

GHOSTS OF THE PAST: SIREN'S LURE

A DUNGEONS & DRAGONS® *LIVING*
FORGOTTEN REALMS ADVENTURE

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Every year coronal Ilsevele Miritar, ruler of Myth Drannor, hires a group of adventurers to clean up one of the many dangerous ruins within her forest kingdom. This year she is looking for several groups. What ghosts of the past have forced the eladrin to seek outside help and abandon their cautious ways? A *Living Forgotten Realms* Core Special adventure set in Myth Drannor for characters levels 7 - 10.

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

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

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

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PREPARING FOR PLAY

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

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

Along with this adventure, you'll find a RPGA Session Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your organizer directly after play.

READING MONSTER STAT BLOCKS

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

IMPORTANT DM INFORMATION

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

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

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

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

played within 3.5 - 4 hours; try to be very aware of running long or short. Adjust the pacing accordingly.

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

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

APPROPRIATE CHARACTER LEVELS

This adventure is designed for player characters (PCs) levels 7 - 10. Characters that fall outside of the level range may not participate in the adventure. Make certain to check the levels of the PCs before beginning play to ensure that they are the proper level.

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

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

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

FAILING TO DEFEAT AN ENCOUNTER

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

CHARACTER DEATH

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

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

MILESTONES

No matter if the characters succeed or fail in an encounter, they reach a milestone if it is the second

encounter they've had since the start of the adventure or their last extended rest. **Encounters that do not give out experience points do not count for purposes of reaching a milestone.** Make certain to mention this information to the players when applicable, as it gives each PC another action point and affects how some magic item powers are used.

LASTING EFFECTS

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

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

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

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

ADVENTURE BACKGROUND

In the ancient past, Myth Drannor was the capital of the eladrin kingdom Cormanthyr. In 708 DR, an army of fiends attacked Cormanthyr, and Myth Drannor was razed in the subsequent war.

Over the centuries, the ruins became home to numerous evil creatures that opened dozens of portals in their search for the lost treasures of the old kingdom. In 1374 DR, Seiveril Miritar organized a campaign to drive away the evil that had claimed the ruins for over 650 years. When he died, his daughter, Ilsevele Miritar, took over his crusade. With the help of the eladrin high mages, she restored the mythal (a powerful city wide magical ward) to its former glory and Myth Drannor once again became the capital of a powerful eladrin nation.

Although the mythal blocked all of the remaining portals, Ilsevele and her subjects disliked the idea of leaving dark and potentially hazardous regions unchecked. So, with typical eladrin patience, she began the custom of hiring one adventuring group every year to clear out a specific area of Myth Drannor.

These yearly cleanups have continued for nearly a century to the satisfaction of the eladrin. This summer, however, Ilsevele sent out a call for help to allied nations and respected adventurers across Faerûn.

When the mythal was repaired, it closed all the portals that dotted the ruins of the city. It appeared to have withstood the Spellplague, but the eladrin soon learned not everything went as expected. The high mages detected minor fluctuations in the mythal, which they traced to what appears to be a malfunctioning portal.

It was quickly decided the portal needed to be destroyed before the wrong people discovered it, but it soon became clear that was easier said than done. Before it could be destroyed, it needs to be fully opened and to do so the mythal must be suppressed.

While plans for the suppression of the mythal were put in place, a group of youthful eladrins of the Iliathor family became convinced they knew the location of *Faervian*, one of the six legendary banesblades of Demron. The banesblades were powerful magical weapons in old Cormanthyr, given to people with various positions of authority within Myth Drannor. *Faervian* was the blade given to the Spell-Captain, second in command of the mages in Cormanthyr's army. It disappeared in the final battle near the Tower of Song, which was completely destroyed with powerful magical earthquakes.

As luck would have it, *Faervian* is indeed in the crypts. In the last days of the Weeping War, *Faervian's* wielder was slain and the banesblade recovered by a baelnorn. Fearing Myth Drannor would fall, the baelnorn claimed it as his own, and retreated to the crypts below the Tower of Song.

After centuries of enforced isolation began to eat at his sanity, the baelnorn became desperate to prolong his

undeath, which was nearing its end. Decades of magical experiments led to the creation of a ritual that would extend his lifespan but at the cost of the living.

Shortly after the mythal is suppressed, the eladrin youths opened a temporary portal from their mansion into the crypts below. When they declared their intent to recover the baneblade, the baelnorn, in his madness, fell upon them, capturing all but one. He dragged them into a ritual chamber and attempted the ritual, which backfired and awoke many of the spirits in the crypts. Fearful of retribution, he magically compelled the eladrin to protect *Faervian*.

DM's INTRODUCTION

The PCs have been asked to rescue a number of youths from the Iliathor family, who are lost in ancient crypts below what was once the Tower of Song. One of the youths managed to return, reporting that the group scattered in different directions after being attacked by undead creatures.

The Iliathor family holds influence in the eladrin court, so the rescue of the four teenagers is certainly important; however, Coronal Ilsevele Miritar also has strong personal interest in the fate of *Faervian*.

The Coronal believes that, after being lost for more than 700 years, the recovery of the baneblade would be a significant step toward closing the wounds of the Weeping War and would be celebrated by her subjects.

When the PCs enter the portal into the crypts, Breithel, the 1,000 year old guardian greets them. Breithel has not socialized with a living being since the fall of Myth Drannor and is more than a little eccentric. He explains that many spirits in the crypts have recently risen and asks for help to return them to rest. If asked, he claims the eladrin youths may have something to do with it but scoffs at suggestions that *Faervian* is in the crypts.

After walking with the party for a short time, Breithel leads them to a hidden stairwell, claiming to lead directly to the disturbances. The lever to open the stairwell also triggers a trap. The baelnorn betrays the PCs but they have no choice but to go further into the complex.

One direction leads them to hear screams from a chamber, coming from the spirit of a 10 year-old eladrin girl, who has awoken with memories of her horrific death fresh in her mind. With large pools of blood oozing from her wounds, she strikes out at the PCs, believing them responsible for her death.

This direction also leads to the treasure vault, where a sentient door demands proof the PCs are not looters.

Once convinced, he allows them to access the vault's treasures, with some advice.

The alternate direction leads the party to the ghost of a decorated eladrin warrior. He too has awoken in a distressed state and asks the PCs to kindly put end the suffering of his three former companions who awoke with him. These ghost legionnaires are badly affected by the manner of their death, which the PCs may exploit to gain advantage in combat. The eladrin warrior offers the magic items he was buried with as a reward.

Further exploration leads uncovers a series of crypts featuring murals that tell a different story to those on the upper level. The sarcophagi have all been looted and there is evidence of magical experimentation, with many ritual circles and scrolls stacked neatly. The PCs discover Breithel has spent fruitless decades attempting to prolong his undeath.

This area also hosts the dominated eladrin youths, who are compelled to try and slay the PCs. If knocked unconscious, the ritual's hold is broken and they reveal the truth of Breithel's madness and that *Faervian* lies in the next chamber.

Breithel awaits them in the final chamber, taunting the PCs. His two gelatinous/gluttonous cubes also stand in the way of claiming *Faervian*.

If the party recovers the baneblade, their achievement is heralded by the whole of Myth Drannor.

PLAYER'S INTRODUCTION

Read or paraphrase the following to the players:

In answering Myth Drannor's call for adventurers, you were aware that many dozens of your fellow sellswords would also heed the call.

So it was that upon arrival at the fabled City of Song and being tested under the ruthless supervision of the eladrin Arms-Major, you were herded into small groups of similarly talented adventurers. Shortly after making the acquaintance of your new found companions, you were summoned by Coronal Ilsevele Miritar on an urgent matter.

Ushered into the upper reaches of a manor house, an immense, gaping portal floats just above the floor before you. Standing before it is a female eladrin wearing a suit of golden weavemail and a thin coronet above her brow. She turns to acknowledge your presence.

"I am embarrassed to report that four young adventurers from the Iliathor family are missing in a crypt below the ruined Tower of Song," the Coronal says.

“It seems the sight of all these sellswords inspired them to chase after a rumor that Faervian, our long-lost baneblade, was somewhere in the crypts.

“One of the group managed to return through the portal, claiming they were attacked by undead and scattered. I fear the worst, so I ask that you make haste to the crypt and rescue them. The mythal will restart in little more than one hour, closing every portal in the area, including this one.

“At the same time, Faervian has been lost for more than 700 years and its return would bring great pleasure to my people. If it is possible to follow this rumor to its end, you will have my sincere thanks.”

Give out Player Handout One, which acts as a briefing for the PCs before they enter the portal.

The Coronal is clearly concerned for the youths, despite her frustration at their actions. While she is determined to see that they return safely, she is also focused on the possibility that Faervian may be recovered.

The youths summoned a portal to the crypts below the ruined Tower of Song from their mansion. The eladrin who returned does not speak with the PCs, such is the shame his actions have brought to his family.

ENCOUNTER 1: GREETING

SETUP

Breithel: Bluff +19, Diplomacy +12, Insight +16

The PCs travel through the temporary portal into the underground crypts, to find them spotlessly clean. They are greeted by an eccentric and talkative baelnorn lich, who appears to be enfeebled and at the very end of his undeath. He introduces himself as Breithel, the guardian of the crypts and asks why they are trespassing.

The portal offers just the slightest resistance to your touch as you step through into the long-lost crypt beyond. What is immediately obvious is the impeccably clean state of the room. The floor appears to be well swept, no cobwebs clutter corners and the dank, musty air associated with a crypt is conspicuously absent.

Allow the party a short time to examine the room. It once served as a foyer for eladrin and elves to congregate before and after a burial ceremony. Many passages branch from the foyer area, leading further into the crypts. There is no way to determine where they lead short of travelling down them. Once the PCs have their bearings, Breithel makes his entrance.

After a short time, a shuffling figure makes its way into the room. This lavishly dressed eladrin appears as old as the crypt itself and with translucent skin clinging to yellowed bones, he is clearly undead. Despite his difficult movement, his eyes almost glow with enthusiasm.

“Welcome friends, I am Breithel, guardian of these catacombs. I have been isolated and alone for so long, what brings you here?”

Breithel explains that a recent disturbance has awoken many spirits in the crypt and after more than 700 years of peace he is quite upset at the occurrence.

If the PCs explain that they are looking for *Faervian*, he shows interest in the theory that it is somewhere in the crypts but pleads ignorance on the subject of the *Iliathor* youths. He does concede that something must have been responsible for disturbing the rest of those inside, in which case their goals are aligned.

As he knows the layout so well, Breithel offers to travel with the party as a guide – he has not spoken to visitors in more than 700 years.

- DC 20 Arcana – The chamber is not kept clean by magical means, though quite how Breithel manages it is a mystery.
- DC 17 Insight – Breithel’s erratic mannerisms are consistent with someone unused to social interaction. He does not like the thought of unchaperoned guests in the lower levels.
- DC 25 Insight – Since the *Iliathor* youths traveled via portal from the inside of their manor, no doubt their footwear was clean and unlikely to leave much in the way of tracks.
- DC 29 Insight – Breithel knows more about the eladrin youths than he is letting on.
- DC 25 Perception – The unusually clean chamber has not been spoilt by any tracks left on the floor, eladrin or otherwise.
- DC 27 Religion – Baelnorns are near legendary protectors of eladrin and elven sacred sites.

ENDING THE ENCOUNTER

Unless a PC succeeds on a DC 29 Insight check, there is no reason to disbelieve Breithel, despite his clearly deteriorating mental state. He is talkative and willing to help the party fix the disruptions in any way he can.

However, if a player decides to question the baelnorn’s motivations, he explains that yes, he may have been responsible for the eladrin fleeing into the crypts, feeling threatened because the youths were spoiling for a fight. If this does not change their attitude to Breithel, he regretfully, but pleasantly says goodbye, letting them know that pulling the lever in Encounter 3 takes them directly to where they want to go.

There is a way into the lower levels that does not involve going into the stairwell. Remind the PCs that they only have one hour before the portal closes but if they insist, refer to DM Aid 1 for their entry into the lower level of the crypt. Travel to the lower levels takes 15 minutes.

EXPERIENCE POINTS

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

TREASURE

None.

ENCOUNTER 2: A SAD TALE

SETUP

Breithel: Bluff +19, Diplomacy +12, Insight +16

Following their guide, the party enters a room that is decorated floor to ceiling with triumphant murals of eladrin and elven armies battling orcs, goblinoids, gnolls and demons.

Eladrin leaders are heavily featured in the scenes and Breithel very sadly tells of his people's suffering during the Weeping War. Unbeknownst to the PCs, Breithel has painted murals of his own further into the crypts that tell a different tale.

Shuffling his way into a large chamber, Breithel moves toward the center of the room to light a brazier. With the room fully lit, murals of large scale battles, as vibrant as the day they were painted, line the walls from floor to ceiling.

"These were painted in the early months of the Weeping War," he breathes, slowly shaking his head.

"These triumphant scenes reflect the arrogance of our leaders, thinking the Army of Darkness no match for the might of Cormanthyr. Some of those who fell in these battles now reside here and may beg to differ. By the time the Army of Darkness advanced on Myth Drannor, murals were of no interest. Eventually the city fell and with it I became trapped down here for 700 years.

- DC 25 History - an eladrin wields a purple-flamed sword that fits the description of Faervian.
- DC 29 Insight - When talking about the Weeping War, the set of Breithel's jaw suggests he isn't just sad about it, he's angry.

If any of the PCs mention Faervian or baneswords to Breithel, his eyes narrow as he examines the murals.

"Yes, the baneswords were powerful weapons in the hands of the right people. I often wonder whether more could have been done to stop the invaders' advance. Ha, but here I am, talking out loud - and with an audience for once!"

"These disturbances are further down into the crypts. I do worry for your young friends; spirits waking from a long sleep are seldom of a mind to talk."

The murals also contrast with those in Encounter 7, where the full extent of Breithel's madness is uncovered.

ENDING THE ENCOUNTER

Once the PCs have had their fill of Breithel's history lesson, proceed to Encounter 3.

EXPERIENCE POINTS

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

ENCOUNTER 3: RACE TO THE FINISH

ENCOUNTER LEVEL 7/9 (1500/1600 XP)

SETUP

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

- 1 rolling boulder trap (level 9) (B)
- 1 frost jet door trap (level 7) (F)
- 1 ghoul teeth trap (level 7) (T)
- 1 pit trap (level 5)
- 1 tomb spider swarm (level 7) (S)

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

- 1 rolling boulder trap (level 10) (B)
- 1 frost jet door trap (level 9) (F)
- 1 ghoul teeth trap (level 9) (T)
- 1 pit trap (level 7)
- 1 tomb spider swarm (level 9) (S)

Breithel leads the party into a small room, whose only feature is a large metal lever, built into the wall. The lever opens an entrance down into a musty, cobweb-filled stairwell.

Breithel has chosen this moment to try and eliminate the PCs, as he rightly regards them as a threat to take *Faervian* off him and discover what he has done with the Iliathor youths. He uses his projection ability (see Encounter 9 statistics) to get the party to follow him into the corridor, before closing off the entrance and leaving them to die.

Once the party is fully inside the corridor, a huge boulder rolls toward them from the top of the stairs, and many other disabling traps activate as they race to outrun it.

When the boulder reaches and hits the projection, it disappears, and the party may speculate as to what happened. The PCs can believe him dead or not but they are now on their own.

As the adventurers enter the area, read:

Breithel ambles into a small side room that has a large lever on the far wall.

"I have not travelled this way for some time but this stairwell leads directly to the disturbances. If you seek your young friends, they will be there," he wheezes.

Pulling on the lever, a loud, grinding sound accompanies the appearance of an entrance through the

wall. As the noise subsides, it is replaced by a faint skittering some 120 feet further down the corridor.

"I do dislike inconveniences of this nature. I find them best dealt with swiftly and without mercy...shall we?"

The boulder trap activates one round after the PCs enter the stairwell. If none of the party perceives the boulder beforehand, it gets a surprise round

The idea of this encounter is simply for the party to survive to the safety of the room. It is likely that some PCs make it with relative ease, but in doing so leaves their fellow party members in danger. The traps immobilize, daze and slow to prohibit this, while the rolling boulder should knock some PCs down like tenpins. It aims to be cinematic, so taking the time to describe the effects as they go off may enhance the enjoyment.

FEATURES OF THE AREA

Apart from housing centuries of dust, cobwebs and stale air, this area has a few important features.

Rolling Boulder Trap: The enormous rock that drops from above the entrance completely takes up the width of the corridor and there is no way to get behind it, other than to teleport. Its incredible mass ensures it continues to roll downward until falling into the pit.

Frost Jet Trap: The first of two nozzles is positioned 2 squares from the bottom of the stairs, with the second halfway down the diagonal corridor. The blast area for each is outlined in black on the map.

Ghoul Teeth Trap: This trap consists of 14 tiny holes, one in each square that leads up to the pressure plate that activates it. The pressure plate covers the two squares in front of the pit and moves with the same slow, grinding sound as the door lever, signaling something bad just happened.

If the false-floor trap is activated before either pressure plate is stepped on, the tomb spider swarm is heavy enough to activate the trap instead.

False-Floor Pit Trap: The tomb spider swarm sits at the bottom of the pit, waiting to be let out. Their tremorsense ability provides knowledge of when the false floor opens.

TACTICS

- After activating the doorway and rolling boulder trap, Breithel uses his *projection* ability (see Encounter 9 Statistics) to project the image of him leading the PCs down the stairs, when in reality he is invisible at the top of the stairs,

waiting to close the door as soon as the PCs become aware of the trap.

Cruel trick: Draw the whole map and emphasize the skittering sounds of the swarm at the end of the stairs to direct attention to the large room at the end. This helps keep the focus off the traps, when in fact they are the real threat.

This is also an opportunity for DMs to showcase their ability to overact by roleplaying Breithel's projection!

SCALING THE ENCOUNTER

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

Four PCs: Reduce the attack bonus of the swarm and each trap by one.

Six PCs: Increase the attack bonus of the swarm and each trap by one.

ENDING THE ENCOUNTER

This encounter is filled with variables and may be extremely challenging, depending on whether PCs make their saves.

It is designed to be a race to the finish line, with the expectation that some may be left behind and in need of rescue by those far ahead.

If somehow, some way, the PCs refuse to even enter the stairwell, Breithel snaps, angry at their lack of trust and *fey steps* out of the room. He attempts to seal the door before the boulder trap triggers but if the adventurers are creative enough, they can prevent this. They have to take the long way down, which takes 15 minutes. Make sure to note the time before the portal closes.

If the door is sealed, this leaves the adventurers no choice but to go down the steps. The projection of Breithel disappears if this happens, otherwise it likely happens early on by the traps or the PCs weapons. It is clear that the baelnorn has betrayed the party.

CHOOSING A DIRECTION

Once safely at the bottom of the stairs, the PCs are free to explore the catacombs and will have to choose a direction in which to travel.

Left Passageway: This passageway leads to Encounter 4. The PCs can hear the faint sound of a child weeping as they approach.

Right Passageway: This passageway leads to Encounter 5a. The PCs can detect faint whispering or muttering as they approach.

EXPERIENCE POINTS

The characters receive 300/400 experience points each for successfully negotiating the stairwell and tomb spiders.

TREASURE

None.

ENCOUNTER 3: RACE TO THE FINISH STATISTICS (LOW LEVEL)

Rolling Boulder	Level 9 Blaster
Trap	XP 400
Trap: The rolling boulder becomes active when triggered. If characters fail to notice the rolling boulder when triggered, it gets a surprise round. Thereafter it acts every round on its initiative.	
Perception	
♦ DC 28: The character notices the ceiling above the stairwell is opening, unleashing the rolling boulder.	
Initiative +3	
Trigger	
The trap is activated when a lever is pulled, and attacks when entering a creature's square.	
Attack	
Standard Action	Close blast 1
Targets: Creatures in blast	
Attack: The boulder moves up to 4 squares and attacks the nearest target; +12 vs. Reflex	
Hit: 3d8 + 4 damage; the target is pushed 2 squares and knocked prone. Attacking ends the boulder's movement until the start of its next turn.	
Miss: Half damage; the target is pushed 2 squares. The boulder's movement ends.	
Countermeasures	
♦ A character in the burst can minimize the damage from the boulder with a DC 28 Acrobatics or Athletics check made as an immediate interrupt before the boulder's attack. With a successful check, the character takes half damage and is pushed 2 squares.	

Ghoul Teeth	Level 7 Lurker
Trap	XP 300
Trap: A number of hidden slots in the floor, covering 14 squares, launch tiny projectiles with a paralytic agent.	
Perception	
♦ DC 24: The character notices the holes in the floor.	
♦ DC 28: The character notices the pressure plate.	
Initiative +11	
Trigger	
When a character steps on the pressure plate, the trap rolls initiative.	
Attack	
Standard Action	Melee
Targets: All creatures in squares with holes	
Attack: +10 vs. Fortitude	
Hit: 2d6 + 5 damage and the target is immobilized (save ends).	
<i>Aftereffect:</i> The target is slowed (save ends).	
Countermeasures	
♦ An adjacent character can disable the pressure plate with a DC 24 Thievery check.	
♦ A character can move through the corridor while spotting and avoiding the holes, with a DC 24 Perception check for each round of movement. If the character moves at half speed, the DC is 19.	

Frost Jets	Level 7 Blaster
Trap	XP 300
Trap: When the trap is triggered, two hidden nozzles in the walls attack each round on their initiative.	
Perception	
♦ DC 25: The character notices the nozzles.	
Initiative +5	
Trigger	
When a character enters the blast area of one on the frost jets, it	

makes its attack as an immediate reaction. It then rolls initiative, attacking each round.

Attack	
Immediate Reaction or Standard Action	Close blast 3
Targets: All creatures in blast	
Attack: +10 vs. Reflex	
Hit: 3d8 + 4 cold damage and the target is immobilized.	
Miss: Half damage and the target is slowed (save ends).	
Countermeasures	
♦ An adjacent character can disable one frost jet with a DC 24 Thievery check.	

False-Floor Pit	Level 5 Warder
Trap	XP 200
Trap: A 3-by-2 section of the floor hides a 20-foot-deep pit.	
Perception	
♦ DC 20: The character notices the false stonework.	
Trigger	
The trap attacks when a creature enters one of the trap's six squares.	
Attack	
Immediate Reaction	Melee
Targets: The creature that triggered the trap.	
Attack: +8 vs. Reflex	
Hit: Target falls into the pit, takes 2d10 damage and falls prone.	
Miss: Target returns to the last square it occupied and its move action ends immediately.	
Effect: The false floor opens and the pit is no longer hidden.	
Countermeasures	
Countermeasures	
♦ An adjacent character can trigger the trap with a DC 22 Thievery check. The floor falls into the pit.	
♦ An adjacent character can disable the trap with a DC 32 Thievery check. The floor becomes safe.	
♦ A character who makes an Athletics check (DC 16, or DC 26 without a running start) can jump over the pit.	

Tomb Spider Broodswarm	Level 7 Lurker
Medium shadow beast (spider, swarm)	XP 300
Initiative +14 Senses Perception +5; tremorsense	
Swarm Attack aura 1; each enemy that starts its turn within the aura is slowed until the start of its next turn.	
HP 66; Bloodied 33	
AC 21; Fortitude 18, Reflex 19, Will 18	
Resist half damage from melee and ranges attacks; Vulnerable 5 against close and area attacks	
Speed 5; climb 5 (spider climb)	
m Dread Fangs (standard; at-will) ♦ Necrotic, Poison	
+10 vs. Reflex; 1d6 + 4 necrotic damage, and the target is immobilized and takes ongoing 5 necrotic and poison damage (save ends both).	
m Shadow Drift (standard; recharge 5-6)	
The tomb spider broodswarm shifts 5 squares and gains a +4 bonus to all defenses until the start of its next turn.	
Web Walker	
A tomb spider broodswarm ignores the effects of spider webs and spider swarms.	
Alignment Evil	Languages –
Skills Stealth +15	
Str 15 (+7)	Dex 21 (+10) Wis 11 (+5)
Con 18 (+9)	Int 1 (+0) Cha 18 (+9)

ENCOUNTER 3: RACE TO THE FINISH STATISTICS (HIGH LEVEL)

Rolling Boulder Level 10 Blaster Trap XP 500

Trap: The rolling boulder becomes active when triggered. If characters fail to notice the rolling boulder when triggered, it gets a surprise round. Thereafter it acts every round on its initiative.

Perception

◆ DC 28: The character notices the rolling boulder.

Initiative +3

Trigger

The trap is activated when a lever is pulled, and attacks when entering a creature's square.

Attack

Standard Action Close blast 1

Targets: Creatures in blast

Attack: The boulder moves up to 4 squares and attacks the nearest target; +13 vs. Reflex

Hit: 3d8 + 4 damage; the target is pushed 2 squares and knocked prone. Attacking ends the boulder's movement until the start of its next turn

Miss: Half damage; the target is pushed 2 squares. The boulder's movement ends.

Countermeasures

◆ A character in the burst can minimize the damage from the boulder with a DC 28 Acrobatics or Athletics check made as an immediate interrupt before the boulder's attack. With a successful check, the character takes half damage and is pushed 2 squares.

Ghoul Teeth Level 9 Lurker Trap XP 400

Trap: A number of hidden slots in the floor, covering 14 squares, launch tiny projectiles with a paralytic agent.

Perception

◆ DC 25: The character notices the holes in the floor.

◆ DC 28: The character notices the pressure plate.

Initiative +11

Trigger

When a character steps on the pressure plate, the trap rolls initiative.

Attack

Standard Action Melee

Targets: All creatures in squares with holes

Attack: +12 vs. Fortitude

Hit: 2d6 + 6 damage and the target is immobilized (save ends).
Aftereffect: The target is slowed (save ends).

Countermeasures

◆ An adjacent character can disable the pressure plate with a DC 24 Thievery check.

◆ A character can move through the corridor while spotting and avoiding the holes, with a DC 24 Perception check for each round of movement. If the character moves at half speed, the DC is 19.

Frost Jets Level 9 Blaster Trap XP 400

Trap: When the trap is triggered, two hidden nozzles in the walls attack each round on their initiative.

Perception

◆ DC 25: The character notices the nozzles.

Initiative +5

Trigger

When a character enters the blast area of one on the frost jets, it

makes its attack as an immediate reaction. It then rolls initiative, attacking each round.

Attack

Immediate Reaction or Standard Action Close blast 3

Targets: All creatures in blast

Attack: +12 vs. Reflex

Hit: 3d8 + 5 cold damage and the target is immobilized.

Miss: Half damage and the target is slowed (save ends).

Countermeasures

◆ An adjacent character can disable one frost jet with a DC 24 Thievery check.

False-Floor Pit Level 7 Warder Trap XP 300

Trap: A 3-by-2 section of the floor hides a 30-foot-deep pit.

Perception

◆ DC 25: The character notices the false stonework.

Trigger

The trap attacks when a creature enters one of the trap's six squares.

Attack

Immediate Reaction Melee

Targets: The creature that triggered the trap.

Attack: +10 vs. Reflex

Hit: Target falls into the pit, takes 3d10 damage and falls prone.

Miss: Target returns to the last square it occupied and its move action ends immediately.

Effect: The false floor opens and the pit is no longer hidden.

Countermeasures

◆ An adjacent character can trigger the trap with a DC 23 Thievery check. The floor falls into the pit.

◆ An adjacent character can disable the trap with a DC 33 Thievery check. The floor becomes safe.

◆ A character who makes an Athletics check (DC 16, or DC 26 without a running start) can jump over the pit.

Tomb Spider Broodswarm Level 9 Lurker Medium shadow beast (spider, swarm) XP 400

Initiative +14 **Senses** Perception +5; tremorsense

Swarm Attack aura 1; each enemy that starts its turn within the aura is slowed until the start of its next turn.

HP 78; **Bloodied** 39

AC 23; **Fortitude** 20, **Reflex** 21, **Will** 19

Resist half damage from melee and ranged attacks; **Vulnerable** 5 against close and area attacks

Speed 5; climb 5 (spider climb)

m **Dread Fangs** (standard; at-will) ◆ **Necrotic, Poison**

+12 vs. Reflex; 1d6 + 5 necrotic damage, and the target is immobilized and takes ongoing 5 necrotic and poison damage (save ends both).

m **Shadow Drift** (standard; recharge 5-6)

The tomb spider broodswarm shifts 5 squares and gains a +4 bonus to all defenses until the start of its next turn.

Web Walker

A tomb spider broodswarm ignores the effects of spider webs and spider swarms.

Alignment Evil

Languages –

Skills Stealth +15

Str 15 (+7)

Con 18 (+9)

Dex 21 (+10)

Int 1 (+0)

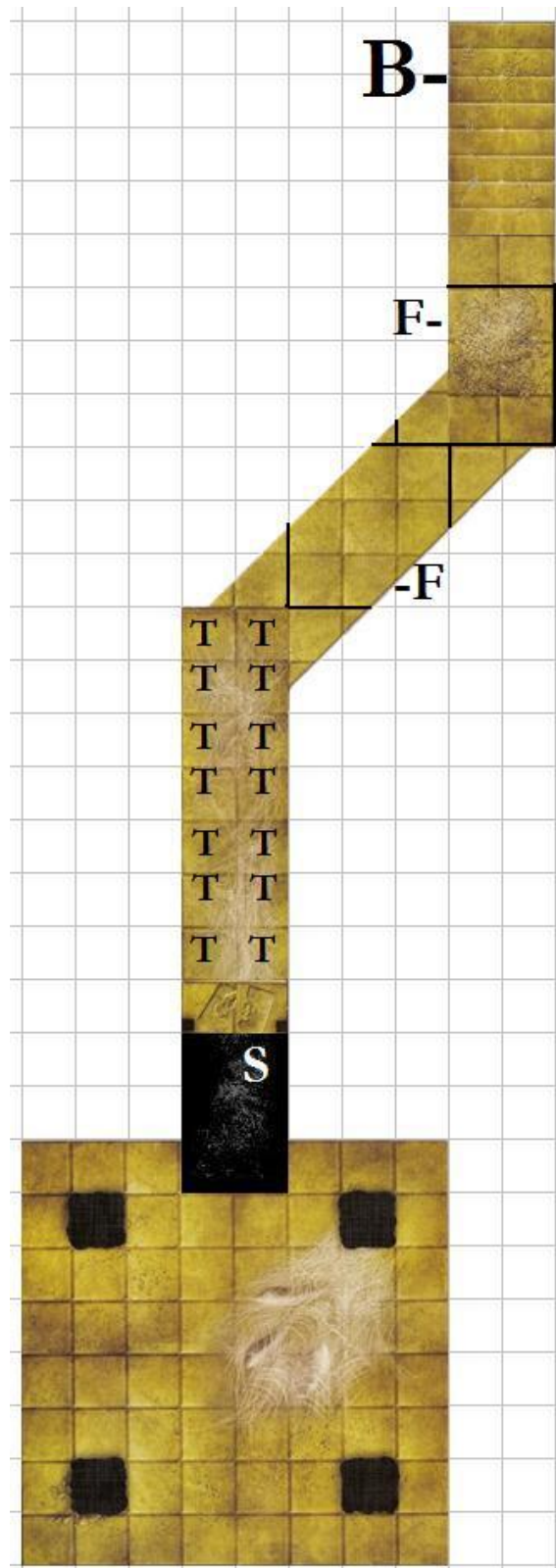
Wis 11 (+5)

Cha 18 (+9)

ENCOUNTER 3: RACE TO THE FINISH MAP

TILE SETS NEEDED

Dire Tombs x1



ENCOUNTER 4: SO MUCH BLOOD

ENCOUNTER LEVEL 8/10 (1750/2500 XP)

SETUP

This encounter includes the following creatures at the low tier:

- 1 wailing ghost (banshee) (level 8) (G)
- 1 blood amniote (B)
- 2 will-o'-wisps (level 7) (W)

This encounter includes the following creatures at the high tier:

- 1 wailing ghost (Banshee) (level 10) (G)
- 1 blood amniote (B)
- 2 will-o'-wisps (level 9) (W)

Traveling through the crypts, a blood-curdling scream emanates from the room ahead. In a large room that may have been used to prepare the dead for burial, a young, female eladrin spirit, in the garb of ancient Cormanthyr, is screaming at the sight of the large pool of blood at her feet. She attacks the intruders in her grief and is joined by the blood amniote at her feet and will-o'-wisps lurking in the shadows.

As the adventurers enter the area, read:

As you progress through the crypts, a high-pitched shriek pierces the oppressive silence, followed by another. Whoever or whatever is making the noise must be in excruciating pain.

The PCs can decide to enter the room or continue down the passageway. If they choose to investigate the screams, read:

Following the sound, the party enters yet another impeccably clean room, except for gallons of blood pooling at the ghostly feet of a young eladrin girl. She could not be more than 10 years old, with horrific facial injuries that she is trying to cover with translucent hands.

"Why did you do this to me? I was so beautiful," she weeps into her hands, before looking up and noticing your entrance.

"I didn't do it this time, I swear. Why won't you believe me?"

The expression on her disfigured face swiftly changes to anger.

"I won't let you hurt me anymore, I'll scream if you hurt me anymore!" she weeps as she advances toward you...

The blood amniote lies in a pool at her feet and unless a PC has a passive Perception score higher than 24, it is not apparent that it is anything other than gallons of blood at the girl's feet. The will-o'-the-wisps lie in wait, hidden around the back corners of the room. They feed on misery and suffering and were doing just that before the PCs entered the room.

FEATURES OF THE AREA

This area has a few important features.

Illumination: The braziers glow softly in a burst 10 that illuminates most of the area. Beyond reach of the lights, at the other end of the room, the will-o'-wisps each hide in their concealed state. If a PC uses any power that dispels or suppresses a Zone, the magical light is instantly and permanently disabled, plunging the room into deepest darkness.

Blood: The floor is slippery with the blood of the eladrin girl. Any creature that enters an adjacent square to her must succeed on a DC 20 Acrobatics check or grant combat advantage until the start of their next turn.

Sarcophagi: Ghostly arms wave in and out of the sarcophagi, attempting to grab anyone that comes within reach. Any living creature that starts its turn on or adjacent to a sarcophagus is attacked by the arms. Attack +11/+12 vs. Reflex; 1d10 + 6 damage, and the target is slowed (save ends). This includes the will-o'-wisps. The arms cannot be attacked or removed.

TACTICS

- The blood amniote uses *body snatch* as soon as three or more PCs are in range. Every round, it uses *blood drain* after attempting to grab as many PCs as it can, in an attempt to steal as many healing surges as possible.
- The will-o'-the-wisps use *luring glow* whenever possible to keep the PCs away from the banshee. They revel in her suffering and want it to last for as long as possible.
- The banshee starts with a *death's visage* in an attempt to make it easier for the blood amniote to grab a PC. She saves the *terrifying shriek* until after the amniote has grabbed at least one PC.

Cruel trick: Target strikers with the will-o'-the-wisp's *spirit drain* ability after they have been grabbed by the blood amniote. A weakened, grabbed striker that is rapidly losing healing surges is the best kind of striker.

SCALING THE ENCOUNTER

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

Four PCs: Reduce the level of each will-o'-the wisp by one. Remove 6 hit points and reduce their attack bonus and all defenses by one.

Six PCs: Increase the level of each will-o'-the wisp by one. This gives them additional 6 hit points and improves their attack bonus and all defenses by one.

ENDING THE ENCOUNTER

The party may choose to ignore the screaming, in which case it gets louder before suddenly stopping and plunging the crypts into an unearthly silence. If the PCs investigate the room after this point, the elderwood falcon lies in a pool of rapidly coagulating blood. There is no sign of the girl, amniote or will-o'-wisps and there is no xp to be gained.

EXPERIENCE POINTS

The characters receive 350/500 experience points each for defeating the enemies.

TREASURE

In front of the eladrin girl's sarcophagus lays an *elderwood falcon*. Perhaps it was a childhood toy placed in her hands after she died? On the floor in the corner lies a pair of *dancing boots* of eladrin make, discarded long ago.

ENCOUNTER 4: SO MUCH BLOOD STATISTICS (LOW LEVEL)

Blood Amniote	Level 9 Elite Soldier
Large natural animate (blind, ooze, undead)	XP 800
Initiative +11 Senses Perception +6; blindsight 10	
HP 204; Bloodied 102	
AC 27; Fortitude 24, Reflex 22, Will 23	
Immune disease, gaze, poison	
Saving Throws +2	
Speed 6; climb 4	
Action Points 1	
m Blood Call (standard; at-will) ♦ Necrotic	
Reach 3; +14 vs. Fortitude; 2d8 + 4 necrotic damage, and the target is grabbed. If the blood amniote scores a critical hit, the target loses a healing surge.	
M Body Snatch (minor; recharge 5-6) ♦ Necrotic	
Close Burst 3; targets enemies; +14 vs. Fortitude; the target is pulled to a space adjacent to the blood amniote and is grabbed; see also <i>blood drain</i> .	
Blood Drain (minor 1/round; at-will)	
Targets each creature grabbed by the blood amniote; the target loses a healing surge (no attack roll required).	
Grasping Tendrils	
A blood amniote can sustain a grab as a free action.	
Alignment Unaligned Languages -	
Skills Stealth +14	
Str 24 (+11) Dex 20 (+9) Wis 15 (+6)	
Con 22 (+10) Int 1 (-1) Cha 1 (-1)	

Wailing Ghost (Banshee) (level 8)	Level 8 Controller
Medium shadow humanoid (undead)	XP 350
Initiative +6 Senses Perception +11; darkvision	
HP 65; Bloodied 32	
AC 21; Fortitude 19, Reflex 19, Will 20	
Immune disease, poison Resist insubstantial	
Speed fly 6 (hover); phasing	
m Spirit Touch (standard; at-will) ♦ Necrotic	
+11 vs. Reflex; 1d10 necrotic damage.	
r Death's Visage (standard; at-will) ♦ Fear, Psychic	
Ranged 5; +11 vs. Will; 2d6 + 1 psychic damage, and the target takes a -2 penalty to all defenses (save ends).	
R Terrifying Shriek (standard; recharge 5-6) ♦ Fear, Psychic	
Close Burst 5; targets enemies; +11 vs. Will; 2d8 + 1 psychic damage, and the target is pushed 5 squares and is immobilized (save ends).	
Alignment Unaligned Languages Common	
Skills Stealth +11	
Str 14 (+6) Dex 15 (+6) Wis 14 (+6)	
Con 13 (+5) Int 10 (+4) Cha 17 (+7)	

Will-o'-Wisp (level 7)	Level 7 Lurker
Small fey magical beast	XP 300
Initiative +13 Senses Perception +9; low-light vision	
HP 46; Bloodied 23	
AC 19; Fortitude 16, Reflex 21, Will 19	
Resist insubstantial	
Speed fly 6 (hover; altitude limit 2)	
m Glimmer Wisp (standard; at-will) ♦ Radiant	
Reach 2; +10 vs. Reflex; 2d6 + 5 radiant damage	
M Spirit Drain (minor; useable only while illuminated; see <i>fey light</i> , encounter) ♦ Healing, Psychic	
Reach 3; targets a bloodied creature; +9 vs. Fortitude; 2d8 + 2 psychic damage and the target is weakened (save ends). The will-o'-wisp regains 9 hit points.	
C Luring Glow (standard; useable only while illuminated; see <i>fey light</i> , at-will)	
Close burst 20; targets one creature that is not blinded; +10 vs. Will; the target is pulled 3 squares and dazed (save ends).	
Blink Out (immediate reaction, when the will-o'-wisp is missed by an attack; at-will) ♦ Teleportation	
The will-o'-wisp darkens and teleports 5 squares (see <i>fey light</i>).	
Fey Light (free 1/round; at-will)	
A will-o'-wisp illuminates or darkens its light. The will-o'-wisp's light is equivalent to that of a torch. The will-o'-wisp must be illuminated to attack. While darkened, the will-o'-wisp has concealment and can make a Stealth check to become hidden.	
Alignment Evil Languages Elven	
Skills Stealth +14	
Str 4 (+0) Dex 22 (+9) Wis 12 (+4)	
Con 13 (+4) Int 8 (+2) Cha 18 (+7)	

ENCOUNTER 4: SO MUCH BLOOD STATISTICS (HIGH LEVEL)

Blood Amniote	Level 9 Elite Soldier
Large natural animate (blind, ooze, undead)	XP 800
Initiative +11 Senses Perception +6; blindsight 10	
HP 204; Bloodied 102	
AC 27; Fortitude 24, Reflex 22, Will 23	
Immune disease, gaze, poison	
Saving Throws +2	
Speed 6; climb 4	
Action Points 1	
m Blood Call (standard; at-will) ♦ Necrotic	
Reach 3; +14 vs. Fortitude; 2d8 + 4 necrotic damage, and the target is grabbed. If the blood amniote scores a critical hit, the target loses a healing surge.	
M Body Snatch (minor; recharge 5-6) ♦ Necrotic	
Close Burst 3; targets enemies; +14 vs. Fortitude; the target is pulled to a space adjacent to the blood amniote and is grabbed; see also <i>blood drain</i> .	
Blood Drain (minor 1/round; at-will)	
Targets each creature grabbed by the blood amniote; the target loses a healing surge (no attack roll required).	
Grasping Tendrils	
A blood amniote can sustain a grab as a free action.	
Alignment Unaligned Languages -	
Skills Stealth +14	
Str 24 (+11) Dex 20 (+9) Wis 15 (+6)	
Con 22 (+10) Int 1 (-1) Cha 1 (-1)	

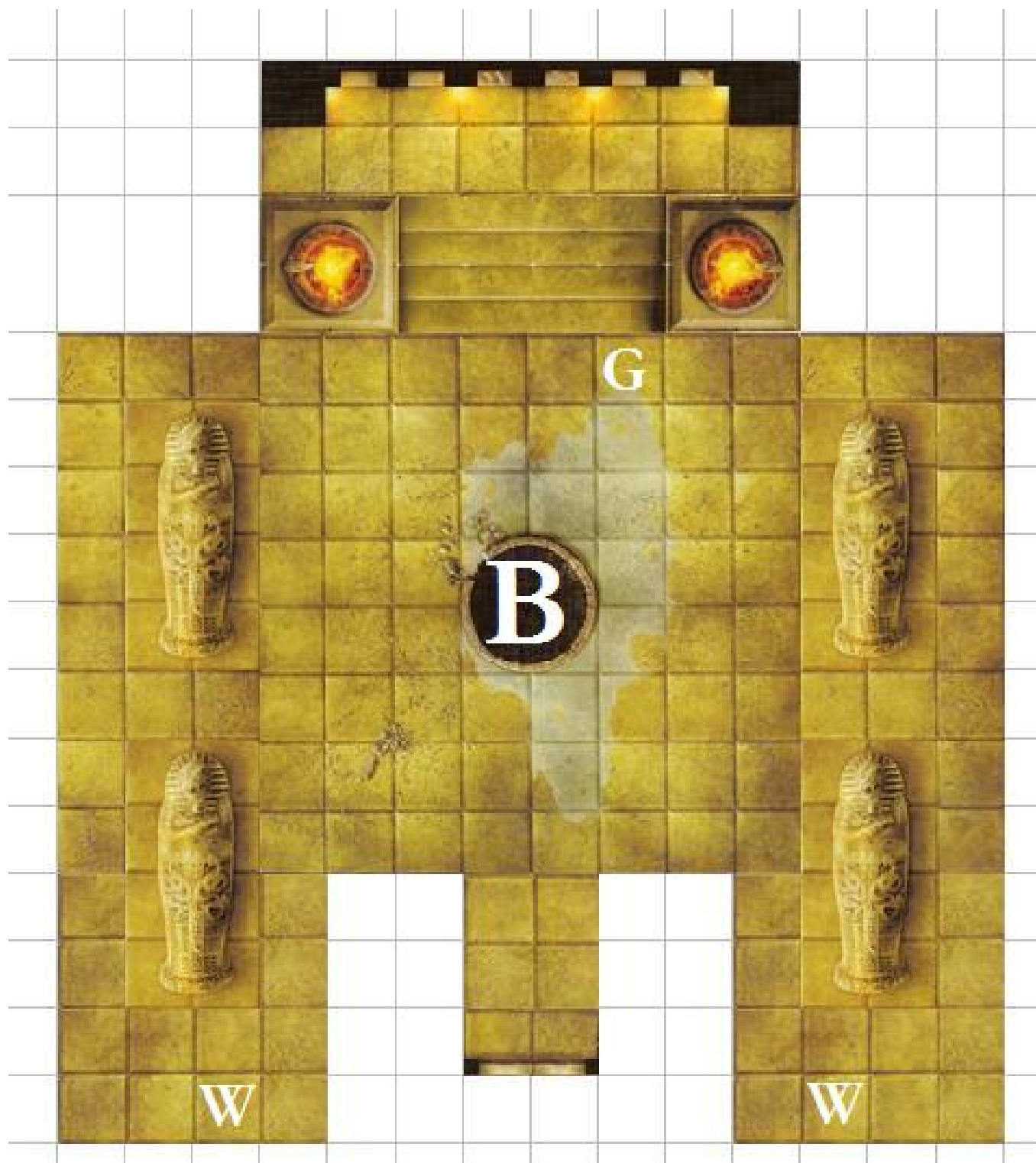
Wailing Ghost (Banshee) (level 10)	Level 10 Controller
Medium shadow humanoid (undead)	XP 500
Initiative +7 Senses Perception +12; darkvision	
HP 75; Bloodied 37	
AC 23; Fortitude 21, Reflex 21, Will 22	
Immune disease, poison Resist insubstantial	
Speed fly 6 (hover); phasing	
m Spirit Touch (standard; at-will) ♦ Necrotic	
+13 vs. Reflex; 1d10 + 1 necrotic damage.	
r Death's Visage (standard; at-will) ♦ Fear, Psychic	
Ranged 5; +13 vs. Will; 2d6 + 2 psychic damage, and the target takes a -2 penalty to all defenses (save ends).	
R Terrifying Shriek (standard; recharge 5-6) ♦ Fear, Psychic	
Close Burst 5; targets enemies; +13 vs. Will; 2d8 + 2 psychic damage, and the target is pushed 5 squares and is immobilized (save ends).	
Alignment Unaligned Languages Common	
Skills Stealth +12	
Str 14 (+7) Dex 15 (+7) Wis 14 (+7)	
Con 13 (+6) Int 10 (+5) Cha 17 (+8)	

Will-o'-Wisp (level 9)	Level 9 Lurker
Small fey magical beast	XP 500
Initiative +14 Senses Perception +10; low-light vision	
HP 54; Bloodied 27	
AC 21; Fortitude 18, Reflex 23, Will 21	
Resist insubstantial	
Speed fly 6 (hover; altitude limit 2)	
m Glimmer Wisp (standard; at-will) ♦ Radiant	
Reach 2; +12 vs. Reflex; 2d6 + 6 radiant damage	
M Spirit Drain (minor; useable only while illuminated; see <i>fey light</i> , encounter) ♦ Healing, Psychic	
Reach 3; targets a bloodied creature; +11 vs. Fortitude; 2d8 + 3 psychic damage and the target is weakened (save ends). The will-o'-wisp regains 12 hit points.	
C Luring Glow (standard; useable only while illuminated; see <i>fey light</i> , at-will)	
Close burst 20; targets one creature that is not blinded; +12 vs. Will; the target is pulled 3 squares and dazed (save ends).	
Blink Out (immediate reaction, when the will-o'-wisp is missed by an attack; at-will) ♦ Teleportation	
The will-o'-wisp darkens and teleports 5 squares (see <i>fey light</i>).	
Fey Light (free 1/round; at-will)	
A will-o'-wisp illuminates or darkens its light. The will-o'-wisp's light is equivalent to that of a torch. The will-o'-wisp must be illuminated to attack. While darkened, the will-o'-wisp has concealment and can make a Stealth check to become hidden.	
Alignment Evil Languages Elven	
Skills Stealth +15	
Str 4 (+1) Dex 22 (+10) Wis 12 (+5)	
Con 13 (+5) Int 8 (+3) Cha 18 (+8)	

ENCOUNTER 4: SO MUCH BLOOD MAP

TILE SETS NEEDED

DIRE TOMBS x1



ENCOUNTER 5A: TIME FLIES

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

SETUP

Ederan: (Insight +10, Perception +10)

A decorated eladrin warrior has come back from the afterlife. While his three companions despair at their fate, he is determined to know what is going on.

Walking into a small chamber off the main corridor, you see a ghostly figure enter through a doorway at the opposite end. The spirit of a tall, proud eladrin man walks warily toward you, his expression betraying confusion about his surroundings.

“I...died. Why have I returned after all this time? What is going on in this place, what news of the City of Song?”

Ederan was a decorated warrior who fell in the earliest clashes of the Weeping War. He was laid to rest beside three of his lieutenants, who also died bravely in the same skirmish.

He is struggling to deal with the shock of being undead and in the room he just left; his three companions have not taken it as well as he.

SKILL CHALLENGE: TIME FLIES

Goal: A confused spirit wants to know why eladrin are returning from the afterlife and what is going on. He asks the PCs to help him in exchange for a reward.

Complexity: 1 (4 successes before 3 failures)

Primary Skills: Bluff, Diplomacy, History, Insight, Intimidate

Other Skills: Perception

Mind Degradation: After every round of skill checks, Ederan's mental faculties deteriorate, giving the PCs an automatic failure. After the first failure, he struggles to concentrate on what the PCs are saying, giving them a -2 penalty to skill checks for the encounter. After the second, the penalty increases to -5.

Victory: The adventurers reassure Ederan that all is well with Myth Drannor once again and that they help return the spirits to their rest. He is pleased, offering advice on how best to end the suffering of his lieutenants and promising a reward for their efforts.

Defeat: Ederan disbelieves the character's stories and is despondent. He begs the adventurers to end his

lieutenants' suffering and then his own, offering a reward in exchange.

Special: Eladrin and elves gain a +2 bonus to skill checks in this challenge, while drow, gnolls and orcs receive a -2 penalty to Bluff and Diplomacy checks and a +2 bonus to Intimidate checks. PCs with the Myth Drannor regional background receive a +2 bonus to skill checks in this challenge.

Bluff DC 19/20 (1 success)

The ghost swallows the proffered story hook, line and sinker, but if the story is not consistent with other skill checks, award an automatic failure. A failed check closes off future uses of the Bluff skill for this challenge. The PC tries to deceive Ederan, and is caught in an obvious lie.

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

Paying the warrior proper respect, the PC explains Myth Drannor's recent recovery, convincing Ederan that the fabled city is returning to its former glory.

History DC 14/15 (1 success)

The PC recounts the great victories in reclaiming Myth Drannor from the hordes. Many of the families in those stories are familiar to Ederan and he is pleased that familiar bloodlines endure.

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

The ghost is swiftly losing his ability to concentrate, but is desperate to know whether his death in the Weeping War was in vain. He is also determined to convince the PCs to help end the misery of his companions in the next room.

In addition to counting as a success, a character also gains a +2 bonus to its next Diplomacy check. A failed Insight check also results in a -2 penalty to the next Diplomacy check made, and closes off future uses of this skill. The PC watches the ghost, trying to read its emotions though centuries stand between the PC's life and his.

Intimidate DC 19/20 (1 success; 1 maximum)

The menacing way in which the character addresses Ederan cowers him. He needs the PCs' assistance and will not risk driving them away. A failure results in Ederan not paying attention to the character for the duration of the encounter. The PC may only make skill checks, such as Insight and Perception that do not involve talking with the ghost.

Perception DC 14/15 (0 success)

The ghost sports many intricate tattoos on his body, all but one of them of the same symbol.

Any character that notices these tattoos may make an immediate DC 21/23 History check to know the tattoos are of Akh'Aegis and Crossed Swords - the former represents being seriously wounded in defense of the Realm and the latter for killing drow. Some chose to receive a tattoo for each drow they slew. Characters who fail the check offend Ederan by staring at him rudely and accruing a failure.

ENDING THE ENCOUNTER

If the PCs are unsure of how to deal with Ederan, highlight his anguish and deteriorating mental state that his death defending Myth Drannor might have been in vain. If necessary, have him ask whether the city still stands.

Success: Ederan asks the PCs to end the suffering of his lieutenants, as they are pained by being brought back. He explains that each suffered a horrific death at the hands of enemies and the manner of their death is still fresh in their minds. By mimicking the killing blows, they are sent on their way much more quickly. This gives all PCs a +5 bonus to History checks in the next encounter.

Failure: Ederan asks the PCs to put his companions out of their misery, as well as himself. He specifically asks them to be merciful and not cause them any unnecessary pain. This advice imparts a -5 penalty to History checks in the next encounter as Ederan's request to be merciful interferes with the ruthless understanding needed to exploit the eladrin ghost legionnaires' weakness. Ederan also promises his treasures to the PCs if they agree.

EXPERIENCE POINTS

Each PC receives 60 / 80 experience points for this challenge. The PCs get half experience points if they fail the challenge.

TREASURE

None. The sarcophagus of Ederan lies in the next room, see Encounter 5b for details.

ENCOUNTER 5B: ANGRY SOULS

ENCOUNTER LEVEL 8/10 (1800/2500 XP)

SETUP

This encounter includes the following creatures at the low tier:

3 eladrin ghost legionnaires (level 10) (G1, 2&3)

1 reaper (level 7) (R)

This encounter includes the following creatures at the high tier:

3 eladrin ghost legionnaires (level 12) (G1, 2&3)

1 reaper (R)

In the chamber beyond Ederan, the PCs encounter three restless eladrin ghosts. The spirits are horribly disfigured from wounds suffered in battle and they are talking to a shadowy figure.

As the adventurers enter the area, read:

The two-level room has four oversized sarcophagi on the ground level, with a staircase leading up to a mezzanine. Three ghostly warriors are watching a scythe-wielding shadowy figure, which is floating in front of the stairs.

“Why have we returned to the place? Was our sacrifice not enough,” whispers a ghost to the reaper.

“The living brought you back, not I,” it seethes in reply. “Ah, and the living approach us now. You cannot rest until they are slain!”

Each of the three ghosts bears horrible wounds but still they turn and advance upon you, their faces a mixture of pain and determination.

If the party was successful in the skill challenge, Ederan provided hints as to how the legionnaires may be best defeated. If a PC is dominated by the legionnaires' battle visions ability, their call of history power allows PCs to make a DC 20 History check to determine the best method of killing them. In this case, all three are terrified of the manner of their death.

Use the following read aloud text to describe the battle visions experienced by a PC who is dominated by the legionnaires' battle visions power. The information gained from a successful History check is what triggers the legionnaires' vulnerability.

- G1 was mortally wounded by a savage blow that cut him from his shoulder to his waist. G1 gains vulnerability 10 to any PC who mimics this blow while doing melee damage. Read the following to a PC that is dominated by him.

“Your mind is assaulted with visions of battle. Bodies of your enemies are piled around you but your sword arm is tiring. A gnoll wielding a greataxe towers above you and too quickly cleaves you from neck to belly. As you die, the vision fades and back in the crypt, you watch helplessly as the ghost takes control of your limbs.

- G2 was burnt to death in a rain of magical fire while battling orcs. G2 gains vulnerability 10 to any PC who yells the word “burn” in Giant or Elven and does fire or radiant damage to him. Read the following to a PC that is dominated by him.

“Your mind is assaulted with visions of battle. Savage orc shamans chant one word over and over as they rain fire upon you. Your flesh cooks inside plate armor and your dying thoughts are only of pain before the vision fades. Back in the crypt, you watch helplessly as the ghost takes control of your limbs.

- G3's back is covered in puncture wounds after being stabbed and killed by an unknown attacker. G3 gains vulnerability 10 to any PC to whom he grants combat advantage. Read the following to a PC that is dominated by him.

“Your mind is assaulted with visions of battle, as you chase enemies through a dark forest. Just as you draw your bow to fire, a sharp pain erupts between your shoulders, the first of many that tear your flesh. You die wondering who your assassin was and how he killed you, before the vision fades. Back in the crypt, you watch helplessly as the ghost takes control of your limbs.

FEATURES OF THE AREA

This area has a few important features.

Illumination: The braziers glow softly in a burst 10 that illuminates the area. If a PC uses any power that dispels or suppresses a Zone, the magical light is instantly and permanently disabled, plunging the room into deepest darkness.

Symbol: A successful DC 21/23 History check reveals the symbol etched on the floor as Akh'Aegis, denoting soldiers who were seriously wounded in

defense of the Realm. Each of the eladrin ghost legionnaires sport an identical tattoo on the bodies.

Sarcophagus: Any living creature who starts its turn adjacent to a sarcophagus takes a -1 penalty to attack and all defenses as the unsettled spirits temporarily distract them.

Stairs: Movement on the stairs is difficult terrain going up, but normal if moving down or across.

Railing: A legionnaire stands on each mezzanine, overlooking the main chamber from 10 feet above ground level. There is no railing, so any forced movement off the walkway will cause the legionnaire to fall to ground level (if they fail their save to drop prone).

TACTICS

- The legionnaire on the bottom level tries to prevent the PCs from reaching his two companions on the upper level.
- The two legionnaires on the upper level do not use their *battle visions* ability until PCs directly threaten them. They are intelligent enough to try and keep their distance while the other soaks damage.
- The reaper uses *reap and fade* to attack the most obvious opponent of the legionnaire on the ground level, before teleporting next to a ranged PC to try and force them to use suboptimal powers.

Cruel Trick: If a PC gets onto the upper level to engage the other legionnaires, have them target ranged PCs on the ground with their *battle visions* ability. By disappearing into the body of a PC, anyone who fought to get to them must go all the way back down the stairs, giving the legionnaires more time to wreak havoc.

SCALING THE ENCOUNTER

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

Four PCs: Reduce the level of each eladrin ghost legionnaire by one. Remove 8 hit points and reduce their attack bonus and all defenses by one.

Six PCs: Increase the level of each eladrin ghost legionnaire by one. This gives them additional 8 hit points and improves their attack bonus and all defenses by one.

ENDING THE ENCOUNTER

Once the PCs defeat the enemies, Ederan comes into the room and opens his sarcophagus, offering his treasures. He asks to be put to rest, kneeling before a PC

and awaiting the killing blow. Not doing so consigns Ederan to an eternity of undeath.

Proceed to the next encounter once the players are ready.

EXPERIENCE POINTS

The characters receive 360/500 experience points each for defeating the enemies.

TREASURE

On Ederan's corpse is a pair of *boots of dancing*, and an *elderwood falcon*.

ENCOUNTER 5B: ANGRY SOULS STATISTICS (LOW LEVEL)

Ghost Legionnaire (level 10)	Level 10 Soldier
Medium natural humanoid (undead)	XP 500
Initiative +12 Senses Perception +5	
HP 76; Bloodied 38; see also <i>soul link</i>	
AC 27; Fortitude 25, Reflex 23, Will 24	
Resist 10 necrotic	
Speed 6	
m Devastating Cut (standard; at-will)	
+16 vs. AC; 2d8 + 5 damage.	
r Ghost Arrow (standard; at-will) ♦ Necrotic	
Ranged 10/20; +14 vs. AC; 1d10 + 5 necrotic damage.	
R Battle Visions (standard; encounter) ♦ Psychic, Reliable	
Ranged 10/20; +13 vs. Will; 2d8 + 5 psychic damage; and the target is deafened and dominated (save ends both). While the target is dominated, the ghost legionnaire merges with the target, disappearing from sight. The legionnaire cannot attack or be attacked during this time. When the target saves, the legionnaire appears in a square adjacent to the target. Until the end of the encounter, the target gains a +5 bonus to History checks for <i>call of history</i> .	
Soul Link	
At the start of the encounter, ghost legionnaires' hit points combine into one sum. Damage to a legionnaire deducts from that total. When that total is reduced to 0, all legionnaires are destroyed simultaneously.	
Call of History	
Any character targeted by the ghost legionnaire's <i>battle visions</i> power can make a DC 25 History check as a minor action to attempt to learn more about how it died. If the check succeeds, the legionnaire gains vulnerable 10 to specific attacks (see encounter text).	
Alignment Unaligned	Languages Common
Skills Acrobatics +15, Athletics +17	
Str 25 (+12)	Dex 21 (+10) Wis 11 (+5)
Con 18 (+9)	Int 11 (+5) Cha 26 (+13)

Reaper (level 7)	Level 7 Lurker
Medium shadow humanoid (undead)	XP 300
Initiative +10 Senses Perception +5; darkvision	
HP 65; Bloodied 32	
AC 21; Fortitude 19, Reflex 18, Will 17	
Immune disease, poison; Resist 10 necrotic; see also <i>reap and fade</i> ;	
Vulnerable 5 radiant	
Speed 5; see also <i>reap and fade</i>	
m Scythe (standard; at-will) ♦ Necrotic, Weapon	
+12 vs. AC; 2d4 + 5 necrotic damage.	
M Reap and Fade (standard; at-will) ♦ Necrotic, Teleportation, Weapon	
The reaper makes a scythe attack and then teleports up to 5 squares. The reaper then becomes insubstantial and gains phasing until the start of its next turn.	
C Eye of Impending Doom (minor 1/round; at-will) ♦ Fear, Gaze, Psychic	
Close burst 3; targets one creature; +10 vs. Will; the target takes 10 psychic damage if it attacks the reaper (save ends).	
Alignment Evil	Languages Common
Skills Intimidate +8	
Str 18 (+7)	Dex 16 (+6) Wis 15 (+5)
Con 17 (+6)	Int 13 (+4) Cha 11 (+3)
Equipment robes, scythe	

ENCOUNTER 5B: ANGRY SOULS STATISTICS (HIGH LEVEL)

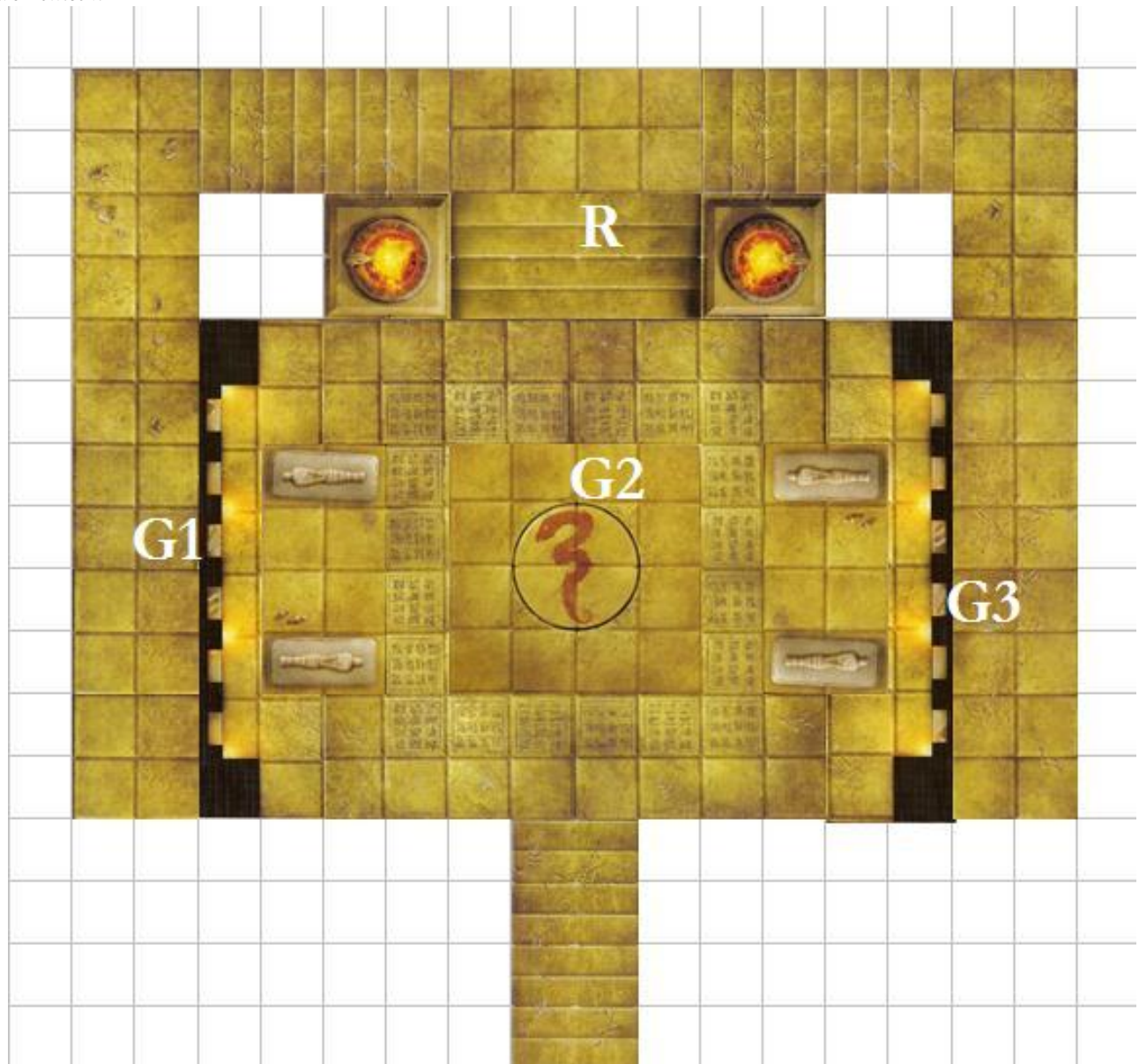
Ghost Legionnaire (level 12)	Level 12 Soldier
Medium natural humanoid (undead)	XP 700
Initiative +13 Senses Perception +6	
HP 92; Bloodied 46; see also <i>soul link</i>	
AC 29; Fortitude 27, Reflex 25, Will 26	
Resist 10 necrotic	
Speed 6	
m Devastating Cut (standard; at-will)	
+18 vs. AC; 2d8 + 6 damage.	
r Ghost Arrow (standard; at-will) ♦ Necrotic	
Ranged 10/20; +16 vs. AC; 1d10 + 6 necrotic damage.	
R Battle Visions (standard; encounter) ♦ Psychic, Reliable	
Ranged 10/20; +15 vs. Will; 2d8 + 6 psychic damage; and the target is deafened and dominated (save ends both). While the target is dominated, the ghost legionnaire merges with the target, disappearing from sight. The legionnaire cannot attack or be attacked during this time. When the target saves, the legionnaire appears in a square adjacent to the target. Until the end of the encounter, the target gains a +5 bonus to History checks for <i>call of history</i> .	
Soul Link	
At the start of the encounter, ghost legionnaires' hit points combine into one sum. Damage to a legionnaire deducts from that total. When that total is reduced to 0, all legionnaires are destroyed simultaneously.	
Call of History	
Any character targeted by the ghost legionnaire's <i>battle visions</i> power can make a DC 25 History check as a minor action to attempt to learn more about how it died. If the check succeeds, the legionnaire gains vulnerable 10 to specific attacks (see encounter text).	
Alignment Unaligned	Languages Common
Skills Acrobatics +16, Athletics +18	
Str 25 (+13)	Dex 21 (+11) Wis 11 (+6)
Con 18 (+10)	Int 11 (+6) Cha 26 (+14)

Reaper	Level 9 Lurker
Medium shadow humanoid (undead)	XP 400
Initiative +11 Senses Perception +6; darkvision	
HP 77; Bloodied 38	
AC 23; Fortitude 21, Reflex 20, Will 19	
Immune disease, poison; Resist 10 necrotic; see also <i>reap and fade</i> ;	
Vulnerable 5 radiant	
Speed 5; see also <i>reap and fade</i>	
m Scythe (standard; at-will) ♦ Necrotic, Weapon	
+14 vs. AC; 2d4 + 6 necrotic damage.	
M Reap and Fade (standard; at-will) ♦ Necrotic, Teleportation, Weapon	
The reaper makes a scythe attack and then teleports up to 5 squares. The reaper then becomes insubstantial and gains phasing until the start of its next turn.	
C Eye of Impending Doom (minor 1/round; at-will) ♦ Fear, Gaze, Psychic	
Close burst 3; targets one creature; +12 vs. Will; the target takes 10 psychic damage if it attacks the reaper (save ends).	
Alignment Evil	Languages Common
Skills Intimidate +9	
Str 18 (+8)	Dex 16 (+7) Wis 15 (+6)
Con 17 (+7)	Int 13 (+5) Cha 11 (+4)
Equipment robes, scythe	

ENCOUNTER 5B: ANGRY SOULS MAP

TILE SETS NEEDED

Dire Tombs x1



ENCOUNTER 6: THE VAULT

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

SETUP

Vault Guardian: (Insight+10).

The PCs come to the large stone door of the treasure vault. The intricate carvings on the door rearrange into the face of an eladrin, who demands proof that they are not looters before granting entry. Successfully telling a story about the teachings of Corellon grants them entry to the treasury beyond. Failure means they must break the door down if they wish to gain entry, which will affect later encounters.

The impossibly clean corridors extend further underground as you come to a large, elaborate stone door blocking travel to your right. The facade twists into the face of an eladrin, who speaks in an echoing, gentle voice.

“Halt, you who approach this sacred treasure vault. Be you friend or foe of the fair folk? Beware that what I lack in sight, I gain in understanding. He who would enter the vault of treasures must first prove his allegiance.

“Ponder carefully the First of the Seldarine, his teachings, traditions, and his favored disciples. Then speak unto me a parable, a tale of Corellon, not memorized from scripture, but created yourself. Lend me your understanding of his words and his ways, and you may pass.”

SKILL CHALLENGE: THE VAULT

Goal: The PCs must convince the guardian of the vault that they are allies of the eladrin and not enemies. It demands proof by way of a parable about Corellon and his church, believing that only worshipers or allies of the fey could craft such a tale themselves.

Complexity: 1 (4 successes before 3 failures)

Primary Skills: Arcana, Bluff, Diplomacy, History, Nature, Religion.

Other Skills:

Victory: The guardian judges the PCs worthy and opens, allowing them access to the crypt vault and the long lost treasures beyond.

Defeat: The guardian does not open the vault door and alerts other creatures to the presence of the intruders.

Special: If the players make the effort to recite a teaching of Corellon or construct a tale, grant them an automatic success. If the party contains a divine character that worships Corellon, they gain 1 success automatically, and that character gains a +2 bonus to all Religion checks in this challenge. Eladrin and elves gain a +1 bonus to skill checks in this challenge, while drow receive a -1 penalty to Bluff and Diplomacy checks.

Arcana DC 14/15 (1 success)

The PC recalls Corellon's dogma of encouraging the creation of great works of magic and incorporates this into the construction of the story.

Bluff DC 19/20 (0 success)

This does not grant any successes, but it can be used to remove 1 failure. Bluff can be used in this fashion only once during this challenge. The PC swiftly steps into the conversation, covering for an error made by one of his or her companions.

Diplomacy DC 19/20 (1 success; 1 maximum)

The PC attempts to convince the guardian that the party is worthy, without offering any solid knowledge of Corellon's teachings.

Only one success can be achieved in this fashion. A failure on this check bestows a -2 penalty to further checks in this challenge until the next success, in addition to counting as a failure.

History DC 14/15 (1 success)

The PC incorporates the heroic deeds of past champions of Corellon, citing their eternal vigilance against the forces of evil to aid construction of the story.

Nature DC 14/15 (1 success)

The PC uses his knowledge of Corellon as a protector of elven and eladrin traditions in the natural world to aid in the construction of the story.

Religion DC 14/15 (1 success)

The PC draws on the creation story of the eladrin, who were born of the blood Corellon shed in his epic battles with Gruumsh, to aid in the construction of the story.

Each success on this check counts as a success toward the skill challenge. A success against DC 24/25 counts as a success and removes 1 failure; this extra level of success can occur only once in this challenge.

ENDING THE ENCOUNTER

If the PCs are unwilling to recount tales to prove their legitimacy to the guardian, remind them that it is possible that *Faervian* lies in the treasure vault.

Success: The guardian opens to reveal the treasures of the vault.

Failure: The guardian is not convinced the PCs motivations are pure and refuses to open. If they try to break the vault door open, they can do so, but it sounds an alarm through the crypts and alerts Breithel to how close the PCs are to reaching *Faervian*.

Breaking into the vault requires 5 DC 20 Strength checks, taking two minutes for each check, due to the door's incredible thickness and strength.

EXPERIENCE POINTS

Each PC receives 60 / 80 experience points for this challenge. The PCs get half experience points if they fail the challenge.

TREASURE

The vault holds a number of valuable artworks, with a total value of 50 / 100 gp each. Housed in elaborate glass cabinets there is a *cape of the mountebank* +2 and a set of *greaves of maldeen*.

ENCOUNTER 7: HINT OF MADNESS

SETUP

Further exploration reveals a series of rooms that provide clues to the fate of the eladrin youths and shed light on the madness of Breithel.

Rooms full of sarcophagi have been looted, many containing evidence of magical experimentation, with unfinished ritual circles marking the floor and shelves full of scrolls. One chamber features an incomplete series of murals that mimic those in the upper level, only with a different hero wielding a familiar blade.

The PCs discover Breithel has been experimenting with mind control magic to in an effort to cure his madness.

Proceeding down hallways and through a number of older crypts, it is apparent that someone has methodically looted the area.

One large room is covered with old ritual circles, with shelves stacked with unusual magical scrolls, neatly arranged and labeled.

Another chamber echoes the mural rooms from the upper level, except these scenes show the Army of Darkness cowering before an eladrin hero, who holds them at bay with a purple-flamed sword.

For convenience, the contents of several rooms are dealt with in this one encounter. The PCs may make skills checks to make sense of what they see.

The Sarcophagus Rooms

- DC 20 Perception - While the armor and weapons in the sarcophagi have been left alone, there is evidence that they once held many more items.
- DC 20 Thievery - All of the sarcophagi have been tampered with and opened. Mundane suits of armor and weapons have been left untouched.

The Mural Room

- DC 20 Dungeoneering - the oldest parts of the artwork are less than 100 years old, with recent additions much newer than that.
- DC 20 History - few eladrin bore baneswords, as three were created specifically as symbols of high-ranking office in the military and the other three for use by members of other races, such as dwarves and halflings.

- DC 25 History - the purple-flamed sword wielded by the heroic eladrin is *Faervian*.
- DC 25 Insight or Religion - the heroic eladrin in the murals is likely Breithel, as he was in life.

The Experimentation Room

- DC 15 Arcana - none of the rituals or scrolls predate the Spellplague, as magic worked differently when it tapped into the Weave.
- DC 20 Arcana - the scrolls are ordered by their similarities to the old way of magic. The shelves to the left contain strange and almost nonsensical instructions, while the center is home to unusual hybrid spell/rituals. None of these are functional.
- Shelves on the right side of the room hold experimental rituals dealing with mind control and necromancy. It is not clear if these would work if used.
- DC 25 Arcana - The experimental rituals are aimed at siphoning energy and restoring necrotic tissue to life, however, they are flawed and would likely not operate in the intended way.
- DC 20 Nature - the scrolls are sorted by age, with those farthest to the left the oldest.

The murals, experiments, rituals and crypt looting for supplies suggest that Breithel's mind began to slip in the last 100 years as he nears the end of his undeath. His determination, and ultimate failure, to restore his vitality by siphoning the life force of the Iliathor youths sent him spiraling into madness.

ENDING THE ENCOUNTER

Once the PCs have investigated the room, advance to Encounter 8.

EXPERIENCE POINTS

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

TREASURE

A laurel circlet sits on a table in the center of the mural room. In addition a total of 50 / 50 gp per PC worth of material components, papers and other nick-knacks can be found spread throughout the area.

ENCOUNTER 8: UNGRATEFUL KIDS

ENCOUNTER LEVEL 9/11 (2000/3000 XP)

SETUP

This encounter includes the following creatures at the low tier:

2 eladrin bladesingers (level 9) (B)

1 eladrin war wizard (level 9) (W)

1 eladrin fey knight champion (level 9) (S)

This encounter includes the following creatures at the high tier:

2 eladrin bladesingers (B)

1 eladrin war wizard (level 11) (W)

1 eladrin fey knight champion (level 11) (S)

Regardless of the direction he PCs enter this area, they face a wide staircase that climbs steeply up to an area dominated by a glowing altar. The eladrin youths are under the influence of Brethiel and waste no time in attacking the PCs.

As the adventurers enter the area, read:

A wide staircase ascends steeply up to an area bathed in soft blue light. From out of sight, a youthful voice hisses to his companions,

“Intruders are here, defend it with your life!”

The rasping sound of blades being drawn leaves no doubt their intention is not peaceful.

Once a PC climbs the staircase and can see onto the plateau, read:

The small area is dominated by a large, glowing altar in the center of the room. Three young eladrin, each brandishing a longsword, turn with emotionless eyes to engage you, while a fourth stands by the altar a jeweled rod clenched tightly in her hand.

FEATURES OF THE AREA

This area has a few important features.

Altar: Lingering energy from Brethiel’s flawed ritual to restore his vitality causes the altar to glow in a soft blue light. A successful DC 20 Arcana check reveals that any creature who touches the altar gains resist 10 radiant until the end of their next turn. Doing so requires a minor action and is effective once per creature only.

Stairs: These steep stairs block line of sight more than 1 square beyond the edge. Movement on the stairs is difficult terrain going up, but normal if moving down or across.

TACTICS

- The eladrin soldier acts as an anchor for the two bladesingers to use their shifting abilities to get flanks and an extra 2d6 damage from the soldier’s *battle lord tactics*.
- The war wizard targets a defender with *summons of faervian* to keep control of their position in the battle and minimize the advantage of their marks. This can also be used to put the target in a flank.
- Remember that the soldier’s *battle talent* makes all fey creatures within 10 squares of the soldier score a critical hit on a roll of 19 or 20.
- The eladrin know of the properties of the altar and will use it appropriately. If the PCs were not aware of its properties beforehand, inform them after the first eladrin uses it.

Cruel Trick: Keep defenders out of the way with *summons of faervian*, while targeting strikers and controllers with the soldier’s *stab of the entangling wild* ability. The restrained PC is open to flanks and the extra 2d6 damage on each hit that comes with *battle lord tactics*. Strikers and controllers don’t have the hit points to stand up to that for long.

Keeping PCs away from altar and its properties is also a priority, as the eladrin war wizard’s standard attack deals radiant damage.

SCALING THE ENCOUNTER

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

Four PCs: Reduce the level of the eladrin soldier by one. Remove 16 hit points and reduce attack bonus and all defenses by one.

Six PCs: Increase the level of the eladrin soldier by one. Add an additional 16 hit points and increase his attack bonus and all defenses by one.

ENDING THE ENCOUNTER

Once defeated, any surviving eladrin act as if a fog has cleared from their minds. Brethiel bound them with magic and attempted a ritual to suck the life force from them. The ritual did not have the intended effect, causing spirits throughout the crypts to return from the afterlife. A panicked Brethiel then compelled the youths

to guard Faervian while he investigated the disturbances.

If time is running short on the mission, the PCs may choose to leave with the eladrin at this point and not face Breithel. The youths are scared senseless and want to get out as soon as possible, but still urge the PCs to attempt to recover *Faervian*.

If the PCs choose to leave the crypt, go to Encounter 10, otherwise proceed to Encounter 9.

EXPERIENCE POINTS

The characters receive 400/600 experience points each for defeating the eladrin.

TREASURE

The PCs gain 50 / 75 gp each as a reward from the grateful family for the rescue of their young adults. See Encounter 10 for details.

ENCOUNTER 8: UNGRATEFUL KIDS STATISTICS (LOW LEVEL)

Eladrin Fey Knight Champion (level 9) Level 9 Elite Soldier (Leader)	
Medium fey humanoid	XP 800
Initiative +12	Senses Perception +5; low-light vision
Feywild Tactics aura 10; fey creatures in the aura score a critical hit on a roll of 19 or 20 (a roll of 19 is not an automatic hit, however).	
HP 186; Bloodied 93	
AC 27; Fortitude 21, Reflex 21, Will 19	
Saving Throws +2; +5 against charm effects	
Speed 5; see also <i>fey step</i>	
Action Points 1	
m Longsword (standard; at-will) ♦ Weapon	
+14 vs. AC; 1d8 + 5 damage.	
M Stab of the Entangling Wild (standard action or opportunity attack; recharge 5-6) ♦ Weapon	
Requires longsword; +14 vs. AC; 3d8 + 5 damage, and the target is restrained until the end of the eladrin fey knight champion's next turn. The fey knight champion cannot attack with his longsword while the target is restrained.	
R Feywild Challenge (standard; encounter)	
Ranged 10; the target is marked until the end of the encounter or the eladrin fey knight champion dies, taking 5 damage each round it does not attack the eladrin soldier.	
Fey Step (move; encounter) ♦ Teleportation	
The eladrin fey knight champion teleports 5 squares.	
Harvester's Sorrow (immediate reaction, when an ally with 5 squares of the eladrin fey knight champion is damaged; at-will)	
Half the attack's damage is negated, and the eladrin fey knight champion takes the other half.	
Battle Lord Tactics	
The battle champion and his allies deal an extra 1d6 damage Against enemies that the battle champion flanks.	
Battle Talent	
The battle champion can score critical hits n attack rolls of natural 19 and 20.	
Inspiring Assault	
Whenever the battle champion scores a critical hit, he and all allies within 5 squares of him regain 4 hit points.	
Alignment Unaligned	Languages Common, Elven
Skills Arcana +8, Athletics +13, History +8, Nature +10	
Str 18 (+8)	Dex 22 (+11) Wis 13 (+6)
Con 13 (+6)	Int 14 (+7) Cha 16 (+8)
Equipment chainmail, light shield, longsword	

Eladrin War Wizard (level 9) Level 9 Artillery (Controller)	
Medium natural humanoid	XP 400
Initiative +5	Senses Perception +10; low-light vision
HP 80; Bloodied 40	
AC 23; Fortitude 22, Reflex 21, Will 22; see also <i>shielding shades</i>	
Saving Throws +5 against charm effects	
Speed 6; see also <i>fey step</i>	
m Jeweled Rod (standard; at-will) ♦ Weapon	
+12 vs. AC; 1d8 + 1 damage and ongoing 5 damage (save ends).	
r Radiant Rebuke (standard; at-will) ♦ Arcane, Radiant	
Range 10; +14 vs. Reflex; 1d6 + 7 radiant damage. If the eladrin War wizard takes damage before the end of his next turn, the target takes an extra 1d6 + 4 radiant damage.	
Fey Step (move; encounter) ♦ Teleportation	
The eladrin war wizard teleports 5 squares.	

C Howl of Doom (standard; recharge 5-6) ♦ Arcane, Fear, Thunder	
Close blast 5; +14 vs. Fortitude; 2d6 + 7 thunder damage and the target is pushed 5 squares.	
R Summons of Faervian (standard; encounter) ♦ Arcane, Psychic, Teleportation	
Ranged 10; +14 vs. Will; 2d10 + 7 psychic damage, and the eladrin war wizard teleports the target to an unoccupied square within 3 squares of him. <i>Sustain Minor</i> : +14 vs. Will; the eladrin war wizard teleports the target to an unoccupied square within 3 squares of him. On a miss, the effect ends	
Shielding Shades (immediate reaction, when hit by an attack; daily) ♦ Arcane	
Reduce the damage from the attack to 0.	
Alignment Good	Languages Common, Elven
Skills Arcana +13, Religion +13	
Str 13 (+6)	Dex 12 (+6) Wis 11 (+5)
Con 20 (+10)	Int 17 (+8) Cha 15 (+7)
Equipment jeweled rod, leather armor	

Note: Based on Pelgor from *RPGA Lost Souls*. Fire is replaced with radiant, and it has been made an eladrin.

Eladrin Bladesinger (level 9) Level 9 Skirmisher	
Medium fey humanoid	XP 400
Initiative +11	Senses Perception +4; low-light vision
HP 98; Bloodied 49	
AC 23; Fortitude 21, Reflex 22, Will 21	
Saving Throws +5 against charm effect	
Speed 8; see also <i>wyvern strike</i>	
m Brilliant Blade (standard; at-will) ♦ Radiant, Weapon	
+14 vs. AC; 2d8 + 2 radiant damage, and the target takes a -3 penalty to attack rolls against the eladrin bladesinger until the end of the bladesinger's next turn..	
M Crippling Strike (standard; encounter) ♦ Weapon	
The eladrin bladesinger shifts 3 squares before and after making the attack. +12 vs. Fortitude; the target is weakened and slowed (save ends both). <i>Miss</i> : The target is slowed (save ends).	
M Dance of Brilliance (standard; at-will) ♦ Radiant, Weapon	
+14 vs. AC; 1d8 + 3 radiant damage, and the eladrin bladesinger shifts 3 squares and uses <i>brilliant blade</i> against a different target.	
M Wyvern Strike (standard; encounter) ♦ Poison, Weapon	
The eladrin bladesinger flies 8 squares and does not provoke opportunity attacks. At any point during the move, the bladesinger makes an attack: +12 vs. Fortitude; 1d8 + 3 damage, and ongoing 10 poison damage (save ends).	
Combat Shift (minor; requires combat advantage against a target adjacent to the eladrin bladesinger; at-will)	
The bladesinger shifts 1 square to a space adjacent to the target.	
Fey Step (move; encounter) ♦ Teleportation	
The eladrin bladesinger teleports 5 squares.	
Alignment Unaligned	Languages Common, Elven
Str 13 (+5)	Dex 21 (+9) Wis 13 (+5)
Con 18 (+8)	Int 15 (+6) Cha 18 (+8)
Equipment chainmail, longsword	

ENCOUNTER 8: UNGRATEFUL KIDS STATISTICS (HIGH LEVEL)

Eladrin Fey Knight Champion (level 11)	Level 11 Elite Soldier (Leader)
Medium fey humanoid	XP 1,200
Initiative +13 Senses Perception +6; low-light vision	
Feywild Tactics aura 10; fey creatures in the aura score a critical hit on a roll of 19 or 20 (a roll of 19 is not an automatic hit, however).	
HP 218; Bloodied 109	
AC 29; Fortitude 23, Reflex 23, Will 21	
Saving Throws +2; +5 against charm effects	
Speed 5; see also <i>fey step</i>	
Action Points 1	
m Longsword (standard; at-will) ♦ Weapon	
+16 vs. AC; 1d8 + 6 damage.	
M Stab of the Entangling Wild (standard action or opportunity attack; recharge 5-6) ♦ Weapon	
Requires longsword; +16 vs. AC; 3d8 + 6 damage, and the target is restrained until the end of the eladrin fey knight champion's next turn. The eladrin fey knight champion cannot attack with his longsword while the target is restrained.	
R Feywild Challenge (standard; encounter)	
Ranged 10; the target is marked until the end of the encounter or the eladrin fey knight champion dies, taking 6 damage each round it does not attack the eladrin fey knight champion.	
Fey Step (move; encounter) ♦ Teleportation	
The eladrin fey knight champion teleports 5 squares.	
Harvester's Sorrow (immediate reaction, when an ally with 5 squares of the eladrin fey knight champion is damaged; at-will)	
Half the attack's damage is negated, and the eladrin fey knight champion takes the other half.	
Battle Lord Tactics	
The battle champion and his allies deal an extra 2d6 damage Against enemies that the battle champion flanks.	
Battle Talent	
The battle champion can score critical hits n attack rolls of natural 19 and 20.	
Inspiring Assault	
Whenever the battle champion scores a critical hit, he and all allies within 5 squares of him regain 5 hit points.	
Alignment Unaligned Languages Common, Elven	
Skills Arcana +9, Athletics +14, History +9, Nature +11	
Str 18 (+9) Dex 22 (+11) Wis 13 (+6)	
Con 13 (+6) Int 14 (+7) Cha 16 (+8)	
Equipment chainmail, light shield, longsword	

Eladrin War Wizard	Level 11 Artillery (Controller)
Medium fey humanoid	XP 600
Initiative +6 Senses Perception +10; low-light vision	
HP 92; Bloodied 46	
AC 25; Fortitude 24, Reflex 23, Will 24; see also <i>shielding shades</i>	
Saving Throws +5 against charm effects	
Speed 6; see also <i>fey step</i>	
m Jeweled Rod (standard; at-will) ♦ Weapon	
+14 vs. AC; 1d8 + 2 damage, and ongoing 5 damage (save ends).	
r Radiant Rebuke (standard; at-will) ♦ Arcane, Radiant	
Range 10; +16 vs. Reflex; 1d6 + 8 radiant damage. If the eladrin war wizard takes damage before the end of his next turn, the target takes an extra 1d6 + 5 radiant damage.	
Fey Step (move; encounter) ♦ Teleportation	
The eladrin War Wizard teleports 5 squares.	

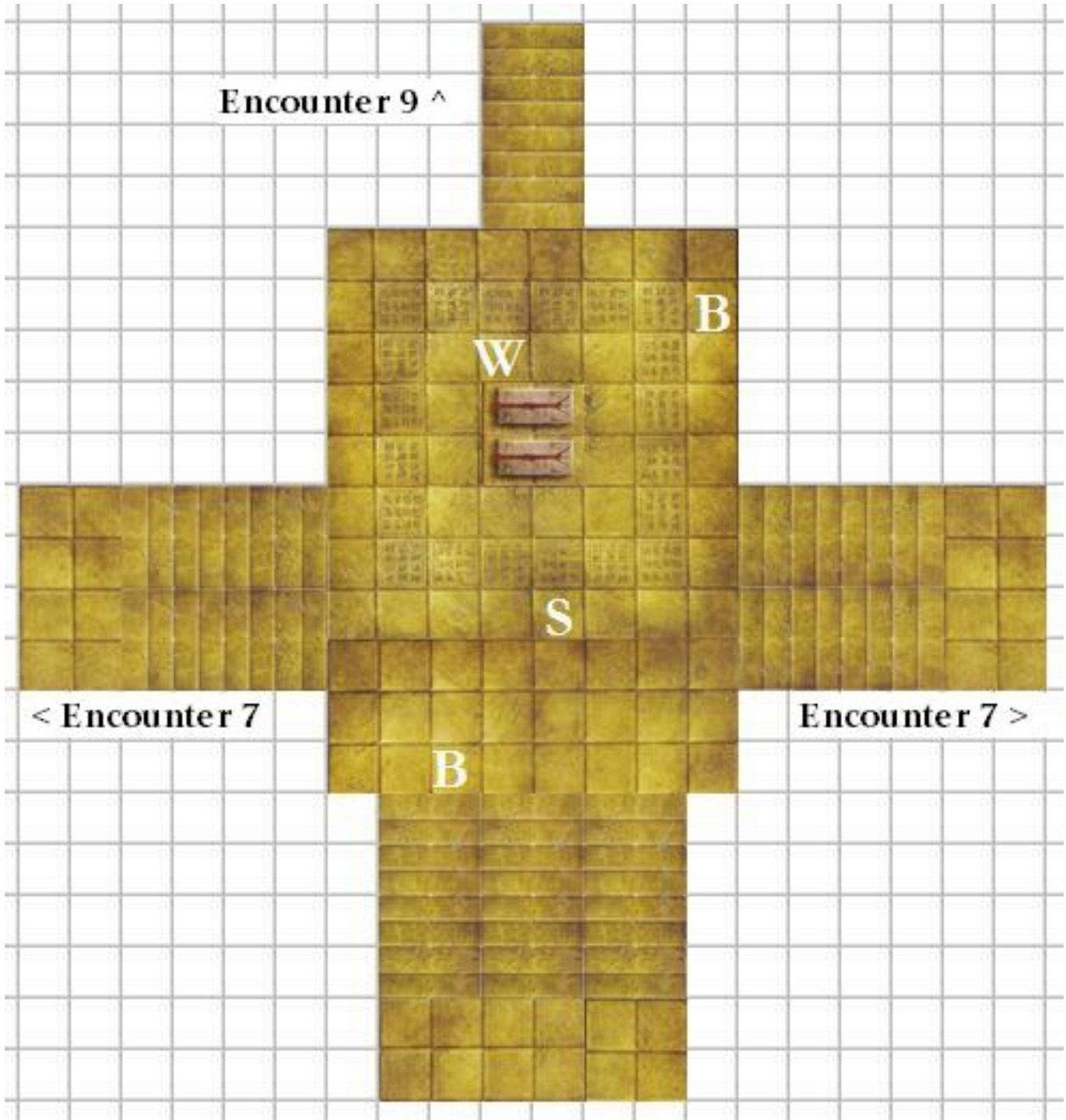
C Howl of Doom (standard; recharge 5-6) ♦ Arcane, Fear, Thunder
Close blast 5; +16 vs. Fortitude; 2d6 + 8 thunder damage and the target is pushed 5 squares.
R Summons of Faervian (standard; encounter) ♦ Arcane, Psychic, Teleportation
Ranged 10; +16 vs. Will; 2d10 + 8 psychic damage, and the eladrin war wizard teleports the target to an unoccupied square within 3 squares of him. <i>Sustain Minor</i> : +16 vs. Will; the eladrin war wizard teleports the target to an unoccupied square within 3 squares of him. On a miss, the effect ends
Shielding Shades (immediate reaction, when hit by an attack; daily) ♦ Arcane
Reduce the damage from the attack to 0.
Alignment Good Languages Common, Elven
Skills Arcana +13, Religion +13
Str 13 (+6) Dex 12 (+6) Wis 11 (+5)
Con 20 (+10) Int 17 (+8) Cha 15 (+7)
Equipment jeweled rod, leather armor
Note: Based on Pelgor from RPGA <i>Lost Souls</i> . Fire is replaced with radiant, and it has been made an eladrin.

Eladrin Bladesinger	Level 11 Skirmisher
Medium fey humanoid	XP 600
Initiative +12 Senses Perception +6; low-light vision	
HP 114; Bloodied 57	
AC 25; Fortitude 23, Reflex 24, Will 23	
Saving Throws +5 against charm effects	
Speed 8; see also <i>wyvern strike</i>	
m Brilliant Blade (standard; at-will) ♦ Radiant, Weapon	
+16 vs. AC; 2d8 + 3 radiant damage, and the target takes a –3 penalty to attack rolls against the eladrin bladesinger until the end of the bladesinger's next turn..	
M Crippling Strike (standard; encounter) ♦ Weapon	
The eladrin bladesinger shifts 3 squares before and after making the attack. +14 vs. Fortitude; the target is weakened and slowed (save ends both). <i>Miss</i> : The target is slowed (save ends).	
M Dance of Brilliance (standard; at-will) ♦ Radiant, Weapon	
+16 vs. AC; 1d8 + 4 radiant damage, and the eladrin bladesinger shifts 3 squares and uses <i>brilliant blade</i> against a different target.	
M Wyvern Strike (standard; encounter) ♦ Poison, Weapon	
The eladrin bladesinger flies 8 squares and does not provoke opportunity attacks. At any point during the move, the bladesinger makes an attack: +14 vs. Fortitude; 1d8 + 4 damage, and ongoing 10 poison damage (save ends).	
Combat Shift (minor; requires combat advantage against a target adjacent to the eladrin bladesinger; at-will)	
The bladesinger shifts 1 square to a space adjacent to the target.	
Fey Step (move; encounter) ♦ Teleportation	
The eladrin bladesinger teleports 5 squares.	
Alignment Unaligned Languages Common, Elven	
Str 13 (+6) Dex 21 (+10) Wis 13 (+6)	
Con 18 (+9) Int 15 (+7) Cha 18 (+9)	
Equipment chainmail, longsword	

ENCOUNTER 8: UNGRATEFUL KIDS MAP

TILE SETS NEEDED

Dire Tombs x1



ENCOUNTER 9: OVER MY DEAD BODY

ENCOUNTER LEVEL 9/11 (2600/3600 XP)

SETUP

This encounter includes the following creatures at the low tier:

- 1 Breithel (level 11) (baelnorn lich) (B)
- 2 massive gelatinous cubes (C)

This encounter includes the following creatures at the high tier:

- 1 Breithel (level 12) (baelnorn lich) (B)
- 2 gluttonous cubes (level 10) (C)

As the PCs enter the chamber, Breithel awaits them. He cannot allow the Baneblade to leave his side, as he believes he is the rightful owner. He will risk destruction rather than allow *Faervian* to fall into the hands of someone unworthy. Two gelatinous/gluttonous cubes accompany Breithel. As they are almost impossible to perceive, the PC who first approaches Breithel is in for a real surprise.

As the adventurers enter the area, read:

The baelnorn sits comfortably at the end of an expansive chamber, with Faervian secured high on the wall behind him. The chamber's unusually high ceiling is supported by two dozen stone columns, and as with the rest of the catacombs, not a speck of dust can be seen.

Drumming his bony fingers on his armrest, Breithel clears his throat, a rasping, dry sound.

"For 700 years I have kept it safe from harm, safe from invaders and safe from the likes of you. As feeble as I am, I am still more than a match for wet-behind-the-ears sellswords. Experience does count for something, wouldn't you agree?"

Breithel stands, breathing deeply as if he were alive once more.

"And now you die."

The baelnorn taunts the PCs throughout the combat. He is supremely confident and has had 700 years to work on snappy lines. For example, when a cube engulfs a PC, he might say,

"So you've met my cleaners I see. They do hate it when you bleed all over the floor!"

Special: If the PCs failed the skill challenge in Encounter 6 and set off the alarm, Breithel has weakened the two columns closest to the entrance, leaving each with only 1 hit point (see below). He uses his *fey ire* power to collapse them upon PCs who get too close to them.

FEATURES OF THE AREA

This area has a few important features.

Illumination: Magical torches on each of the columns shed soft light throughout the chamber.

Columns: The chamber is lined with two dozen intricately carved columns rising 40 feet to the ceiling. A DC 20 Perception check reveals that the columns are structurally weak and may break if sufficiently damaged.

Each column has 20 hit points, taking damage when in the radius of close and area attacks in addition to being specifically targeted. Reducing a column to 0 hit points triggers its collapse. Burst 2; +11/+12 vs. Reflex; 1d10 + 6 damage, and the target is immobilized until the end of its next turn.

TACTICS

- Breithel has deliberately positioned the gelatinous/gluttonous cubes to engulf unwary PCs and to keep them away from him.
- He uses *voice of solemnity* to make the PCs walk into the cubes and attempts to catch multiple PCs early with *fey ire*.
- When threatened, Breithel uses *projection* (often with an action point to hide the ruse) to move away safely.
- Breithel uses the cover provided by the columns to his advantage, in order to be harder to hit for ranged attackers. He will not attempt to bring down the columns unless desperate.
- The cubes attack the nearest enemy until dead.

Cruel Trick: If a PC moves into a square occupied by a gelatinous/gluttonous cube and becomes engulfed, don't declare which other squares it occupies. The cubes are invisible until they move or attack, take advantage of that.

It is also worth considering targeting the strikers in the party with *voice of solemnity* to make them easier targets for the cubes. An engulfed, grabbed striker taking ongoing damage is the second best kind of striker.

SCALING THE ENCOUNTER

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

Four PCs: Reduce the level of Breithel by one. Remove 16 hit points and reduce attack bonus and all defenses by one.

Six PCs: Increase the level of Breithel by one. Add an additional 16 hit points and increase his attack bonus and all defenses by one.

ENDING THE ENCOUNTER

Once the PCs defeat Breithel and the cubes, they can take *Faervian* down off the wall. They have no further encounters in the crypt and can only return with the eladrin youths to the portal and Ilsevele Miritar. Proceed to Encounter 9 once the players are ready.

EXPERIENCE POINTS

The characters receive 520/720 experience points each for defeating Breithel and the cubes.

TREASURE

The PCs can take *Faervian* off the wall if they wish. There is also a large chest behind Breithel's seat, with 75 / 75 gp per PC.

ENCOUNTER 9: OVER MY DEAD BODY STATISTICS (LOW LEVEL)

Baelnorn Lich (level 11) Level 11 Elite Controller (Leader)		
Medium fey humanoid (undead), eladrin		XP 1,200
Initiative +8	Senses Perception +9; darkvision	
Baelnorn's Will (Fear) aura 5; any enemy within the aura takes a -2 penalty to Will and to saving throws against psychic effects.		
HP 228; Bloodied 114; see also <i>indestructible</i> and <i>second wind</i>		
Regeneration 5		
AC 27; Fortitude 23, Reflex 26, Will 25		
Immune disease, poison; Resist 10 necrotic		
Saving Throws +2; +5 against charm effects		
Speed 6; see also <i>fey step</i> and <i>ethereal shift</i>		
Action Points 1		
m Grasp of Enfeeblement (standard; at-will) ♦ Necrotic		
+15 vs. Fortitude; 1d10 + 5 necrotic damage and the target is weakened until the end of the baelnorn's next turn.		
r Dream Haunting (standard; at-will) ♦ Psychic		
Ranged 20; +15 vs. Reflex; 2d8 + 4 psychic damage.		
R Voice of Solemnity (minor 1/round; recharge 4-6) ♦ Charm		
+15 vs. Will; the target falls into a sleepy trance. While in this trance state, the target is immobilized and dominated (save ends both). In addition, the target truthfully answers any question the baelnorn asks.		
A Fey Ire (standard; recharge 4-6) ♦ Psychic, Radiant		
Area burst 2 within 10; +13 vs. Will; 2d8 + 7 radiant damage, and the target takes ongoing 5 psychic damage and is dazed (save ends both). <i>Miss</i> : Half damage, and the target is instead slowed (save ends).		
Ethereal Shift (immediate reaction, when an enemy's melee attack misses Breithel; at-will)		
The baelnorn shifts up to 3 squares.		
Fey Step (move; encounter) ♦ Teleportation		
The baelnorn teleports 5 squares.		
Projection (standard; recharges when first bloodied) ♦ Conjuration, Teleportation		
Ranged 20; the baelnorn creates a conjuration of himself, turns invisible, and teleports up to 5 squares. The conjuration can be attacked and damaged, though it is unaffected by conditions and effects. The conjuration occupies one square and has 1 hit point (a missed attack never damages the conjuration). The baelnorn becomes visible if he attacks or when the conjuration is reduced to 0 hit points. As a move action, the baelnorn can move the conjured illusion up to 6 squares.		
Second Wind (standard; encounter) ♦ Healing		
The baelnorn spends a healing surge and regains 57 hit points. He gains a +2 bonus to all defenses until the start of his next turn.		
Indestructible		
When a baelnorn is reduced to 0 hit points, its body and possessions crumble into dust, but it is not truly destroyed. It reappears in 1d10 days within 1 square of its phylactery (if it has one), unless the phylactery is also found and destroyed.		
Alignment Any	Languages Common, Elven	
Skills Arcana +18, Bluff +17, History +18, Insight +14		
Str 14 (+7)	Dex 16 (+8)	Wis 19 (+9)
Con 18 (+9)	Int 23 (+11)	Cha 21 (+10)

Massive Gelatinous Cube		Level 8 Elite Brute
Large natural beast (blind, ooze)		XP 700
Initiative +6	Senses Perception +5; tremorsense 5	
HP 212; Bloodied 106		
AC 21; Fortitude 21, Reflex 19, Will 18		
Immune gaze; Resist 10 acid		
Saving Throws +2		
Speed 3		
Action Points 1		
m Slam (standard; at-will)		
+11 vs. Fortitude; 2d6 + 3 damage and the target is immobilized (save ends).		
Engulf (standard; at-will) ♦ Acid		
Target one or two Medium or smaller adjacent creatures; +11 vs. Reflex (automatically hits an immobilized creature). On a hit, the target is grabbed, pulled into the cube's space, dazed and takes ongoing 11 acid damage until the grab ends. When the grab ends, the creature that was grabbed shifts to a square of its choosing adjacent to the cube. The cube can move normally while creatures are engulfed within it.		
Translucent		
A gelatinous cube is invisible until seen (Perception DC 25) or until it attacks. Creatures that fail to notice the glutinous cube might walk into it, automatically becoming engulfed.		
Alignment Unaligned		Languages -
Skills Stealth +11		
Str 14 (+6)	Dex 14 (+6)	Wis 13 (+5)
Con 16 (+7)	Int 1 (-1)	Cha 1 (-1)

ENCOUNTER 9: OVER MY DEAD BODY STATISTICS (HIGH LEVEL)

Baelnorn Lich (level 12)Level 12 Elite Controller (Leader)	
Medium fey humanoid (undead) eladrin	XP 1,400
Initiative +9 Senses Perception +10; darkvision	
Baelnorn's Will (Fear) aura 5; any enemy within the aura takes a -2 penalty to Will and to saving throws against psychic effects.	
HP 244; Bloodied 122; see also <i>indestructible</i> and <i>second wind</i>	
Regeneration 5	
AC 28; Fortitude 24, Reflex 27, Will 26	
Immune disease, poison; Resist 10 necrotic	
Saving Throws +2; +5 against charm effects	
Speed 6; see also <i>fey step</i> and <i>ethereal shift</i>	
Action Points 1	
m Grasp of Enfeeblement (standard; at-will) ♦ Necrotic	
+16 vs. Fortitude; 1d10 + 6 necrotic damage and the target is weakened until the end of the baelnorn's next turn.	
r Dream Haunting (standard; at-will) ♦ Psychic	
Ranged 20; +16 vs. Reflex; 2d8 + 5 psychic damage.	
R Voice of Solemnity (minor 1/round; recharge 4-6) ♦ Charm	
+16 vs. Will; the target falls into a sleepy trance. While in this trance state, the target is immobilized and dominated (save ends both). In addition, the target truthfully answers any question the baelnorn asks.	
A Fey Ire (standard; recharge 4-6) ♦ Psychic, Radiant	
Area burst 2 within 10; +14 vs. Will; 2d8 + 7 radiant damage, and the target takes ongoing 5 psychic damage and is dazed (save ends both). <i>Miss</i> : Half damage, and the target is instead slowed (save ends).	
Ethereal Shift (immediate reaction, when an enemy's melee attack misses the baelnorn; at-will)	
The baelnorn shifts up to 3 squares.	
Fey Step (move; encounter) ♦ Teleportation	
The baelnorn teleports 5 squares.	
Projection (standard; recharges when first bloodied) ♦ Conjuration, Teleportation	
Ranged 20; the baelnorn creates a conjuration of himself, turns invisible, and teleports up to 5 squares. The conjuration can be attacked and damaged, though it is unaffected by conditions and effects. The conjuration occupies one square and has 1 hit point (a missed attack never damages the conjuration). The baelnorn becomes visible if he attacks or when the conjuration is reduced to 0 hit points. As a move action, the baelnorn can move the conjured illusion up to 6 squares.	
Second Wind (standard; encounter) ♦ Healing	
The baelnorn spends a healing surge and regains 61 hit points. He gains a +2 bonus to all defenses until the start of his next turn.	
Indestructible	
When a baelnorn is reduced to 0 hit points, its body and possessions crumble into dust, but it is not truly destroyed. It reappears in 1d10 days within 1 square of its phylactery(if it has one), unless the phylactery is also found and destroyed.	
Alignment Any Languages Common, Elven	
Skills Arcana +19, Bluff +18, History +19, Insight +15	
Str 14 (+8)	Dex 16 (+9) Wis 19 (+10)
Con 18 (+10)	Int 23 (+12) Cha 21 (+11)

Gluttonous Cube		Level 10 Elite Brute
Large natural beast (blind, ooze)		XP 1,000
Initiative +8 Senses Perception +9; tremorsense 10		
HP 264; Bloodied 132		
AC 24; Fortitude 23, Reflex 20, Will 21		
Immune gaze; Resist 15 acid		
Saving Throws +2		
Speed 4		
Action Point s 1		
m Slam (standard; at-will)		
+12 vs. Fortitude; 2d6 + 4 damage and the target is immobilized (save ends).		
Engulf (standard; at-will) ♦ Acid		
The gluttonous cube attacks one or two Medium or smaller targets; +11 vs. Reflex (automatically hits an immobilized creature). On a hit, the target is grabbed and pulled into the cube's space; the target is dazed and takes ongoing 15 acid damage until it escapes the grab. A creature that escapes the grab shifts to a square of its choosing adjacent to the cube. The cube can move normally while creatures are engulfed within it.		
Translucent		
A gluttonous cube is invisible until seen (Perception DC 29) or until it attacks. Creatures that fail to notice the gluttonous cube might walk into it, automatically becoming engulfed.		
Alignment Unaligned		Languages -
Skills Stealth +14		
Str 18 (+10)	Dex 17 (+9)	Wis 18 (+10)
Con 22 (+12)	Int 1 (+1)	Cha 1 (+1)

ENCOUNTER 9: FROM MY COLD DEAD FINGERS MAP

TILE SETS NEEDED

Dire Tombs x2



ENCOUNTER 10: THE RETURN

SETUP

Ilsevele Miritar: coronel of Myth Drannor.

The PCs return through the portal, with or without Faervian and the eladrin youths in tow. Returning to Ilsevele Miritar, the Coronal is deeply indebted to them for their service.

If the party recovers the banesblade, their achievement is heralded by the whole of Myth Drannor. They are named *Honored Friend* and may claim Faervian as theirs, so long as they answer Myth Drannor's call for aid.

If the adventurers successfully rescued the Iliathor youths but failed to retrieve Faervian, read the following:

Returning through the portal to the Iliathor mansion, the youths face the fallout for their reckless actions with a newfound maturity. The family elders pledge their friendship with the gift of a small wooden brooch in the shape of a star.

Coronal Ilsevele Miritar publicly thanks you for your efforts in putting the eladrin spirits to rest and expresses her sorrow over the fate of the baelnorn. For clearing the long-lost crypts and recovering much of its treasures, she promises to reward you appropriately.

If the adventurers successfully rescued the Iliathor youths and liberated Faervian from the baelnorn, read the following:

The return of the long-lost banesblade sparks wild celebrations among the normally reserved eladrin. The news overshadows the embarrassment the reckless youths caused their family, for which the Iliathor elders are eternally grateful.

Coronal Ilsevele Miritar publicly thanks you for your efforts in putting the eladrin spirits to rest and expresses her sorrow over the fate of the baelnorn. For recovering such a treasured item, she promises to reward you appropriately.

In a quiet moment, Ilsevele pulls you aside, saying that your deeds identified you as a worthy wielder of Faervian. You are offered the opportunity to take up the fabled blade in defense of Myth Drannor. Like the other banesblades, Faervian lost some of its power in the aftermath of the Spellplague, but it is still a weapon of great power.

She will not wait long for an answer.

If the adventurers were unsuccessful in the rescue attempts and did not recover Faervian from the baelnorn, read the following:

The loss of the Iliathor youths shocks the city. The mythal's repair prohibits the use of portals and in their desperation, the family puts together an excavation team to try and dig their way through to the crypts.

Whispers of failure dog your every step in the city, until the Coronal dismisses you from service, with halfhearted thanks for your efforts.

At least you got paid.

ENDING THE ENCOUNTER

The Coronal's offer to wield Faervian also comes with some responsibilities. Any PC wishing to take Faervian as a treasure bundle must change his or her home region to Myth Drannor and pledge to come to the nation's aid in times of need. This does not impact the character's background benefit, but they are now considered affiliated with Myth Drannor.

More than one PC at the table may take Faervian.

EXPERIENCE POINTS

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

TREASURE

The Coronal arranges for a suitable reward (bundles B and H) for PCs who return from the crypts. If they rescued the youths their grateful family also provide the PCs with 50 / 75 gp each (as detailed in Encounter 8). If a PC wishes to align themselves with Myth Drannor, and have recovered Faervian, they are offered blade as a reward for their deeds. Before they are granted the blade, they need to swear fealty to Myth Drannor, effectively severing any official ties with other countries and becoming full citizens of Myth Drannor.

CONCLUDING THE ADVENTURE

If the PCs successfully rescued the Iliathor youths, they complete the minor quest **Search and Rescue**, and earn the **SPEC08 Iliathor Brooch of Friendship**.

Recovering Faervian earns the **SPEC09 Honored Friend** story award, but any PC choosing to take Faervian as a bundle instead receives the **SPEC10 Wielder of Faervian** story award.

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 3: Race to the Finish

300 / 400 XP

Encounter 4: So Much Blood

350 / 500 XP

Encounter 5a: Time Flies

60 / 80 XP

Encounter 5b: Angry Souls

360 / 500 XP

Encounter 6: The Vault

60 / 80 XP

Encounter 8: Ungrateful Kids

400 / 600 XP

Encounter 9: Over my Dead Body

520 / 720 XP

Minor Quest: Search and Rescue

45 / 110 XP

Total Possible Experience

1,680 / 2,400 XP

Note: Regardless of whether the PCs defeat more encounters, they cannot get more than the total possible experience.

Gold per PC

225 / 300 gp

(Encounter 6: 50 / 100 gp, Encounter 7: 50 / 50 gp, Encounter 9: 75 / 75 gp, Encounter 10: 50 / 75 gp)

Note: Regardless of whether the PCs defeat more encounters, they cannot get more gold than the maximum gold.

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: *"Faervian" +2 sunblade* (level 9; *Adventurer's Vault*) (low-level only)

Bundle B: A weapon, implement, or armor of level 9 or lower of your choice from a player legal source (low-level version only)

Found in Encounter 10

Bundle C: *elderwood falcon** (level 10; *Dungeon* 160)

Found in Encounter 4 or 5b

Bundle D: *boots of dancing** (level 11; *Adventurer's Vault*)

Found in Encounter 4 or 5b

Bundle E: *laurel circlet** (level 10; *Adventurer's Vault*)

Found in Encounter 7

Bundle F: *cape of the mountebank +2* (level 10; *Adventurer's Vault*)

Found in Encounter 6

Bundle G: *greaves of maldeen** (level 12; *Dragon* 364)

Found in Encounter 6

Bundle H: A weapon, implement, or armor of level 11 or lower of your choice from a player legal source (high-level version only)

Found in Encounter 10

Bundle I: “*Faervian*” +3 *sunblade* (level 14; *Adventurer’s Vault*) (high-level only)

Found in Encounter 9

Consumable plus Gold: If a player doesn’t want to select one of the bundles listed above for their character, they can choose to add a *kruthik potion* plus 150 / 350 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).

SPEC08 Iliathor Brooch of Friendship

For rescuing the impulsive young nobles of House Iliathor, the influential family is indebted to you. As a token of their appreciation, you are given a brooch, carved in the shape of a star. If the wearer is knocked unconscious, the brooch emits starlight that pierces even magical darkness, so friends may find you even in the darkest of places.

If this is the third special recognition by an eladrin kingdom (similarly worded story awards) the coronal instead offers you the title Sha’Quessir, elf-friend. If accepted, you become a full citizen of the eladrin kingdoms of the Forgotten Realms (Evereska or Myth Drannor) with all the attached privileges and duties. An eladrin or elf instead is offered to become a Knight of Myth Drannor.

SPEC09 Honored Friend

You recovered the age-old baneblade *Faervian*, something the eladrin of Myth Drannor will remember for ages. A celebration was held in your honor in which the coronel thanked each of you in person. This counts as a separate recognition by an eladrin kingdom, potentially allowing you to be named elf-friend. See SPEC08 for details.

SPEC10 Wielder of Faervian

Forged centuries ago by a powerful archmage, the baneblades of Demron are six legendary and unique weapons. Only the most worthy heroes are permitted to wield them, and for your service to the people of Myth Drannor, you have been presented with *Faervian*.

As a condition of being the *Wielder of Faervian*, you must change your home region to Myth Drannor and must have taken *Faervian* as a magic bundle. This change in home region does not impact your background benefit, but you are now considered to be affiliated with Myth Drannor. If more than one PC wields the blade at one table, and it is important to the adventure, pick one as wielding the real blade for that adventure. The others wield an ordinary magical *sunblade*.

ADVENTURE QUESTIONS

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

1. How did the PCs overcome Encounter 3?

- a. Easily, but it was enjoyable
- b. Easily, but it was not enjoyable
- c. It was neither easy nor difficult
- d. With difficulty, but it was enjoyable
- e. With difficulty and it was not enjoyable

2. Which route did the PCs take to reach the eladrin youths?

- a. They encountered the weeping child.
- b. They spoke with the ghost and put his companions to rest.
- c. The never came past Encounter 3.
- d. They circumvented all encounters till they met the youths.
- e. The party ran out of time and did not find the youths.

3. What was the fate of the eladrin youths?

- a. All survived and returned safely to their family.
- b. One or more died in combat but the rest returned to their family.
- c. All four were mercilessly slaughtered.

- d. The youths made mincemeat of the party.
- e. The party did not encounter them.

4. How many PCs opted to take *Faervian* as a treasure bundle?

- a. Zero
- b. One
- c. Two
- d. Three
- e. Four or more

NEW RULES

BOOTS OF DANCING

Level 11 9,000 gp

Item Slot: Feet

Property: Gain a +1 bonus to Reflex defense.

Property: You do not grant combat advantage while you are dazed.

Power (Daily): Minor Action. Gain a +5 power bonus to Acrobatics and Athletics checks until the end of your next turn.

CAPE OF THE MOUNTEBANK +2 **LEVEL 10**

Level 10 5,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Power (Daily • Teleportation): Immediate Reaction. Use this power when you are hit by an attack. Teleport 5 squares and gain combat advantage against the attacker until the end of your next turn.

ELDERWOOD FALCON **LEVEL 10**

Wondrous Item 5,000 gp

Power (Daily • Conjuration): Standard Action. Use this figurine to conjure an ancient falcon of the Feywild (see below for statistics). As a free action, you can spend a healing surge when activating this item to give the creature temporary hit points equal to your healing surge value.

Elderwood Falcon

Medium natural animate

Initiative as conjurer; **Senses** Perception +9; low-light vision

HP 15; Bloodied 7

AC 24; Fortitude 21, Reflex 22, Will 22

Speed 6, fly 8

m Talons (standard; at-will)

+15 vs. AC; 2d4 + 4 damage.

M Swoop (standard; at-will)

The elderwood falcon shifts 1 square, makes a talon attack, then shifts 1 square.

Alignment Unaligned **Languages** –

Str 11 (+5) Dex 19 (+9) Wis 18 (+9)

Con 16 (+8) Int 2 (+1) Cha 8 (+4)

GREAVES OF MALDEEN **LEVEL 12**

Item Slot: Feet

Price: 13,000 gp

Property: Gain a +2 item bonus to speed as long as you move toward an enemy and that enemy is in your line of sight the whole time.

Power (Daily): Immediate Reaction. When an enemy moves away from you, you shift 3 squares toward that enemy.

KRUTHIK POTION **LEVEL 10**

Potion 200 gp

Power (Consumable): Minor Action. Drink this potion and spend a healing surge. You do not regain hit points as normal. Instead, gain 15 temporary hit points and resist 5 acid until the end of the encounter.

LAUREL CIRCLET

Level: 10

Price: 5,000 gp

Item Slot: Head

Property: Gain a +2 item bonus to Diplomacy and Insight checks, and a +1 item bonus to attack rolls on powers that have the charm or illusion keyword.

Power (Daily): Minor Action. Gain a +2 power bonus to the next Charisma attack that you make this turn.

FAERVIAN (SUNBLADE +2 OR +3)

Level: 9 or 14

Price: 4,200 or 21,000 gp

Weapon: Heavy Blade

Enhancement: +2 or +3 attack rolls and damage rolls

Critical: +2d6 or +3d6 damage

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

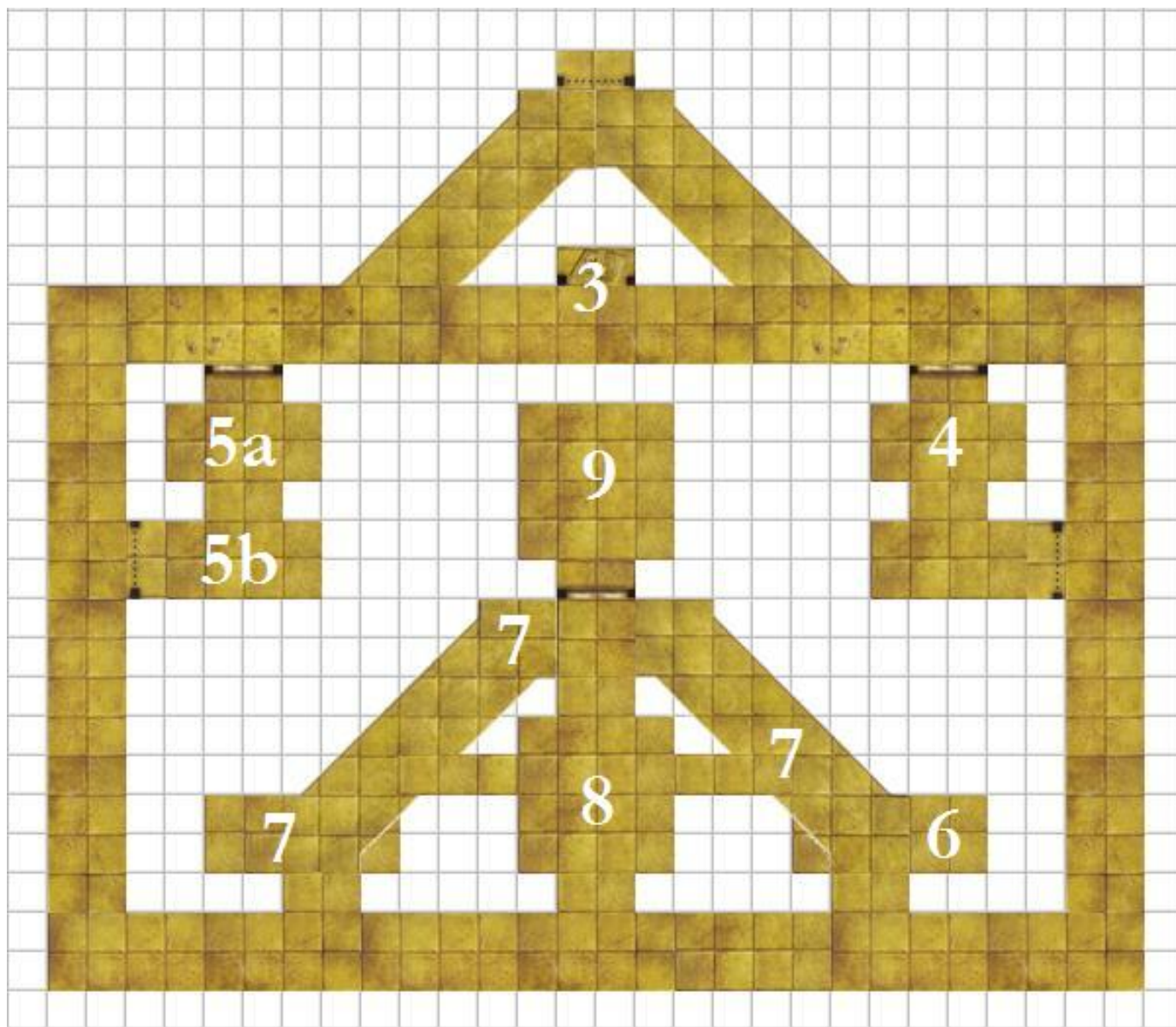
Power (At-Will • Radiant): Free Action. All damage dealt by this weapon is radiant damage. Another free action returns the damage to normal.

Power (Daily • Radiant): Standard Action. You cause motes of light to burst out and attach to your enemies. Make an attack: Close burst 1; targets enemies; Strength vs. Reflex (apply a bonus to the attack roll equal to the weapon's enhancement bonus); on a hit, the target takes 2d8 radiant damage.

DM AID ONE

The trapped stairwell deposits the adventurers at location 3, while those who enter the lower levels by more conventional means come in at the top of the map.

Note: The rooms in Encounter 7 are spread throughout the central part of the crypts.



PLAYER HANDOUT ONE

In preparation for the descent into the crypts below the Tower of Songs, an eladrin sage briefed you on tradition, culture and history. This is what you recall of that briefing:

THE WEEPING WAR AND THE FALL OF MYTH DRANNOR

The Weeping War was a battle in 714 DR, in which invading demonic forces, known as the Army of Darkness, defeated the army of Cormanthor. The defeat led to the fall of Myth Drannor, also known as the City of Songs, by far the greatest and most powerful bastion of civilization at the time.

The Army of Darkness swept through the city, burning and pillaging it entirely. Much destruction was caused when buildings, such as the Tower of Song, were blown apart, spreading devastation and unpredictable magic across the city.

Myth Drannor laid in ruins, a dangerous place full of monsters and forgotten treasures, for more than six centuries, until reclaimed in 1374 DR by the Elven Crusade led by Seiveril Miritar. As of 1479 DR Coronal Ilsevele Miritar, who continues the work of restoring the city to its former glory, rules it.

ELADRIN TRADITIONS

Eladrin live in grace with the touch of magic found throughout their lives, as exemplified by Corellon, the patron god of all fey, but particularly his chief creation the eladrin. Eladrin practices of all sorts are influenced by this, from dance and song to swordplay and wizardry.

Worshippers of Corellon believe they are sculptors and wardens of magic's endless mysteries. They seek out new experiences and new ways and ward against those that would destroy what they cannot create.

Eladrin who choose a path of Prime-bound duty beyond death can be turned into baelnorn lichens. These “honorable” undead defenders unswervingly protect their clan and its holdings for centuries. The majority of baelnorn were spellcasters, and they maintain their mental and magical abilities in this state, though exceptions occur.