.

Six PCs: Add 1 blackfire flameskull adjacent to the pale reaver lord.

ENDING THE ENCOUNTER

No other patrols pursue the party if they are successful in the encounter, allowing them to escape unharmed, though the DM may create additional excitement by suggesting other patrols are closing in on them and having the PCs escape by a narrow margin.

If the party is defeated, however, the patrol dumps their bodies near the river as the Saffron Devil has already departed to the construction site. Captain Inskipp then dispatches another team to retrieve them.

EXPERIENCE POINTS

The characters receive 300/400 experience points for successfully defeating the Saffron Devil's minions. If Keighen is still alive or the PCs have his body in tow, they succeed at the minor quest of bringing him home and receive 40/60 experience points.

TREASURE

If they are successful in the encounter and they return to Aglarond with either Keighen or his body, Captain Inskipp gives the PCs 50/80 gp each as payment for the mission. Simbarch Poe is also pleased and gives the PCs as a reward either a *pot of cloak of survival* +2 and a pair of *dwarven throwers*.

CONCLUDING THE ADVENTURE

How this adventure ends depends on the success of the PCs to extract Keighen from Undumor. If they are successful, Captain Inskipp and (later) Simbarch Poe are grateful for the intelligence, but are disturbed by the portal device described by the plans. Inskipp tells the PCs that their services may be needed in the future. Furthermore, as a reward for bringing back Keighen alive, they get the story award **AGLA15 Favor of Simbarch Vummos Poe**.

If the PCs got the plans for the construction site and the portal device, they get story award **AGLA16 The Saffron Devil's Plans**. This further advances the Circle of Stones Major Quest to be continued in a future Aglarond adventure.

ENCOUNTER 6: THE GREAT ESCAPE STATISTICS (LOW LEVEL)

Pale Reaver Creeper (level 9)	Level 9 Minion
Medium natural animate (undead)	XP 100
Initiative +5 Senses Perception +4; darkvision	
HP 1; a missed attack never damages a minion.	
AC 23; Fortitude 21, Reflex 23, Will 24	
Immune disease, poison; Resist 10 necrotic	
Speed 6 phasing	
m Deadly Mane (standard; at-will) ♦ Necrotic	
Reach 2; +14 vs. AC; 6 necrotic damage, and if another deadly mane attack has hit the target since the end of the target's last turn, the creature is immobilized until the end of its next turn.	
M Blood Rain (standard; recharges when an adjacent creature becomes bloodied)	
Reach 2; targets an immobilized creature; +12 vs. Fortitude; the target loses a healing surge.	
Image of Life (standard; encounter) ♦ Illusion	
The pale reaver adopts the appearance of a living humanoid until it attacks or is hit by an attack.	
Alignment Evil	Languages Common
Skills Stealth +10	
Str 7 (+2)	Dex 13 (+5) Wis 10 (+2)
Con 14 (+6)	Int 10 (+4) Cha 16 (+7)

Blackfire Flameskull (level 9)	Level 9 Artillery
Tiny natural humanoid (undead)	XP 400
Initiative +6 Senses Perception +10	
HP 76; Bloodied 38	
Regeneration 5	
AC 22; Fortitude 19, Reflex 24, Will 22	
Immune disease, poison; Resist 10 fire, 5 necrotic; Vulnerable 5 radiant	
Speed fly 10 (hover)	
m Fiery Bite (standard; at-will) ♦ Fire	
Reach 0; +11 vs. AC; 1d4 - 1 damage plus 1d8 fire damage.	
R Blackfire Ray (standard; at-will) ♦ Fire	
Ranged 10; +13 vs. Reflex; 2d6 + 5 fire damage, plus target is blinded (save ends).	
A Fireball (standard; encounter) ♦ Fire	
Area burst 3 within 20; +13 vs. Reflex; 3d6 + 5 fire damage. Miss: Half damage. The flameskull can exclude two allies from the effect.	
Mage Hand (minor, at-will) ♦ Conjuration	
As the wizard power mage hand.	
Illumination	
The flameskull sheds bright light out to 5 squares, but it can reduce its brightness to dim light out to 2 squares as a free action.	
Alignment Unaligned	Languages Common, one other
Skills Stealth +11	
Str 5 (+1)	Dex 16 (+7) Wis 14 (+6)
Con 16 (+7)	Int 22 (+10) Cha 20 (+9)

Pale Reaver Lord	Level 8 Elite Controller
Medium shadow humanoid (undead)	XP 700
Initiative +7 Senses Perception +10; darkvision	
HP 119; Bloodied 59	
AC 24; Fortitude 18, Reflex 22, Will 23	
Immune disease, poison; Resist 10 necrotic; see also <i>insubstantial transformation</i> ; Vulnerable 10 radiant	
Saving Throws +2	
Speed 6; see also <i>insubstantial transformation</i>	
Action Points 1	
m Deadly Mane (standard; at-will) ♦ Necrotic	
Reach 2; +13 vs. Armor Class; 2d6 + 6 necrotic damage.	
R Entrapping Gaze (minor; encounter) ♦ Charm, Gaze	
Ranged 10; +12 vs. Will; the target is dominated (save ends).	
M Blood Drain (standard; recharges when an adjacent creature becomes bloodied) ♦ Healing	
Requires combat advantage against the target; reach 2; +11 vs. Fortitude; 2d12+8 damage, and the target loses a healing surge and is weakened (save ends). In addition, the pale reaver lord regains 29 hit points.	
C Terrifying Shriek (standard; encounter) ♦ Fear, Psychic	
Close burst 5; targets enemies; +12 vs. Will; 2d8+3 psychic damage, and the target is immobilized (save ends).	
Image of Life (standard; encounter) ♦ Illusion	
The pale reaver lord adopts the appearance of a living humanoid until it attacks or is hit by an attack.	
Insubstantial Transformation (minor; at-will) ♦ Polymorph	
The pale reaver lord becomes insubstantial and gains fly 8 (hover) and phasing until it attacks or becomes stunned or unconscious.	
Alignment Evil	Languages Common
Skills Bluff +13, Diplomacy +13, Intimidate +13, Stealth +12	
Str 8 (+3)	Dex 17 (+7) Wis 12 (+5)
Con 13 (+5)	Int 14 (+6) Cha 19 (+8)

ENCOUNTER 6: THE GREAT ESCAPE STATISTICS (HIGH LEVEL)

Pale Reaver Creeper (level 9)	Level 9 Minion	
Medium natural animate (undead)	XP 100	
Initiative +5 Senses Perception +4; darkvision		
HP 1; a missed attack never damages a minion.		
AC 23; Fortitude 21, Reflex 23, Will 24		
Immune disease, poison; Resist 10 necrotic		
Speed 6 phasing		
m Deadly Mane (standard; at-will) ♦ Necrotic		
Reach 2; +14 vs. AC; 6 necrotic damage, and if another deadly mane attack has hit the target since the end of the target's last turn, the creature is immobilized until the end of its next turn.		
M Blood Rain (standard; recharges when an adjacent creature becomes bloodied)		
Reach 2; targets an immobilized creature; +12 vs. Fortitude; the target loses a healing surge.		
Image of Life (standard; encounter) ♦ Illusion		
The pale reaver adopts the appearance of a living humanoid until it attacks or is hit by an attack.		
Alignment Evil	Languages Common	
Skills Stealth +10		
Str 7 (+2)	Dex 13 (+5)	Wis 10 (+2)
Con 14 (+6)	Int 10 (+4)	Cha 16 (+7)

Blackfire Flameskull		Level 10 Artillery
Tiny natural humanoid (undead)		XP 500
Initiative +7	Senses Perception +11	
HP 82; Bloodied 41		
Regeneration 5		
AC 23; Fortitude 20, Reflex 25, Will 23		
Immune disease, poison; Resist 10 fire, 5 necrotic; Vulnerable 5 radiant		
Speed fly 10 (hover)		
m Fiery Bite (standard; at-will) ♦ Fire		
Reach 0; +12 vs. AC; 1d4 damage plus 1d8 fire damage.		
R Blackfire Ray (standard; at-will) ♦ Fire		
Ranged 10; +14 vs. Reflex; 2d6 + 6 fire damage, plus target is blinded (save ends).		
A Fireball (standard; encounter) ♦ Fire		
Area burst 3 within 20; +14 vs. Reflex; 3d6 + 6 fire damage. <i>Miss:</i> Half damage. The flameskull can exclude two allies from the effect.		
Mage Hand (minor; at-will) ♦ Conjuration		
As the wizard power mage hand.		
Illumination		
The flameskull sheds bright light out to 5 squares, but it can reduce its brightness to dim light out to 2 squares as a free action.		
Alignment Unaligned	Languages Common, one other	
Skills Stealth +12		
Str 5 (+2)	Dex 16 (+8)	Wis 14 (+7)
Con 16 (+8)	Int 22 (+11)	Cha 20 (+10)

Pale Reaver Lord (level 10)	Level 10 Elite Controller
Medium shadow humanoid (undead)	XP 1000
Initiative +8 Senses Perception +11; darkvision	
HP 151; Bloodied 75	
AC 26; Fortitude 20, Reflex 24, Will 25	
Immune disease, poison; Resist 10 necrotic; see also <i>insubstantial transformation</i> ; Vulnerable 10 radiant	
Saving Throws +2	
Speed 6; see also <i>insubstantial transformation</i>	
Action Points 1	
m Deadly Mane (standard; at-will) ♦ Necrotic	
Reach 2; +15 vs. Armor Class; 2d6 + 7 necrotic damage.	
R Entrapping Gaze (minor; encounter) ♦ Charm, Gaze	
Ranged 10; +14 vs. Will; the target is dominated (save ends).	
M Blood Drain (standard; recharges when an adjacent creature becomes bloodied) ♦ Healing	
Requires combat advantage against the target; reach 2; +13 vs. Fortitude; 2d12 + 9 damage, and the target loses a healing surge and is weakened (save ends). In addition, the pale reaver lord regains 37 hit points.	
C Terrifying Shriek (standard; encounter) ♦ Fear, Psychic	
Close burst 5; targets enemies; +14 vs. Will; 2d8 + 4 psychic damage, and the target is immobilized (save ends).	
Image of Life (standard; encounter) ♦ Illusion	
The pale reaver lord adopts the appearance of a living humanoid until it attacks or is hit by an attack.	
Insubstantial Transformation (minor; at-will) ♦ Polymorph	
The pale reaver lord becomes insubstantial and gains fly 8 (hover) and phasing until it attacks or becomes stunned or unconscious.	
Alignment Evil	Languages Common
Skills Bluff +14, Diplomacy +14, Intimidate +14, Stealth +13	
Str 8 (+4)	Dex 17 (+8) Wis 12 (+6)
Con 13 (+6)	Int 14 (+7) Cha 19 (+9)

ENCOUNTER 6: THE GREAT ESCAPE MAP

TILE SETS NEEDED

Dungeon Tiles x1

Hidden Crypts x1

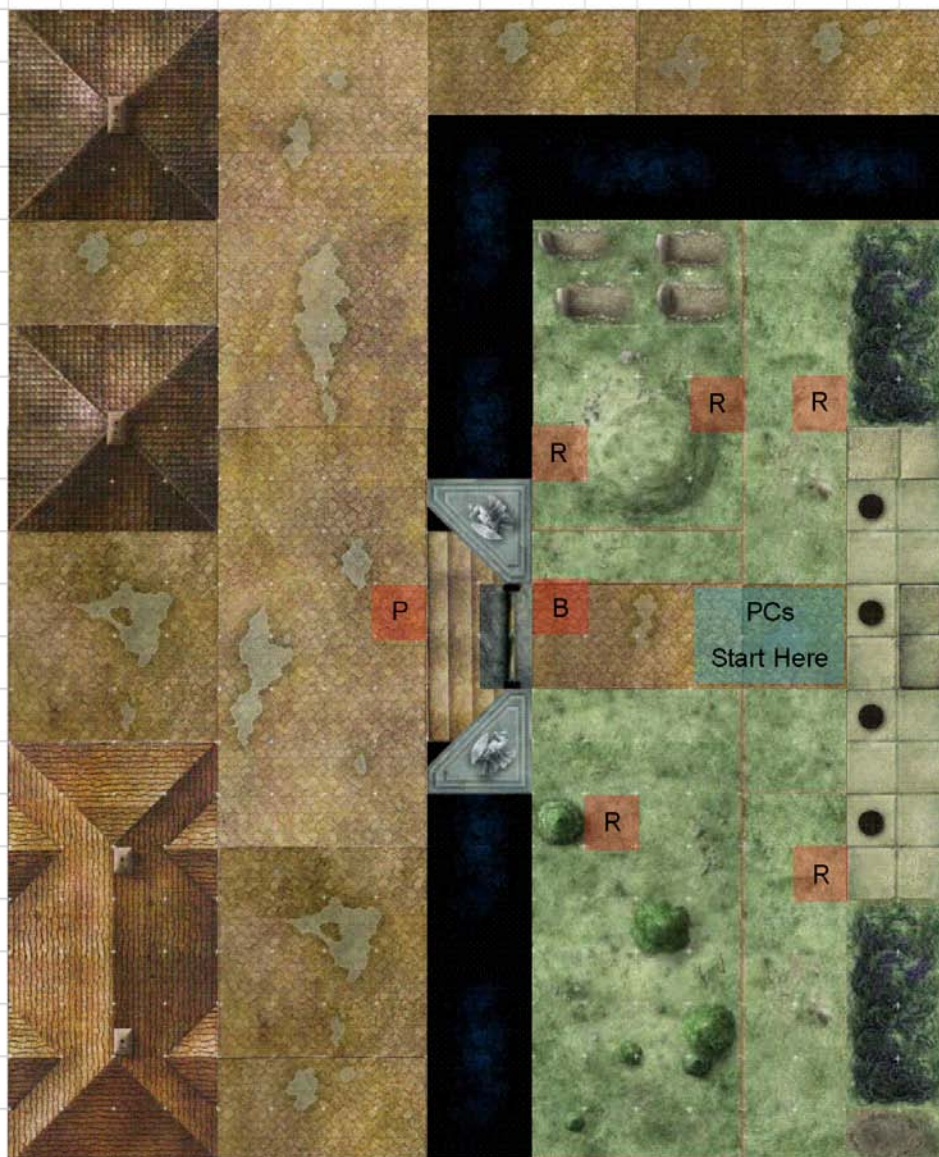
Ruins of the Wild x2

Streets of Shadow x2

R - Pale Reaper Creeper

B - Blackfire Flameskull

P - Pale Reaper Lord



REWARDS SUMMARY

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

EXPERIENCE POINTS

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

Encounter 2: Night Passage or Smuggler's Blues
290 / 400 XP

Encounter 3: Down among the Dead or Running from the Dead
140 / 240 XP

Encounter 6: The Great Escape
300 / 400 XP

Minor Quest: Retrieving Keighen or his body
40 / 60 XP

Total Possible Experience
1120 / 1600 XP

Gold per PC
150 / 200 gp
(Encounter 2: 50/60 gp, Encounter 5: 50/60 gp, Encounter 6: 50/80 gp)

TREASURE

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

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

receive 50% of the market price for ritual books and alchemical formulas.

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

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

EACH PC SELECTS ONE OF THE FOLLOWING BUNDLES:

Bundle A: *force staff +2** (low-level version only) (level 8; *Adventurer's Vault*)
Found in Encounter 2

Bundle B: *cloak of survival +2* (level 9; *Player's Handbook*)
Found in Encounter 6

Bundle C: *vengeful weapon +2** (level 10; *Adventurer's Vault*)
Found in Encounter 5

Bundle D: *magic armor +3* (level 11; *Player's Handbook*)
Found in Encounter 5

Bundle E: *dwarven throwers* (level 10; *Adventurer's Vault*)
Found in Encounter 6

Bundle F: *staff of acid and flame +2** (high-level version only) (level 10; AV)
Found in Encounter 2

Bundle G: *Player's Handbook* or *Forgotten Realms Player's Guide* ritual scrolls of the player's choice up to 700/1000 gp market value.
Found in Encounter 5

Bundle H: *Player's Handbook* or *Forgotten Realms Player's Guide* ritual books of the player's choice up to 650/950 gp market value.
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 *elixir of accuracy* plus 225 / 375 gp to their rewards from this adventure. The player should write the consumable gained on their adventure log. That character (and only that character) then

receives the consumable plus the listed amount of gold (if any) instead of any other treasure bundle. Consumable items obtained in this fashion do not take up found magic item slots.

More Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add 350 / 500 gp to their rewards from this adventure. That character (and only that character) receives more gold instead of any other treasure bundle.

STORY AWARDS

Award these if the PC completes the condition for the award in the adventure. Pass out certificates to the players for their story awards. Normally, if a PC earns three awards, they may only have 2 of them and must pick which two they want before ending the session (exceptions to this will be noted in the story award text).

AGLA15 Favor of Simbarch Vummos Poe

You brought back the agent Drall Keighen alive and Simbarch Vummos Poe is very pleased. At some point in the future, the Simbarch returns the favor in kind.

AGLA16 The Saffron Devil's Plans

You have found plans describing the creation of a portal-like device. The Saffron Devil, a mysterious wizard of apparently great power, is the author of these plans. This story object is the continuation of the *Circle of Stones* Major Quest that began in *AGLA1-5 Silver Lining*.

ADVENTURE QUESTIONS

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

1. Did the party retrieve Keighen?

- a. Yes, Keighen returned to Aglarond alive.
- b. Yes, the party brought back Keighen's corpse.
- c. No, the party brought back Keighen's amulet instead.
- d. No, the party brought nothing of the agent back.

2. Did the party find the Saffron Devil's plans for his construction project?

- a. Yes.
- b. No.

3. How do you (the DM) rate this adventure? (Please also feel free to e-mail specific feedback to the author or the campaign staff.)

- a. Five stars (best possible rating).
- b. Four stars.

- c. Three stars.
- d. Two stars.
- e. One star (worst possible rating).

4. How do the players rate this adventure? (You can average their individual ratings or come up with whatever other method works for everyone.)

- a. Five stars (best possible rating).
- b. Four stars.
- c. Three stars.
- d. Two stars.
- e. One star (worst possible rating).

NEW RULES

DARK LIGHT

Level: 4

Category: Exploration

Time: 1 minute

Duration: 1 day

Component Cost: 30 gp

Market Price: 150 gp

Key Skill: Arcana (no check)

You create a source of dim light that allows you and those around you to see without your being seen because of your light source.

The Dark Light ritual creates a ball of shadow that floats with you as you walk. It sheds dim light within 6 squares around it.

In its light, you can see everything clearly. Only creatures within the light's radius can see the Dark Light ball or the dim light it creates. Vision within the Dark Light effect is in black-and-white, and color variations appear in shades of gray.

Reference: *Forgotten Realms Players Guide*, page 143.

DWARVEN THROWERS

Level: 10

Price: 5,000 gp

Item Slot: Hands

Property: Gain a +2 item bonus to thrown weapon damage rolls.

Power (Encounter): Standard Action. Make a ranged basic attack with your melee weapon, using your Strength modifier on the attack roll and damage roll, as if the weapon had the heavy thrown weapon property. Your weapon automatically returns to your grip after the ranged attack.

Reference: *Adventurer's Vault*.

FORCE STAFF

Lvl 3 +1 680 gp

Lvl 18 +4 85,000 gp

Lvl 8 +2 3,400 gp

Lvl 23 +5 425,000 gp

Lvl 13 +3 17,000 gp

Lvl 28 +6 2,125,000 gp

Implement (Staff)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 force damage per plus, and the target is knocked prone.

Power (Daily ♦ Force): Free Action. Use this power when you hit with a power that has the force keyword. You can slide the target a number of squares equal to this staff's enhancement bonus.

Reference: *Adventurer's Vault*, page 104.

STAFF OF ACID AND FLAME

Lvl 10 +2 5,000 gp

Lvl 25 +5 625,000 gp

Lvl 15 +3 25,000 gp

Lvl 30 +6 3,125,000 gp

Lvl 20 +4 125,000 gp

Implement (Staff)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 acid and fire damage per plus

Power (At-Will ♦ Acid): Free Action. All fire damage dealt using this staff as an implement is acid damage. Another free action returns the damage to normal.

Power (At-Will ♦ Fire): Free Action. All acid damage dealt using this staff as an implement is fire damage. Another free action returns the damage to normal.

Reference: *Adventurer's Vault*, page 105.

VENGEFUL WEAPON

Lvl 5 +1 1,000 gp

Lvl 20 +4 125,000 gp

Lvl 10 +2 5,000 gp

Lvl 25 +5 625,000 gp

Lvl 15 +3 25,000 gp

Lvl 30 +6 3,125,000 gp

Weapon: Any melee

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Encounter): Free Action. Use this power when an attack hits a bloodied ally within 10 squares of you. Gain a +2 power bonus to attack rolls and +1d10 on damage rolls against the attacker until the end of your next turn.

Level 15 or 20: +2d10 damage.

Level 25 or 30: +3d10 damage.

Reference: *Adventurer's Vault*, page 81.

HANDOUT 1 – AGLAROND INTELLIGENCE ON UNDUMOR

Once known as Emmech while in Aglarond hands, Undumor is now an occupied fortress of Thay. A powerful necromancer named Ghorash Malovic rules the city, with vampires and other intelligent undead serving as officers and middle managers. Ghouls of various forms act as shock troops in defense of the city while lesser undead serve as foot soldiers.

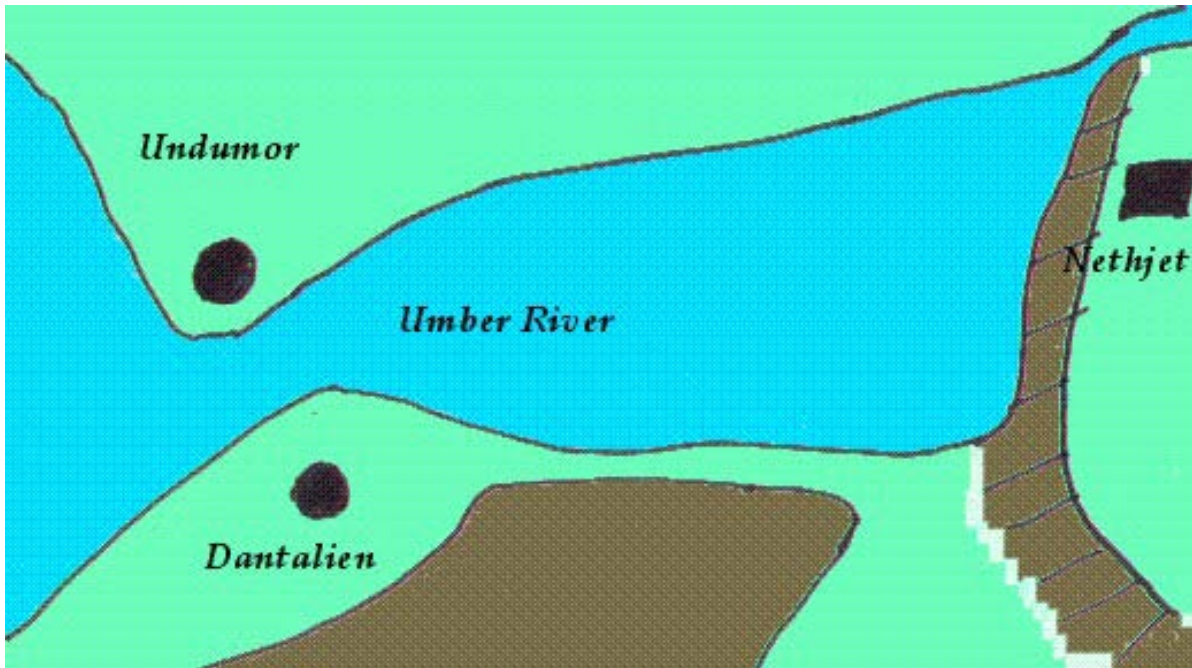
Much of Undumor's infrastructure is in poor shape.

Contrary to popular belief, however, there are living beings in Undumor. After all, there is a need for labor who can work daylight hours and as food for the various undead citizens. Converting them into undead is not a good solution for many reasons. Malovic, ever methodical, developed a system for accounting the living.

- Loyal citizens of Thay, undead or not, wear black sashes with clasps that indicate their position in the city.
- Important guests must wear white collars. They are not to be used or abused in any way. A white collar, however, is nearly impossible for our agents to get.
- Willing living collaborators wear red leather collars. They assist the undead in running the city. They only have to provide a small amount of blood to the vampires to keep this privilege. These collaborators are completely untrustworthy.
- A small contingent of unwilling collaborators wear orange leather collars. The undead keep them around because of the skills they possess. These collaborators work under threat of death and must provide blood upon request. Still, they have on occasion provided assistance to agents operating in Undumor.
- Living laborers wear brown leather collars. These are able-bodied slaves who work towards building walls. Occasionally, they have to provide blood, but this is rare as it affects their physical performance. If laborers are unable or unwilling to work, they may be consumed as food on the spot.
- Laborers who are inedible to undead such as warforged wear grey leather collars. If they are unwilling to work, they are destroyed.
- Living beings unable to work or provide any other service to the city wear green collars. The undead consider these unfortunates as food and keep them in pens throughout the city. The few children, infirmed, and elderly in Undumor live in the pens. Life as a green collar can be very fleeting or excruciatingly long.
- Crewmen for trading ships do not have to wear collars so long as they do not leave the docks. Malovic is trying to improve trade and capturing sailors for slavery or food runs counter to that goal. Occasionally, however, undead kidnap and kill sailors who wander too far from their ships.
- Captured prisoners wear black collars. Roving patrols capture them, collar them, bind them, and take them to the Undumor dungeons for interrogation. Occasionally, prisoners get re-collared after a period of imprisonment and interrogation to an orange, brown, grey, or green collar. It is more likely, however, that prisoners died during incarceration.

Patrols regularly look for any living creature not wearing a collar away from the docks. These patrols are under orders to capture these beings as possible spies and saboteurs. While they are to try to avoid killing potential prisoners, the patrols can use lethal force as needed to maintain security.

HANDOUT 2 -UNDUMOR AREA MAP



HANDOUT 3 - AGENT'S MESSAGE

The voice says the following:

“Simbarch, if this amulet finds you, please know that I am dead. I managed to track the Saffron Devil to a house in Undumor and am maintaining surveillance on it. I believe the house may have something that can tell us what his plans are for the menhir stones. Please send more agents to investigate the house and, if possible, retrieve my body for burial on Aglarond soil. I am sorry I failed you.”