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FLAMES OF INITIATION

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

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You have come to the city of Baldur's Gate in search of adventure and quickly discover the Flaming Fist, one of the largest and most powerful mercenary companies in all Faerûn. To survive in this teeming metropolis, you must prove both your physical and political prowess, and the challenges you will face might turn out to be far more complicated than you imagined. A *Living Forgotten Realms* adventure set in Baldur's Gate for characters levels 1-4.

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

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This adventure retires from RPGA-sanctioned play on December 31, 2011.

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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 Senior GM 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 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 every word on the page; it's about creating a fun, challenging game environment for the players. A great deal of good information on being a DM for a D&D game can be found in Chapters 1-2 of the *Dungeon Master's Guide*.

APPROPRIATE CHARACTER LEVELS

This adventure is designed for player characters (PCs) levels 1-4. Characters that fall outside of the level range may not participate in the adventure. Make certain to check the levels of the PCs before beginning play to ensure that they are the proper level.

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

A group may decide to play riskier and play the high level when their levels are more suited to the low level if everyone in the group is in agreement 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 is in agreement to do so; however, some of the rewards may be less than what they'd ideally want from 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

on 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 back 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 amongst 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's still more of the adventure 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 back 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.

ADVENTURE BACKGROUND

During the last century, as a result of its neutral policy towards immigrants, creeds, and even ethics, Baldur's Gate has grown to become the most populated city in Faerûn.

In order to survive its weight, the city depends on a force that managed to grow side by side with it, the Flaming Fist - today, one of the largest and most powerful mercenary companies in the Realms.

To successfully maintain the peace both inside and outside the city walls, the Fist has honed its skills and become both shepherd and adjudicator. Its authority rises above the city's militia. The Fist performs those tasks where subtlety or a more firm hand is necessary. They deal with crises of all shapes and sizes, ranging from simple crime upheavals to insurrections that could lead to civil war.

Like Baldur's Gate itself, the needs of the Fist are vast, and they are always on the lookout for adventurers to join their ranks or assist on temporary assignments.

PLAYER'S INTRODUCTION

Read or paraphrase the following to the players:

You have heard much about Baldur's Gate, but now, as you approach the city, you find that there are no words to describe it.

Passing through the Heartlands, you thought you had reached the city many miles ago, when the first signs of civilization appeared along the Chionthar. Since then, you've crossed a dozen neighborhoods and vast farmland fields, just to arrive at the Black Dragon Gate, where the slums grow upward to such an extent that you are not able to see the city walls.

Poverty and misery are predominant in the slums. The neighborhoods and shantytowns represent a hodge-podge of styles and cultures, brought to the Gate by refugees from all over Toril. The smell is nearly unbearable.

The maze-like streets and alleys of Baldur's Gate could confound even the most experienced of travelers, but there are beggars and urchins aplenty who can guide visitors for a coin or two. The city's open market is packed with sights, sounds, and smells from all over the world. You also pass through the temple district, where the city's tolerance of all faiths is made clear, as temples to deities both malefic and benign stand side by side.

Far above the squalor, you catch a glimpse of the ostentatious stairways and mansions of the high city before continuing on your way to the Flaming Fist

Headquarters, where, you have been told, employment is sure to be found.

DM'S INTRODUCTION

The PCs, looking for adventure in Baldur's Gate, head to the Flaming Fist headquarters in hopes of finding gainful employment. There they learn that the Flaming Fist does not accept just any "heroes" that come around asking for missions. The Fist is highly respected and is responsible for the safety of all Baldur's Gate, so would-be recruits must prove that they can deal with a variety of different kinds of situations.

During the adventure, the heroes must undergo a series of minor quests and errands for some of the most significant power groups in the city in order to prove themselves worthy of representing the Flaming Fist.

ENCOUNTER 1: FACE THE FIST

SETUP

Important NPCs:

- Flaming Fist Lieutenant Hart Stonefield (male human warlord)
- Unicorn Caretaker Gillian Truesilver (female elf cleric of Mielikki)
- “Bound by Iron” Craftsman Hurth Blackhammer
- Merchant’s League Representative William Daryl

The PCs have assembled outside the Flaming Fist headquarters. They are invited in for an interview, and a representative of some of the city’s important power groups will assign a series of tasks for the heroes. Encounters 2, 3 and 4 represent these tasks. These encounters can be run in any order.

You arrive at a great building, where two huge pennants depicting fists wreathed in flames cascade down the walls to the sides of a well guarded entryway.

The flow of people entering and leaving the building is quite heavy at this time of the morning. Most of the visitors appear to be merchants, but there are also many guards and members here as well, all wearing the same mark as the pennants on their clothing.

Identifying yourselves as seekers of employment, you are taken into the building and told to wait in a side room where you will be interviewed by a Fist lieutenant.

It does not matter if the PCs traveled here together or separately. They are all shown into the same room and told to wait. This is a good opportunity to let everyone introduce their characters.

In this scene, the adventurers will declare their intentions of working as mercenaries for the Fist, and will learn that not anyone can act as a full pledge member of the organization. However, the lieutenant does have some merchants in need of small errands taken care of, and for those he could use the help of recruits.

A few minutes after the PCs arrive, Lieutenant Stonefield and three merchants enter the room. The Lieutenant is a grizzled veteran of the Flaming Fist and is obviously accustomed to giving orders and having those orders obeyed (think of him as a military drill sergeant). He briefly introduces each of the merchants and tells the PCs that each merchant has a task that needs to be performed. He expects that all three tasks will be taken care of today, and once the PCs have finished all three, they can return to the headquarters to receive their payment. (To be clear, the merchants

contract for the services of the Flaming Fist, which then sub-contracts the work to the PCs. The merchants do not pay the PCs directly.)

Speaking with each merchant, the PCs will find out what their assignments are:

Assignment 1

Unicorn Caretaker Gillian Truesilver: This kind elven woman tells the adventurers about a small clandestine group that has been found operating in the Cloak Wood, cutting down trees with no respect for the preservation laws established by Baldur’s Gate in conjunction with the elves. The operation has been exposed, and the Knights of the Unicorn and the Flaming Fists are already taking care of the problem in the forest. However, one shipment managed to get out of the forest before the operation was exposed, and it is being prepared to be shipped to Amn at any time now.

The PCs are given the location of the warehouse holding the illegal wood and are ordered to seize it in the name of the Flaming Fist. The smugglers are not expected to surrender and they are probably well prepared for a fight, since they know the Fist is already closing in on them.

Assignment 2

Hurth Blackhammer - Hurth is a dwarven blacksmith who sells his wares as part of a craftsmen’s collective known as “Bound by Iron.” In order to finish a sword for a prince from House Sirensong, Hurth needs a perfect sea shell to be used as a hand guard for a magic weapon.

There is a cavern a little south of the city - where the Chionthar makes its way to the Sea of Swords - where various mollusks can be found, and this cave would be the perfect place for such a hunt. Hurth used to employ local children to gather those shells for him, because even the ones that can’t be used to adorn weapons can be sold as souvenirs. However, the last group he sent came back in terror, claiming that the cave was infested by monsters. The city’s sewers do have an outflow near the cave, so it’s possible that something has crept out of the sewers and taken up residence in the cave.

The characters will need to find not only an intact specimen, but also a particularly enduring one, and clear the cavern of any monstrous inhabitants.

Assignment 3

William Daryl - The Merchant’s League has a particular shipment that is held up in customs at the city harbor. They need that shipment to be delivered today in order to fulfill a particular contract, but so far they haven’t had any luck getting the crate released. William makes it clear that he doesn’t much care what the PCs

have to do in order to get the bureaucratic issues sorted out – it just needs to be done fast.

The Merchant's League has been told that the harbor authorities were tipped off by an "anonymous source" that this shipment might contain some illegal necromantic components, and indeed, when the crate was inspected, something was apparently found. However, William insists to the PCs that these claims are completely false and that the crate contains nothing more than some very expensive ceramic pottery for a wealthy client who is furnishing a new manor house. The only reasonable explanation is that one of the League's rivals is trying to sabotage the contract.

After they have had a chance to speak with each of the representatives, the Lieutenant gives the PCs some documents that will allow them to unsheathe their weapons within the city limits, but only while on duty for the Flaming Fist. He explains that in order to move from probationary status to full membership within the organization, the PCs will need to successfully fulfill missions for at least five different organizations within the city. So, they won't be able to achieve membership today, but if they complete all three of these missions successfully, they will be off to a good start.

Note: This is the start of a Major Quest; all the PCs receive the appropriate Story Object at the conclusion of the adventure. Player Handout 1 shows what the writ looks like and also serves as a handy checklist so the players don't have to remember what the three missions are. Distribute that handout at this time.

A WORD ON ORGANIZATIONS

If the players ask what their characters know (or can find out) about the various organizations, you can use the following information.

Flaming Fist: As Baldur's Gate has continued to grow, it has become more and more dependent on a force that managed to grow side by side with it, the Flaming Fist – today, one of the largest and most powerful mercenary companies in the Realms.

To successfully maintain the peace both inside and outside the city walls, the Fist has honed its skills and become both shepherd and adjudicator. Its authority rises above the city's militia. The Fist performs those tasks where subtlety or a more firm hand is necessary. They deal with crises of all shapes and sizes, ranging from simple crime upheavals to insurrections that could lead to civil war.

Unicorns: This group of merchants is a branch of the Knights of the Unicorn created in the last few decades, after elven refugees from Turmish joined the

organization. Their Knights' original goal was protecting nature from civilization and unnatural beasts alike. However, the Unicorns have recently started commercializing some of the natural resources they protect, producing and exporting fruits and even wood, but always keeping the natural balance in mind.

They have grown into a very powerful and important group within the city and are expanding to the heartlands, but more importantly, their mentality is expanding, and elves elsewhere are using the same approach in other regions. The organization also has strong ties with the church of Mielikki.

"Bound by Iron" Craftsmen: This guild of merchants and craftsmen, mainly dwarves, is also somewhat new to the city. The dwarves, always scattered through the heartlands, found leadership in Rupert "Bound by Iron" Strongarm, a former captain of the Mithral Halls that left the dwarven kingdoms due to his dissension regarding the new policy toward orcs. Many other dwarves shared his opinions and also fled south, eventually reaching Baldur's Gate. In addition to dwarves, Bound by Iron finds some of its members among the many other refugees from the east.

Today, most of the mining and forging in the region is done by this group, and it is no surprise that they have grown to be one of the most important in the city.

Merchant's League: The Merchant's League is the most powerful merchant consortium in Baldur's Gate, and one of the most powerful in the western heartlands. The group has expanded rapidly in the last few decades and now comprises most of the merchants in the city, representing their interests before the Grand Duke as well as foreign governments.

The League began its ascension when it managed to secure a contract with the Flaming Fist for caravan protection, not long after the more troublesome years of the Spellplague, and has only grown since. Today, it even has an official advisor in the court of Grand Duke Portyr.

ENDING THE ENCOUNTER

TREASURE

The merchants already have an agreement with the Fist, either on a case by case basis, or through a monthly fee, so it is not up to the PCs to barter for gold with the merchants. The Flaming Fist pays a standard wage for new recruits: 12 / 16 gp per PC per task successfully completed, with payment to be made in full when the PCs return and the completed tasks have been confirmed. The Lieutenant will not pay any cash in advance, since this is the first time he is dealing with these adventurers.

ENCOUNTER 2: BANDIT WAREHOUSE

ENCOUNTER LEVEL 1 / 3 (525 / 775 XP)

SETUP

This encounter includes the following creatures at the low tier:

- 2 human guards (Level 1) (HG)
- 2 tiefling heretics (Level 1) (TH)
- 1 tiefling darkblade (Level 2) (TD)

This encounter includes the following creatures at the high tier:

- 2 human guards (HG)
- 2 tiefling heretics (Level 3) (TH)
- 1 tiefling darkblade (Level 3) (TD)

The smugglers at the warehouse are already waiting for the Flaming Fist, which has been closing on them for some time now. Their only hope is to ship this last batch of cargo and leave the city for good.

The entire block is filled with similar warehouses, with no way to approach from the side or rear (the only entrance is at the front as shown on the map). All the warehouses are made of fire-resistant wood, have no windows, and feature strong iron double doors. Needless to say, the smugglers don't open the doors if the PCs knock. The PCs will probably have to break through the iron doors whereupon combat will ensue.

As the adventurers enter the area, read:

This warehouse appears to be mostly empty, with torches on either side of the entrance providing dim illumination. The flickering light reveals what seems to be a large stack of tree trunks at the very back. An eight-foot-high platform spans much of the space with catwalks on either side. The light is not sufficient to fill the entire warehouse, but in the darker sections towards the sides and back, you see several humanoid figures.

The human guards are not hiding, which is why they are included in the boxed text. The PCs might notice the tieflings or not depending on their Perception checks. The tiefling darkblade is hiding behind the poles in the center of the room, while the heretics are concealed atop the catwalk on either side of the entrance. All of them have concealment unless the PCs enter with their own light source that is bright enough to illuminate the

entire warehouse (such as a sunrod). Roll their Stealth and check against the PCs' passive Perception.

FEATURES OF THE AREA

Illumination: The torches below the platforms in the entrance do not light the whole room and the light outside does not go further. Thus, the squares from the center platform and beyond are within dim light, giving concealment to the darkblade. The catwalks above the platform are also in dim light, supplying concealment for the tiefling heretics. The squares between the entrance and the center of the room are brightly lit.

Iron Doors: The large iron double doors to the warehouse are closed and locked. It requires a DC 20 Thievery check to pick the lock, or a DC 25 Strength check to break down the door. The PCs can also attack either door (each door has Fortitude 10, AC / Reflex 5, immune to effects that target Will, hp 60).

Platforms: The platform in the center of the room and the two catwalks on the sides are 8 feet high, but there is also a 4-foot-high solid border (half-wall), making the total height 12 feet to be able to reach an edge and climb up. A character atop a platform can drop prone to take cover behind this border. A 6-foot-tall character needs to jump up 6 feet to be able to reach the edge and pull himself up. This requires a DC 40 Athletics check (DC 20 with a running start) so it is very difficult without some sort of magical aid (such as the jump wizard utility power). The catwalks have solid floors so they cannot be seen through from beneath.

Stairs lead up to the catwalks as shown on the map, but they can only be reached from the squares filled with tree trunks (see below). The central platform can only be reached by climbing the poles (Athletics DC 20) or jumping (see above). Falling from any of the raised areas deals 1d10 points of damage. Characters at the edge can make opportunity attacks against someone who is jumping or climbing onto the platforms.

The poles supporting the central platform can be chopped down (Fortitude 10, AC / Reflex 5, immune to effects that target Will, hp 20). Anyone who is on the platform when it falls is knocked prone, but may make an Acrobatics check to reduce the 1d10 points of falling damage by one-half his check result. Those underneath the platform take 1d10 points of damage as the timbers come crashing down on them, and the entire area becomes difficult terrain.

Tree Trunks: The stacked logs in the back of the warehouse are in the way of the stairs to the platforms. All the marked squares count as difficult terrain.

Weapon Rack: This weapon rack contains daggers, halberds, and crossbows.

Table and Chairs: The table square counts as difficult terrain. The table can be flipped over to provide cover for a Medium creature; a Small creature can crawl under the table and gain cover. The table still holds some leftovers from lunch and some paperwork (forged documents claiming that this is a legitimate shipment under the auspices of the Unicorns).

TACTICS

The human guards ready actions to use their Powerful Strike on anyone that comes within two squares of them. If given the opportunity, they will focus on more fragile characters, preferentially without splitting up. They try to provide flanking opportunities for each other. They will not pursue characters going upstairs.

The tiefling heretics wait until the characters enter the room and analyze their best targets, delaying their actions if necessary. After each strike, if there is no one else on the catwalk, they will fall prone behind the parapet, which grants them total cover, allowing them to make a Stealth check and emerge somewhere else along the platform. This way, they can surprise any character trying to jump onto the platform, since those below cannot see their position, and they can also gain combat advantage by sniping foes on the ground. If a melee character hits them, they will use their *cloak of escape* ability to teleport to the center platform and their *infernal wrath* to take down the aggressor.

The tiefling darkblade is also hidden, and will wait until the heroes enter the room so he can better analyze his targets, delaying his action if necessary. Whenever he has his *cloak of lurking* power available, he will use it to attack and then hide. Otherwise, he will engage weaker foes, trying to stay within the shadows. He will use his Bluff skill to gain combat advantage and/or create a diversion to allow him to make a Stealth check.

The tiefling heretics are fully prepared to fight to the death, but the human guards will surrender if they are bloodied and if all the tieflings are dead. The tiefling darkblade will try to flee through the warehouse doors if everyone else is dead and if he has no chance of victory.

The tieflings can speak in Supernal in order to coordinate their strategy, but the humans cannot.

SCALING THE ENCOUNTER

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

Four PCs: Remove one of the human guards.

Six PCs: Add another human guard.

ENDING THE ENCOUNTER

On the table at the back of the warehouse, there are some documents, including the intended destination of the shipment (in the city of Athkatla). This information will be useful for the Flaming Fist and the Unicorns. If the PCs can capture one of the tieflings alive, that's even better. The human guards do not know anything about the smuggling operation; they were just hired to help guard this warehouse. The PCs are considered to successfully complete this task as long as they secure the logs, regardless of whether the bandits are alive or dead.

After defeating the bandits, the PCs can go back to the Flaming Fist headquarters or to their next assignment. When she learns of their success, Gillian Truesilver thanks the heroes. They will receive the "Friend of the Unicorns" story award at the end of the adventure.

EXPERIENCE POINTS

The characters receive 105 / 155 experience points each for defeating the bandits.

TREASURE

There is some loose gold in the desk and some items in the weapon rack. All told, the PCs can loot a total of 45 / 60 gp from this encounter.

At the low tier, one of the tiefling heretics carries a magical *pact blade*. See the appropriate treasure bundle for details.

ENCOUNTER 2: BANDIT WAREHOUSE STATISTICS (LOW LEVEL)

Human Guard (Level 1)	Level 1 Soldier
Medium natural humanoid	XP 100
Initiative +4 Senses Perception +5	
HP 31; Bloodied 15	
AC 16; Fortitude 14, Reflex 13, Will 12	
Speed 5	
m Halberd (standard; at-will) ♦ Weapon	
Reach 2; +8 vs. AC; 1d10 + 2 damage, and the target is marked until the end of the human guard's next turn.	
M Powerful Strike (standard; recharge 5 6) ♦ Weapon	
Requires halberd; reach 2; +8 vs. AC; 1d10 + 6 damage, and the target is knocked prone.	
R Crossbow (standard; at-will) ♦ Weapon	
Ranged 15/30; +7 vs. AC; 1d8 + 1 damage.	
Alignment Unaligned	Languages Common
Skills Streetwise +6	
Str 16 (+3)	Dex 14 (+2) Wis 11 (+0)
Con 15 (+2)	Int 10 (+0) Cha 12 (+1)
Equipment chainmail, halberd, crossbow with 20 bolts	

Tiefling Heretic (Level 1)	Level 1 Artillery
Medium natural humanoid	XP 100
Initiative +5 Senses Perception +3; low-light vision	
HP 30; Bloodied 15	
AC 15; Fortitude 12, Reflex 13, Will 13	
Resist 5 fire	
Speed 6	
m Dagger (standard; at-will) ♦ Weapon	
+5 vs. AC (+6 against a bloodied target); 1d4 damage.	
r Balefire (standard; at-will) ♦ Fire	
Ranged 10; +4 vs. Reflex (+5 against a bloodied target); 1d8 + 2 fire damage, and ongoing 5 fire damage (save ends).	
R Serpent Curse (standard; encounter) ♦ Illusion, Psychic	
Ranged 10; illusory snakes appear and attack the target; +4 vs. Will (+5 against a bloodied target); 1d6 + 2 psychic damage, and ongoing 5 psychic damage (save ends).	
Cloak of Escape (immediate reaction, when the tiefling heretic is hit by a melee attack; at-will) ♦ Teleportation	
The tiefling heretic teleports 5 squares.	
Infernal Wrath (minor; encounter)	
The tiefling heretic gains a +1 power bonus to its next attack roll against an enemy that hit it since the tiefling heretic's last turn. If the attack hits and deals damage, the tiefling heretic deals an extra 5 damage.	
Alignment Evil	Languages Common, Supernal
Skills Bluff +12, Insight +8, Stealth +12	
Str 15 (+2)	Dex 20 (+5) Wis 16 (+3)
Con 18 (+4)	Int 13 (+1) Cha 20 (+5)
Equipment dagger	

Tiefling Darkblade (Level 2)	Level 2 Lurker
Medium natural humanoid	XP 125
Initiative +10 Senses Perception +3; low-light vision	
HP 34; Bloodied 17	
AC 15; Fortitude 12, Reflex 14, Will 12	
Resist 6 fire	
Speed 6; see also <i>cloak of lurking</i>	
m Poisoned Short Sword (standard; at-will) ♦ Poison, Weapon	
+7 vs. AC (+8 against a bloodied target); 1d6 + 3 damage, and the tiefling darkblade makes a secondary attack against the same target. <i>Secondary Attack</i> : +5 vs. Fortitude; ongoing 5 poison damage (save ends).	
Cloak of Lurking (move; recharge 6) ♦ Teleportation	
The tiefling darkblade teleports 5 squares and becomes invisible until the end of its next turn.	
Infernal Wrath (minor; encounter)	
The tiefling darkblade gains a +1 power bonus to its next attack roll against an enemy that hit it since the tiefling darkblade's last turn. If the attack hits and deals damage, the tiefling darkblade deals an extra 3 damage.	
Alignment Evil	Languages Common, Supernal
Skills Bluff +11, Stealth +13	
Str 12 (+2)	Dex 20 (+6) Wis 14 (+3)
Con 16 (+4)	Int 12 (+2) Cha 16 (+4)
Equipment leather armor, poisoned short sword	

ENCOUNTER 2: BANDIT WAREHOUSE STATISTICS (HIGH LEVEL)

Human Guard	Level 3 Soldier
Medium natural humanoid	XP 150
Initiative +5 Senses Perception +6	
HP 47; Bloodied 23	
AC 18; Fortitude 16, Reflex 15, Will 14	
Speed 5	
m Halberd (standard; at-will) ♦ Weapon	
Reach 2; +10 vs. AC; 1d10 + 3 damage, and the target is marked until the end of the human guard's next turn.	
M Powerful Strike (standard; recharge 5 6) ♦ Weapon	
Requires halberd; reach 2; +10 vs. AC; 1d10 + 7 damage, and the target is knocked prone.	
R Crossbow (standard; at-will) ♦ Weapon	
Ranged 15/30; +9 vs. AC; 1d8 + 2 damage.	
Alignment Unaligned	Languages Common
Skills Streetwise +7	
Str 16 (+4)	Dex 14 (+3) Wis 11 (+1)
Con 15 (+3)	Int 10 (+1) Cha 12 (+2)
Equipment chainmail, halberd, crossbow with 20 bolts	

Tiefling Heretic (Level 3)	Level 3 Artillery
Medium natural humanoid	XP 150
Initiative +6 Senses Perception +4; low-light vision	
HP 42; Bloodied 21	
AC 17; Fortitude 14, Reflex 15, Will 15	
Resist 6 fire	
Speed 6	
m Dagger (standard; at-will) ♦ Weapon	
+7 vs. AC (+8 against a bloodied target); 1d4 + 1 damage.	
r Balefire (standard; at-will) ♦ Fire	
Ranged 10; +6 vs. Reflex (+7 against a bloodied target); 1d8 + 3 fire damage, and ongoing 5 fire damage (save ends).	
R Serpent Curse (standard; encounter) ♦ Illusion, Psychic	
Ranged 10; illusory snakes appear and attack the target; +6 vs. Will (+7 against a bloodied target); 1d6 + 3 psychic damage, and ongoing 5 psychic damage (save ends).	
Cloak of Escape (immediate reaction, when the tiefling heretic is hit by a melee attack; at-will) ♦ Teleportation	
The tiefling heretic teleports 5 squares.	
Infernal Wrath (minor; encounter)	
The tiefling heretic gains a +1 power bonus to its next attack roll against an enemy that hit it since the tiefling heretic's last turn. If the attack hits and deals damage, the tiefling heretic deals an extra 5 damage.	
Alignment Evil	Languages Common, Supernal
Skills Bluff +13, Insight +9, Stealth +13	
Str 15 (+3)	Dex 20 (+6) Wis 16 (+4)
Con 18 (+5)	Int 13 (+2) Cha 20 (+6)
Equipment dagger	

Tiefling Darkblade (Level 4)	Level 4 Lurker
Medium natural humanoid	XP 175
Initiative +11 Senses Perception +4; low-light vision	
HP 46; Bloodied 23	
AC 17; Fortitude 14, Reflex 16, Will 14	
Resist 7 fire	
Speed 6; see also <i>cloak of lurking</i>	
m Poisoned Short Sword (standard; at-will) ♦ Poison, Weapon	
+9 vs. AC (+10 against a bloodied target); 1d6 + 4 damage, and the tiefling darkblade makes a secondary attack against the same target. <i>Secondary Attack</i> : +7 vs. Fortitude; ongoing 5 poison damage (save ends).	
Cloak of Lurking (move; recharge 6) ♦ Teleportation	
The tiefling darkblade teleports 5 squares and becomes invisible until the end of its next turn.	
Infernal Wrath (minor; encounter)	
The tiefling darkblade gains a +1 power bonus to its next attack roll against an enemy that hit it since the tiefling darkblade's last turn. If the attack hits and deals damage, the tiefling darkblade deals an extra 3 damage.	
Alignment Evil	Languages Common, Supernal
Skills Bluff +12, Stealth +14	
Str 12 (+3)	Dex 20 (+7) Wis 14 (+4)
Con 16 (+5)	Int 12 (+3) Cha 16 (+5)
Equipment leather armor, poisoned short sword	

ENCOUNTER 2: BANDIT WAREHOUSE MAP

DT1 - DUNGEON TILES

Floor	8x10	x2
Floor	8x2	x2
Floor	4x8	x1

DT3 - HIDDEN CRYPTS

Large Double Doors	4x2	x1
Wooden Floor	4x2	x5
Wooden Platform NE	4x2	x1
Wooden Platform SE	4x2	x1
Rack	2x1	x1

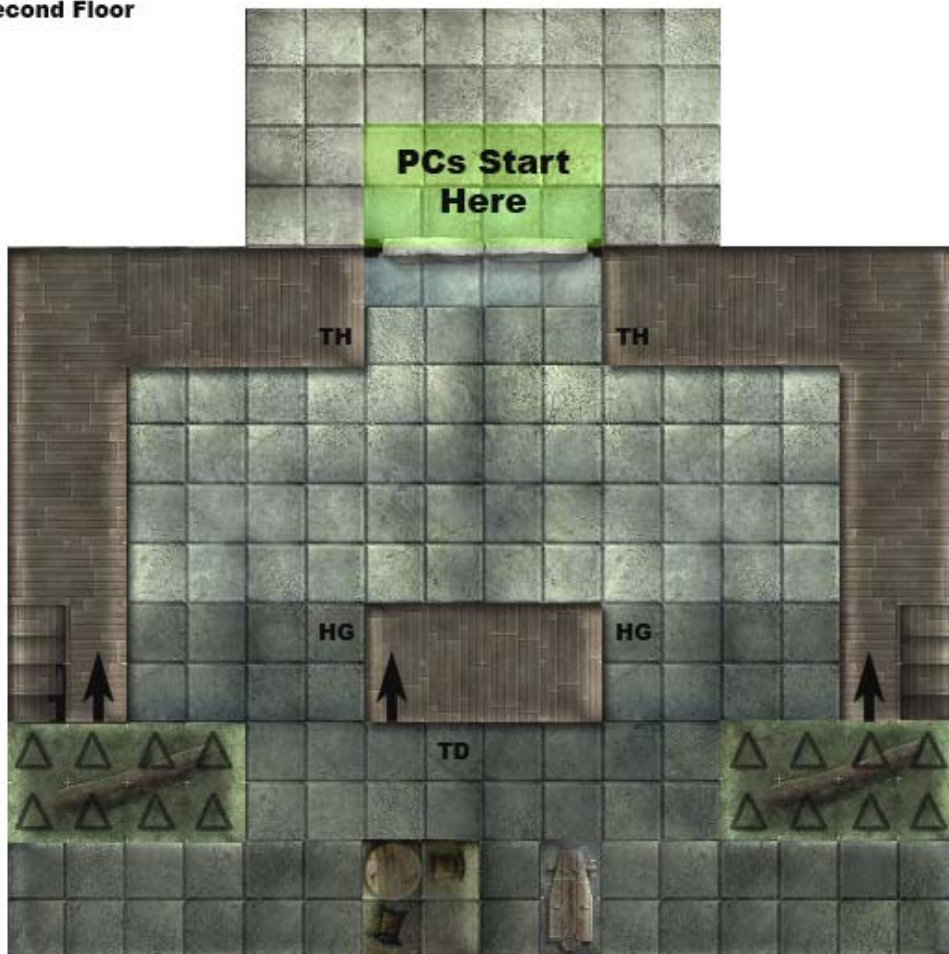
DT4 - RUINS OF THE WILD

Tree Trunk	4x2	x2
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DT7 - FANE OF THE FORGOTTEN GODS

Table and Chairs	2x2	x1
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- △ = Difficult Terrain
 HG = Human Guard
 TH = Tiefling Heretic
 TD = Tiefling Deceiver
 ↑ = Second Floor



ENCOUNTER 3: FETID CAVE

ENCOUNTER LEVEL 2 / 3 (575 / 800 XP)

SETUP

This encounter includes the following creatures at the low tier:

2 otyughs (Level 5) (O)

1 carrion crawler (Level 4) (CC)

This encounter includes the following creatures at the high tier:

2 otyughs (O)

1 carrion crawler (Level 5) (CC)

At the end of the docks, past the Seatower of Balduran, is where the PCs will find the last boats to help them cross to the other side of the river. The water at this point is darker, a result of the sewage being discharged into the river at the end of the city. Along the south shore, within a rocky formation, the entrance to the cave is evident.

As the adventurers enter the cave, read:

As you enter the watery cavern, the sun's light quickly fades away. The cavern is just above sea level and is filled with ankle-deep water. The water is stagnant, dark and muddy, and a rotten smell fills the room, probably from the city's sewer discharges.

An entire new ecosystem has developed in this stench and filth, with dark seaweed and different species of mollusks growing in furrows across the wall. Broken seashells cover the ground in many places. To the southeast, piles of rubble are littered with animal and human remains, excrement, and other foul things.

The cavern is in total darkness so the light sources brought by the PCs are the only light sources in the room. The otyughs are hiding with their *spying eye* ability and the carrion crawler waits inside a hole in the ceiling to prey upon the otyughs' victims.

Since the cave is filled with dark water, the PCs cannot identify the areas of deeper water (represented by the pool tiles) until they step into one, so don't place the pool tiles on the map in the beginning of the encounter. The entire cavern is filled with ankle-deep water (which appears to be of uniform depth).

FEATURES OF THE AREA

Illumination: Total darkness. (All the monsters have darkvision.)

Ceiling: The cavern's ceiling is irregular, but it is roughly 25 feet high.

Watery Floor: Characters take a -5 penalty to Stealth checks due to the water sloshing and splashing at their feet.

Water Pools: Hidden by the watery floor, there are five deeper pools, as shown in the map. If the PCs step carefully, they can notice a water pool just before entering its square (Perception DC 20); otherwise, a character who steps into a pool will be caught by surprise, falling prone and ending the move. The three smaller pools are treated as difficult terrain, while the two larger pools actually require characters to swim in order to move through them.

When trying to swim and fight in the larger pools, the following rules apply:

- Open flames that fall into a pool of water are extinguished.
- A creature that is completely submerged in the brackish water gains total concealment from those outside the pool.
- Characters take a -2 penalty on attack rolls when using powers with the Fire keyword against creatures that are immersed in the pools.
- A character who attempts to fight while underwater takes a -2 penalty on attack rolls unless he uses a crossbow or a spear.
- Creatures move through water using their swim speed. A creature without a swim speed must use the Athletics skill to swim, as described in the *Player's Handbook* (see page 183).

TACTICS

The monsters get Perception checks against the PCs' Stealth checks to see if they notice the adventurers entering the cavern. The PCs' arrival will be obvious (no check needed) if they carry light sources. The otyughs will observe with their *spying eye* ability until they feel threatened or until a tasty morsel comes within reach. They also react to any loud noise (such as that of a character falling into a water pool). They will be delaying their action until they decide to attack.

When attacking, they will try to stay within the pools (where they have an advantage) but if they have to leave to water to get someone within their reach, they will. If they hit, they will grab and pull the victim underwater, setting up a *diseased bite* in their next turn. Characters who fall unconscious in the deeper pools are at risk of drowning (see page 159 of the *Dungeon Master's Guide*).

The carrion crawler will also be delaying its action, and will act after the otyughs have engaged their targets. It will preferentially target characters not engaged with the otyughs, in the back row, and will choose a character carrying a light source as its first target if possible.

The carrion crawler is actually in a niche in the ceiling. So, in order to attack, the carrion crawler drops down and uses its reach (while dangling from the ceiling). The ceiling is 25 feet high, and the crawler is Large, so with its reach 2, it can hit Medium-sized characters. A character with melee reach 2 can attack the crawler, or a character with melee reach 1 can ready an action to attack the crawler when it attacks. (This is a bit of an abstraction – don't waste a lot of time arguing about exact heights and three-dimensional cubes.) The crawler cannot reach all the way from the ceiling to the floor (it would need reach 3 to do that), so it cannot attack Small-sized characters, and a Medium PC can avoid its attacks by dropping prone.

The crawler prefers to use its tentacles, but if the PCs prove highly resistant to its poison, or if there is nobody it can reach, it will drop to the ground or crawl down a side wall (it has a climb speed) and use its bite.

All the monsters fight to the death. They have a nice symbiotic relationship going and this cavern is extremely hospitable.

SCALING THE ENCOUNTER

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

Four PCs: Reduce the level of the otyughs by 2.

Six PCs: Increase the level of the otyughs by 1.

ENDING THE ENCOUNTER

After defeating the monsters, the adventurers can go to the southeastern corner of the cave and search for the perfect sea shell the dwarven merchant needs. This is handled with a brief skill challenge.

Each character that wants to help search for the shell may use one of the following skills: Dungeoneering, Nature, or Perception. Each character who makes a DC 15 check earns one success for the group. A character who makes a DC 20 earns two successes. A character may use the Aid Another action instead of making his or her own individual check. If the PCs want to use powers or rituals that you think would provide a benefit in this challenge, you may grant them bonuses or even automatic successes, as you see fit.

As long as the PCs achieve at least one success, they do find a sea shell that they can take back to fulfill the terms of their assignment. The base value of the shell they discover is 5 gold pieces. The value increases by 5

gp for every success the party achieved. A party of six PCs where each PC earned two successes would achieve the maximum possible value of 65 gp (5 gp base plus 12 successes times 5 gp per success).

When they deliver the shell, the PCs might want to try and persuade the dwarf that it is worth more than it really is (in order to get a larger reward). The group can make a single Bluff or Diplomacy check (Intimidate automatically fails) to try and convince the dwarf that the shell is of especially high quality. One primary character should make the check and up to two other PCs can assist. If they beat a DC 15 / 16 then the perceived value of the shell increases by 5 gp. If they beat a DC 20 / 21 then the value increases by 10 gp.

EXPERIENCE POINTS

The characters receive 115 / 160 experience points each for defeating the creatures.

TREASURE

Among the refuse in the cave, the PCs find a dead body (probably someone who was murdered and dumped here). On the body are a *lightning weapon* +1 and a +1 *holy symbol of battle*. See the treasure bundles for details.

The payment from the Flaming Fist for this task is given if the PCs defeated all the monsters, even if they didn't find a shell. The dwarven merchant pays the group a bonus based on the value of the sea shell they recovered. Take the final value and divide it by 5 (even if there are 4 or 6 characters in the party). This is the amount each character gets. So, the maximum possible amount of the bonus is 15 gold pieces per PC.

FILTH FEVER NOTES

Characters who contract filth fever from an otyugh's *diseased bite* ability do not suffer any immediate effect. At the end of the encounter, each character that was exposed to filth fever must make a saving throw. A character that succeeds on the save was able to resist the infection. A character that fails the save immediately suffers the initial effect (lose 1 healing surge) and is on the disease track. Infected characters make an Endurance check after each extended rest to see if they improve, worsen, or remain stable. See page 49 of the *Dungeon Master's Guide* for details.

If any of the PCs have access to the Cure Disease ritual, they can try to remove the disease, although the component cost will probably deter them. A casting of this ritual can also be purchased in the city for 180 gp. The NPC cleric who casts the ritual may be assumed to have a base Heal skill modifier of +16.

ENCOUNTER 3: FETID CAVE STATISTICS (LOW LEVEL)

Otyugh (Level 5)	Level 5 Soldier
Large natural beast	XP 200
Initiative +4 Senses Perception +10; darkvision	
Otyugh Stench aura 1; living enemies in the aura take a -2 penalty to attack rolls.	
HP 66; Bloodied 33	
AC 21; Fortitude 20, Reflex 14, Will 17	
Immune disease	
Speed 5, swim 5	
m Tentacle (standard; at-will)	
Reach 3; +10 vs. AC; 1d8 + 5 damage, and the target is pulled 2 squares and grabbed (until escape).	
M Diseased Bite (standard; at-will) ♦ Disease	
+10 vs. AC; 1d10 + 5 damage, and the target contracts filth fever (see below).	
Spying Eye	
An otyugh can hide beneath murky water or refuse, leaving only its eyestalk exposed. While doing so, it gains a +10 bonus to Stealth checks but is immobilized.	
Alignment Unaligned Languages –	
Skills Stealth +7 (+17 while using <i>spying eye</i>)	
Str 22 (+8)	Dex 11 (+2) Wis 16 (+5)
Con 18 (+6)	Int 1 (-3) Cha 5 (-1)
Filth Fever	Level 3 Disease
Endurance stable DC 16, improve DC 21	
♦ Improve: The target is cured.	
♦ Initial Effect: The target loses 1 healing surge.	
♦ Worsen: The target takes a -2 penalty to AC, Fortitude defense, and Reflex defense.	
♦ Final Effect: The target takes a -2 penalty to AC, Fortitude defense, and Reflex defense. The target loses all healing surges and cannot regain hit points.	

Carrion Crawler (Level 4)	Level 4 Controller
Large aberrant beast	XP 175
Initiative +5 Senses Perception +4; darkvision	
HP 57; Bloodied 28	
AC 17; Fortitude 16, Reflex 15, Will 14	
Speed 6, climb 6 (spider climb)	
m Tentacles (standard; at-will) ♦ Poison	
Reach 2; +7 vs. Fortitude; 1d4 + 4 damage, and the target takes ongoing 5 poison and is slowed (save ends both). <i>First Failed Save:</i> The target is immobilized instead of slowed (save ends). <i>Second Failed Save:</i> The target is stunned instead of immobilized (save ends). Saving throws made against the carrion crawler's paralytic tentacles take a -2 penalty.	
M Bite (standard; at-will)	
+9 vs. AC; 1d10 + 4 damage.	
Alignment Unaligned Languages –	
Str 20 (+7)	Dex 16 (+5) Wis 14 (+4)
Con 17 (+5)	Int 2 (-2) Cha 16 (+5)

ENCOUNTER 3: FETID CAVE STATISTICS (HIGH LEVEL)

Otyugh	Level 7 Soldier
Large natural beast	XP 300
Initiative +5 Senses Perception +11; darkvision	
Otyugh Stench aura 1; living enemies in the aura take a -2 penalty to attack rolls.	
HP 82; Bloodied 41	
AC 23; Fortitude 22, Reflex 16, Will 19	
Immune disease	
Speed 5, swim 5	
m Tentacle (standard; at-will)	
Reach 3; +12 vs. AC; 1d8 + 6 damage, and the target is pulled 2 squares and grabbed (until escape).	
M Diseased Bite (standard; at-will) ♦ Disease	
+12 vs. AC; 1d10 + 6 damage, and the target contracts filth fever (see below).	
Spying Eye	
An otyugh can hide beneath murky water or refuse, leaving only its eyestalk exposed. While doing so, it gains a +10 bonus to Stealth checks but is immobilized.	
Alignment Unaligned Languages –	
Skills Stealth +8 (+18 while using <i>spying eye</i>)	
Str 22 (+9)	Dex 11 (+3) Wis 16 (+6)
Con 18 (+7)	Int 1 (-2) Cha 5 (+0)
Filth Fever	Level 3 Disease
Endurance stable DC 16, improve DC 21	
♦ Improve: The target is cured.	
♦ Initial Effect: The target loses 1 healing surge.	
♦ Worsen: The target takes a -2 penalty to AC, Fortitude defense, and Reflex defense.	
♦ Final Effect: The target takes a -2 penalty to AC, Fortitude defense, and Reflex defense. The target loses all healing surges and cannot regain hit points.	

Carrion Crawler (Level 5)	Level 5 Controller
Large aberrant beast	XP 200
Initiative +5 Senses Perception +4; darkvision	
HP 65; Bloodied 32	
AC 18; Fortitude 17, Reflex 16, Will 15	
Speed 6, climb 6 (spider climb)	
m Tentacles (standard; at-will) ♦ Poison	
Reach 2; +8 vs. Fortitude; 1d4 + 4 damage, and the target takes ongoing 5 poison and is slowed (save ends both). <i>First Failed Save:</i> The target is immobilized instead of slowed (save ends). <i>Second Failed Save:</i> The target is stunned instead of immobilized (save ends). Saving throws made against the carrion crawler's paralytic tentacles take a -2 penalty.	
M Bite (standard; at-will)	
+10 vs. AC; 1d10 + 4 damage.	
Alignment Unaligned Languages –	
Str 20 (+7)	Dex 16 (+5) Wis 14 (+4)
Con 17 (+5)	Int 2 (-2) Cha 16 (+5)

ENCOUNTER 3: FETID CAVE MAP

DT1 - DUNGEON TILES

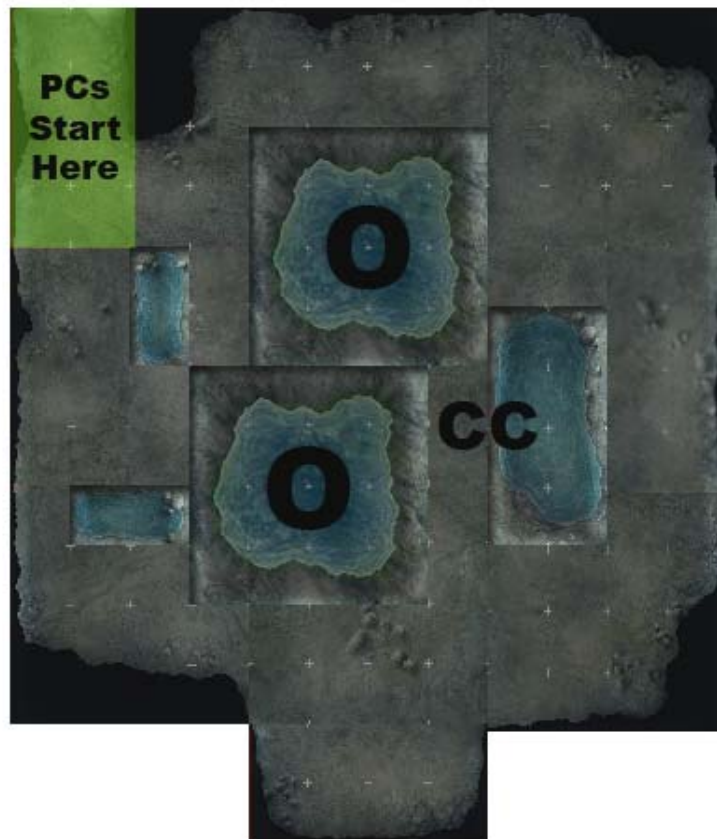
Pool	4x4	x2
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DT5 - LOST CAVERNS OF THE UNDERDARK

Cave Floor	4x8	x1	Pool	2x4	x1
Cave Entrance	4x4	x1	Cave Floor	2x4	x3
Cave Open Corner 1	4x4	x2	Pool	1x2	x2
Cave Open Corner 2	4x4	x1	Cave End	2x4	x1
Cave Sidewall	2x4	x3			

O = Otyugh

CC = Carrier Crawler



ENCOUNTER 4: BLIND JUSTICE

SKILL CHALLENGE LEVEL 1 / 3, COMPLEXITY 2 (200 / 300 XP)

SETUP

This is a very free-form scene. The basic idea is that the PCs need to get a particular shipment released from customs. The PCs must find the right crate, learn what happened to it, and then prove that the accusations are false by demonstrating that the crate was tampered with by an outside entity.

SKILL CHALLENGE

The following scenes are provided as examples. Feel free to customize them based on what the PCs do, and give hints to the players about what skills might be useful if they're having trouble deciding what to do. If a PC wants to use a skill that's not listed here and you think it's applicable, allow them to make a DC 20 / 21 check to gain a success or otherwise move the scene forward.

SCENE 1: LOCATING THE SHIPMENT

Number of Successes: 2 in any single approach

Number of Failures: This scene can only fail if the PCs exhaust all possible avenues of approach.

Primary Skills: Diplomacy, Bluff, Streetwise, Intimidate, Stealth.

Important NPCs: Commerce Advisor Hector

The first thing the PCs need to learn is where the shipment is and what is the pending issue hampering its clearance. To accomplish that, the PCs can attempt a variety of official or unofficial inquiries. They might choose to work through official channels, speaking with the commerce advisor. They might pursue a solution through the black market, forging documents, or they might simply intimidate or sneak past the guards.

However, the PCs as a group will have to decide on one of these paths, since it doesn't make sense to get official papers at the same time you are trying to forge them.

The first scene requires the PCs to achieve 2 successes on any one approach before 3 failures (total). There are three possible approaches, and succeeding at any of them requires 2 successes before 1 failure to progress to the next scene. If the PCs fail at all three approaches (total of 3 failures) then they fail this scene entirely.

Since many PCs may not have the correct skills for the chosen approach, you may use group checks for this scene if you prefer (see page 75 of the *Dungeon Master's Guide*).

OPTION 1: THE COMMERCE ADVISOR

Going back to the entrance of the city, you pass again through the temple district, but this time, you turn northward, towards the palace and the city hall. This area of the city is clean and very well protected, mostly by members of the Flaming Fist bearing the marks of a special elite unit that guards the palace and the duke.

After being stopped a couple of times by the guards, who let you through after looking at your papers, you finally get to the city hall, where you manage to get an audience with the commerce advisor.

Diplomacy (DC 20 / 21): The PCs decide to go through official means and head for the city hall to meet with Commerce Advisor Hector. On two successes (counting successes with the Bluff skill), the advisor recognizes the PCs' claim on behalf of the Merchant's League, and provides documentation to allow them into the appropriate warehouse, to investigate the shipment and speak with the guards. On a failure, he shuts down dialog and claims that investigation must go through official means, forcing the PCs to pursue an alternative solution.

Bluff (DC 20 / 21): The PCs may take a different approach with the advisor, saying that things will get ugly if the League does not receive its fair chance of investigating the matter. On a success, he bows to the pressure and hands over the documents, afraid of retaliation. On a failure, he shuts down dialog and claims that investigation must go through official means, forcing the PCs to pursue an alternative solution.

Insight (DC 10 / 11): Any PC can make an Insight check to assist other characters with hints and observations about the advisor's personality, earning a +2 bonus for the next skill check against the advisor on a success (for those trained in Insight, or with a high Wisdom score, this is easier than helping with the group test).

Insight (DC 15 / 16): A characters can make this check (with no group bonus) to re-open the use of Diplomacy or Bluff against the advisor in a case where the PCs would otherwise fail the challenge. This check can be made only once.

Intimidate: Hector cannot be intimidated. This counts as an automatic failure.

OPTION 2: GETTING FORGED DOCUMENTS

Streetwise (DC 20 / 21): The PCs can try to forge the documents they need, but they first need to find someone to do it. If they succeed at this check, read the text below, and have them attempt a second check when they meet the forger. On a failure, the PCs can't find anyone and must follow another approach.

Going back to the great market called The Wide at the entrance of the city, and talking with some people, you manage to arrange a meeting with a former scribe, now gone underground. Traversing the back alleys of the city, you reach a cellar where you will meet your contact.

Diplomacy, Intimidate, or Streetwise (DC 20 / 21): The forger agrees to create the necessary papers. He charges the PCs 20 gp at the low tier or 40 gp at the high tier. If they succeed, they acquire the needed documentation. If they fail, the documents are no good (or the forger refuses to cooperate) and the PCs must try another approach.

OPTION 3: SNEAKING IN

Approaching the docks, you can see the controlled chaos of shipments coming in and out, managed by a small army of workers.

You head for the section where the warehouses held by the government are located and where local militia is predominant. The whole area is ringed with high fences, and patrols from the city guard are constant. Many signs indicate that only authorized people are allowed.

Bluff or Intimidate (DC 20 / 21): The PCs can go directly to the entrance of the area and try to fool or intimidate the guards. It takes two successes to gain entrance. On a failure, each PC loses a healing surge, when the guards call for help and some friends nearby come to assist. The PCs are thrashed and ejected from the area.

Stealth (DC 20 / 21): The PCs can try to jump over the fences and hide from the guards on their way to the warehouse where the shipment is located. On their first success, they manage to get halfway through, but encounter another wave of guards (requiring a second Intimidate or Stealth check) before they reach the warehouse. On a failure, the PCs are spotted and chased out by the guards. Kicks and bruises cost a healing surge for each PC.

Success: The characters advance to the second scene, inside the warehouse, as soon as they succeed on any one of the three approaches.

Failure: If the PCs fail in every approach at least once, they shut down every possibility and are forced into a confrontation with the guards to enter the warehouse, costing them a healing surge each.

Complete Failure: The failures where the PCs lose healing surges assume that they have engaged in unarmed physical combat with the guards - although you don't have to be specific. However, if the PCs insist on killing the guards in those confrontations, they will automatically fail this entire encounter, as numerous guards will gather to investigate the incident. Eventually the Flaming Fist will settle matters, but the PCs are unable to complete this task successfully.

SCENE 2: DISCOVERING THE EVIDENCE

Number of Successes: 4

Number of Failures: This scene can only fail after exhausting all possibilities.

Primary Skills: Arcana, Diplomacy, Intimidate, Religion, Stealth, Streetwise.

Important NPCs: Art Evendale from Art's Potions and Powders.

Inside the warehouse, the PCs will first have to gather evidence of the substance that was used to contaminate the shipment and look for any other suspicious activity. What really happened is that another merchant who is a rival of the Merchant's League bribed one of the warehouse guards to pour a vial of a foul necromantic substance onto the crate. This had no effect on the contents, but it was enough to cause the crate to be seized by customs as a possible threat to public health. The guard got sick from his direct exposure and had to be treated at a nearby temple.

After analyzing the crates and talking to the guards, the adventurers can gather the following:

- Samples of the necromantic substance;
- Blood from someone that was injured while opening the crates;
- The work schedule of the guards, showing who worked on the warehouse since the shipment got there, yesterday morning.

In this scene, have the PCs act individually. The PCs will gather all the evidence and leave the warehouse to investigate what they have found. (Even if the PCs had to enter the warehouse through surreptitious means, let them leave the area without further incident.)

Arcana (DC 15 / 16): You visit an arcane school to investigate the origin of the substance and discover that the only supplier in the city is an authorized merchant that goes by the name of Art Evendale, with a store in the Bloombridge district. The merchant is well known

by the mages, who have been called many times to handle the substance whenever the merchant feels endangered by it. A shipment of the substance was received recently, as one of the mages recalls an apprentice sent there to retrieve it. On a failure, you shut down this option. You can only gain one success in this way.

Streetwise (DC 15 / 16): You immerse yourself into the black market to discover who usually deals with these kinds of substances. Your search leads you to a merchant called Art Evendale, where you can establish that the product is indeed available. On a failure, you shut down this option. You can only gain one success in this way.

Streetwise (DC 15 / 16): You meet the thief that has been contracted by the merchant to break into a warehouse and pour the stuff out on a specific crate. This is available only after the characters have discovered the source of the substance. On a failure, you shut down this option. You can only gain one success in this way.

Religion (DC 15 / 16): You go through the temples and discover that one of the guards who works at the customs warehouse was recently very sick and had to have a ritual performed in order to recover. The symptoms would be consistent with exposure to the necromantic substance. You also discover that the person that paid for the cleric's services was a merchant named Art Evendale from Art's Potions and Powders, a shop in the Bloombridge. On a failure, you shut down this option. You can only gain one success in this way.

Intimidate or Diplomacy (DC 10 / 11): Studying the work schedule of the guards, you manage to interview all of them, except one, who was out sick this morning. All the guards agree that he has been acting weirdly recently. A success in this check does not garner a success, but instead, opens up the check below, if you haven't done so already with a Religion check.

Streetwise or Diplomacy (DC 15 / 16): You find out, through contacts in the streets or within the militia, the name of the guard that was out sick and the barracks he lives in. At the barracks, his comrades mentions that he has been acting weird ever since he got an outside job from a merchant of magical goods. This check is only available after a character gains a success with the Religion skill, or with the check above. On a failure, you shut down this option. You can only gain one success in this way.

Intimidate (DC 15 / 11): You can only attempt this check if you had two or more successes in previous checks, having gathered some evidence of the merchant's involvement. You head to Art Evendale's magic shop and intimidate the merchant, making him

admit that there has been a lot of tension between him and the Merchant's League. He does not openly admit to any crime, however. On a failure, you shut down this option. You can only gain one success in this way.

Stealth (DC 15 / 16): You can only attempt this check if you had two or more successes in previous checks, having gathered some evidence of the merchant's involvement. You sneak into Art's Potions and Powders and manage to get to the office, finding a number of nasty letters that he has exchanged with the Merchant's League. You also find a letter that Art Evendale received from a guard, where the guard seems concerned about having touched the substance, and now, he is not feeling too well. He demands that the merchant sends a cleric on his way, or he would reveal their deal. On a failure, you shut down this option. You can only gain one success in this way.

Success: The characters advance to the third scene, back with the commerce advisor.

Failure: If the PCs do not manage to get the proof they need, they will not be able to clear the shipment of suspicion and they fail the encounter.

Complete Failure: If a PC gets greedy and tries to steal from the shop have Art discover the character and call for the guards. The PC will eventually walk free, but the group's loss of credibility means that they cannot succeed on this task and the Flaming Fist will be very displeased with them for bringing their name into disrepute.

SCENE 3: THE FINAL PERSUASION

Number of Successes: 2

Number of Failures: 2

Primary Skills: Diplomacy

Secondary Skills: Bluff, Insight

Important NPCs: Commerce Advisor Hector

Diplomacy (DC 15 / 16): This is the finishing touch for the encounter. Back in front of Commerce Advisor Hector, holding evidence of Art Evendale's involvement, the PCs will have to convince Hector to clear the shipment, since the League should not be held responsible for their rival's actions.

The PCs need 2 successes before 2 failures in order to complete this final scene and win the skill challenge. The main character's Diplomacy checks can be aided by Bluff, Diplomacy, or Insight checks from the other characters. Intimidate still cannot be used.

Success: The characters manage to get the documentation necessary to clear the shipment. They can deliver the documents to the Merchant's League.

Failure: If the PCs fail in this scene, the advisor will listen to them, accept whatever evidence they give him, and promise to be quick about the investigation, but he will not clear the shipment in time. The PCs have failed at their task.

ENDING THE ENCOUNTER

EXPERIENCE POINTS

The characters receive 40 / 60 experience points for successfully completing the skill challenge.

TREASURE

There is no treasure other than the reward that the PCs get from the Flaming Fist for succeeding on this task.

ENCOUNTER 5: A NIGHT'S REST?

SETUP

This is a transition scene that should not occur until the success or failure of all three tasks (Encounters 2-4) has been determined.

SCENE 1: BACK AT HEADQUARTERS

The PCs head back to the Flaming Fist headquarters to receive their reward for whichever tasks they managed to complete. (Note, to be clear, that the PCs have not taken an extended rest at this point.)

Back at headquarters, you are gathered outside the lieutenant's office, waiting to be received and rewarded, when a man dressed in noble robes followed by two servants comes up the entrance stairs and storms into the lieutenant's office, ignoring you completely.

From the outside, you listen through the door as the man screams and yells at the lieutenant. It's hard to make out the details, but the man's accusations and cries of indignation make whatever situation he has come to denounce sound quite serious.

Several minutes later, the storm calms down and the men continue their argument in a more contained tone. Not long after, the nobleman leaves the room, apparently more calm, and departs, once again ignoring you completely.

Within moments, the lieutenant comes out of the room, looks around, and after seeing you, motions for you to come inside.

The lieutenant explains that the nobleman that came into the room was a respected member of one of the richest merchant consortiums in Baldur's Gate. He has brought accusations that a man has been kidnapped. A group of mercenaries was apparently spotted dragging someone around in chains in the northern part of the city, near the Black Dragon Gate.

These mercenaries came from the south, carrying their prisoner, but paid no respect to the gate authorities when questioned. They lacked any kind of documentation that would justify their actions, and threatened the guards, who were just about to change shifts and didn't want to deal with a disturbance, so they passed the buck to the Flaming Fist. The mercenaries have established themselves at the Three Old Kegs inn. Since they are not from the militia, nor from the Flaming Fist, they have no right to be holding prisoners within the city.

"Acting as a responsible citizen of the city," the noble said, "I had to come and denounce this atrocity to the right of freedom of the people of Baldur's Gate."

The lieutenant is no fool, and suspects that there is something more to these accusations, but since the charges were brought to his attention, he has to send someone to check on the situation and find out if there really is a hostage. Naturally, he wants the PCs to do that. Since the outcome of their earlier tasks was adequate, he asks the characters to investigate the matter and bring the alleged prisoner and any surviving mercenaries to the Fist's headquarters for questioning.

The lieutenant reminds the PCs that the confrontation will take place in a public place and that the characters need to be as thoughtful of that as possible. He would also rather have the mercenaries brought in unconscious than dead.

SCENE 2: INVESTIGATION

Making their way to the Black Dragon Gate, the PCs can find out from the gate guards (who are from the new shift, but got the story from their departing compatriots) that the mercenary group was composed of two dragonborn, a bugbear, and two humans (although in fact, one of these humans is a shadar-kai, but the guards did not notice; they will just describe him as being particularly skinny and shady-looking).

The mercenaries were quite brusque, it was late in the day, and they appeared to be too strong for the guards to take them on, so they decided to let them through and report the situation to their captain, who in turn, decided to investigate the matter in the morning, since the group had not caused any incident and was already established at the inn. The gate guards don't get paid enough to risk their lives on such nonsense unless something is obviously a clear and present danger.

When the PCs decide to go look for the inn, read the following:

The sun has set and from every door you see people closing their businesses and returning to their homes, or gathering on the streets, in front of their houses and at inns... Inns such as the Three Old Kegs, the place you are now approaching. The night is quite pleasant and it looks like the place is going to be busy.

Before the PCs first enter the inn, check their passive Perception scores against a DC 15 to have the characters notice that one of the servants that accompanied the noble at the Flaming Fist Headquarters is outside the tavern, on the other side of the street. If the characters decide to question him, he will avoid most if not all questions, but will admit that

his master sent him here to observe and see if the Flaming Fist actually does anything about the situation.

As you enter, you find that the Three Old Kegs is a reasonably clean and comfortable establishment, much beyond your expectations for such a busy neighborhood. The patrons keep the noise within reason, except for the occasional outburst here and there, and the drinks and dishes being served are succulent and fragrant.

People take notice of you as you enter, but quickly return their attention to their own business.

When the characters start asking about the mercenaries, check their passive Perception scores against a DC 20 to have them notice a boy eavesdropping on their conversations. The boy is selling flowers and if confronted, he will offer to sell the PC a flower before eventually admitting that he received some coin from the mercenaries to warn them if anybody came around asking about them. They can easily bribe or intimidate him into either going away or perhaps even providing false information to the mercenaries (he is not loyal to them in the slightest). If the PCs do not notice him then he will offer a couple more flowers to the customers and head upstairs, reporting the PCs' presence and activities to the mercenaries, who will begin preparing for a fight.

Assuming they ask around, some of the patrons will recognize the description of the mercenaries that the PCs got from the gate guards. The innkeeper can tell the characters they are established in Room 7, at the end of the corridor on the second floor. They will need to identify themselves as working for the Flaming Fist before he will share the information, however, because he's got a reputation to uphold.

ENDING THE ENCOUNTER

Going upstairs, the PCs follow the corridor until they reach its end, facing the door to the mercenaries' room. This is the largest room at the inn, equivalent to two of the regular rooms.

If the PCs decide to try to talk with the mercenaries, they will answer from inside the room. However, the mercenaries won't give up their prisoner, since they realize they are holding him against his will and without proof. They argue that the man is a spy from Amn that came across some very important information that could be used to sabotage commerce in the entire western heartlands. Their mission was to get the spy and take him back to their masters at Elturgard, but they won't go into details. Basically, the PCs are going to have to use force if they want to rescue the prisoner.

EXPERIENCE POINTS

The characters receive no experience for this encounter and it does not count towards a milestone.

TREASURE

In addition to their payment for the tasks that they have already completed, the Flaming Fist will offer an extra 12 / 16 gp to each PC for the completion of this extra task. If they completed all three of the previous tasks successfully, the Lieutenant is even willing to pay them in advance.

ENCOUNTER 6: CAPTIVITY

ENCOUNTER LEVEL 3 / 5 (700 / 925 XP)

SETUP

This encounter includes the following creatures at the low tier:

- 2 Dragonborn Soldiers (Level 2) (DS)
- 1 Bugbear Strangler (Level 3) (BS)
- 1 Shadar-kai Chainfighter (Level 3) (SC)
- 1 Human Mage (Level 3) (HM)

This encounter includes the following creatures at the high tier:

- 2 Dragonborn Soldiers (Level 4) (DS)
- 1 Bugbear Strangler (Level 5) (BS)
- 1 Shadar-kai Chainfighter (Level 5) (SC)
- 1 Human Mage (HM)

As the first PC breaks through the door, read:

Beyond the door you find a well-lit room, very comfortable and spacious, and filled with hostile mercenaries who seem very unhappy about your uninvited arrival.

FEATURES OF THE AREA

Illumination: The entire room is brightly illuminated.

Carpet: If the NPCs are warned that the PCs are coming, they rig the carpet so that it will slip out from under the first person who tries to run or charge across it. This requires the character to make an Acrobatics check (DC 15) or fall prone. This only happens once.

Statue: The statue is blocking terrain. It can be pushed over (Strength DC 11) in which case it deals 1d10 points of damage, shatters, and creates 2 squares of difficult terrain.

Beds and Tables: Squares containing these objects are treated as difficult terrain. They can be flipped over to provide cover for Medium or smaller creatures.

Cabinet: The large wooden armoire is treated as blocking terrain. The cabinet can be moved with a DC 10 Strength check. A character dragging the cabinet moves at half speed. If they have time to prepare, the NPCs might reposition the cabinet so that they can use it for cover.

Wooden Door: This is a standard wooden door. It is locked (Thievery DC 20). The PCs can bash it down

(Strength DC 16) or they can attack it (Fortitude 10, AC and Reflex 5, immune to attacks that target Will, hp 20).

TACTICS

If the mercenaries were not warned about the PCs' arrival, it might be possible for the PCs to get a surprise round depending on their approach. You can set this up using opposed Stealth and Perception checks between the PCs and the mercenaries. If the mercenaries have been warned then the first PC through the door will face a well-prepared onslaught.

If the PCs do not destroy the door entirely, the mercenaries will try to use the door to split the party by letting some of the adventurers into the room and then closing the door behind them. They could drag the cabinet across the doorway to make it tougher for the remaining PCs to get into the room. The cabinet has the same statistics as the door. If an NPC is holding the door closed, then a PC could engage in an opposed Strength check to try and force it open.

The mercenaries will make the most of their area or multi-target attacks (the mage with *thunder burst*, the shadar-kai with *dance of death* and *shadow jaunt*, and the dragonborn with their *dragon breath*).

SCALING THE ENCOUNTER

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

Four PCs: Remove one of the dragonborn soldiers.

Six PCs: Add another dragonborn soldier.

ENDING THE ENCOUNTER

If the PCs search the room, they will find the letter where the mercenaries were assigned their mission by someone named Lord Pendrake of Elturgard. The letter lends credence to the suspicion that the spy, carrying important information acquired eavesdropping on a private meeting in Elturgard, was fleeing towards Amn. Details are not given, but the mercenaries were sent to pursue the spy and return him to Elturgard.

If confronted, the prisoner will deny any such accusations. The PCs can do little more than take him back to the Flaming Fist headquarters for questioning. There seems to be more here than first meets the eye, but finding out the truth behind these conflicting stories is beyond the adventurers' abilities at this time. All they can do for now is hand the mess over to the Flaming Fist and let them try to sort it out.

Some players might insist that they need to find out "what's really going on here" in order to feel like they have achieved a satisfactory resolution to this scene.

Unfortunately, there isn't really a "right" or "wrong" answer for how to handle the prisoner. The adventurers were authorized and ordered to hand him over to the Flaming Fist, but it's not their responsibility to investigate the truth or falsehood of the accusations against him. This scene isn't intended to cause the players to be frustrated; it's just to illustrate that there are a number of forces at work in Baldur's Gate, and their objectives and methods often come into conflict.

EXPERIENCE POINTS

The characters receive 140 / 185 experience points each for defeating the mercenaries.

TREASURE

The PCs can find a total of 90 / 120 gold pieces among the mercenaries' possessions, and they receive their extra payment from the Flaming Fist if they successfully complete this mission.

The mercenaries' equipment also includes some magic armor or a magic shield (depending on tier) and a magical wand. See the treasure bundles for details.

CONCLUSION

After "rescuing" the prisoner, the PCs need to take him to the Flaming Fist headquarters for questioning. If the mercenaries were kept alive, they also need to be taken for questioning (local guards outside the inn can help with this task).

At the headquarters, the PCs will be thanked and rewarded for all their work. They might be curious about the prisoner, but they are excused without the opportunity to take part in the questioning. Such matters are above the level of recruits, even recruits who have proven themselves useful. Lieutenant Stonefield will give his assessment of the group's performance, ranging from stellar (if they completed every assignment successfully) to abysmal (if they failed on every task). Have fun with this final roleplaying scene before ending the adventure. If time permits, you can allow the PCs to deliver detailed reports on each of their assignments, or you can simply have the Lieutenant dismiss them with a nod and a handshake. As long as they completed at least one of the tasks successfully, the Lieutenant will suggest that there might be some opportunities for future employment, so the PCs should check back any time they are in the city of Baldur's Gate.

The characters can now go rest for the night, with a reward that should be enough to pay for their drinks. Congratulate the players for having finished the adventure!

ENCOUNTER 6: CAPTIVITY STATISTICS (LOW LEVEL)

Dragonborn Soldier (Level 2)	Level 2 Soldier
Medium natural humanoid	XP 125
Initiative +5 Senses Perception +2	
HP 39; Bloodied 19	
AC 17; Fortitude 15, Reflex 13, Will 12	
Speed 5	
m Longsword (standard; at-will) ♦ Weapon	
+7 vs. AC (+8 while bloodied); 1d8 + 2 damage.	
C Dragon Breath (minor; encounter) ♦ Cold	
Close blast 3; +3 vs. Reflex (+4 while bloodied); 1d6 + 1 cold damage.	
Dragonborn Fury (only while bloodied)	
A dragonborn gains +1 racial bonus to attack rolls.	
Impetuous Spirit (immediate reaction, when an enemy leaves an adjacent square; at-will) ♦ Weapon	
The dragonborn soldier makes a melee basic attack against the enemy, even if the enemy is shifting.	
Martial Recovery (free, when the dragonborn soldier misses with a melee attack; recharges when the soldier uses <i>impetuous spirit</i>) ♦ Weapon	
The dragonborn soldier makes another melee attack against the same target.	
Alignment Unaligned	Languages Common, Draconic
Skills Endurance +8, History +3, Intimidate +7	
Str 16 (+4)	Dex 15 (+3) Wis 12 (+2)
Con 15 (+3)	Int 11 (+1) Cha 9 (+0)
Equipment scale armor, light shield, longsword	

Bugbear Strangler (Level 3)	Level 3 Lurker
Medium natural humanoid	XP 150
Initiative +9 Senses Perception +3; low-light vision	
HP 40; Bloodied 20	
AC 18; Fortitude 15, Reflex 15, Will 13; see also <i>body shield</i>	
Speed 7	
m Morningstar (standard; at-will) ♦ Weapon	
+7 vs. AC; 1d12 + 2 damage.	
M Strangle (standard; sustain standard; at-will)	
Requires combat advantage; +6 vs. Reflex; 1d10 + 2 damage, and the target is grabbed (until escape). A target trying to escape the grab takes a -4 penalty to the check. The bugbear strangler can sustain the power as a standard action, dealing 1d10 + 2 damage and maintaining the grab.	
Body Shield (immediate interrupt, when targeted by a melee or a ranged attack against AC or Reflex; recharge 4 5 6)	
The bugbear strangler makes its grabbed victim the target instead. The bugbear strangler can't use this power to redirect attacks made by a creature it is currently grabbing.	
Predatory Eye (minor; encounter)	
The bugbear strangler deals an extra 1d6 damage on the next attack it makes with combat advantage. It must apply this bonus before the end of its next turn.	
Alignment Evil	Languages Common, Goblin
Skills Intimidate +8; Stealth +12	
Str 18 (+5)	Dex 18 (+5) Wis 14 (+3)
Con 16 (+4)	Int 10 (+1) Cha 10 (+1)
Equipment leather armor, morningstar, rope garrote	

Shadar-kai Chainfighter (Level 3)	Level 3 Skirmisher
Medium shadow humanoid	XP 150
Initiative +7 Senses Perception +3; low-light vision	
HP 44; Bloodied 22	
AC 17; Fortitude 16, Reflex 16, Will 14	
Speed 6; see also <i>dance of death</i> and <i>shadow jaunt</i>	
m Spiked Chain (standard; at-will) ♦ Weapon	
Reach 2; +8 vs. AC; 2d4 + 1 damage.	
M Dance of Death (standard; recharge 6) ♦ Necrotic, Weapon	
The shadar-kai chainfighter shifts 6 squares and makes 3 spiked chain attacks at any points during his move. He can attack a given enemy only once, but he deals an extra 1d6 necrotic damage with each successful hit.	
Shadow Jaunt (move; encounter) ♦ Teleportation	
The shadar-kai chainfighter teleports 3 squares and becomes insubstantial until the start of his next turn.	
Alignment Unaligned	Languages Common
Skills Acrobatics +12, Stealth +12	
Str 17 (+4)	Dex 18 (+5) Wis 14 (+3)
Con 12 (+2)	Int 10 (+1) Cha 11 (+1)
Equipment leather armor, spiked chain	

Human Mage (Level 3)	Level 3 Artillery
Medium natural humanoid	XP 150
Initiative +3 Senses Perception +4	
HP 36; Bloodied 18	
AC 16; Fortitude 12, Reflex 13, Will 14	
Speed 6	
m Quarterstaff (standard; at-will) ♦ Weapon	
+3 vs. AC; 1d8 damage.	
r Magic Missile (standard; at-will) ♦ Force	
Ranged 20; +6 vs. Reflex; 2d4 + 4 force damage.	
R Dancing Lightning (standard; encounter) ♦ Lightning	
The mage makes a separate attack against 3 different targets; ranged 10; +6 vs. Reflex; 1d6 + 4 lightning damage.	
A Thunder Burst (standard; encounter) ♦ Thunder	
Area burst 1 within 10; +6 vs. Fortitude; 1d8 + 4 thunder damage, and the target is dazed (save ends).	
Alignment Unaligned	Languages Common
Skills Arcana +10	
Str 10 (+1)	Dex 14 (+3) Wis 17 (+4)
Con 12 (+2)	Int 18 (+5) Cha 12 (+2)
Equipment robes, quarterstaff, wand	

ENCOUNTER 6: CAPTIVITY STATISTICS (HIGH LEVEL)

Dragonborn Soldier (Level 4)	Level 4 Soldier
Medium natural humanoid	XP 175
Initiative +6 Senses Perception +3	
HP 55; Bloodied 27	
AC 19; Fortitude 17, Reflex 15, Will 14	
Speed 5	
m Longsword (standard; at-will) ♦ Weapon	
+9 vs. AC (+10 while bloodied); 1d8 + 3 damage.	
C Dragon Breath (minor; encounter) ♦ Cold	
Close blast 3; +5 vs. Reflex (+6 while bloodied); 1d6 + 2 cold damage.	
Dragonborn Fury (only while bloodied)	
A dragonborn gains +1 racial bonus to attack rolls.	
Impetuous Spirit (immediate reaction, when an enemy leaves an adjacent square; at-will) ♦ Weapon	
The dragonborn soldier makes a melee basic attack against the enemy, even if the enemy is shifting.	
Martial Recovery (free, when the dragonborn soldier misses with a melee attack; recharges when the soldier uses <i>impetuous spirit</i>) ♦ Weapon	
The dragonborn soldier makes another melee attack against the same target.	
Alignment Unaligned	Languages Common, Draconic
Skills Endurance +9, History +4, Intimidate +8	
Str 16 (+5)	Dex 15 (+4) Wis 12 (+3)
Con 15 (+4)	Int 11 (+2) Cha 9 (+1)
Equipment scale armor, light shield, longsword	

Bugbear Strangler (Level 5)	Level 5 Lurker
Medium natural humanoid	XP 200
Initiative +10 Senses Perception +4; low-light vision	
HP 52; Bloodied 26	
AC 20; Fortitude 17, Reflex 17, Will 15; see also <i>body shield</i>	
Speed 7	
m Morningstar (standard; at-will) ♦ Weapon	
+9 vs. AC; 1d12 + 3 damage.	
M Strangle (standard; sustain standard; at-will)	
Requires combat advantage; +8 vs. Reflex; 1d10 + 3 damage, and the target is grappled (until escape). A target trying to escape the grab takes a -4 penalty to the check. The bugbear strangler can sustain the power as a standard action, dealing 1d10 + 3 damage and maintaining the grab.	
Body Shield (immediate interrupt, when targeted by a melee or a ranged attack against AC or Reflex; recharge 4 5 6)	
The bugbear strangler makes its grabbed victim the target instead. The bugbear strangler can't use this power to redirect attacks made by a creature it is currently grabbing.	
Predatory Eye (minor; encounter)	
The bugbear strangler deals an extra 1d6 damage on the next attack it makes with combat advantage. It must apply this bonus before the end of its next turn.	
Alignment Evil	Languages Common, Goblin
Skills Intimidate +9; Stealth +13	
Str 18 (+6)	Dex 18 (+6) Wis 14 (+4)
Con 16 (+5)	Int 10 (+2) Cha 10 (+2)
Equipment leather armor, morningstar, rope garrote	

Shadar-kai Chainfighter (Level 5)	Level 5 Skirmisher
Medium shadow humanoid	XP 200
Initiative +8 Senses Perception +4; low-light vision	
HP 60; Bloodied 30	
AC 19; Fortitude 18, Reflex 18, Will 16	
Speed 6; see also <i>dance of death</i> and <i>shadow jaunt</i>	
m Spiked Chain (standard; at-will) ♦ Weapon	
Reach 2; +10 vs. AC; 2d4 + 2 damage.	
M Dance of Death (standard; recharge 6) ♦ Necrotic, Weapon	
The shadar-kai chainfighter shifts 6 squares and makes 3 spiked chain attacks at any points during his move. He can attack a given enemy only once, but he deals an extra 1d6 necrotic damage with each successful hit.	
Shadow Jaunt (move; encounter) ♦ Teleportation	
The shadar-kai chainfighter teleports 3 squares and becomes insubstantial until the start of his next turn.	
Alignment Unaligned	Languages Common
Skills Acrobatics +13, Stealth +13	
Str 17 (+5)	Dex 18 (+6) Wis 14 (+4)
Con 12 (+3)	Int 10 (+2) Cha 11 (+2)
Equipment leather armor, spiked chain	

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

ENCOUNTER 6: CAPTIVITY MAP

DT1 - DUNGEON TILES

Floor	8x10	x1
Floor	4x2	x1
Statue	1x1	x1
Single Door	2x1	x1

DT7 - FANE OF THE FORGOTTEN GODS

Bed and Chest	2x1	x4
Table and Chairs	2x2	x2
Carpet	2x4	x1

DT2 - ARCANES CORRIDORS

Altar	1x2	x1
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DS = Dragonborn Soldier

BS = Bugbear Strangler

SC = Shadar-kai Chainfighter

HM = Human Mage



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.

IMPORTANT DM INFORMATION

It is critical that you enter the PC rewards accurately on the tracking form, and ensure that the information is reported and entered online in a timely manner. While players will be able to track their character's information on paper, the online information serves as an important backup and verification of play. Ask the players for their RPGA numbers and character numbers (usually a single digit) when you begin to fill out the tracking form.

EXPERIENCE POINTS

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

Encounter 2: Bandit Warehouse

105 / 155 XP

Encounter 3: Fetid Cave

115 / 160 XP

Encounter 4: Blind Justice

40 / 60 XP

Encounter 6: Captivity

140 / 185 XP

Total Possible Experience

400 / 560 XP

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 some other item of value. Each player makes one selection for their character; players may choose the same treasure bundle. Mark the one-letter bundle ID on the tracking form next to any character that selects a 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 to the gold all characters receive, and ensure you enter the total amount of gold gained (minus any expenditures) online. You can have a negative number and enter that negative online. PCs receive 20% of a magic item's purchase price for any item they sell. 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.

Gold per PC

75 / 100 gp

(Encounter 2: 9 / 12 gp; Encounter 3: 15 / 15 gp; Encounter 5: 48 / 64 gp; Encounter 6: 18 / 24 gp)

EACH PC SELECTS ONE OF THE FOLLOWING

Bundle A: *pact blade +1* (low-level version only)

Found in Encounter 2

Bundle B: *shield of protection (heroic tier)* (low-level version only)

Found in Encounter 6

Bundle C: *lightning weapon +1*

Found in Encounter 3

Bundle D: *+1 holy symbol of battle*

Found in Encounter 3

Bundle E: *+1 wand of ethereal stride* (high-level version only)

Found in Encounter 6

Bundle F: *dwarven armor +2* (high-level version only)

Found in Encounter 6

Potion plus Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add a *potion of healing* plus 0 / 25 gp to their total gold per PC. The player should write the potion gained on their adventure log.

More Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add 50 / 75 gp to their total gold per PC.

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. Make sure to mark the story award codes next to each character that earned them on the tracking form.

As long as the PCs successfully completed at least one of the three original tasks that were assigned to them by Lieutenant Stonefield, they receive the “Flaming Fist Apprenticeship” story object. (Any PCs who have no interest in becoming members of the mercenary company may choose to decline this award, but it is the beginning of a Major Quest.)

The PCs all receive the “Friend of the Unicorns” story object if they successfully recovered the stolen wood from Encounter 2, even if they did not succeed on any of the other tasks.

BALD01 Flaming Fist Apprenticeship

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

BALD02 Friend of the Unicorns

Gillian Truesilver of the Unicorns Merchant Group recognizes you as a friend. Gillian can often be found at the temple of Mielikki in the Temple District of Baldur’s Gate.

ADVENTURE QUESTIONS

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

1. Did the PCs recover the smuggled wood?

- a. No.
- b. Yes, and at least one of the tiefling smugglers was brought to justice (captured).
- c. Yes, but all the smugglers were killed.

2. Did the PCs acquire a shell for the dwarf forger?

- a. No.
- b. Yes, but they left the cave without killing all the monsters.
- c. Yes, and all the monsters were cleared from the cave.

3. Did the PCs manage to clear the shipment from customs for the Merchant’s League?

- a. No.
- b. Yes, mainly through the use of legitimate / legal methods.
- c. Yes, mainly through the use of illegitimate / illegal methods.

4. What was the outcome of Encounter 6?

- a. The prisoner was rescued and all the mercenaries were killed.
- b. The prisoner was rescued and some or all of the mercenaries were captured.
- c. The prisoner was killed and all of the mercenaries were killed.
- d. The prisoner was killed and some or all of the mercenaries were captured.

5. Overall, how many of their assignments did the PCs complete successfully?

- a. None of them (zero).
- b. One (1) assignment was successful.
- c. Two (2) assignments were successful.
- d. All three assignments were successful.

PLAYER HANDOUT 1: WRIT FROM THE FLAMING FIST

TEMPORARY FLAMING FIST DUTY

I hereby declare the bearer of this writ to be in temporary duty for the Flaming Fist, allowed to wield weapons within city walls, while acting as such, although still bound by the laws of the city.

These duties include, but are not limited to:

- The recovery of smuggled wood located at a warehouse within the docks;*
- The clearing of a nearby cavern complex near the exit of the city of its inhabitants, as well as the search for raw materials to be used by Hurth Blackhammer;*
- The releasing of a shipment for a Merchant's League associate, with urgency.*

Other assignments may be bestowed upon the recruits, and described below, at my own discretion, within the 24 hours of authenticity of this document.

- _____;
- _____;
- _____.

Flaming Fist Lieutenant Hart Stonefield